

## ROUND STRUCTURE

### 1) ACTION PHASE

All covers perform actions in a clockwise order.  
Each has two action points to spend: ●●

Can **exert** once/turn for third ●. At end of turn, must then make skill check - if fail, lose one health point.

### 2) HORROR PHASE

Horrors move one step towards their closest victims

### 3) HAZARD PHASE

Resolve the top card of the hazard deck

### 4) END PHASE

Pass the starting cover marker to the cover on the **right**.

## HAZARD CARDS

### INJURY (×)

All covers make skill check: fail → lose 1 health

### FLOOD (×)

Add flood marker to water tiles.  
All covers on water tiles lose 1 health

### GAS (××)

All covers on gas tiles lose 2 health  
Next turn, entering gas tile → lose 2 health

### CAVE-IN (×××)

Roll die. All matching cave-in tiles get rubble marker. Covers on those tiles lose 3 health.

### HORROR (☠)

Move horrors again, then spawn a horror on the closest empty horror tile to a victim.

## SHORT ACTIONS



### REVEAL

place adjacent tile



### MOVE

move onto adjacent tile



### EXPLORE

reveal tile, then move onto it

## LONG ACTIONS



### RUN

move up to three times



### HEAL

you OR another cover on tile regains 1 health

## HAZARD ACTIONS



### SWIM

enter an adjacent flooded tile



### DIG

remove rubble marker from this or an adjacent tile



### SQUEEZE

enter an adjacent squeeze tile



### HIDE

Skill check: success → ignored by horrors this turn



### PLACE ROPE

Skill check: success → place rope token on tile

## CAVE TILES



### WATER

Flood card → flood marker, lose 1 health  
If flood marker, need *Swim* (●●) to enter



### GAS

Gas card → lose 2 health  
Entering if last card Gas → lose 2 health



### CAVE-IN

Cave-in card → 1/3 chance for rubble marker and lose 3 health.

If rubble marker, cannot enter.  
Can clear rubble marker using *Dig* (●●)



### HORROR

Horror card → spawn horror if closest to victim (lose all health)



### SQUEEZE

Cannot enter except w/ squeeze action.



### ROUGH TERRAIN

On enter, skill check: fail → lose 1 health.



### LEDGE / SLIDE

Must place with arrows pointing away from current caver.

Can enter as normal from either side.

If on this tile, cannot *Move / Reveal / Explore* through side with rope symbol until rope token placed on tile.  
(Place Rope (●●))

## SHORT ACTIONS



### REVEAL

place adjacent tile



### MOVE

move onto adjacent tile



### EXPLORE

reveal tile, then move onto it

## LONG ACTIONS



### RUN

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### HEAL

you OR another caver on tile regains 1 health

## HAZARD ACTIONS



### SWIM

enter an adjacent flooded tile



### DIG

remove rubble marker from this or an adjacent tile



### SQUEEZE

enter an adjacent squeeze tile



### HIDE

Skill check: success → ignored by horrors this turn



### PLACE ROPE

Skill check: success → place rope token on tile