

INVESTIGATION

Sub Terra: Investigation is a modular expansion for the game Sub Terra. You can choose to use it in a game of Sub Terra by performing the additional set-up steps given below.

This expansion is set after the events of Sub Terra. Not all of you made it out alive. Now, with the help of a mysterious corporation, you're returning to the cave to find your fallen friends.

ADDITIONAL SETUP

ITEMS

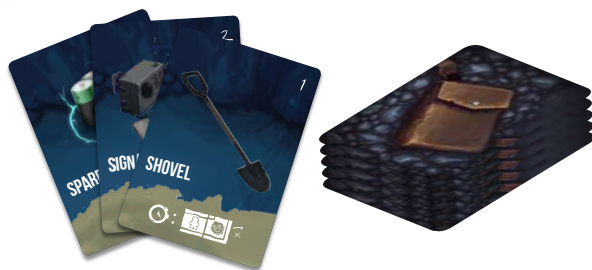
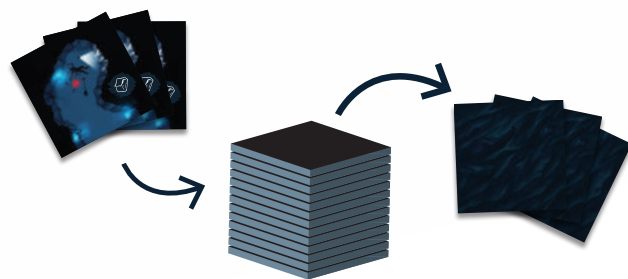
1. Shuffle the three item tiles into the tile stack during set-up, then return the top three tiles of the stack to the box without looking at them.
2. Shuffle the item cards together to form the item deck.

DOOM

1. Shuffle the three Doom hazard cards into the set of hazard cards used for this difficulty level. Then construct the hazard deck as normal.

COMPONENTS

- 1 Agent
- 1 Agent Meeple
- 3 item tokens
- 1 Doom marker
- 15 item cards
- 3 "Doom" hazard cards
- 3 item tiles



ITEM CARDS

This expansion contains 15 item cards that are collected from the new item tiles during the game. When held, they grant cavers additional abilities.

Some items (1 - 10) provide actions that can be performed during your turn. This will usually require the item card to be discarded (☒) and may also require a payment of one or more action points (⌚).

Other items (11, 12, 13) can be discarded in response to certain events to modify them, or give a constant passive effect to the caver that holds them (14, 15)

Item cards can be transferred between cavers on the same tile by using the **Transfer** action:

Transfer ⌚

Transfer an item card from a caver on this tile to another caver on this tile, as long as all players involved agree

Items cannot be used by unconscious cavers, though they can still be taken from them by other cavers on the same tile using the Transfer action.

There is no limit to the number of items a caver can carry or use.

ITEM TILES

When an item tile is entered for the first time, that caver draws the top item card from the item deck. If an item tile is revealed without being entered, place an item token on that tile to mark that the item is still available.



DOOM

This expansion adds a new type of hazard card:

When a Doom card is resolved, when the next hazard card is resolved on the following round, treat it as a "x2" hazard card of the same type. Place the doom marker on top of the hazard deck to remind you that the next round is "doomed".

If the next card is already a "x2" hazard card, resolve it as normal. If the next card is another Doom card, keep the doom marker in place for another round.

Be very careful during doomed rounds!



NEW CHARACTER: AGENT

The Agent is a formidable operative working for Erebus, the corporation that funded the initial expedition. She's taken command of the return mission.

At the start of the game, the Agent draws the top five item cards, looks at them, then puts two of them on the bottom of the deck. During the game, she may Recover an item that she's discarded so that it can be used again.

EQUIPPED

PASSIVE: At the start of the game, draw five items, then choose two of those items and put them on the bottom of the item deck.

RECOVER


Return an item you've discarded this game to your hand.

(You cannot recover items discarded by other covers)





ITEM CARDS


1. Shovel

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


2. Signal Booster

: Another conscious caver may immediately perform an action that costs .






3. Spare Battery

: Your caver does not perform the "Out Of Time" skill check this turn.





4. Flare

: **Reveal** all adjacent tiles in any order.

5. Adrenaline

, : Gain an additional  this turn.



6. Painkillers

, : Regain .



7. Defibrillator

, : An unconscious caver on your tile regains .




8. Grappling Hook

, : Place a rope token on the current ledge tile or slide tile.

9. Grenade

, : Remove all horrors on an adjacent tile from the cave.

10. Explosive Charge

, : Place an explosives token over an adjacent wall to remove it. Then resolve a cave-in event.

11. Scrawled Map

Passive: If you would place a tile, you may discard that tile and place the next tile from the stack instead. If you do, discard this item.


12. Body Armour

Passive: Treat this item as an additional health point token. (You cannot recover it by using the Heal action).

13. Gas Mask

Passive: If you would lose health from a gas hazard card or from entering a gas tile (E3), discard this item instead.

14. Lucky Charm

Passive: Add 1 to all your  rolls.

15. Wetsuit

Passive: You may use **Move** actions to enter flooded tiles.

ACKNOWLEDGMENTS

Game Design

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