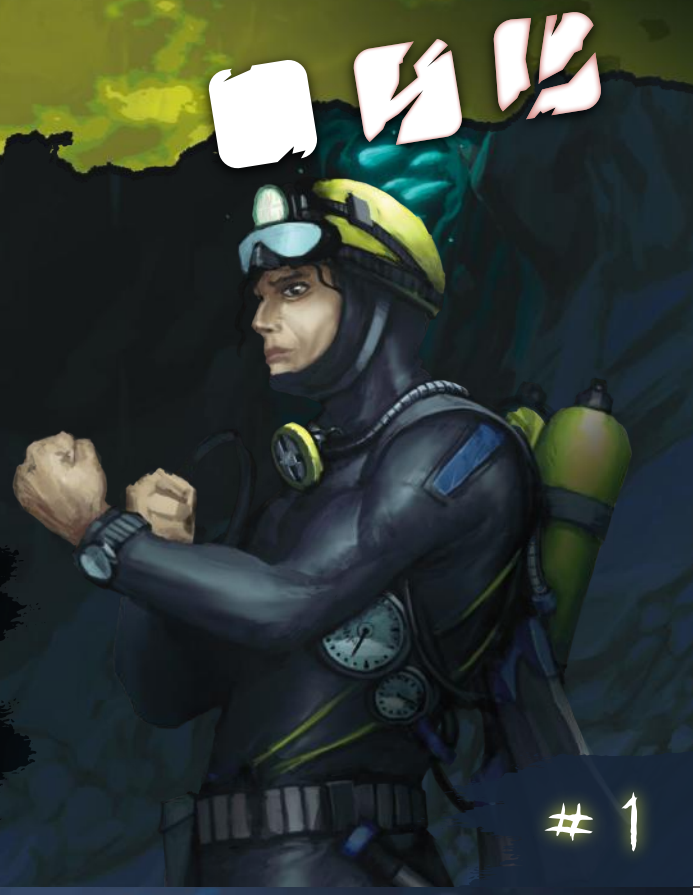
DIVER



DIVE

If you're on a tile, move your caver piece onto this board.

If you're on this board, move your caver piece onto any tile.

(if you fall unconscious while on this board, you cannot be rescued)

AMPHIBIOUS

PASSIVE: You don't lose any ✚ from Floods, and you may use ***Move*** actions to enter tiles containing flood markers.

#1

ENGINEER

DEMOLISH

Place an explosives token over an adjacent wall to remove it. Then immediately resolve a cave-in event. (Roll die, place rubble markers on affected cave-in tiles, cavers on those tiles lose ✚✚✚)

Use this ability up to three times per game.

VIGILANT

PASSIVE: Cave-in events only cause you to lose one ✚.

#4

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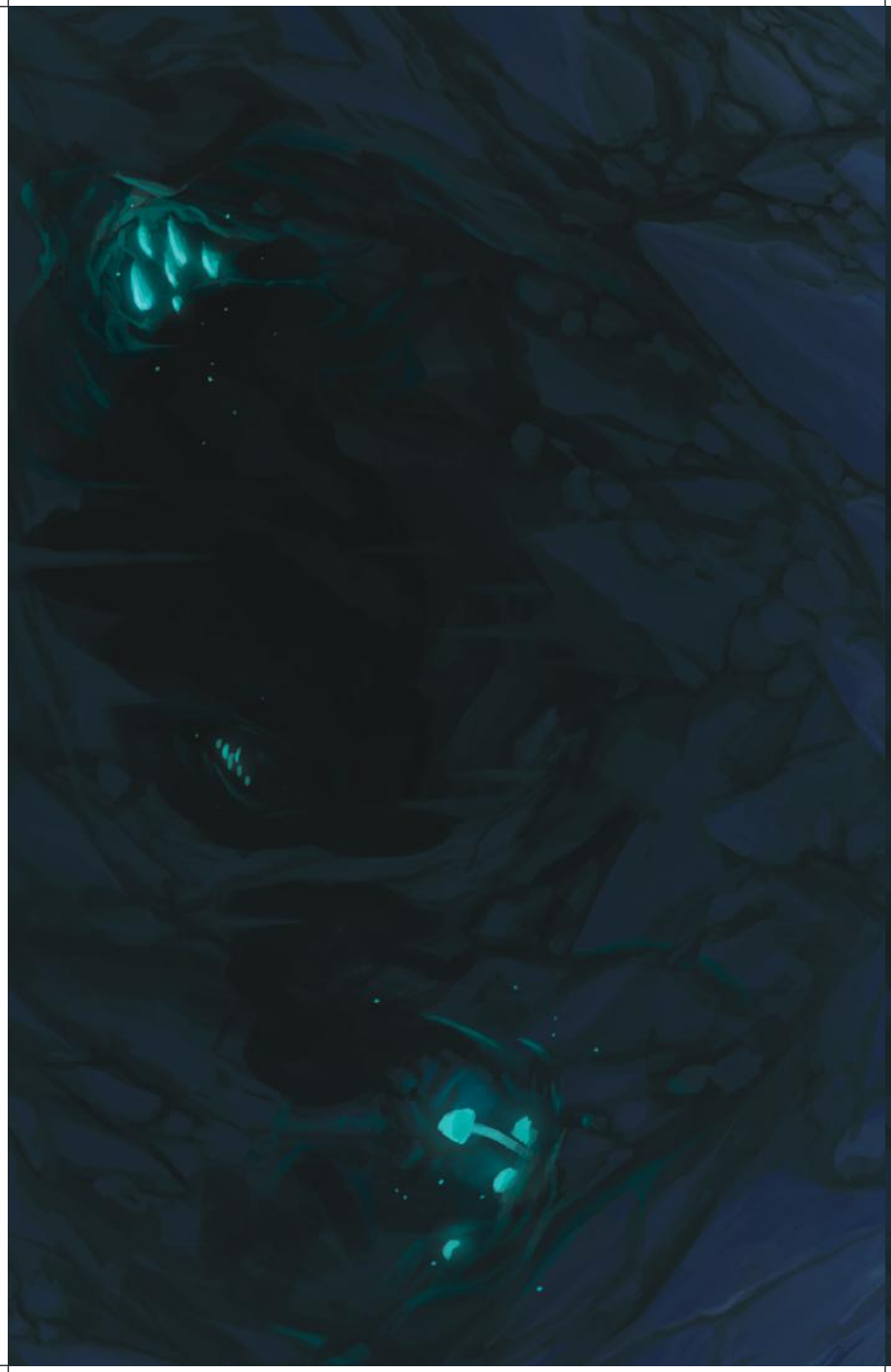
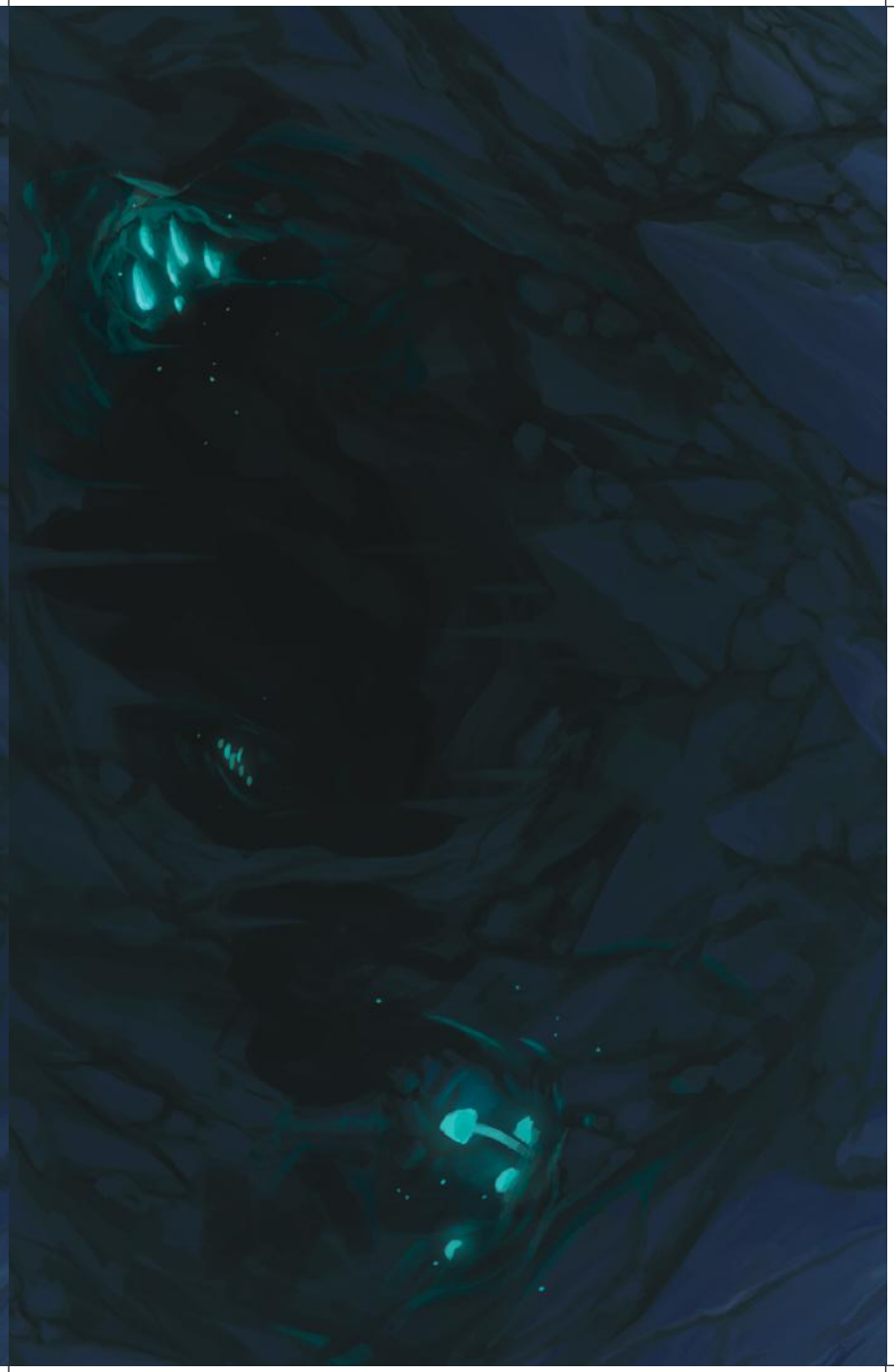
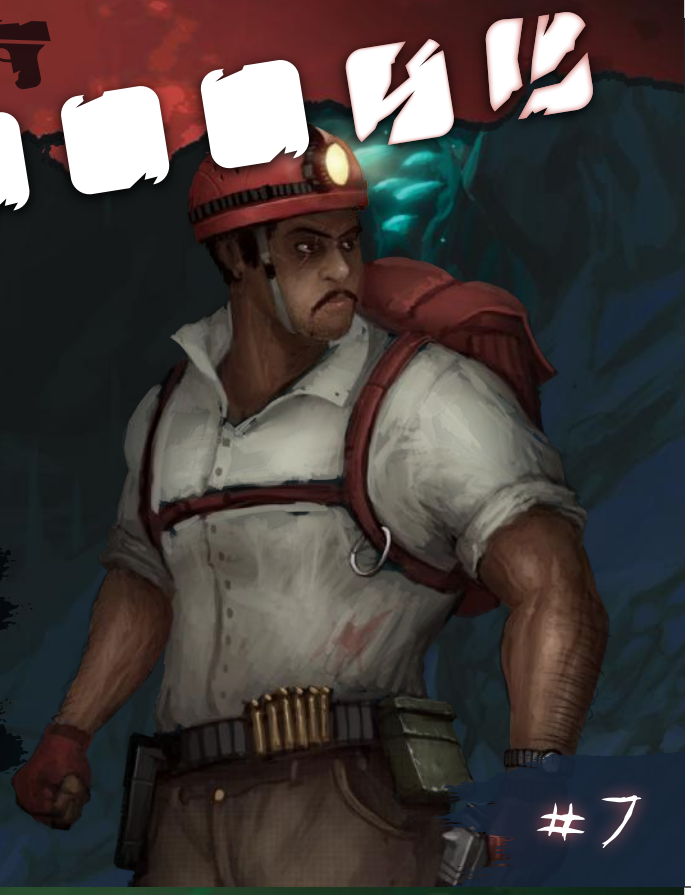




BODYGUARD



REPEL

Remove a horror on an adjacent tile from the cave.

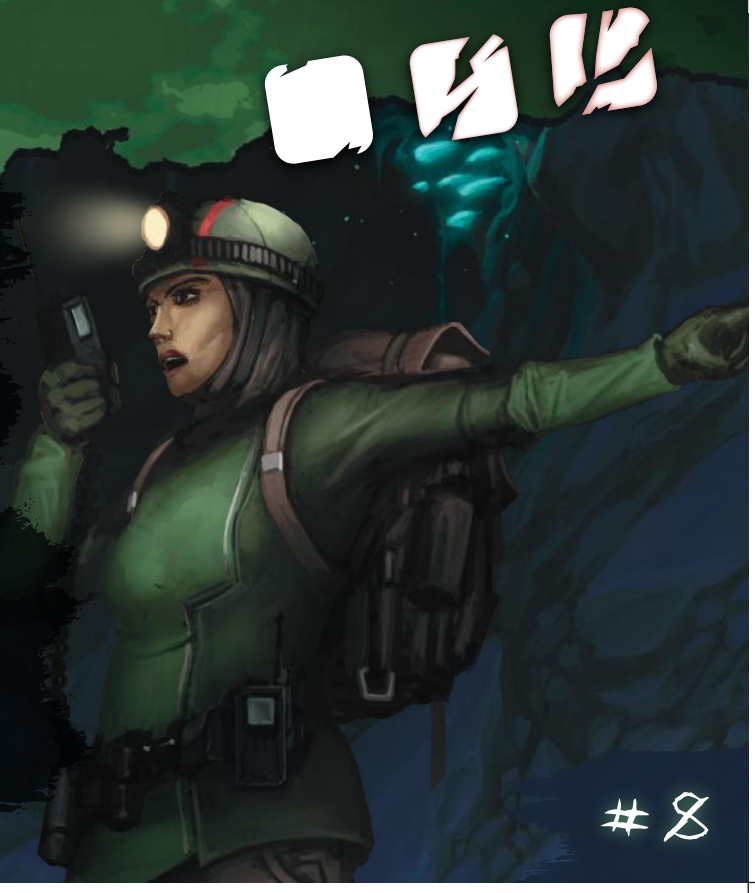
PROTECTIVE

PASSIVE: You start the game with +++++

Other cavers on your tile don't lose any + from Floods, Gas, Cave-Ins or Tremors.

#7

LEADER



DIRECT

Choose another conscious caver. They may immediately perform an action costing .

Use this ability at most once each turn

EXPERIENCED

PASSIVE: Add 1 to your rolls.

#8

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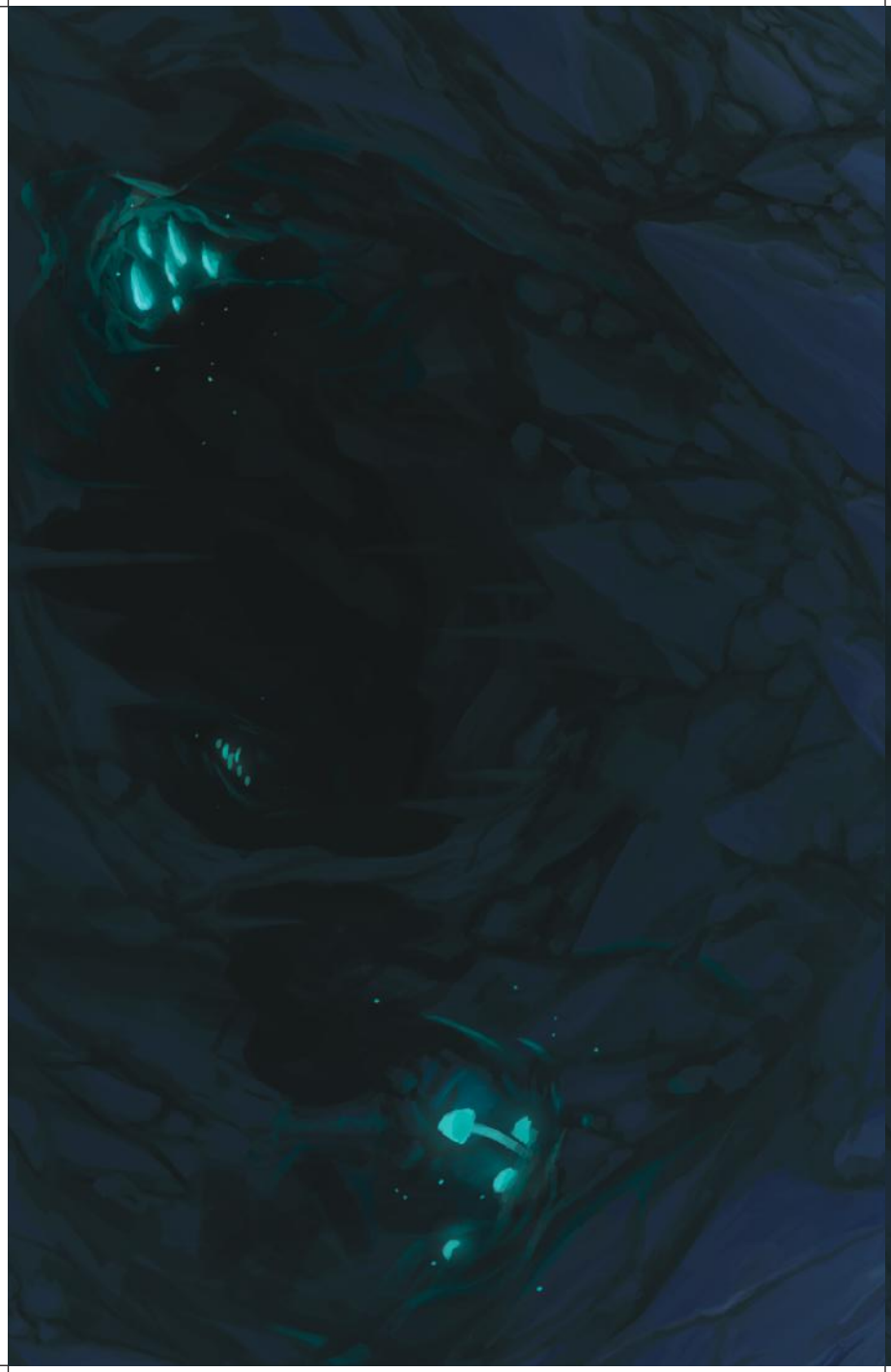
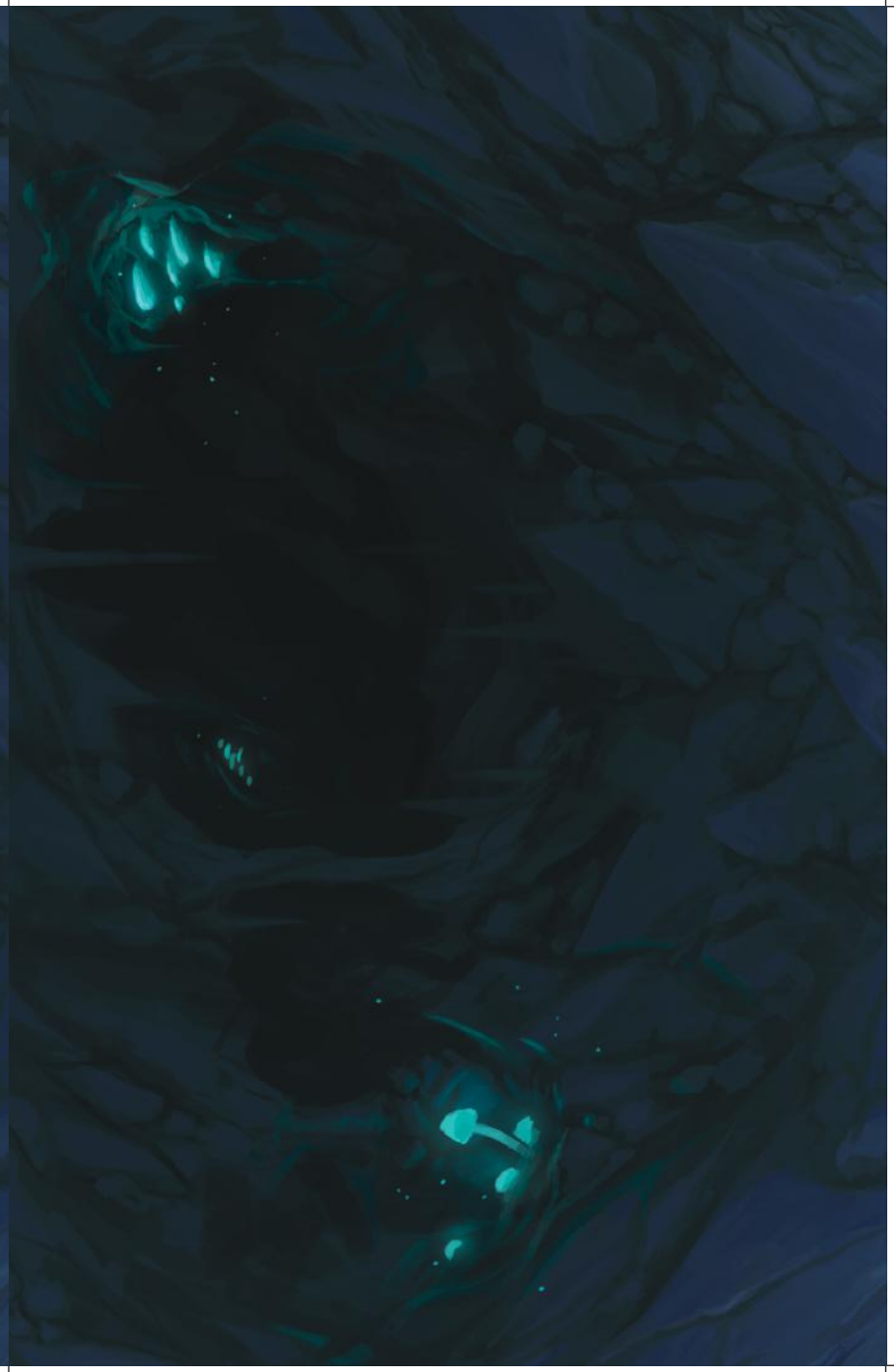




GEOLOGIST

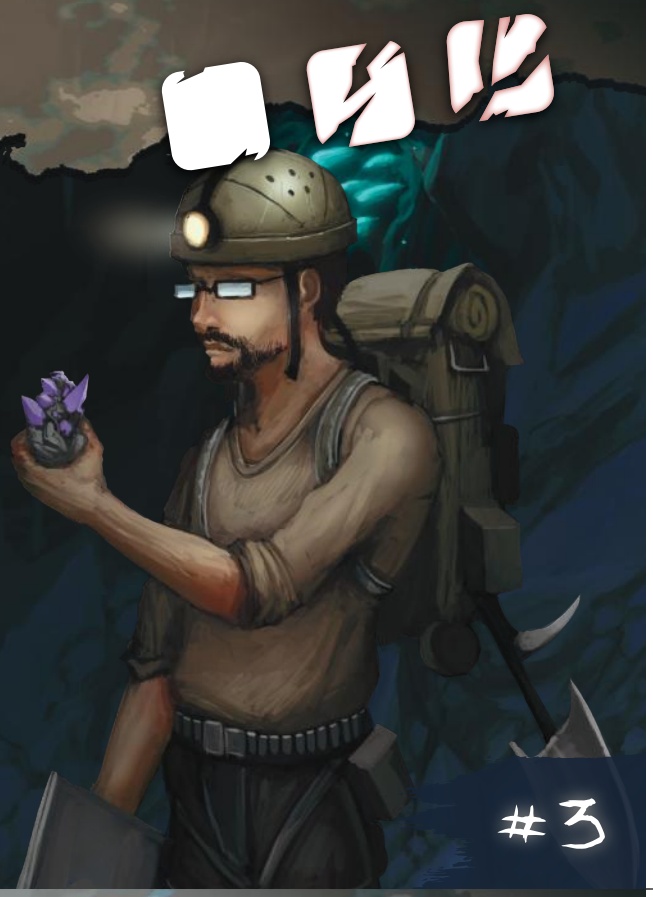
EXCAVATE

Remove a rubble marker from this tile or an adjacent tile.

INTUITIVE

PASSIVE: At the start of the game, set aside the top tile of the cave tile stack face-up.

Whenever you would place a tile from the cave tile stack, instead set that tile aside face-up. Then place either of your two set-aside tiles.



#3

MEDIC

BANDAGE

Choose another caver on your tile. They regain one ✚.

SPRINT

Perform two ***Move*** actions.

#6

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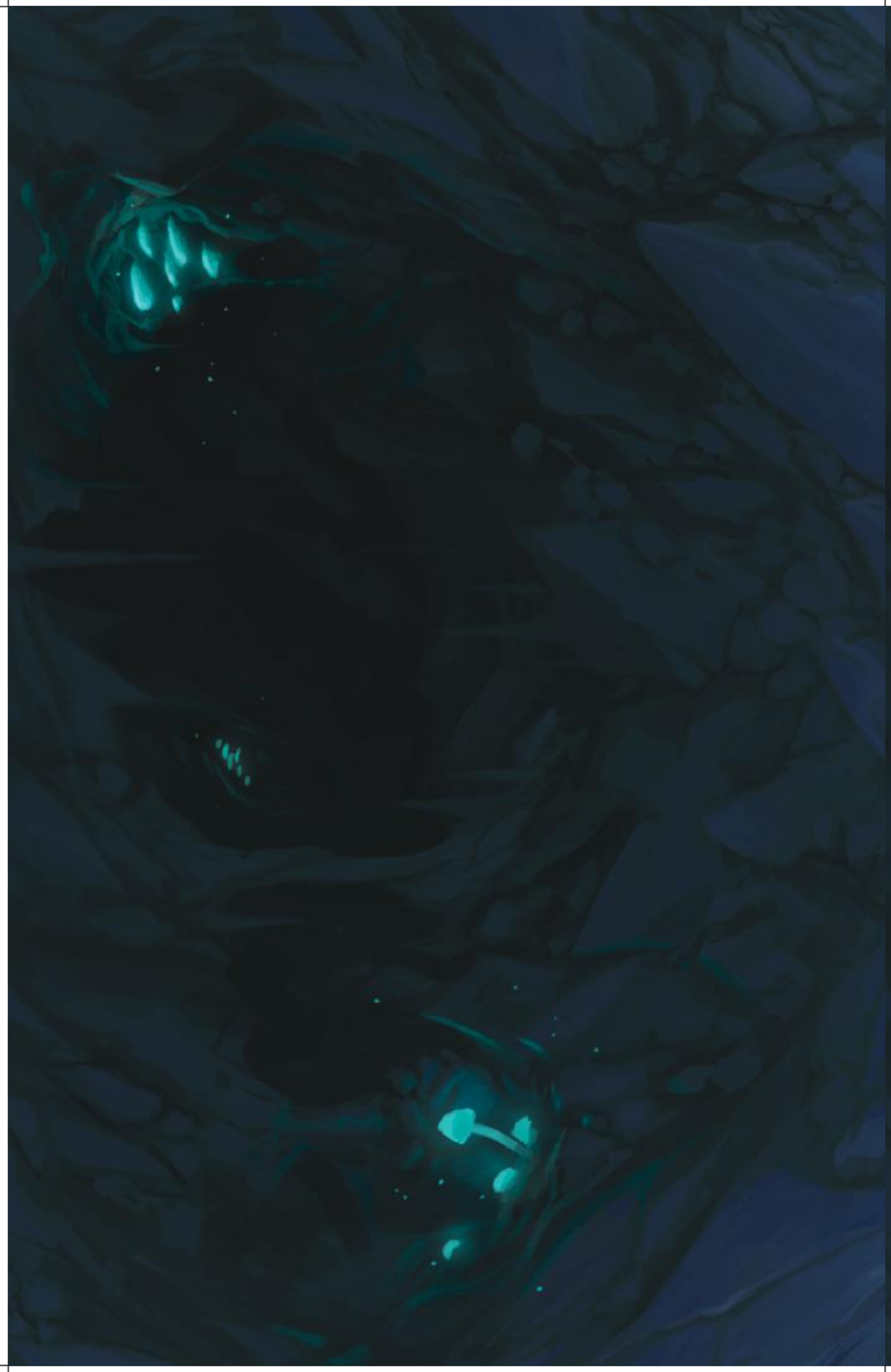

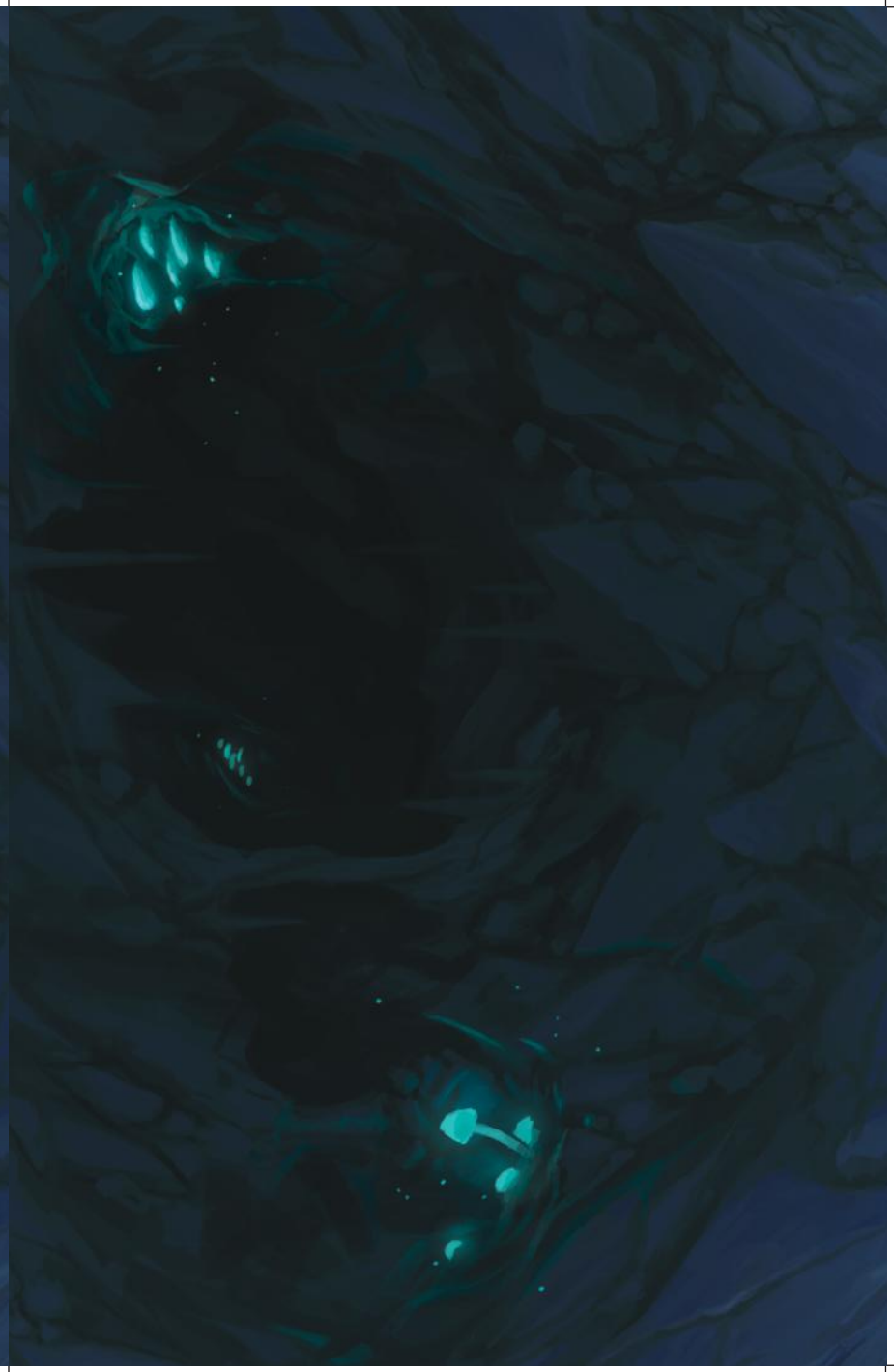

SCOUT

PATHFINDER

PASSIVE: If you would place any tile, you may discard that tile and place the next tile from the stack instead.
(You must accept the second tile)

Use this ability up to three times per game.

STEALTHY

PASSIVE: You cannot be chosen as the closest victim for any horror, and sharing a tile with a horror does not cause you to lose any ✚.

CLIMBER

RIG

Place a rope token onto your current or tile.

AGILE

PASSIVE: You may use ***Move*** actions to enter tiles or tiles containing rubble markers.

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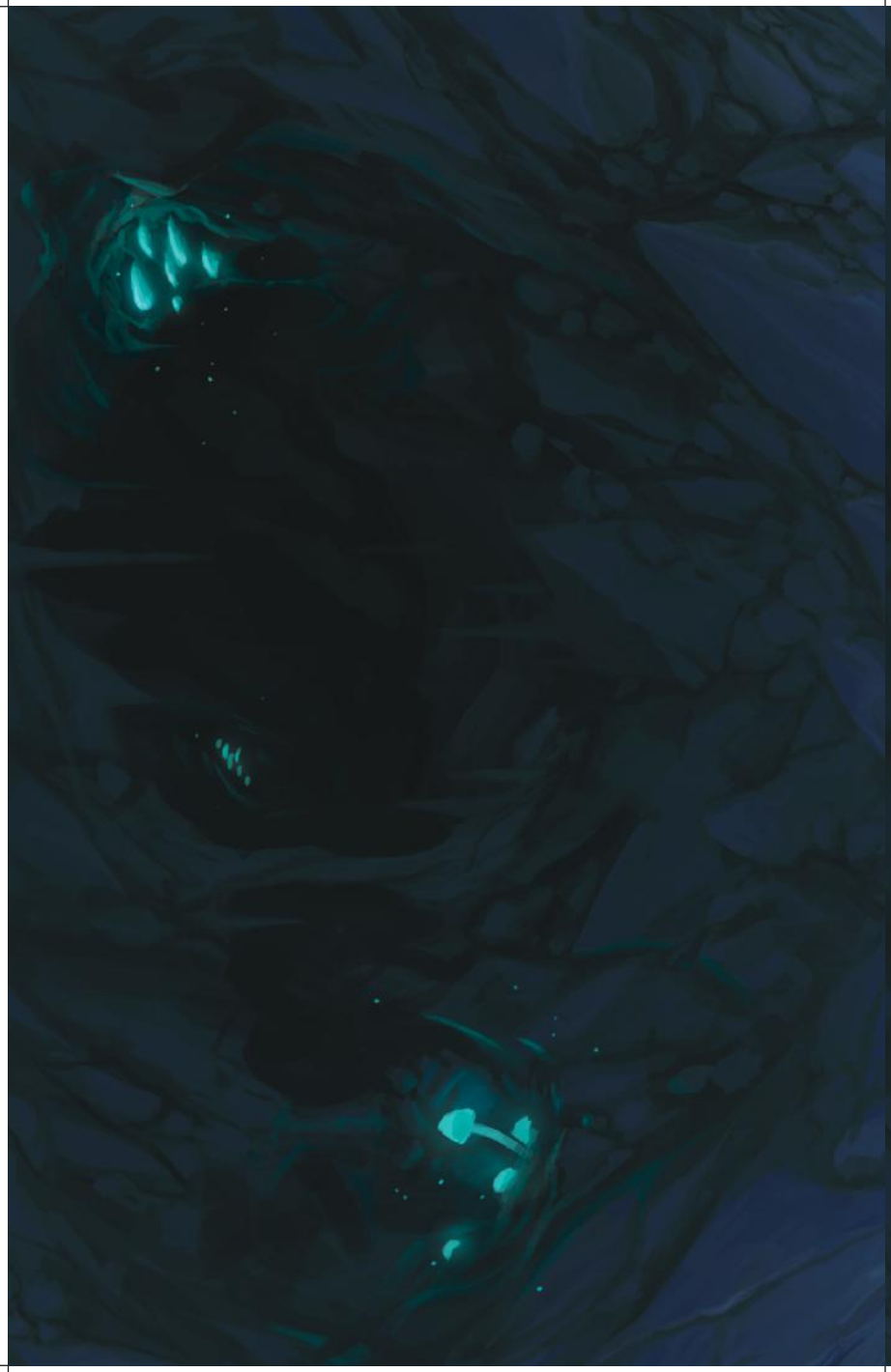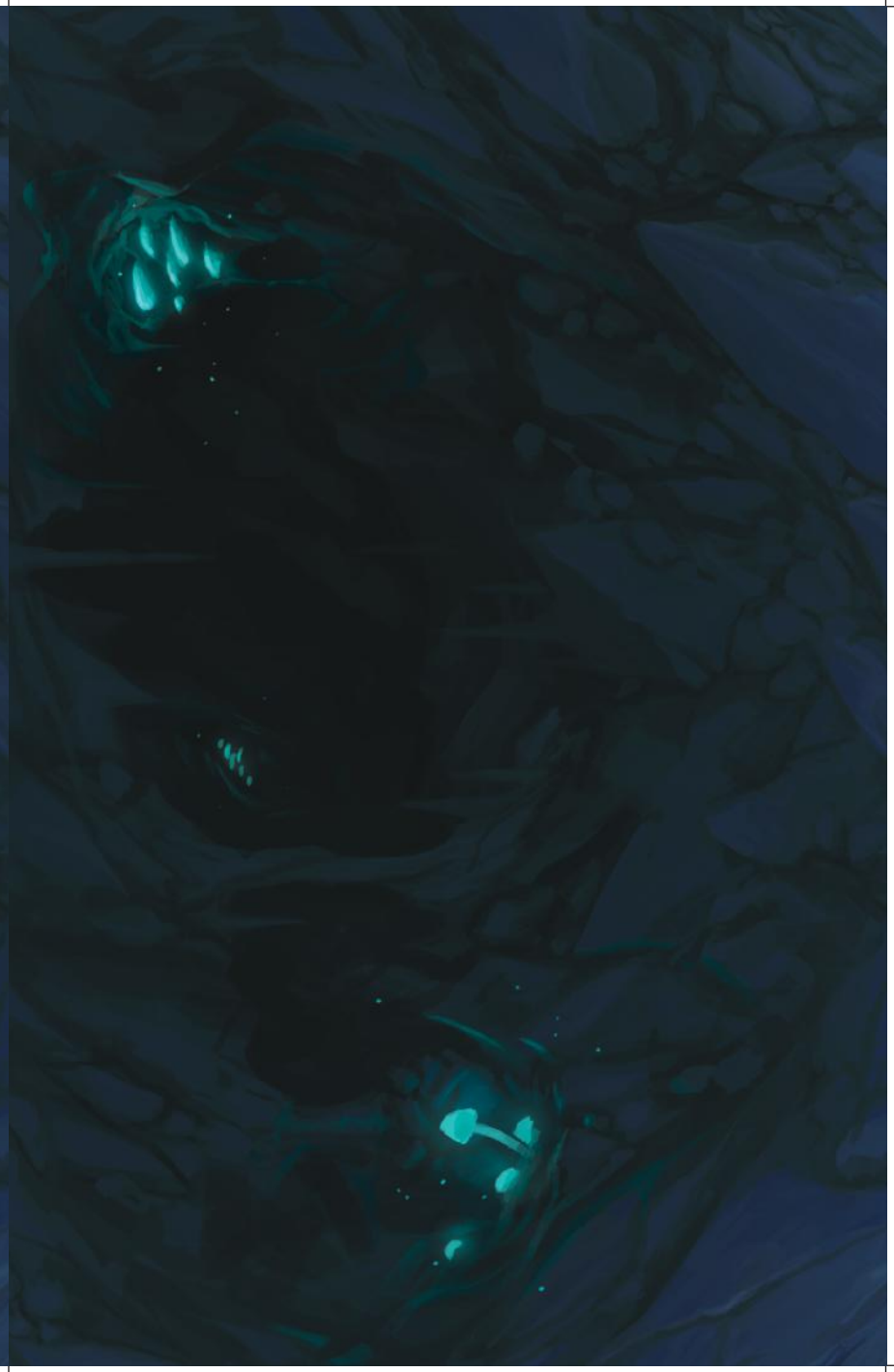
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