Gain this die, and immediately roll it.

Remove this die (white is any except Fusion)

Move one square

Smoothly move one square (ignoring terrain)

Gain a cog

Reinforce one point

Damage machine one point

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

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.

Activate once per three pips

Activate once per die

Activate when you flip Inspiration

Store a die

Terrain: take damage, unless moving smoothly

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

Crowd: gain 5 minus (incomplete valves) cogs.

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

Rails: may spend one yellow pool die for two motion.
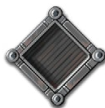
Steam Pony: may spend one blue pool die for three cogs.

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

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

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