



# DIVER



## DIVE



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

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

*(the tiles do not have to be flooded. 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 a **Move** action to enter tiles containing flood markers.



# 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, covers on those tiles lose +++)  
Use this ability up to three times per game.

## VIGILANT

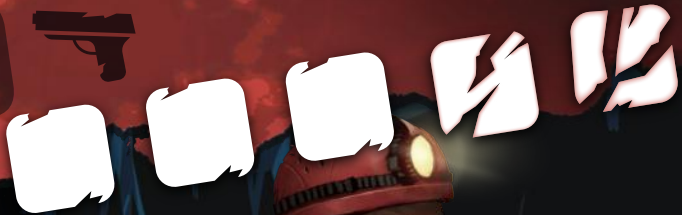
**PASSIVE:** Cave-in events only cause you to lose +.

(instead of the usual +++)



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# BODYGUARD



## REPEL

Remove a horror on an adjacent tile from the cave.

## PROTECTIVE

**PASSIVE:** You start the game with  instead of the usual .


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



# LEADER




## DIRECT

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

Use this ability at most once each turn

## EXPERIENCED

**PASSIVE:** You succeed  on a roll of 3 or more  
*(instead of the usual 4 or more)*

# GEOLOGIST



## EXCAVATE

Remove a rubble marker from 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.




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# MEDIC



## BANDAGE

Choose another cover on your tile.  
They regain .

## SPRINT

Perform two consecutive *Move* actions.



# 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.  
(This allows it to be exited from  
either direction)

## AGILE

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