



Gain this die,
and immediately roll it.



Activate once
per three pips



Terrain: take damage,
unless moving smoothly



Jump: if you end the phase here,
go back to the last non-jump space



Remove this die
(white is any except Fusion)



Activate once
per die



Crowd: gain 5 minus (incomplete
valves) cogs.



Move one square



Spend as many cogs as you like.
Each one gains you this type of die.
(Two cogs per Fusion die.)



Smoothly move one square
(ignoring terrain)



Gain a cog



Activate when you
flip Inspiration



Rails: may spend one yellow
pool die for two motion.



Reinforce one point



Store a die



Steam Pony: may spend one
blue pool die for three cogs.



Damage machine one point



Glacier: spend a red pool die
or take two Terrain damage.



Overcharge effect [in brackets]:
after activation, discard part to use



Trap: discard a die or take
this much Terrain damage.



Gear up: place this many gears
here for a one-off effect



Damage each other machine behind
you, in your space, or in front of you.



Canal: extra Motion to enter
(one Smooth Motion is OK).
If you end here, discard any
die except Fusion.



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