



Archeologist

The Archeologist is adept at reading the clues left behind in the ancient ruins.

When drawing tiles the Archeologist may choose to draw 3 tiles instead of 2. If none are an Encounter she may keep two tiles and discard the other. If any tile is an Encounter she must resolve the Encounter, but may keep the other two tiles. If more than one tile is an Encounters she can choose which to resolve and discard the other(s) and keep any non-Encounter tiles.

Health (3 Max)



Equipment (4 Max)



Ammunition (Start 3, No Max)



Traveler

The Traveler came equipped with a large backpack.

The Traveler can carry 5 Equipment Items, however when carrying 5 items he must discard down to 3 tiles in his hand instead of 5.

Health (3 Max)



Equipment (5 Max)



Ammunition (Start 3, No Max)



Adventurer

The Adventurer is experienced at extreme sports and activities.

The Adventurer may cross Passage Tiles with obstacles (Flood, Cave In, Gulch) without expending a Health Point or using an Item, but at the cost of a turn.

Health (3 Max)



Equipment (4 Max)



Ammunition (Start 3, No Max)



Miner

The Miner is skilled at finding and creating passages through rock.

The Miner may expend a Health Point to travel through a wall. He may place a Passage Tile adjacent to the tile he currently occupies so that its passage connects with a wall of his tile. He may then pass through the wall to the new tile and lose one Health Point. His original starting tile is then discarded, even though it is still adjacent to his current tile.

Health (3 Max)



Equipment (4 Max)



Ammunition (Start 3, No Max)



Mercenary

The Mercenary is a trained soldier hired to collect the relics at any cost.

The Mercenary starts with 4 Bullet tokens and when using a First Aid kit he may add a Bullet instead.

The Mercenary may choose to spend a Bullet token to remove 1 Health Point from an opponent when connecting Passages, instead of stealing an item.

Health (3 Max)



Equipment (4 Max)



Ammunition (Start 4, No Max)



Athlete

The Athlete trains hard to be in peak physical condition.

The Athlete starts with 4 Health Points, however Beast Encounters result in losing 2 Health Points if the gun is not used against the Beast.

Health (4 Max)



Equipment (4 Max)



Ammunition (Start 3, No Max)