

Gain this die, and immediately roll it.



Activate once per three pips



Activate once per die



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

Terrain: take damage,



Crowd: gain 5 minus (incomplete valves) cogs.



Remove this die (white is any except Fusion)



Move one square



Smoothly move one square (ignoring terrain)



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



Gain a cog



Activate when you flip Inspiration



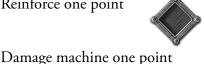
Rails: may spend one yellow pool die for two motion.

Steam Pony: may spend one

blue pool die for three cogs.



Reinforce one point



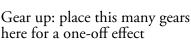
Store a die



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.



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.



Gain this die, and immediately roll it.



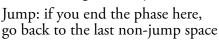
Activate once per three pips

Activate once

per die



Terrain: take damage, unless moving smoothly





Remove this die (white is any except Fusion)



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.)



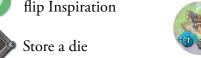
Smoothly move one square (ignoring terrain)



Gain a cog



Activate when you flip Inspiration





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

Steam Pony: may spend one

blue pool die for three cogs.



Damage machine one point

Reinforce 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



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



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