

Mitre Square

3 **LOCATION** **1**

London.

Investigators at this location cannot take draw actions.

Mitre Square

4 **LOCATION** **2**

Crime Scene.

⚡ If there are no clues on Mitre Square: Search the Evidence Deck for 'Freed a Captive' and add it to your play area.

Old Castle Street

3 **LOCATION** **1**

London.

Forced – After you discover the last remaining clue at Old Castle Street: Take 1 damage.

An unruly mob roams the streets of London looking to administer their own brand of justice.

Old Castle Street

3 **LOCATION** **2**

Crime Scene.

⚡ If there are no clues on Old Castle Street: Search the Evidence Deck for 'Forgery' and add it to your play area.

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The Royal Coach Mews

3 **LOCATION** **2**

London.

➡: Move to any revealed location. (Limit once per round).

The Royal Coach Mews

3 **LOCATION** **2**

London.

A bustling transport hub that takes you anywhere in old London town. Taking a coach at night would be perfect if you were planning a spot of murder.

Scotland Yard

3 **LOCATION** **4**

London.

🔍 If there are no clues on Scotland Yard, you may cross examine any revealed suspect in play. Remove 2 clues from them and resolve their card text. (Limit once per game).

A plaque on the desk reads: "Frederick Abberline." The door is ajar, and inside you catch the smell of whisky.

Scotland Yard

3 **LOCATION** **4**

London.

Trying to find any information that may lead to a possible arrest. The Police know the press are watching their every move, so is Jack the Ripper.

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The Royal Hospital

Sir William Gull's Office

3

LOCATION

London.

➔: Heal 3 damage. (Limit once per game.)

You notice an array of surgical implements more than capable of taking someone's life.

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The Royal Hospital

LOCATION

London.

Looking around the office, you see many useful diagrams of the human body as well as sharp instruments used to carry out various medical procedures on the sick.

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Ten Bells Public House

3

LOCATION

London.

While you are in Ten Bells Public House, reduce the cost of each *Ally* asset you play by 2.

A perfect place to blend in with the locals and pick up information that may be worth investigating further.

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Ten Bells Public House

LOCATION

London.

Forced – When an enemy spawns at this location: Reveal this location.

A public house is a great place to gather your thoughts. You could be sat next to the killer and never know it. Keep your friends close and your enemies closer!

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