

Act 3a

Getting Close

It's only a matter of time before you uncover the identity of Jack the Ripper and putting a stop to his crimes once and for all.

Objective – If investigators have 5 of the following pieces of evidence you must advance.

- ◆ "Dagger."
- ◆ "Forgery."
- ◆ "Unidentified solution."
- ◆ "Blackmail letter."
- ◆ "Bloody rope."
- ◆ "Freed a captive."
- ◆ "Burglary."

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The Face of a Killer

Forced – Spawn the set aside Jack the Ripper at Hanbury Street. Advance the agenda to 3a (If you are already on agenda 3a, remove all doom in play). If Jack the Ripper is defeated → R1

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Agenda 1a

Murder in Whitechapel

Tasked with finding the true identity of Jack the Ripper and putting an end to his criminal ways, you set about searching for suspects. By day, the streets are filled with a nervous buzz of excitement but by night, they are almost deserted, with people fearful to be out after dark.

➡ Spend 1 Resource to secure a piece of evidence. (Limit to once per round).

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Murder (Elizabeth Stride)

Flip the **Berner Street** location to its **Crime Scene** side, then place the required number of clues on it. Each investigator takes 1 horror.

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Act 1a

Panic in the Streets

This is the third murder in as many weeks and people are starting to panic. The Queen has personally requested your involvement as a matter of utmost importance. You need to start cross-examining suspects.

➡ Spend 1 clue as a group. Draw the bottom card of the Suspects deck. (Limit once per round).

Objective – If the investigators have cross-examined a total of 2 Suspects, advance.

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So far you've successfully made your way around London's East End despite the various pitfalls and obstacles that seem destined to get in your way. With two suspects already eliminated from your enquiries, you must press on with your investigation as there is no time to lose.

Put the set-aside Frederick Abberline story asset in play at Scotland Yard.

Put the set-aside Irene Adler enemy in play at Dorset Street.

Search the encounter deck and discard pile for a copy of The Hound of the Baskervilles placing it in play at Gunthorpe Street.

The Plot Thickens

Act 2a


The Search Widens

The Ripper's identity remains a close secret. Somebody must know something. Somebody must've seen something. Your search spreads across the East End of London as you try to separate red-herrings from tangible leads.

➡ Spend 1 clue as a group. Draw the bottom card of the Suspects deck. (Limit once per round).

Objective – If the investigators have cross-examined a total of 5 Suspects, advance.

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You've managed to negotiate the tricky streets of London's criminal underbelly in search of the truth. Despite meeting opposition from all sides your investigation has got you this far. With three more suspects eliminated from your enquiries, you know your very close to uncovering the identity of Jack the Ripper.

Flip each street location to its **Crime Scene** side, then place the required number of clues on it.

Search the encounter deck for any copies of **Letter from Jack** and **Murder** and remove them from the game.

Making Progress

X. X is the number of doom in play.

-X. X is the amount of horror on you.

-X. X is the base shroud value of your location.

0. Either randomly choose and discard 2 cards from your hand, or this test automatically fails instead.

A Scandal in Whitechapel

EASY / STANDARD

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16a

X. X is the number of doom in play.

-X. X is the amount of horror on you. If you fail, take 1 horror.

-X. X is the base shroud value of your location. If you fail, take 1 damage.

0. Either randomly choose and discard 2 cards from your hand, or this test automatically fails instead.

A Scandal in Whitechapel

HARD / EXPERT

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16b

Agenda 2a

The Clock is Ticking

With only a few suspects to go on and more murders happening, there is a fearful unrest in London. People are angry that no arrest has been made yet, and now a vigilante mob roams the streets looking for justice. The killer is still at large watching your every move.

⚡ Spend 1 Resource to secure a piece of evidence. (Limit to once per round).

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18a

AGENDA 2b

Unexpected Interference

With more murders, there is an air of tension on London's streets. People are scared to leave their homes and the police seem powerless to stop these dreadful deeds. The Killer has also gained notoriety in the press.

Put the set aside Sir Charles Warren enemy into play at Royal Hospital.

Search the encounter deck for any copies of **Letter from Jack** and **Murder** and remove them from the game.

Search the encounter deck and discard pile for a copy of Whitechapel Vigilante and put it into play at 221b Baker Street. Shuffle the encounter deck and discard pile.

Flip each street location to it's **Crime Scene**, then place the required number of clues on it.

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18b

Agenda 3a

Time is Running Out

With London's streets paved in the blood of the innocent, time is running short in the hunt to capture a now infamous killer. Your investigation has taken you this far but there is a growing concern if you don't find him soon, then Jack the Ripper could go into hiding or disappear forever.

⚡ Spend 1 Resource to secure a piece of evidence. (Limit to once per round).

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19a

AGENDA 3b

Vanishing Act

As the sun rises over London, news quickly breaks that the London Star has received a handwritten letter from Jack the Ripper.

I've been a busy boy lately. Led you police a merry little dance through London's fair streets. Bit close for comfort though, think I might have to stop for a while. I will return. My work is not finished yet!

Jack

You take little joy in reading the note for yourself and find even less comfort in the knowledge the killings have only stopped for now.

(→R2)

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19b