

GAMER GUIDE

ASSASSIN'S CREED BLACK FLAG RESYNCD EDITION



A smooth voyage through the Caribbean is on the cards.

WHAT IS ASSASSIN'S CREED BLACK FLAG RESYNCD?

Assassin's Creed Black Flag Resynced is a faithful, somewhat safe recreation of the classic 2013 action-adventure title, which was initially developed by Ubisoft Montreal.

The “enhanced remake” was developed by Ubisoft Singapore and published by Ubisoft. Launching to a relatively positive reception, Assassin's Creed Black Flag Resynced was released on PC, PS5, and Xbox Series X/S consoles on 9 July 2026.

Built on the latest iteration of Ubisoft's powerful Anvil Engine, Assassin's Creed Black Flag Resynced brings the Caribbean to life like never before, with enhanced features such as ray tracing, Dolby Atmos, micropolygon rendering, and a dynamic weather system; every single aspect feels more immersive.

There are dozens of improvements to enjoy; the game was built to be the ultimate piracy experience. There's a new parrying mechanic in combat, new pets on the Jackdaw, new sea shanties, enhanced traversal mechanics, the ability to crouch everywhere during stealth sequences, a redesigned HUD, and a multitude of other little additions that will make you grin.

Assassin's Creed Black Flag Resynced is set during the Golden Age of Piracy, as players jump into the battle-hardened boots of pirate Edward Kenway, captain of the Jackdaw. Yes, you can capture your favourite moments as Edward Kenway with the new Photo Mode feature!

Players will fight on land in huge brawls, perform silent takedowns, and discover treasures. On sea, you'll command the Jackdaw, upgrade it, expand your fleet, craft helpful items, and even dive deep into the ocean. Assassin's Creed Black Flag Resynced is seen as the 15th mainline entry in the iconic franchise, and its modern-day storyline continues the arc that began in Assassin's Creed Shadows.

There's exclusive new content to discover, with new storylines for the likes of Blackbeard and Stede Bonnet. You'll meet some surprising new allies, and you'll get to recruit three new officers during the campaign. To keep this Gamer Guide relatively free of major spoilers, we'll let you enjoy the story and exploration, while we focus on the likes of gameplay mechanics, combat, ship upgrades, fleet management, and general tips to help you set sail with confidence.

GROUND COMBAT & STEALTH

As you traverse the various exotic islands, exploring jungles, hideouts, and forts, you'll find various side activities, synchronise viewpoints, and discover treasure aplenty. As the charismatic, swashbuckling Edward Kenway, the general combat involves dual-wielding swordplay, with some stylish gunplay thrown in for good measure.

Assassin's Creed Black Flag Resynced focuses on a posture-based combat system and combo finishers to get the job done. Understanding this system is a key element to success.

Enemies have posture/defence meters above their health bar. As you wear down their defence, an execution window opens up. Some options to take down enemies include but are not limited to:

Hidden Blade Takedown:

Breaking an enemy's defence with multiple attacks will trigger a Hidden Blade takedown.

Perfect Parry Takedowns:

Triggered by timing a Perfect Parry, you can chain your takedowns to up to four nearby enemies, depending on your sword set.

Wall Takedown:

Kick an enemy into a wall to initiate a fatal takedown.

Ground Takedown:

Grounded enemies can be killed by a Ground Takedown.

PRO TIP

Use the environment to your advantage. For example, blow up powder kegs to drop enemies for a Ground Takedown.



GROUND COMBAT & STEALTH

Assassin's Creed Black Flag Resynced boasts modern stealth tools and various quality-of-life changes, such as the ability to manually crouch and take cover. For example, players can break line-of-sight with enemies by crouching behind low walls.

There's also an enhanced observe mode, combining the traditional Eagle Vision with immersive camera zoom abilities. You can, therefore, tag enemy patrol routes, isolate audio cues for an advantage, and highlight important targets.

Use the following tools in your Quick-Wheel to assist in stealthy endeavours.

Darts:

Neutralise or confuse sentries from long range.

Whistle:

Lure single or small groups of patrolling guards into bushes/corners.

Smoke Bombs:

Instantly break line-of-sight during alerted states or set up rapid blade multi-kills.

If you are in a pinch, use the fast traversal mechanics and parkour to escape or reset combat.

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PRO TIP

Jumping from a high spot doesn't mean instant death. Perform a roll just before you land for a "landing roll," resulting in no damage taken.



UNLOCKING DEADLY SWORDS

At the heart of combat are two primary weapon types: swords and pistols. An expert at both melee and ranged combat, Edward Kenway can take out groups of enemies when required. A vital aspect of progression in boots-on-the-ground combat is finding new swords and pistols.

Let's take a look at some great sword set options, types, key stats and short unlock instructions first.

Sword Set	Type	Stats	How to Unlock
Persian Scimitars	Cutlass	Dmg: 38 Takedowns: 4	Dig up buried treasure using Restored Weathered Map.
Ezio's Swords	Cutlass	Dmg: 25 Takedowns: 3	Purchase in Animus Exchange for 1,500 Animus Keys.
Le Bourgeoys Blades	Pistol-Sword	Dmg: 38 Takedowns: 2	Reward for completing the "Art Lover" side quest.
Matched Golden Swords	Cutlass	Dmg: 25 Takedowns: 4	Craft/Trade at Great Inagua Treasure Dealer.



UNLOCKING DEADLY SWORDS

Sword Set	Type	Stats	How to Unlock
Pistol Swords	Pistol-Sword	Dmg: 25 Takedowns: 3	Complete all 30 Assassin Contracts across the Caribbean.
Dual Cleavers	Heavy Blade	Dmg: 38 Takedowns: 2	Buy for 19,000 Reales at max-level General Store.
Officer's Rapiers	Rapier	High Dmg & Speed	Buy for 14,000 Reales at General Store (Unlocks Sequence 3).
Order of Gold	Pistol-Sword	Legendary Dmg	Buy for 29,000 Reales at the General Store in Great Inagua.
Dark Animus Corsair	Pistol-Sword	Dmg: 38 Takedowns: 2	Complete the "True Purpose" Animus Rift.

Keep in mind that there are more swords to discover in Assassin's Creed Black Flag Resynced, and that the ones mentioned in our guide are just some of the top options to hunt for.

PRO TIP

The Persian Scimitars are arguably the best swords in the game, with a high takedown count and serious damage. Their perk, which stops Brute-type enemies from resisting takedowns, means you can chain takedowns to your heart's content to defeat some of the toughest groups in the game.

UNLOCKING THE BEST PISTOLS

Check out some of the best pistol sets in Assassin’s Creed Black Flag Resynced, alongside stats, features, and short descriptions on how to unlock them.

Pistol Set	Stats	Features	How to Unlock
Golden Flintlock	Range: 28 Draw Speed: 1.20	Briefly slows time after a pistol kill.	Complete all 15 Naval Contracts
Baldwin's Golden Pistols	Range: 26 Draw Speed: 1.00	Excellent mid-game balanced speed & range.	Complete Lucy Baldwin's 3rd quest.
Dragon's Roar Pistols	Range: 28 Draw Speed: 1.50	Extends effective range after a firearm kill.	Buy at max General Store / Endgame chest.
Fury of the Deep	Range: 28 Draw Speed: 1.50	Restores health slightly on a headshot kill.	Buy at max General Store / Special chest.
Spanish Officer Pistols	High Range & Speed	Best buyable pistol set during early-to-mid game.	Buy for 7,000 Reales at General Store (Sequence 3).
Captain's Wheellock	Moderate Stats	Ranged upgrade found early via exploration.	Open underwater chest at Great Inagua (823, 448).
Captain Morgan's	Moderate Stats	Ranged weapon set from DLC/Special location	Open chest on Black Island (917, 616).

CAPTAINING THE JACKDAW

In Assassin's Creed Black Flag Resynced, it's not always smooth sailing. We've explained the land combat, and now, it's time for a look at naval combat. After all, you'll have to withstand the Spanish, British, pirate hunters, and more.

First, let's take a closer look at the combat abilities of the Jackdaw, some of which you'll unlock as the story progresses.

Bow Chasers (Looking Forward):

Fires Chain Shots to damage the enemy and slow down fleeing targets. The remake boasts a Double Shot secondary firing mode, allowing players to unleash a concentrated volley of heavy cannonballs directly ahead when pursuing prey.

Broadside Cannons (Looking Port or Starboard):

This is your primary offensive capability. Fire long-range Round Shots, devastating un-aimed Heavy Shots at close quarters, or use the new Heated Shot secondary mode, which rains multiple volleys of fiery projectiles to burn through heavily armoured hulls.

Fire & Shrapnel Barrels (Looking Aft):

Dropped behind the Jackdaw to punish pursuing vessels. The new Shrapnel Barrels detonate upward to shred enemy sails, creating a quick escape option.

Mortars & Deadman's Cohort (Long Range):

Ideal for opening salvos or long-range siege play against sea forts. Upgrading to Deadman's Cohort unlocks a secondary saturation mode that bombards an area with dozens of Carcass bombs.

Ram Dash:

Unlocked earlier in Resynced through ship officers, this manoeuvre surges the Jackdaw forward for high-impact collision damage.

For the most part, your goal is ultimately to either take out a fort or board an enemy ship. Once you board an enemy ship, you can repair the Jackdaw, lower your wanted level, and send the ship to Kenway's Fleet. Use the Jackdaw's arsenal to demolish an enemy ship's health bar, then use the grappling hook (it will appear above the enemy ship). Hold the boarding key (Y or Triangle on your controller) to board the enemy vessel. Defensive manoeuvres include Bracing. If you hit the timing just right, moments before an enemy hits, you can mitigate a huge portion of damage to your ship's hull and crew members.

Another important aspect to consider is using the spyglass to plan ahead. Further, drop to Half Sail to become more agile when trying to get off a Heavy Shot at close range, or use Full Sail to get away from an enemy's firing range.

PRO TIP

The remake features two improvements that will make sailing across the Caribbean a dream. Use Pathfinder to pin a destination on your map to activate a route to follow. Further, the Follow Sea feature is a type of autopilot, where your ship essentially steers herself to your chosen destination.

ALL JACKDAW UPGRADES

You'll want to upgrade the Jackdaw as much and frequently as possible to survive the deadly waters. Feel free to use our Gamer Guide like a "cheat sheet," as we've got all the Jackdaw upgrades for you to peruse.

Hull, Defence & UtilitiesUpgrades

Upgrade	Requirements & Cost per Tier	Max Effect / Stats
Armoured Hull	I: Unlocked / Free II: 1,000R III: Harbourmaster I + 4,000R + 100 Metal + 200 Wood IV: Harbourmaster II + 15,000R + 200 Metal + 500 Wood V: Harbourmaster III + 30,000R + 400 Metal + 750 Wood + Hull Armour Ultimate Plan	5,000 HP max armour rating
Ram	I: 500R + 25 Wood II: 2,000R + 75 Wood III: Harbourmaster II + 5,000R + 150 Metal + 250 Wood IV: Harbourmaster III + 15,000R + 200 Metal + 600 Wood + Ram Ultimate Plan	4,000 Ram Damage
Crew Quarters	I: 800R + 100 Cloth II: Harbourmaster II + 3,500R + 450 Cloth III: Harbourmaster III + Higher tier crew expansion	+30 Max Crew capacity
Diving Bell	I: 5,000R	Unlocks Deep Underwater Wreck Exploration

ALL JACKDAW UPGRADES

Naval Weapons & Offence Upgrades

Upgrade	Requirements & Cost per Tier	Max Effect / Stats
Broadside Cannons	I: Unlocked (6 cannons) II: 70 Metal (8 cannons) III: Harbourmaster I + 2,000R + 150 Metal (10 cannons) IV: Harbourmaster II + 4,000R + 300 Metal (12 cannons) V: Harbourmaster II + 8,000R + 350 Metal (14 cannons) VI: Harbourmaster III + 12,000R + 500 Metal (16 cannons) VII: Harbourmaster III + 20,000R + 650 Metal + Broadside Cannons Number Ultimate Plan	18 Broadside Cannons per side
Round & Heated Shot	I: Default (100% damage) II: Harbourmaster I + 900R (+30% damage) III: Harbourmaster II + 4,000R (+40% damage) IV: Harbourmaster III + 12,000R (+40% damage) V: Harbourmaster III + 35,000R + Round Shot Strength Ultimate Plan	+160% Damage Output (Round & Heated Shots)
Heavy Shot	I: 900R (Unlocks Heavy Shot) II: Harbourmaster II + 6,000R (+53% damage) III: Harbourmaster III + 25,000R + Heavy Shot Strength Ultimate Plan	+120% Heavy Shot Damage

ALL JACKDAW UPGRADES

Naval Weapons & Offence Upgrades

Upgrade	Requirements & Cost per Tier	Max Effect / Stats
Front / Bow Chasers	I: Default / Unlocked II: Harbourmaster III + 3,000R + 60 Metal + 100 Wood	6 Front Cannons (+34% Bow Chaser Damage)
Barrel Launcher	I: Default (100% damage) II: Harbourmaster II + 3,000R (+100% damage) III: Harbourmaster III + 8,000R + Fire Barrel Strength Ultimate Plan	+300% Rear Fire Barrel Damage
Mortars	I: 800R (Unlocks Mortars) II: Harbourmaster I + 3,500R + 200 Metal III: Harbourmaster II + 8,000R + 300 Metal IV: Harbourmaster III + 25,000R + 650 Metal + Mortars Ultimate Plan	+300% Long-Range Mortar Damage
Swivel Guns	I: Default II: Harbourmaster I + 700R + 25 Metal III: Harbourmaster II + 5,000R + 200 Metal IV: Harbourmaster III + 15,000R + 400 Metal + Swivel Guns Ultimate Plan	Max Target Lock Speed & Shot Power

ALL JACKDAW UPGRADES

Ammunition & Storage Capacities

Upgrade	Requirements & Cost per Tier	Max Effect / Stats
Heavy Shot Storage	I: Default (15 ammo) II: Harbourmaster I + 500R (20 ammo) III: Harbourmaster II + 1,500R (25 ammo) IV: Harbourmaster III + 4,000R + Heavy Shot Storage Ultimate Plan	40 Heavy Shot Rounds
Fire Barrel Storage	I: Default (10 barrels) II: Harbourmaster I + 500R (15 barrels) III: Harbourmaster II + 1,500R (25 barrels) IV: Harbourmaster III + 4,000R + Fire Barrel Storage Ultimate Plan	40 Fire Barrels
Mortar Storage	I: Default (5 shots) II: Harbourmaster I + 800R (10 shots) III: Harbourmaster II + 2,000R (15 shots) IV: Harbourmaster III + 5,000R + Mortar Storage Ultimate Plan	20 Mortar Shots

ALL JACKDAW UPGRADES

Harpooning & Whaling Equipment

Upgrade	Requirements & Cost per Tier	Max Effect / Stats
Harpoon Strength	I: Default II: Harbourmaster I + 1,000R III: Harbourmaster III + 4,000R + Harpoon Strength Ultimate Plan	Maximum Harpoon Damage
Harpoon Storage	I: Default (15 ammo) II: Harbourmaster II + 500R (20 ammo) III: Harbourmaster III + 1,500R	30 Harpoons
Rowboat Armour	I: Default (100 armour) II: Harbourmaster II + 600R + 50 Wood (200 armour) III: Harbourmaster III + 1,800R + 200 Wood	300 Rowboat Armour

PRO TIP

Recruiting officers throughout the story further bolsters naval combat. The Shipwright called Lucy Baldwin has a skill that greatly reduces damage to your ship if you brace before being hit, while Padre increases your ship's ram attack damage by a significant margin.

COMMANDING KENWAY’S FLEET

You’ll unlock the Kenway’s Fleet feature at the same time as the Great Inagua hideout, early on in the game. Kenway’s Fleet is a group of ships, not including the Jackdaw, that you can send out on missions, which in turn will provide you with resources.

Unlocking ships is a straightforward process. During naval combat, once you’ve boarded the ship and lowered enemy morale enough, you’ll get to decide what you want to do with the enemy vessel. You can choose to “Send to Kenway’s Fleet” to add the ship to your roster.

Ship Type	Levels Available	Key Role / Primary Strengths
Schooner	Level 4, 8, 11	High speed, quick combat rounds; ideal for quick trade runs and low-hazard routes
Brig	Level 17, 20, 25	Balanced fleet work; reliable passive income and medium cargo capacity
Frigate	Level 23, 29, 38	Heavy combat and scouting; handles moderate-to-high danger routes
Man O' War	Level 36, 49, 60	Extreme firepower and maximum cargo; essential for long-distance, high-capacity trade routes

As you upgrade your hideout, more ship berths become available. These are essentially the number of ships you can have in Kenway’s Fleet at any given time. Think of it as your fleet size. Gamers start with three ship berths, and this number is upgradeable to ten towards the end of the game.

COMMANDING KENWAY’S FLEET

The ship types are linked to specific missions they can complete, namely:

Mission Type	Required Ship Types	Objectives & Rewards
Trade Missions	Schooners, Brigs, Man O' Wars	Transports goods across routes to generate high amounts of Reales and unlock treasure maps/upgrades.
Scout Missions	Frigates	Reconnoitres local warehouses to drastically reduce their resupply cooldown times.
Piracy & Patrol Missions	Brigs, Frigates, Man O' Wars	Clears sea routes, suppresses regional threat levels, and secures trade goods/resources.

Missions are completed passively. You’ll get a notification once a mission is completed. The risk rises as more missions get finished up. Spend your money and resources to repair ships, or alternatively, replace them with new ones.



ALL HIDEOUT UPGRADES

You'll unlock the Great Inagua Hideout early on in the campaign. Specifically, during the "This Old Cove" quest in Sequence 4. Simply enter the main room of the hideout manor and interact with the cluttered desk to upgrade the Hideout, including the main buildings around the manor.

Upgrade Name	Reales Price	Prerequisites	Primary Effects & Benefits
Harbourmaster I	500	Visit Harbourmaster merchant	Unlocks Tier II Jackdaw ship upgrades.
Harbourmaster II	2,500	Harbourmaster I	Unlocks Tier III Jackdaw ship upgrades.
Harbourmaster III	5,000	Harbourmaster II	Unlocks all remaining Jackdaw ship upgrades.
Tavern	100	Visit Tavern merchant	Unlocks 3 expert-level mini-games and increases Royal Convoy spawn chance.
Brothel	6,000	Tavern restored; visit merchant	Makes hiring dancers free and grants boarding crew increased damage.
Campfire	6,000	Tavern restored; visit merchant	Makes hiring drunk pirates free and adds 2 Kenway's Fleet berths.
General Store I	500	Visit General Store merchant	Opens general store; unlocks select wildlife skins for purchase.

ALL HIDEOUT UPGRADES

Upgrade Name	Reales Price	Prerequisites	Primary Effects & Benefits
General Store II	2,500	General Store I	Expands wildlife skin inventory and unlocks rare weapons.
General Store III	5,000	General Store II	Unlocks all wildlife skins and legendary weapons for purchase.
Treasure Dealer	Free	General Store & Tavern restored	Generates passive income, offers exclusive items, and unlocks map restoration.
Fisherman's Wharf	5,000	Harbourmaster & Tavern restored	Generates passive income and doubles sea animal skin yields.
Facade	4,000	None (purchased at Manor Desk)	Unlocks the Protection Money Box and adds 1 Fleet berth.
Tower and Garden	8,000	Facade (purchased at Manor Desk)	Increases max Protection Money capacity and adds 1 Fleet berth.
Guesthouse	20,000	Tower and Garden (purchased at Manor Desk)	Maximises Protection Money storage capacity and adds 1 Fleet berth.

PIRATING TIPS & TRICKS

Reach your full potential as a pirate captain with a handful of strong, general tips to make Assassin's Creed Black Flag Resynced a breeze of fresh tropical air.

Enjoy The Caribbean

Assassin's Creed Black Flag Resynced is a single-player experience. There's absolutely no reason to rush through this fantastic piece of digital entertainment. We suggest taking your time, exploring each island, hunting for legendary ships (there are four), collecting outfits, pets, and sea shanties. Take it all in!

Important Upgrades

When you are improving the Great Inagua Hideout, we highly recommend upgrading the Harbourmaster portions first. It's by far the most important upgrade, since it will allow you to power up the Jackdaw early on.

Synchronise Viewpoints

As is tradition in Assassin's Creed games, there are a plethora of viewpoints to climb onto scattered throughout the world. Reach the top, and synchronise the viewpoints, unlocking fast-travel to the locations. They show up as eagle icons on your map. Once synchronised, viewpoints reveal useful locations on the map, including chests, treasure maps, animals to hunt, and collectables.

Repair The Jackdaw

Never set sail with a ship taking on water. Always repair the Jackdaw when you have the opportunity. You can purchase repairs at the Harbourmaster, and your crew also repairs a portion of the damage if you are out of combat long enough. Another way to repair your ship is to take out an enemy ship, board it, lower the enemy crew's morale meter by removing their flag, then select the "Repair" option when asked to restore your ship's health.

Capture Forts Early

As a final tip, we suggest starting the process of capturing forts as early as possible. This will provide you with passive income of reales and materials. First, capture the red forts shown on the Northern zones, opening up the Kenway's Fleet gameplay feature. The easy forts to capture early are Dry Tortuga, Gibara, and Eluthera.



THANK
YOU