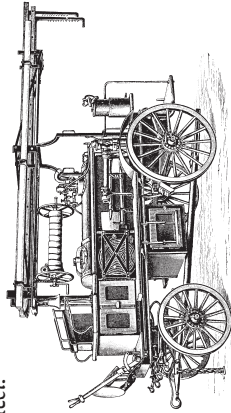


**Grossberg's Narrow Fire-Wagon**  
**Starts in Time 2, 1837**

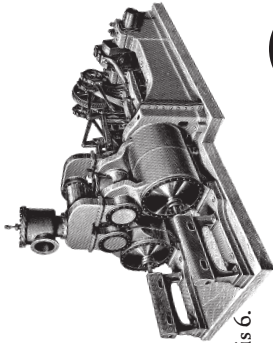
**6**

Continuous Effect:  
 You roll 2 dice to move.



**Chassis**

**Power**

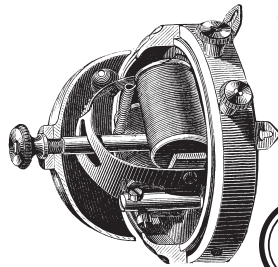


Yields +6 Power in conjunction with Chassis 6.

**Starts in Time 6, 1977**  
**The Dawson Sphinx**

**6**

**Shield**

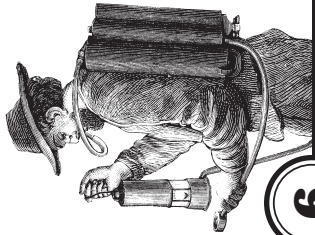


Continuous Effect:  
 Whenever you are directly attacked, you may counterattack whether or not the attack misses.

**7**

**Starts in Time 7, 2020**  
**Dodd's Plasma Reflex Housing**

**Shield**



Action:  
 You may disable this Upgrade to repair all your other Upgrades.

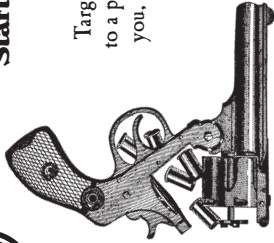
**Starts in Time 5, 1953**  
**Toivo's Portable Computer**

**6**

**Benson's "Long Shot" Revolver**  
**Starts in Time 4, 1920**

**1**

Action, Ranged Attack:  
 Target any Upgrade belonging to a player in any time ahead of you, and roll 1 die. You disable your target on a roll of 6.

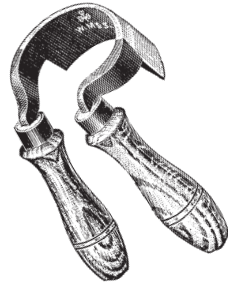


**Weapon**

**"Steely" Brand Draw Knife**  
**Starts in Time 1, 1814**

**2**

Action, Ranged Attack:  
 Target any Upgrade belonging to a player in your time, and roll 1 die. You steal your target on a roll of 6.

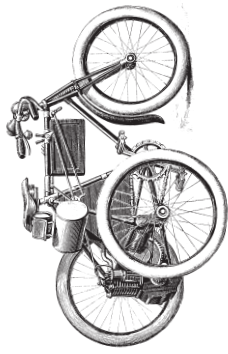


**Weapon**

**Crandall's Lightweight Tricycle**  
**Starts in Time 5, 1953**

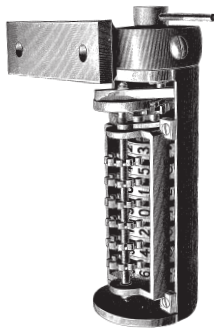
**5**

Continuous Effect:  
 Add +3 to your movement roll.



**Chassis**

**Power**

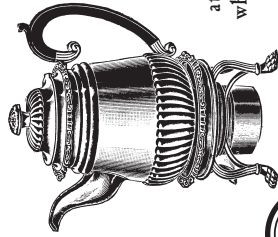


Yields +6 Power in conjunction with Chassis 5.

**Starts in Time 2, 1837**  
**Cobb's Electric Label Maker**

**5**

**Shield**



Continuous Effect:  
 Whenever you are directly attacked, you may counterattack whether or not the attack misses.

**5**

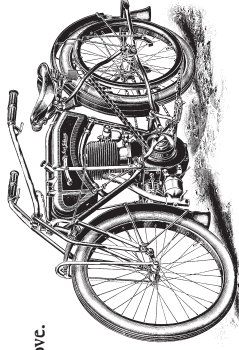
**Starts in Time 7, 2020**  
**Sumatran Coffee**

Shield 

**Frey's Continental Scooter**  
**Starts in Time 3, 1837**

Continuous Effect:  
You roll 2 dice to move.

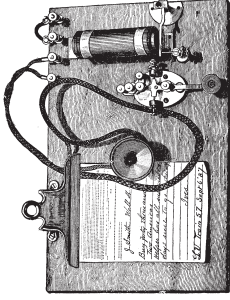
**7**



 Chassis

Shield 

Continuous Effect:  
Any player making a Ranged Attack on you must roll twice and take the lowest roll.

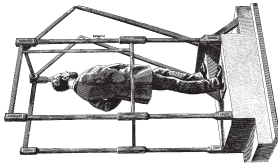


**8** Starts in Time 3, 1895  
Personal Analog Assistant

Shield 

Continuous Effect:  
Attacks which would steal or destroy your Upgrades can only disable them.

**10** Starts in Time 3, 1895  
Wrigley's Personal Roll Cage



Magnetic "Lobster Claw"  
Starts in Time 1, 1814

Continuous Effect:  
If you destroy an Upgrade in an attack, you may steal it instead.

**5**

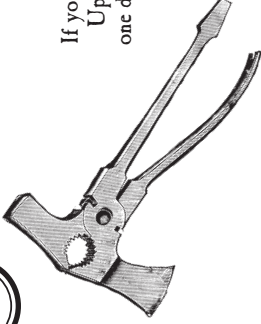


 Weapon

Flathead Pipe Claw Hammer Axe  
Starts in Time 3, 1895

Continuous Effect:  
If you disable or destroy an Upgrade in an attack, roll one die. On a roll of 6, you may steal it instead.

**3**

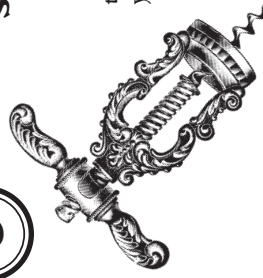


 Weapon

Bozlee's Ornamental Screw  
Starts in Time 1, 1814

Action, Ranged Attack:  
Target any Upgrade belonging to a player in any time ahead of you, and roll 1 die. You destroy your target on a roll of 5 or 6.

**6**

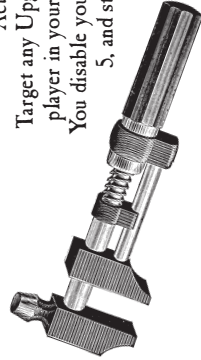


 Weapon

Attack Monkey Wrench  
Starts in Time 1, 1814

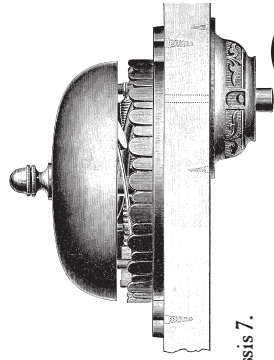
Action, Ranged Attack:  
Target any Upgrade belonging to a player in your time, and roll 1 die. You disable your target on a roll of 5, and steal it on a roll of 6.

**4**



 Weapon

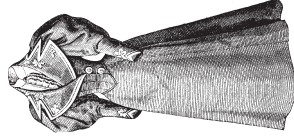
Power   
Yields +6 Power in conjunction with Chassis 7.



**7** Starts in Time 8, 2168  
The Marx-Henderson Flywheel

Shield 

Continuous Effect:  
All Ranged Attacks are at a -2 to hit you.

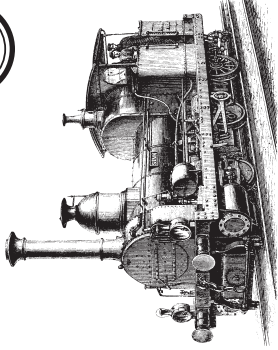


**9** Starts in Time 5, 1953  
Marshall's Invisibility Field

**Monahan's Steam Locomotive**  
**Starts in Time 4, 1920**

9

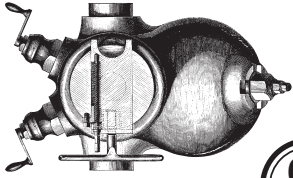
Continuous Effect:  
Add +5 to your movement roll.



Chassis

Shield

Action:  
Repair all your damaged Upgrades, including this one. This action is legal even when the Floating Robot is disabled.



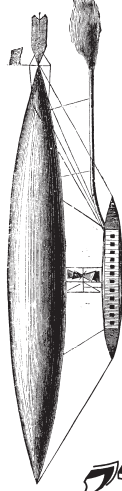
12

**Starts in Time 5, 1953**  
**Mangold's Floating Robot**

**Foglio's Racing Dirigible**  
**Starts in Time 6, 1977**

8

Continuous Effect:  
Add +5 to your movement roll.

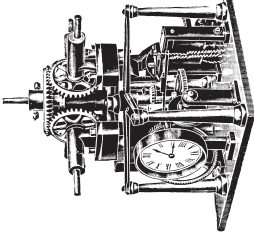


Chassis

**Selinker's Deuterium Forge**  
**Starts in Time 6, 1977**

9

Yields +6 Power in conjunction with Chassis 9.

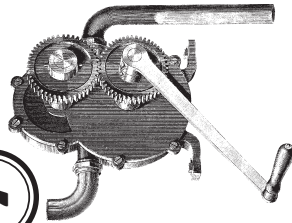


Power

**Miller's Grappling Crank**  
**Starts in Time 2, 1837**

7

Action, Ranged Attack:  
Target any Upgrade belonging to a player in any time ahead of you, and roll 1 die. You steal your target on a roll of 5 or 6.



Weapon

**Skywater's Birch-Bark Canoe**  
**Starts in Time 2, 1837**

1

Continuous Effect:  
Add +1 to your movement roll.



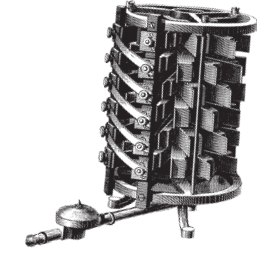
Chassis

Shield

Continuous Effect:  
Ranged Attacks can not hit you.

**Starts in Time 7, 2020**  
**Cloak of Invulnerability**

11



Power

Yields +6 Power in conjunction with Chassis 8.

**Starts in Time 5, 1953**  
**Fuznell's Serial Cooling Fans**

8

Shield



Continuous Effect:  
Ranged Attacks can not hit you.

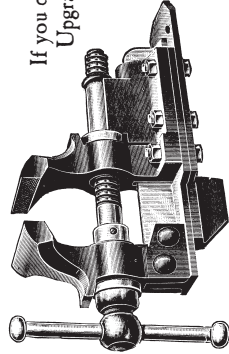
11

**Starts in Time 7, 2020**  
**Cloak of Invulnerability**

**Hand-Powered "Monster" Claw**  
**Starts in Time 2, 1837**

8

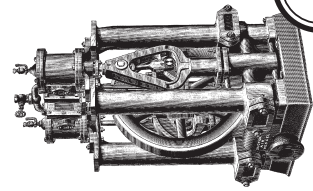
Continuous Effect:  
If you disable or destroy an Upgrade in an attack, you may steal it instead.



Weapon



Power



Yields +6 Power in conjunction with Chassis 2.

**Starts in Time 2, 1837**

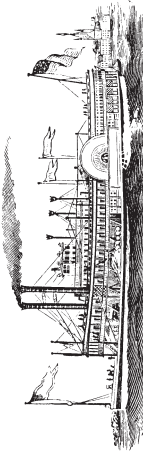
**Wilson's Steam Block Harness**

**2**

**Falko's "Safer" Paddle Barge**

**Starts in Time 6, 1977**

Continuous Effect:  
You roll 3 dice to move.



Chassis

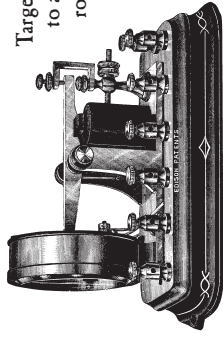
**10**

**11**

**Crossflux Particle Beacon**

**Starts in Time 8, 2168**

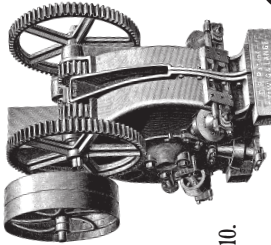
Action, Ranged Attack:  
Target any Upgrade belonging to a player in your time, and roll 1 die. You disable your target on a roll of 3 - 6.



Weapon



Power



Yields +6 Power in conjunction with Chassis 10.

**Starts in Time 8, 2168**

**Murray's Iron Windlass**

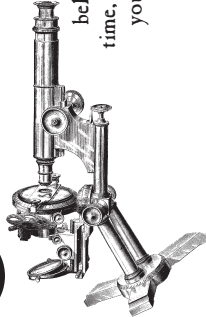
**10**

**9**

**White's Local Turbo Laser**

**Starts in Time 7, 2020**

Action, Ranged Attack:  
Target any Upgrade belonging to a player in your time, and roll 1 die. You disable your target on a roll of 4 - 6.



Weapon

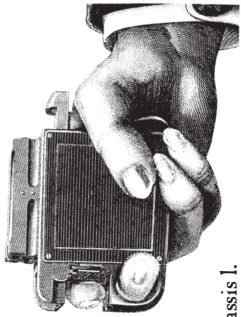
**1**

**Starts in Time 6, 1977**

**Bronsky's Handheld Pipe Lighter**



Power



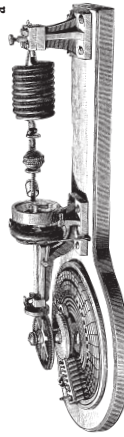
Yields +6 Power in conjunction with Chassis 1.

**12**

**Adelaide's Proton Cannon**

**Starts in Time 7, 2020**

Action, Ranged Attack:  
Target any Upgrade belonging to a player in any time ahead of you, and roll 1 die. You disable your target on a roll of 3 - 6.



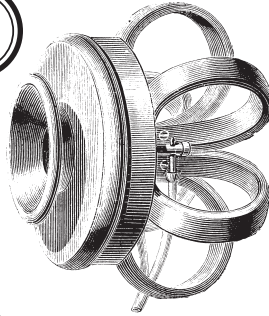
Weapon

**2**

**White's Six-Axis Planeshifter**

**Starts in Time 8, 2168**

Continuous Effect:  
Add +1 to your movement roll.



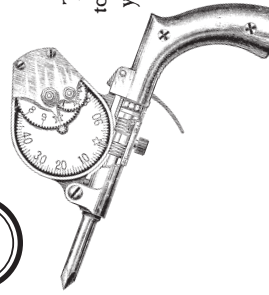
Chassis

**10**

**Klein's Tachyon Pistol**

**Starts in Time 7, 2020**

Action, Ranged Attack:  
Target any Upgrade belonging to a player in any time ahead of you, and roll 1 die. You disable your target on a roll of 4 - 6.

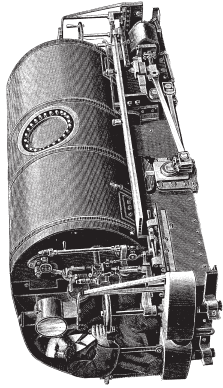


Weapon

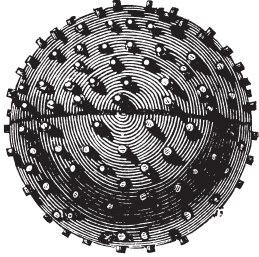
**Gallela's Nuclear Dwarf-Digger**

**Starts in Time 8, 2168**

Continuous Effect:  
When you move,  
you can move  
anywhere.



Yields +6 Power in  
conjunction with Chassis 3.

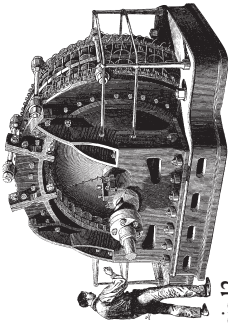


**Starts in Time 8, 2168**

**McFly's Pocket Fusion Reactor**



Yields +6 Power in  
conjunction with Chassis 12.



**Starts in Time 4, 1920**

**The Hart Creek Mooring Winch**



Action:  
You may disable this  
Upgrade to repair any other  
Upgrade on your machine.

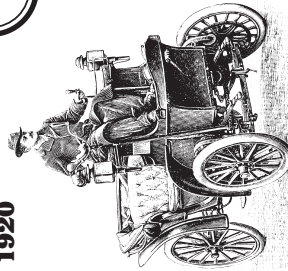
**Starts in Time 1, 1814**

**Shue's Comfortable Hat**

**Howe's Horseless Carriage**

**Starts in Time 4, 1920**

Continuous Effect:  
Add +2 to your  
movement roll.



Continuous Effect:  
Whenever you are directly  
attacked, you may counterattack,  
but only if the attack misses.



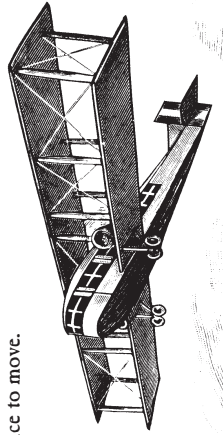
**Starts in Time 6, 1977**

**Space Helmet**

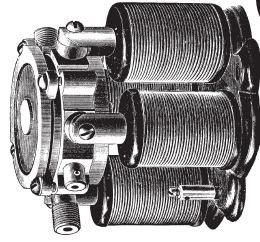
**Stewart's Transatlantic Biplane**

**Starts in Time 4, 1920**

Continuous Effect:  
You roll 3 dice to move.



Yields +6 Power in  
conjunction with Chassis 11.



**Starts in Time 1, 1814**

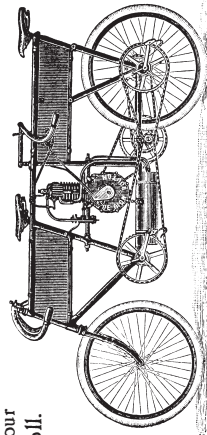
**Zorba's Voltron Pump**



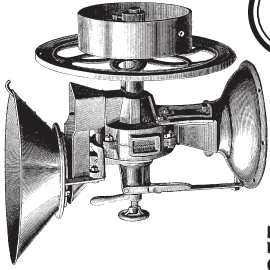
**Bowker's Tandem Bicycle**

**Starts in Time 3, 1895**

Continuous Effect:  
Add +2 to your  
movement roll.



Power  
**P**



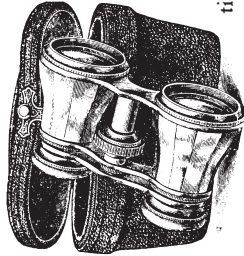
Yields +6 Power in conjunction with Chassis 4.

**Starts in Time 5, 1953**

**Drew and Wilson's Meat Crank**

**4**

Shield



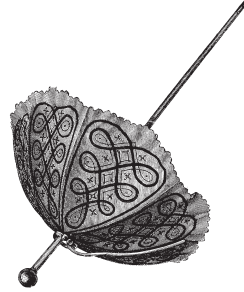
Continuous Effect:  
Ranged Attacks from other time periods are at a -1 to hit you.

**3**

**Starts in Time 4, 1920**

**Shady's Early Warning Lenses**

Shield



Continuous Effect:  
All Ranged Attacks are at a -1 to hit you.

**4**

**Starts in Time 3, 1895**

**Lead-Lined Parasol**