

ROUND STRUCTURE

1) ACTION PHASE

All cavers 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 caver marker to the caver on the **right**.

HAZARD CARDS

INJURY (×)

All cavers make skill check: fail → lose 1 health

FLOOD (×)

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

GAS (××)

All cavers 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. Cavers 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 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

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

move up to three times



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