

Rules for Your Last Heist

Your Last Heist is a cooperative, multi-stage heist game. You are playing the role of a uniquely skilled criminal who works with other skilled criminals to quietly traverse the building and steal items, all while dealing with obstacles like closing gates, guards, locks, sensors, and cameras.

A single heist takes 30-40 minutes, and is part of a narrative where your team improves their skills and characters over time. The scenarios are story-driven, highly replayable, and allow you to “save” your game between heists.

During each heist, you will collaborate with your teammates in simultaneous gameplay. Each round begins with everyone rolling a die to determine which actions are available. You use Ideas ! to modify that die roll, but don't spend too many - you'll need those Ideas ! to escape, too!

The Pieces

- | | | |
|---|--|--|
| • 32 double-sided hex tiles. <ul style="list-style-type: none">◦ 28 Blank/Security tiles◦ 4 Gate tiles (A,B,C,D) | 21 Guard chits (circle)
5 Artwork chits (square)
5 Entrance chits (square)
4 Jewel chits (circle)
4 Control Panel chits (circle)
8 Pressure Sensors (ring)
1 Story chit (circle)
36 Idea ! chits (circle) | 4 Player pawns (red, green, blue, black)
1 Prisoner pawn (white)
48 Planning chits (by player colors)
4 Player D6 dice (by player colors)
1 Security Die (white, four-sided die)
12 Petty Cash chits (\$1k and \$3k)
1 Alert Bar marker (white wooden stick)
4 Noise Tracker & Team Cash Markers (white wooden cylinders) |
|---|--|--|

Characters

The game comes with 18 unique characters. Each card has:

- ① **Level.** There are Amateur characters and Pro characters.
- ② **Planning Memory.** The number of pre-planned hex tiles your character may move through during a heist.
- ③ **Initial Ideas.** The number of Ideas ! you start with at the beginning of each heist.
- ④ **Default Actions.** Actions that are available regardless of your die roll.
- ⑤ **Special Ability.** Abilities that your character can uniquely do.

Some Characters have two Default Actions, others have three. Actions are described more in the *Actions and Sub-Actions* section.

For the Special Ability, some abilities will have a “Use this action...” sentence. You must use your Action to make use of this ability. If the text does not state “Use this action...”, you may do the ability *in addition to* your Action.

A Special Abilities may also *limit* a character’s abilities (e.g. *THERE ARE BETTER WAYS*).

Some abilities have a “Once per heist...” sentence. Place the once-per-heist token on this character at the beginning of the heist and discard when used.

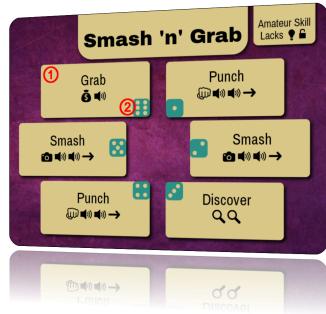
Between Heists, your scenario may give you an opportunity to **promote** (i.e. “level up”) some of your characters. Each Amateur character is given two choices to level into, as indicated on the back of the card. Place your Amateur Character card in the box and choose one Pro card as your new character. Pro characters cannot be promoted.



Skills

Each character gets two Skills. Each Skill has six Actions(①) that each correspond to a die roll(②). During a heist, you will be rolling your die to determine which Actions are available to you (more details on this in Roll for Skill and Character Actions).

Between Heists, your team will get a chance to **refine** (i.e. “level up”) some of your Skills. Each Skill, like Characters, can be refined to one of two Skills, as summarized on the back of the Amateur skill cards. When refining, choose which Pro skill to refine and place the Amateur one back in the box. Pro skills cannot be refined.



The Board

The board is a set of modular double-sided hex tiles. All hexes are considered symmetrical (i.e. orientation does not matter). For most tiles, each tile is Blank on one side, and is a Security tile on the other side. A Security tile represents an unknown Security Chit (see below). Some tiles have Gates printed on them, which is described in *Security Systems*.

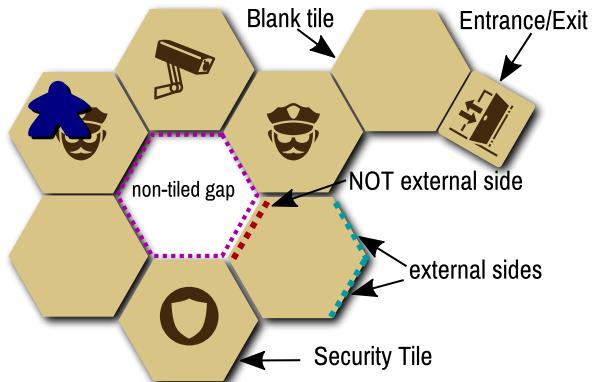
You are considered **adjacent** to something if you are on a tile that shares a border with another tile. (Being on the same tile is *not* considered adjacent.)

Each board has one or more **Entrances**. These Entrances represent a space. If a character is on one of these spaces they are considered to be Outdoors, otherwise they are Indoors. An Entrance tile is also considered an Exit.

By default, unless the scenario specifies otherwise, Entrance/Exit tiles are limited to 2 characters at the beginning of the heist. This limit does not apply to the Escape phase, although the scenario may impose additional limits.

Some abilities refer to **external sides**, which are a side of a hex tile that does not lead to a fully-enclosed space by hexes (see figure).

Some abilities refer to a **non-tiled gap**, which is a hex-spaced area between two hex tiles that does *not* have a hex (see figure).



Blue is adjacent to a Camera, but not to a Guard.

Security Chits

Security Chits are randomized obstacles that your team will encounter. They are shown below.

Security chits are generally unknown at the beginning of the heist, and are placed in a bag to be drawn at random throughout the heist. Immediately when a character is adjacent to a unknown Security tile (i.e. no Security chit placed yet), the chit is **Auto-Revealed** where you remove a random chit from the bag and place it on the tile in its Active state. A Security chit may also be placed with a **Reveal** (Q) sub-action (see below).

Name	Active	Inactive	Behavior
Guard			<i>Slows you down.</i> If you share a space with a Guard, you may not Move until he is Subdued. You may move into a space with a Guard.
Camera			<i>Increases Alerts.</i> You may enter a space with a Live Camera, but increase the Alert (Δ) by 1. If a Disabled camera is powered back on while a player is on it, increase the Alert (Δ) by 1.
Lock			<i>Prevents passage.</i> You may not enter a Locked tile at any time. You may exit a locked tile in any direction if it was re-locked while you were on it.

Actions and Sub-Actions

Skills and Characters allow you to take Actions. Every Action is just a grouping of Sub-Actions with a name (e.g. Punch → → →). The Sub-Actions are:

Icon	Sub-Action Description
→	Move to an adjacent, planned, not locked tile
🔒	Unlock 1 locked, adjacent tile
👊	Subdue 1 guard on or adjacent to your tile
📷	Disable 1 camera on or adjacent to your tile
💡	Add 1 Idea to your character
🔍	Reveal 1 security token anywhere on the board
💰	Loot: Gain \$1k from the supply and place it on your character.
🔊	Increase the Noise level by 1 (Required)
⚠️	Increase Alert bar by 1 (Required)

Trackers: Noise, Alerts, Loot

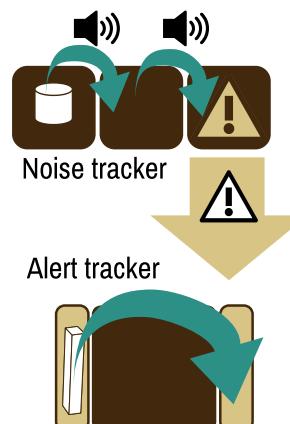
The Noise Tracker mat is used for determining how many Noise(🔊) sub-action penalties your team has incurred. Immediately upon entering a Noise level with an Alert Δ , increase the Alert Bar by 1. If the Noise marker gets to the final slot, increase Δ for each 🔊 incurred.

The Alert Tracker represents the potential Security Events you will encounter in the near future. The Alert Bar (white wooden bar) is only ever placed between events. The Alert Bar represents a lower bound of what events could possibly occur, so nothing happens immediately when you increase the Alert bar.

The Alert bar does not go beyond its final slot. If the team runs out of alerts, the Escape phase is initiated in the *Roll for Security* stage no matter what is rolled.

Details on the Security Event iconography is in the *Roll for Security* section.

These mats also have spaces for team loot and some prisoner-related tracking (described later).



Security Systems



"D" Gate



Pressure Sensor



Control Panel



Reinforcements chit

Gate. A character may enter or exit this space freely. Security Events may remove this tile from the board.

Pressure Sensors. You may not enter a tile with a Pressure Sensor chit on it. If you are on a tile with a pressure sensor already (e.g. at the beginning of a heist), you may not → 🔒💡📷, but you may ! 💰🔍, and 🔊⚠️⚠️ are still required.

For each Pressure Sensor, a corresponding **Control Panel** of the same color exists somewhere else on the board. If a character is standing on the Control Panel, then all corresponding Pressure Sensor rings may be immediately removed **only** if they are the outermost ring at the time.

Reinforcements. This is an open tile while it is on the board - but bad things will happen here later! Reinforcements are triggered at the **end** of the Roll for Security phase if the Alert bar is on or beyond the Reinforcements icon. See *Phase 3. Roll for Security* for more details.

Loot Chits

The objective of the heist is (usually) to steal Loot chits, which can be Artwork, Jewels, Documents, or Cash. At any time when a character shares a space with Loot, they may immediately place that Loot chit on their Character card.

You may also "drop" loot on your current space, which means that you may effectively "insta-transfer" loot from one character to another when sharing a space.

When a character with Loot gets Outdoors, the team has acquired that loot for the heist - place it on the Team Loot square. For Cash, increase the Team Cash tracker accordingly.

A special loot chit is the **Story Beacon**, denoted by an asterisk. When a character enters a space with the Beacon for the first time, refer to the scenario for what to do, then remove the chit.



Prisoner

Some heists have a **Prisoner**, represented by a white pawn. A Prisoner is a non-Player Character that your team can "remotely" control. A Prisoner is not Freed until their Pressure Sensor space is fully disabled. A Freed Prisoner has one Action available (Crawl→), cannot carry Ideas !, and needs no planning tokens. As a team, you must decide how to use the prisoner's Crawl Action. To track when the Prisoner has completed a move, place the white cube on the Crawl space on the Noise tracker.

In every other way, treat a Freed Prisoner like a regular character. Freed Prisoners may carry Loot and may be given sub-actions (e.g. Script Kiddie's AUTOPWN). They Auto-Reveal, count as Characters in Security Events, and might need a die roll of their own during the Escape Phase (use a player die for this).

Setting Up

Step 1. As a team, decide upon a scenario. Some scenarios are designed for one evening's play, others can be played over the course of multiple evenings. Each heist in the scenario will consist of Chapters, which involve one Heist.

|| Tip: If this is your first game, we recommend playing *The Fall Guys*.

Step 2. Read the story text. To save time, you may begin setting up the board in Step 3 simultaneously with this step.

Step 3. Set up the board in the middle of the table. Following the diagram for your chapter, set up the hex tiles so that they match the picture. Place any Loot chits, Prisoner, and/or Security Systems according to the diagram. If the diagram depicts a shield, then use the Security side of the tile, in all other cases use the Blank side.

|| Tip: to verify the layout, match the shapes of the Gaps between tiles

Some boards have already-revealed security chits. The Chapter will also indicate how many Guards, Locks, and Camera chits should go into the bag. Leave the other Security chits by the board (they are **the supply**).

Step 4. Distribute player tokens. Distribute the 6-sided die, and pawn according to your color.

Step 5. Build Characters. Assign a character to each player according to preference. If the scenario says “Suggested Characters”, then you are allowed (and encouraged!) to explore other options for Character-Skill pairings. If the scenario says “Required”, then the storyline requires that those characters and/or skills are used. Place the two Skill cards below the Character card.

Step 6. Distribute the Planning tokens to each character according to their color and Planning Memory. *For example, the Lookout has a Planning Memory of 6, so she gets 6 planning tokens.* Place remaining Planning tokens back in the box.

Step 7. Distribute initial Ideas ! to each player according to their character.

Step 8. Set up Noise and Alert trackers in view of everyone and according to the number of players (3- or 4-player). Place the Noise Tracker marker on its starting place. Place Team Cash markers on their starting places. Place Alert bar on its starting place.

Step 9. Record your team on the ledger. Determine a name for your team. Players are encouraged name their characters.

Heist Gameplay

The structure of each heist is:

- I. The Plan: Place planning tokens, Purchase Extra reveals Q, Purchase Extra Ideas !
- II. The Heist: (1) Roll for Skill, (2) Character Action, (3) Roll for Security. Repeat until Escape Phase.
- III. Promote Characters & Refine Skills

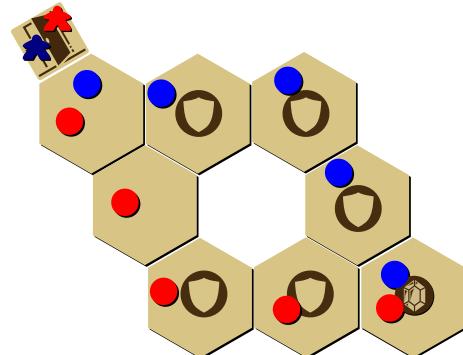
Part I: The Plan

With your team, you will collaboratively come up with a plan of how you will pull this Heist. Every time you do a Move→, you *must* move onto a hex that you have **Planned** with a Planning Token of your color. Thus, mark every hex tile that you will be allowed to move on by placing a Plan token of your color on the hex tiles you will (probably) move onto. Entrance tiles do not need a token.

Note: Unless a special ability allows you to re-plan mid-heist, you will not be able to change these planning tokens!

During this phase, you may purchase and immediately use any number of RevealQ for \$1k of team loot each. You may also purchase any number of Ideas ! for \$1k of team loot each. Place each purchased Idea ! on a character card immediately.

Place your Character pawn on the Entrance space where you will plan to start. The default limit character per Entrance is 2 (unlimited during Escape phase.) **Note:** some scenarios dictate a different a limits on this.



Blue and Red place their planning tokens.

Part II: The Heist

Repeat Phase 1 through 3 until the Escape Phase is initiated.

Phase 1. Roll for Skill

Everybody simultaneously rolls their die.

Tip: If you have a Freed Prisoner, have one player roll the white cube like a die alongside their regular die

Phase 2. Character Action

In this phase, you use your die to execute one Action. You have a minimum of four options: at least two Actions from your Character and one Action from each Skill.

You may also use any number of your Ideas  to modify the die roll by 1 each. You may “wrap around”, that is, spend an  to go from a 6 to a 1 and vice versa.

For example, Phil as the Angry Locksmith may always take Pick  or Walk  → regardless of what he rolled. Suppose he has the Wing It and Smash 'n' Grab Skills, and rolled a 1, then he also has Punch    → and Discover   as options. If he spends an , then he also has Smash    →, Grab   →, Strongarm    →, and Scamper    → → available.

During this time, everyone is working collaboratively and simultaneously. (You are **not** taking turns!!) You decide which Action to take, and how to execute your sub-actions. You may execute your sub-actions in any order. You may interleave your sub-actions with the sub-actions of other players. Doing this part effectively takes teamwork and is the key to victory!

When you begin an Action, you must place your die on that Action to indicate your commitment.

For example, Kelly takes Discover   and reveals a guard one space away from Tim. Tim, with this new information, then chooses to take Punch    →, and does a → first, then a  on the newly-discovered guard, then increases the  by 2.

If unknown information is revealed after you commit to an Action, that Action cannot be undone.

For example: Derek takes the Sprint(  → → →) action but after his first → he Auto-Reveals a Lock in his path. Derek cannot undo his action. Fortunately, Jacob is one space away from the lock and takes Shim(   →), which lets him → and then . Derek continues with his other → →. The noise level goes up by 4.

The Noise() and the Alert() sub-actions are **required**, but all other sub-actions are not required.

For example, you do not need to be able to unlock two locks to take Rake    →, but it costs you a  regardless.

Like other sub-actions, noise may be increased at any time during Character action (just don't forget!).

Tip: Wait to account for noise until the end of Character Action phase. Ask everyone to hold up a finger for the number of noises they incurred - which they can see from the die sitting on the action they took.

You may opt to simply PASS, and take no actions with no noise penalty.

You may Help Out. If you are Outdoors, you may spend   to give  to any player, any number of times, in addition to your action. **This does not apply to the Escape phase!** (Sorry.)

You may opt to Initiate Escape Phase at any time (see Escape Phase).

You have the final say about what to do with your own character.

Phase 3. Roll for Security

When all players have finished their Actions, one player rolls the four-sided security die. Trigger the event by counting the number of squares from the alert bar.

Below is the translation of the event iconography. (Note that these are examples - some of these events are combined on the actual alert tracker.) A comprehensive guide can be found on the game help titled “Security Events”.



Outta My Way!

For each hex tile with at least 2 characters on it, increase the alert bar by 1. For Entrance tiles, 2 alerts.



Caught in a Reflection

For each character adjacent to a Live Camera, increase Alert(Δ) bar by 1. If a character is adjacent to multiple cameras, increase for each camera.



Suspicious Guards

For each character adjacent to a Guard, increase Δ by 1. If a character is adjacent to multiple Guards, increase for each Guard.



Let Me Go!

For each character on a Subdued Guard, increase Alert(Δ) bar by 1. For each character on a Disabled Camera, increase Alert(Δ) bar by 1.



Reboot

Make every Disabled Camera Live. Increase Δ every time you do this.



Lockdown

Close the next Gate, starting with "A". Remove the tile. If a character is on it, they are immediately Busted. Increase alert for each Δ shown.



I Thought I Had Him

For each character on a tile with a Subdued Guard, Un-Subdue that guard. Increase Δ twice (if applicable).



Hey You!

For each character adjacent to at least one Camera, add a Guard to the character's current tile. (Maximum one Guard per character.)



Call It In

Replace every Disabled Camera with a Guard.



Alarm

Initiate Escape Phase.

Whenever an Event calls for a new Guard to be placed, take it from the **supply** (not the bag).

Reinforcements. After the Security Event has been resolved, check to see if the Alert Bar is on or beyond the Reinforcements space. If so:

1. Reveal all Security Chits adjacent to the Reinforcements chit.
2. Un-Subdue any Guards adjacent to the Reinforcements chit,
3. Re-lock any Locks adjacent to the Reinforcements chit,
4. Re-activate any disabled Cameras adjacent to the Reinforcements chit. Increase Δ for each character on one of these Cameras.
5. Place a new Guard token from the supply onto any tile adjacent to the Reinforcements chit that was without a Security Token.
6. Replace the Reinforcements chit with two Guards.

|| Note that Reinforcements are only called once per heist.



Escape Phase

When the Escape Phase is initiated, all Gates close and all Security chits are revealed. Then, each character who has not reached an exit (Entrance tile) determines if they can reach it.—

Determine and declare the number of Escape Moves your character will take to an exit. Ignore Plan tokens (Escape Moves do not need prior planning). Locked tiles are impassable. Exiting an Unsubdued Guard space costs one extra Escape Move per guard (e.g. two for one guard, three for two guards). Cameras and Pressure Sensors have no effect during Escape. Each leftover ! you have may be used for 1 Escape Move.

After you have declared your Escape moves and used up all of your !, you may roll your die. The number shown on the die is equal to the number of Escape Moves you may use to reach an Exit. If you still cannot reach an Exit, you are Busted.

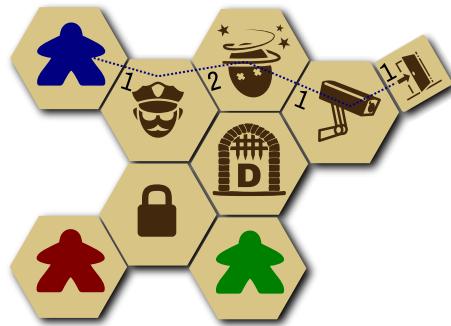
For example Blue needs 5 Moves to exit: one to enter the space with a Guard, two to exit the Guard, and two more moves to reach the Exit. Using his last !, he now needs to roll a 3 or higher to get out.

You MAY NOT use abilities that cost ♪ or △ during the Escape Phase.

For example, SEWER CRAWL is not allowed during Escape, but GREAT IN A PINCH is allowed

You MAY pick up or drop off loot during the Escape Phase.

You MAY NOT use Help Out during the Escape phase.



Blue needs 5 Escape Moves. Red and Green are Busted.

Busted

When you are Busted, you are out of gameplay for the rest of this Heist. All loot on your character is lost. You may not be promoted for the next heist (if the scenario allows it anyway). Instead, you choose an available Amateur character and two Amateur skills for the next heist. You may not choose an Amateur version of a Pro who is already on the team.

Losing a Heist

Each Heist has an objective built into it. If your team does not complete its objective, the campaign is lost. Some scenarios may define what to do if the heist is lost. If the objective is fulfilled, regardless of how many teammates are Busted, then the heist is still successful.

You may retry a heist from the original conditions (i.e. restore from a previous “saved game”).

Winning a Heist

If you have completed your objective, your team advances to the next chapter. Leftover ! are lost. Any cash on a Character is added to the Team Cash tracker, as well as any loot. Be sure to note everything in your Campaign History.

Questions about the design of Your Last Heist

The following questions may be particularly pertinent to people judging this game for TheGameCrafter's Gamehole Gauntlet Challenge. Or if you just want to learn more about the design decisions that went into the game before buying.

How is this game different from most co-op games?

Like most co-op games, *Your Last Heist* is all about collaborating with everyone at the table to achieve a common goal. So how does this differ from what's out there?

Mechanically, the most unique part of the game is what I call **simultaneous action coordination**. During the "Character Actions" phase, you are given a range of actions that you can take, but your actions can be interleaved with the actions of your teammates.

For example, you might be able to move twice and your friend is good picking locks. Maybe you move once, discover that there's a lock there, have your friend pick the lock, then you move into the next room.

These coordinations are something that can be decided by everyone at the table, or by simply coordinating with someone who is near you on the board who can help you out. As a result, not every discussion needs to be decided by the whole table, so this time becomes very chatty. The more you talk to each other, the more opportunities you'll find to do things more efficiently!

Contrast this to many co-op games that are turn-based, and you'll find there's a lot of downtime, tons of indecision, and the awkwardness that everyone else at the table is discussing *your move*.

A second difference is the **campaign-style series** structure. A standard scenario of 2-3 heists can be completed in one night. But you can also play longer. During this time, your players and skills will level up and you'll carry various bonuses from one game to the next. These smaller heists mean that:

- You get the benefits of a role-playing game without a long-term commitment required
- If you make a poor decision in one heist, you only have to live with it for this one heist instead of the entire game
- You can play longer, multi-night campaigns where individual characters level up one-at-a-time, the boards get increasingly tougher, and the teams are more diverse level-wise
- A rich storyline emerges about characters (and players!) getting better and better at coordinating great heists and applying that knowledge immediately to the next heist.

Finally, this game is unique in its use of **theme for co-ops**. I was surprised to see this, but while crime is a widely-used theme for board games, none of the BoardGameGeek's top 300 board games involve a cooperative heist game (i.e. where players take on the role of a criminal and work with other criminals to pull a heist). None. While many co-op games involve heist-like qualities, none of them have it as its explicit theme. *Your Last Heist* borrows elements from heist movies and real heists to make the gameplay immersive and unique.

What does this game do to minimize downtime?

This was crucial in my design and we carefully timed our games throughout playtesting.

The vast majority of the time in this game are in the Character Actions phase where players are deciding what to do. Rather than a turn-based system, *Your Last Heist* uses a *simultaneous action coordination* mechanic (see above question). Due to the board designs, players often find themselves "pairing off" with similar objectives. Players paired off can coordinate with each other without having to bother the rest of the table with most of their decisions. Some decisions need to be made jointly by the table, too. This Character Action phase tends to be quite chatty with plenty of crosstalk. Nobody is waiting for their own turn!

The other phases, such as Roll for Security, are very fast. Roll for Security is under a minute, usually. Roll for Skill is instantaneous. The Escape Phase is under 3 minutes because it comes down to just one die roll for each player (and not usually every player needs an Escape roll). All of these phases are intentionally short to get back to Character Actions, which is where the fun is.

We also have some downtime in setting up the next heist after one is finished. During this time, we have done the following to assist downtime:

- Players are leveling up their skills and characters *while* 1-2 people are setting up the board. The table is usually quite chatty during this time as people are discussing their decisions.
- Tiles are all double-sided and they are all the same (mostly). So you don't have to *sort* and *then* place them. Just flip them to the side you need and place them where you need them.
- Security tokens go in a bag, so they don't need to be sorted either. Just keep them in a pile next to the board and place what you need in the bag at the beginning of the heist.

Our playtests indicate that, once you're familiar with the game, board set-up takes 4-6 minutes.

What does this game do about the Alpha Player syndrome?

Alpha Player syndrome is where an experienced (or simply a confident) gamer tries to run the entire game and tells everyone what to do. It's a major problem with cooperative games. Some are calling it a social problem, others ask that board game mechanics mitigate this somehow.

Interestingly, we have not seen Alpha Player problems in *Your Last Heist*. This has to do with the way collaboration is structured: since all players are simultaneously working together, people are often working with other nearby players. There's a lot of chatter between two players to coordinate their sub-actions, and some chatter to the whole table like "I have a reveal, can anyone use it?".

Also, since everyone has their own set of actions and sub-actions, the Alpha can't really follow everyone's possible moves at once. When someone gets stuck, there's usually an Alpha-like moment where someone suggests a move, but this has been a pleasant experience.

Why no traitor mechanic? Seems perfect given the theme!

Yes, this game satisfies the two of the three Gamehole Gauntlet challenge criteria (RPG-style and extensive use of chits), and the third traitor mechanic falls right in line with the theme of heists. I could even get an extra point from the judges. Perfect, right?

Truthfully, the game designer (Andy) doesn't like traitor mechanics. He finds them stressful. And he didn't want to spend hundreds of playtesting hours on a mechanic that gives him anxiety even if it's done well.

But maybe someday he'll build it into an expansion if people really want it.

Is this game color-blind accessible?

I believe so. One of our main playtesters is red-green color-blind and provided feedback throughout the process. We have also tested our artwork with the Daltonize colorblindness simulation algorithm to ensure that the information is properly transmitted. In particular, the Planning tokens are different enough that a colorblind player can distinguish them easily on the board.

What was your playtesting process?

Early, often, and diverse. For five months straight, I ran 1-3 game nights per week playing the game. I got feedback from non-gamers and hardcore gamers. All friends, some were friends-of-friends. The ages ranged from mid-twenties to sixties. Professions ranged from artists to doctors to academics to software testers. Our list of playtesters can be found on our GitHub page in the PLAYTESTERS.md file.

Blind playtesting is the next step in my development process.

We took much longer than 30-40 minutes on a heist. What gives?

The first few times you play the game, especially if everyone at the table is new, a heist might take closer to an hour. As you play more, you'll find ways of communicating efficiently and effectively and the heists will take less time. That being said, some groups are just a little slower than others. Even when it's slower, our playtesters report that they lose track of time anyway and don't notice the time passing.

Here are some tips for speeding up collaboration:

- Share with the table what *problems* you can solve, rather than your *options*. For example, “I can unlock this lock over here for one Idea” is better than “Ok, I’ve got an unlock, a subdue, and two moves, but if I...”.
- Most boards tend to have a natural pairing off of players. Feel free to just work with the people who are near you on the board. Change your seat at the table if it’s easier than talking across the table.
- Don’t be afraid of multiple conversations going on at once.
- Don’t bother talking about strategy during the *Roll for Security* phase - wait until everyone has done *Roll for Skill*.
- Not everything needs to be cleared by the whole table. If your move is obvious, just take it and most people will be fine with that.

Do you really expect people to read all of these FAQs?

Nope. But some people will. (Hi there!) I’m trying to do something different here by being transparent about my design process so you can make the best purchasing and/or judging decision.

How is this related to *Masters of the Heist*?

Masters of the Heist is another of my own creations that I submitted to TGC’s Micro-game contest back in 2013. In fact, I’ve been making lots of these heist games for years. I view them all in the same universe. *Masters of the Heist* has a similar artistic style, but it’s a completely different game. It’s a head-to-head micro-game whereas this is a cooperative big box game.

Masters of the Heist is currently not available for purchase, but I will be revisiting it someday.

Questions about the Rules of Your Last Heist

What if I'm standing on an Unlocked tile and Reinforcements are called?

You may exit a Locked tile, but you may never enter a Locked tile. The Unlock sub-action does not apply to your current tile.

Can a hex tile have more than one Security chit on it?

Yes. In this case the effects and sub-actions necessary to pass through those tiles stack. *For example, a hex with two Locks on it needs to make it passable.*

Can MISDIRECT or GREAT IN A PINCH modify a security roll from 4 to 1?

Yes. And vice versa.

Can AUTOPWN or EXPLOIT be used on yourself?

No. It must be *another* (different) character.

How am I supposed to pronounce AUTOPWN?

There is no widely accepted pronunciation, so you can't go wrong. We don't recommend pronouncing it "auto-pawn" because that could be confused with a game pawn. The origin is from "owning" someone's computer, and typing it so fast that you hit the "p" key instead of the "o" key. I (Andy) pronounces with the "p" and it rhymes with "own".

Can a Street Urchin get a from a Script Kiddie's AUTOPWN?

No. Any player with "Cannot " may not be given that sub-action.

Does a character with ADRENALINE get an idea with a AUTOPWN or EXPLOIT?

Yes! Because the sub-action was "given" to that character.

Can you use the Help Out rule during the Escape Phase?

No. Sorry.

For the Tunneler's BREACH action, can other characters use the exit?

Yes! It's just a regular exit.

For the Tunneler's BREACH action, what if we run out of entrance/exit chits?

You may still use the action, just improvise an exit tile (e.g. move one that is irrelevant to your situation).

Can I pick up loot during the Escape phase?

Yes! And you may drop loot if you want to transfer to someone else. Note that you CANNOT first roll your die, AND THEN determine if you have enough ideas + die roll to loot. You must use your ideas and declare your escape plan, THEN roll your die to see if you got enough Escape Moves.

Does my path out of the Escape phase need to be the shortest path?

Nope. Sometimes going out of your way to get some loot is an option.

Is there any possible way to unlock a lock in the Escape phase?

No.

For the Angry Locksmith EFFICIENT PICKER ability, can you use it if you don't actually USE the Unlock sub-action but take the action nonetheless?

Yes. The wording says you may spend an idea if the action you take *has* an Unlock - not necessarily that you take it.

Your Last Heist Scenarios

This booklet contains the set of campaigns for Your Last Heist. If you are new to this game, we recommend *The Fall Guys* as your first campaign. If you want to try a heist as a standalone challenge, see the Special Challenges section. More free campaigns can be found at <http://www.yourlastheist.com>.

The Fall Guys

pg 2

Easy

A bunch of up-and-coming amateurs get in over their heads. Watch your back.

- Chapter 1. The Smuggler Tip (~35min)
- Chapter 2. The Warehouse Job (~35min)
- Chapter 3. Your Last Heist (~20min)

The Smugglers pgs 5-6

Hard

A veteran demolitions expert decides to teach his unique method to a new crew.

- Chapter 1. The Demolitions Guy (~25min)
- Chapter 2. The Jeweler (~35min)
- Chapter 3. The Backdoor Job (~35min)
- Chapter 4. The Forum Job (~35min)

The Venetian Swap

A fence puts together an able team to collect on his favorite artwork. But he's not the only game in town.

pgs 3-5

Normal

- Chapter 1. The Fence (~25min)
- Chapter 2. The Gallery Job (~35min)
- Chapter 3. The Provenance (~35min)
- Chapter 4. The Collector (~35min)
- Chapter 5. The Long Swap (~40min)
- Chapter 6. The Redemption Job (~35min)

Standalone Challenges

If you want to try out a chapter by itself without going through the campaign, try these standalone challenges:

The Fall Guys: Ch. 3 Your Last Heist

- Team Cash: \$3k, Prisoner freed
- Safecracker + Blast + Tinker
- Con Artist + Prowl + Improvise
- Hacktivist + Assault + Extract
- Grease Man + Improvise + Tinker

The Venetian Swap: Ch. 3 The Provenance (see chapter)

The Venetian Swap: Ch. 5 The Long Swap (see chapter)

The Smugglers: Ch. 3 The Backdoor Job (see chapter)

The Fall Guys

Chapter 1: The Smuggler Tip

Last week we caught wind of a big shipment of various stolen artifacts coming in from overseas. My buddy in customs would love to bust these guys the legal way, but he just found out his boss is working for these smugglers. Way I see it, we hit them at the transfer to prove ourselves as a new crew, my buddy gets paid for his tip but his nose stays clean, and maybe that leads us to a bigger job down the line. The shipment includes three paintings, and a rare jewel, and some prisoner we probably don't want to mess with. Our objective is to steal the jewel and two paintings.

BONUSES: If you steal all three paintings, gain an extra \$2k upon success.

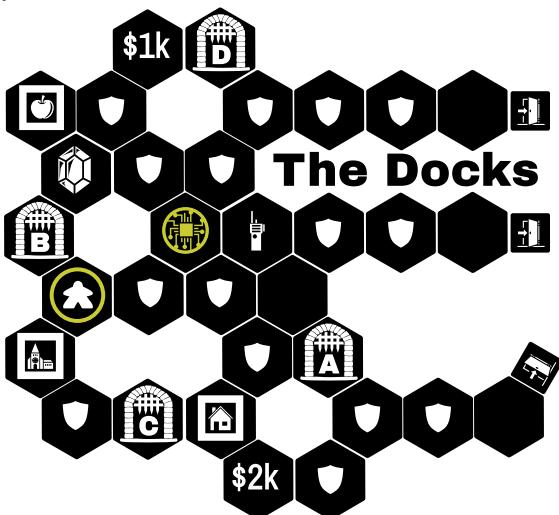
SUGGESTED CHARACTERS:

- Angry Locksmith with Hit 'n' Run and Yank Wires
- Street Urchin with Hurry and Wing It
- Script Kiddie with Bypass and Hit 'n' Run
- Burglar with Wing It and Yank Wires

UPON SUCCESS: Well done! Unfortunately my guy heard from his boss that the Smugglers know who we are and want repayment. I'm meeting up with them tomorrow. For now, train up and we'll see what's next. Don't worry, I can handle myself.

Everyone who is not busted, promote character and refine skills. Add \$3k to the Team Cash. Add \$2k if all three paintings were stolen. In your Campaign History, record what happened to the prisoner.

Chapter 1: The Smugglers, ~35min
 Chapter 2: The Warehouse Job, ~35min
 Chapter 3: Your Last Heist, ~20min



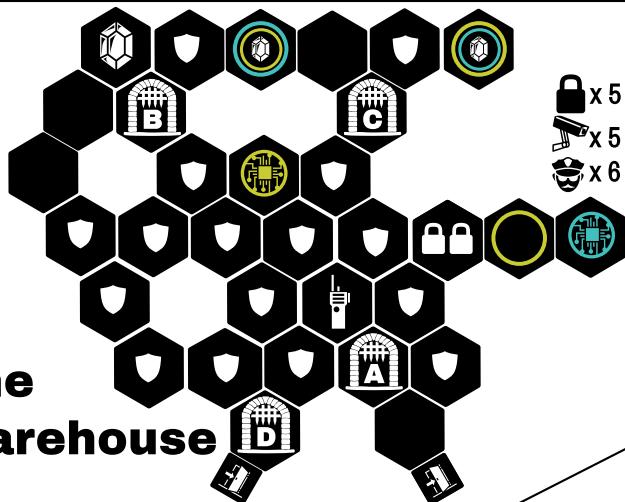
Chapter 2: The Warehouse Job

They were impressed by our little stunt. I was expecting retaliation, instead they're offering us some more work! Good to see our talents being appreciated. Here's the job. There's an abandoned warehouse that's used as a secure storage for a variety of stolen goods being moved by the competitors of these smugglers. Security is pretty intricate on this one. Let's show them what we're made of. Our objective is to steal two jewels.

PAYOUT: \$3k.

BONUSES: An extra \$4k if you steal all three jewels
SUCCESS: (A dozen federal agents in SWAT gear are awaiting your exit.) We've been double-crossed!

Level up any characters and skills of anyone who is not Busted.



The Warehouse

Chapter 3: Your Last Heist

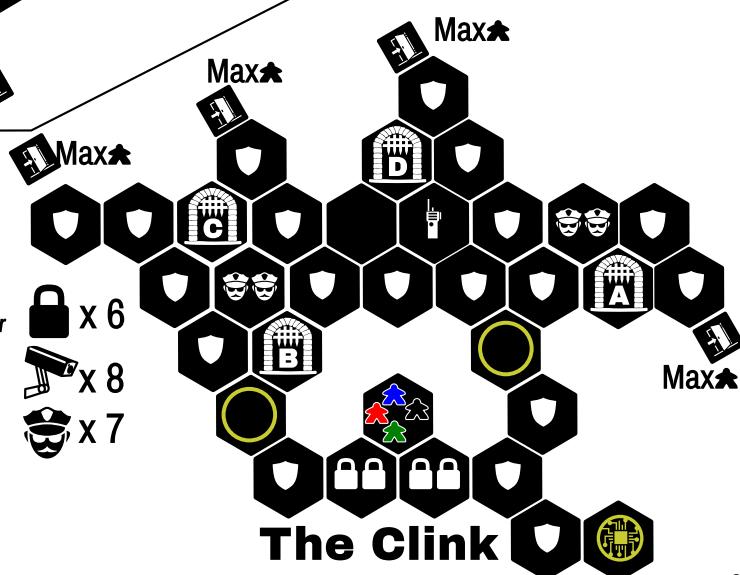
Well, fellas, I guess those double-crossing bastards have the feds in their pockets, too. But when they got us pinched, they made some key mistakes. For one, they put us all in the same jail cell. For another, I still have our money. Time to bust out of here. Our objective is to get out of this place, each to a different exit, then, we go our separate ways and never speak of this fiasco again.

God speed.

Special rules:

- Players start on the indicated tile instead of an Entrance
- Maximum 1 player per Exit

IF PRISONER WAS FREED IN CH.1: Turns out that prisoner was a retired fed! Gain 🔍🔍❗❗



The Clink

The Venetian Swap

6 chapters
Normal difficulty

CHAPTER 1. THE FENCE ~25min

I bet you're all wondering why I brought you here. Look around. You might see a bunch of lowlife criminals, but I see a business opportunity. See, I've got a bunch of... connections. I know how to find people who are willing to purchase the world's greatest artwork with no questions asked. I just lack the means to acquire said artwork. That's where you all come in. I've hand-picked this team for your talents and potential. First, let's get out of here. Our objective is to get me and everyone else out of here, with maximum of two characters per exit. You may notice that our locksmith friend here is specially equipped to get this party started. Let's map out how we'll get this done.

As a team you have 🔎🔎🔎 and 💡💡💡 to use in planning. (Team loot \$0k.)

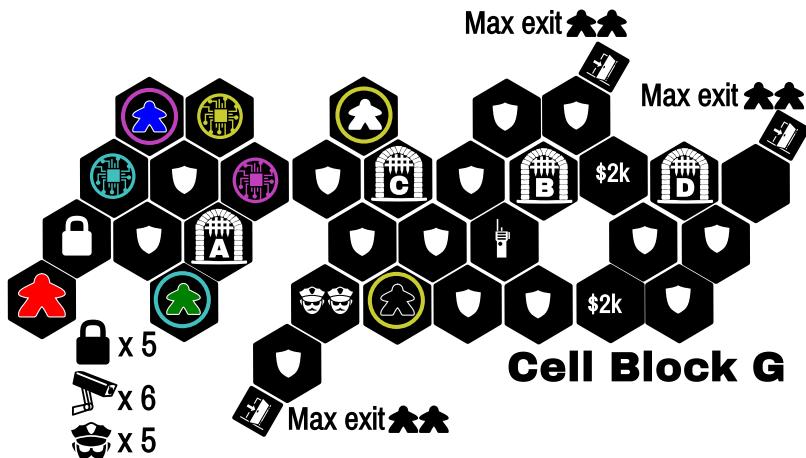
SUGGESTED CHARACTERS and SKILLS

RED: Angry Locksmith with Hurry and Smash 'n' Grab

GREEN: Thug with Yank Wires and Bypass

BLUE: Burglar with Wing It and Hit 'n' Run

BLACK: Script Kiddie with Hit 'n' Run and Hurry (4-players only)



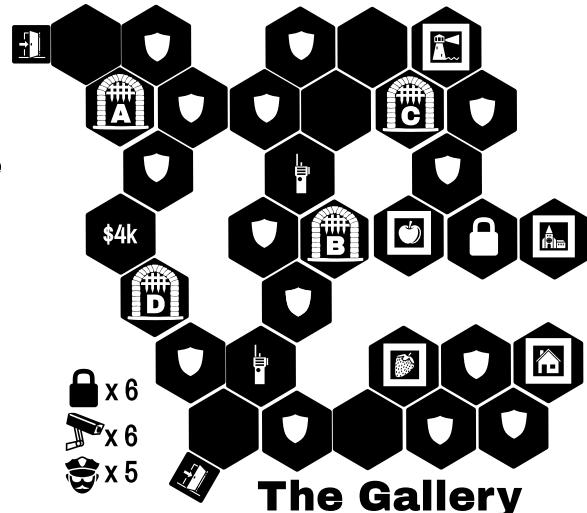
UPON SUCCESS: Well done! I think this is gonna work out. Ok I'll map out our first job. Meanwhile, everyone study up and level up one of your Skills.

CHAPTER 2. THE GALLERY JOB

Our first mark will be friendly local art gallery. They're expecting a new exhibit of paintings coming in from Italy tomorrow. Gorgeous collection. Even the museum curators have underappreciated - and undervalued - this collection. Security is pretty lax, but you **cannot not have more than two players per entrance** to start with. Exit however you want, just make sure you remember those gates close when the alarm goes off.

To make payroll, I just need three paintings. Now, you should know that these pieces will sell better if we have them in sets. Both fruit paintings will sell for an extra \$2k and all three building portraits will get us an extra \$4k. We can use any bonus money for the next job. Good luck and don't forget: getting in is the easy part.

UPON SUCCESS: Excellent work! Wow these are even more beautiful in person. These'll sell for a pretty penny I'm sure. Now I'll go look fo a potential buyer. While I'm gone, I want one of you to level up. One (non-Busted) character who actually stole a painting this heist is eligible. I'll let the team decide who gets this promotion.



The Venetian Swap

CHAPTER 3. THE PROVENANCE ~35min

Good news! I've got a buyer lined up. Here's the problem. He's a little squeamish about this particular collection. Says he needs documented proof that these are authentic. Now, unless one of you is forger, we're gonna need to acquire those provenance records from deep within the Gallery archives. Security is a little heavier down there - watch out for those pressure sensors. Looks like the archives also have some jewels awaiting appraisals. So, your objective is to get both documents, and for every jewel you bring back I'll add \$3k to team loot.

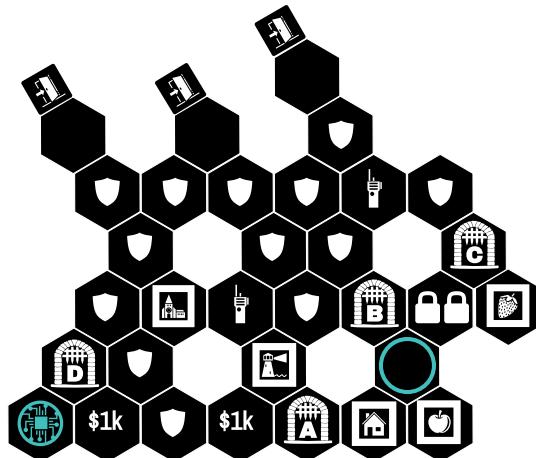
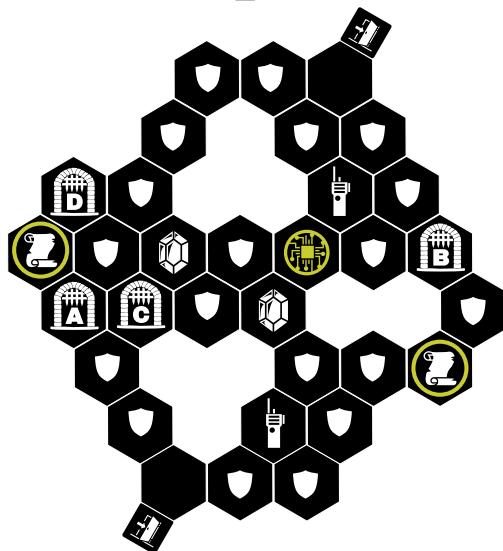
UPON SUCCESS: Excellent! I think this will be a good relationship. Here's \$6k for team loot (plus payout for extra jewels). At this point I'll let you promote any non-Busted characters for \$3k each and \$2k for each Skill.

Huh. That's funny. These records have some authentication facts about these paintings. They don't match. We stole some fakes!! Ok let me do some digging and figure what happened.

Change the painting tokens in your Team Loot to their fake counterparts.

CH 3. STANDALONE CHALLENGE

To try Ch. 5 directly without doing the entire campaign, use these conditions:
Team cash: \$3k (no team loot)
Angry Locksmith + Ninja + Steal
Operative + Splice In + Extract
Sewer Rat + Concoct + Assault
Script Kiddie + Prowl + Blast



CHAPTER 4. THE COLLECTOR ~35min

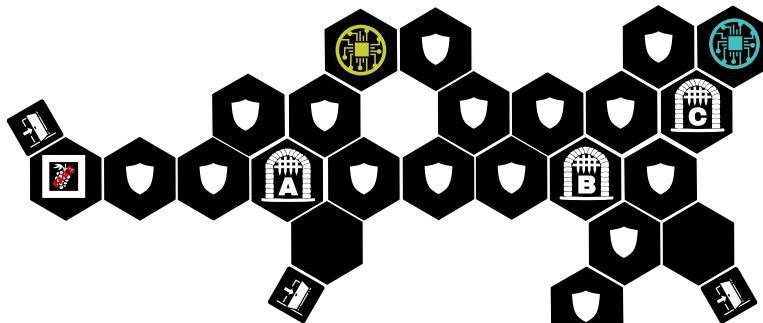
Turns out there's a bigger fan of these paintings than me. I have no idea who he hired for the job, but he beat us to it. This collector doesn't show up on the provenance, so he clearly didn't acquire these paintings legally. How selfish! This artwork needs to circulate. Let's liberate his collection. Plus, we might as well put these fakes to good use. Your objective is to swap in at least three painting fakes we have and steal the authentic ones. Don't steal anything we don't have a fake for. Any swaps beyond the three I'll give an extra \$3k.

Choose carefully who carries in those fake paintings. And feel free to take as much money from this classless art hoarder as you can.

UPON SUCCESS: Look at you professionals! Here's another \$6k for your time (and an extra \$3k for every extra painting swapped out.) Go ahead and promote any non-Busted Characters for \$3k each and \$2k for each Skill.

If you have any unused fake paintings, return them to the supply.

The Venetian Swap



CH 5. STANDALONE CHALLENGE:
To try Ch. 5 directly without doing the entire campaign, use these conditions:

Team cash: \$6k (no team loot)
SafeCracker + Ninja + Steal
Operative + Splice In + Extract
Grease Man + Concot + Assault
Black Hat + Prowl + Blast

The Exhibition Hall

CHAPTER 5. THE LONG SWAP ~40min

Ok I got this great tip on a huge job. I know this hobbyist art forger who works for the upcoming exhibition. He's been working on the Grapes of Venice painting between shifts. He finished his masterpiece. All we have to do is the switch. He got the piece as close as he could... which is to say not very close. We need to take the fake painting and swap it with the original. As soon as you reach the real painting, I'll detonate some C4 on a nearby wall and you can all escape.

*When someone reaches the asterisk token, create an exit on this hex and initiate escape phase immediately. This may also be done during the Escape phase.

UPON SUCCESS: Fantastic! Here's another \$8k for your time. Go ahead and promote any non-Busted Characters for \$3k each and \$2k for each Skill.



CHAPTER 6. THE REDEMPTION JOB ~35min
I've been studying these documents. As it turns out, they belong to the ancestors of the Gallery's curator. He won't let these go. I figure if I turn them in this curator will still pursue extradition on me. If we can return the rightful paintings without a trace we can all call it even. Your objective is to swap in at least three real paintings in for their originals. Sadly, as you would expect, The Gallery has tightened up their security quite a bit given this recent streak of heists. But I'm confident you're up to the task.

After this, I need to lay low for a while. You should find another source for jobs until I come and find you. Best of luck!

The Smugglers

Chapter 1: The Demolitions Guy, ~35min
Chapter 2: The Jeweler, ~35min

Chapter 1: The Demolitions Guy

Nobody ever said this career was easy. You gotta keep moving, keep innovating. Get in, get out, get paid. Don't get greedy. That's what I learned from my last crew, and that is what I intend to teach all of you today.

They say that getting out is hardest part of any heist. Well, that's where I come in. You see... I create exits where there are none. As a result of my abilities, however, marks that would otherwise be too risky for most crew become available. You're welcome. Only thing is... I'm a bit noisy... so just be ready to split when I hit the button.

Ok, now I owe some money and a jewel to this art fence, so this one is about learning the method. I hear we've got some cash being protected over at the station. Our objective is to pick up the jewel and \$7k worth of cash. Anything we pick up beyond that is ours. And I'll promote whoever picks up that jewel.

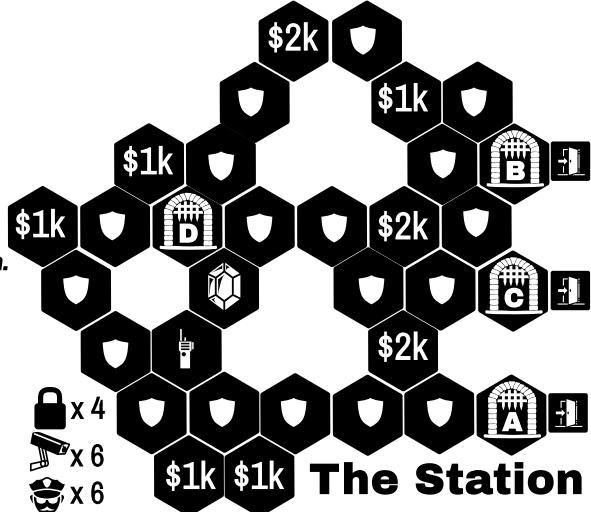
START WITH \$3k worth of Team Cash.

REQUIRED Characters: Demolitions Guy

(SUGGESTED Skills for Demolitions Guy: Smash 'n' Grab, Hit 'n' Run)

SUGGESTED Characters + Skills:

- Street Urchin with Hurry and Bypass
- Thug with Hit 'n' Run and Yank Wires
- Lookout with Yank Wires and Wing It



UPON SUCCESS: See how nicely that worked out? Let's train up and keep this going. You may upgrade Skills for \$2k each. Whoever stole the jewel may be promoted.

Chapter 2: The Jeweler

Ok let's put this method to work. I've got this tip that this jeweler keeps his personal stash all in one place in the center of his house. Sure, it's surrounded completely with guards and lockdown gates designed to trap a bunch of amateurs. But he won't expect our escape plan. Our objective is to steal two jewels. A third jewel is worth \$4k. Any of the cash goes toward this team and helps us train up for the next big job.

UPON SUCCESS: Well done! Let's train up and keep this going. You may upgrade Skills for \$2k each, and Characters for \$3k each.



The Smugglers

Chapter 3: The Backdoor Job (~35min)

See, the best part of this kind of job is that you can hit these marks that provide no escape otherwise. Let's try this Estate on for size. They've got some jewels deep inside, but plenty of cash. Your objective is to get three jewels.

UPON SUCCESS: Now we're getting the hang of it! Let's train up and keep this going. You may refine Skills for \$2k each, and promote Characters for \$3k each.

CH 3. STANDALONE CHALLENGE:

To try Ch. 3 directly without doing the entire campaign, use these conditions:

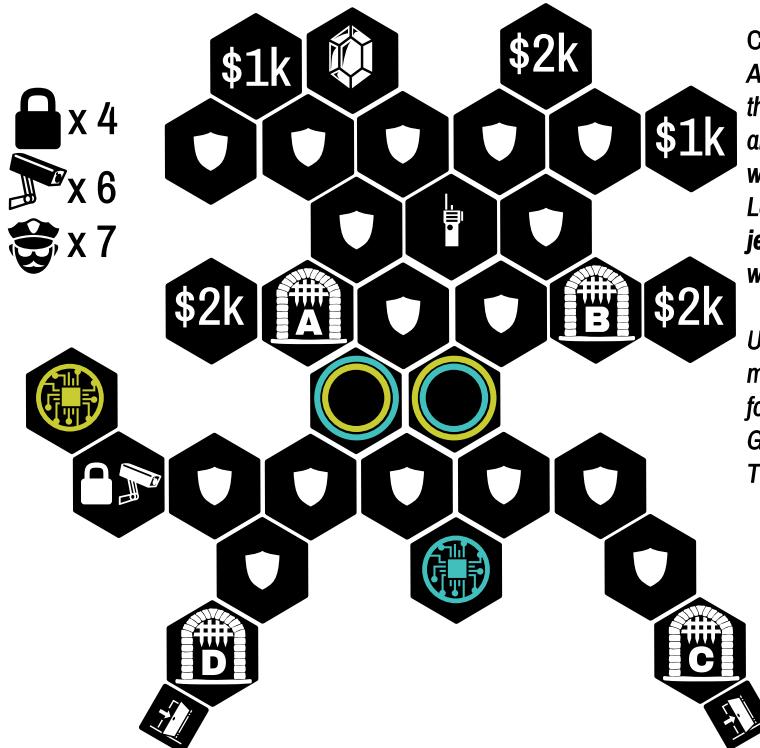
Team cash: \$3k (no team loot)

Demolitions Guy + Smash 'n' Grab + Hit 'n' Run

Tunneler + Improvise + Tinker

Con Artist + Ninja + Bypass

Thug + Assault + Yank Wires



Chapter 4: The Forum Job (~35min)

Alright this is what we've been training for. There's this cult that's taken over my neighborhood. Now I'm an accepting person of alternative beliefs, but this whole charity is just a front for money laundering. Let's hit 'em hard. Our objective is to steal the jewel. Maximize your profits - I'll be finding more work for you if we succeed.

UPON SUCCESS: Excellent! Ok let me find you more work. Lay low for a while. You may refine Skills for \$2k each, and promote Characters for \$3k each. Go to <http://yourlastheist.com> for future chapters in The Smugglers.