

Trash Compactor

Station - Industry

2 Money

Whenever a Station you control is Exhausted, Study this Station.
1 Amp: Fund {E}/4, rounding down.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 112/335 C Ind SD

Trash Compactor

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1 Amp: Fund {E}/4, rounding down.



Generator
No Cost
Exhaust: Fund 1.

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Stress Deflectors

Station - Industry

4 Money

Whenever this Station is Exhausted, remove an Exhaust counter from another Station you control.
Draw Weight 5



Generator
No Cost
Exhaust: Fund 1.

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Stress Deflectors

Station - Industry

4 Money

Whenever this Station is Exhausted, remove an Exhaust counter from another Station you control.
Draw Weight 5



Generator
No Cost
Exhaust: Fund 1.

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Stress Deflectors

Station - Industry

4 Money

Whenever this Station is Exhausted, remove an Exhaust counter from another Station you control.
Draw Weight 5



Generator
No Cost
Exhaust: Fund 1.

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Backburners

Station - Industry

6 Money

Whenever a Station you control is Exhausted, Amp this Station.
3 Experience: Fund 4.



Generator
No Cost
Enters Exhausted unless you pay 1 Money/2 Flow.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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Backburners

Station - Industry

6 Money

Whenever a Station you control is Exhausted, Amp this Station.
3 Experience: Fund 4.



Generator
No Cost
Enters Exhausted unless you pay 1 Money/2 Flow.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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Cinderspark Foundry

Station - Industry

4 Flow / 4 Money

Exhaust: Fund 2.
Exhaust: Remove an Exhaust counter from another target Station.
3 Money: Amp target Station.



Generator
1 Money
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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Cinderspark Foundry

Station - Industry

4 Flow / 4 Money

Exhaust: Fund 2.
Exhaust: Remove an Exhaust counter from another target Station.
3 Money: Amp target Station.



Generator
1 Money
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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Cinderspark Foundry

Station - Industry

4 Flow / 4 Money

Exhaust: Fund 2.
Exhaust: Remove an Exhaust counter from another target Station.
3 Money: Amp target Station.



Generator
1 Money
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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Brass Depot Gang

Station - Industry

2 Money

Whenever this Station is Exhausted, remove a Supply counter from target faceup Supply card.
Exhaust, 2 Money: Supply 1.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 117/335 C Ind SD

Brass Depot Gang

Station - Industry

2 Money

Whenever this Station is Exhausted, remove a Supply counter from target faceup Supply card.
Exhaust, 2 Money: Supply 1.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 117/335 C Ind SD

Ironforge Enforcers

Station - Industry

3 Money

Whenever this Station is Exhausted, Exhaust another target Station unless its owner pays 1 Money or 3 Flow.
Work—You may Exhaust this Station as a Fast Action.



Generator
No Cost
Exhaust: Fund 1.

PM Alpha 118/335 C Ind SD

Ironforge Enforcers

Station - Industry

3 Money

Whenever this Station is Exhausted, Exhaust another target Station unless its owner pays 1 Money or 3 Flow.
Work—You may Exhaust this Station as a Fast Action.



Generator
No Cost
Exhaust: Fund 1.

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Acquire Funds

Trick - Industry

2 Flow / 1 Money

Fund 3.



Trick
1 Money
Amp target Station.

PM Alpha 123/335 C Ind SD

Acquire Funds

Trick - Industry

2 Flow / 1 Money

Fund 3.



Trick
1 Money
Amp target Station.

PM Alpha 123/335 C Ind SD

Divert Resources

Trick - Industry

8 Flow / 5 Money

Supply 8, then remove up to four Supply counters.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 126/335 C Ind SD

Divert Resources

Trick - Industry

8 Flow / 5 Money

Supply 8, then remove up to four Supply counters.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 126/335 C Ind SD

Divert Resources

Trick - Industry

8 Flow / 5 Money

Supply 8, then remove up to four Supply counters.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 126/335 C Ind SD

Jam Clockwork

Trick - Industry

1 Money

Exhaust two target Stations. This Trick costs 5 more Money if it isn't targeting a Station you control.



Generator
No Cost
Enters Exhausted unless you pay 2 Flow/1 Money.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 128/335 C Ind SD

Jam Clockwork

Trick - Industry

1 Money

Exhaust two target Stations. This Trick costs 5 more Money if it isn't targeting a Station you control.



Generator
No Cost
Enters Exhausted unless you pay 2 Flow/1 Money.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 128/335 C Ind SD

Jam Clockwork

Trick - Industry

1 Money

Exhaust two target Stations. This Trick costs 5 more Money if it isn't targeting a Station you control.



Generator
No Cost
Enters Exhausted unless you pay 2 Flow/1 Money.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 128/335 C Ind SD

Quick Boost

Station - Industry

1 Money

Exhaust: Supply 1, Study this Station. Exhaust, 2 Money: Supply 3, Study this Station. When this Station has three or more Experience, sacrifice it. When you sacrifice this Station, Fund 2.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 134/335 U Ind SD

Quick Boost

Station - Industry

1 Money

Exhaust: Supply 1, Study this Station. Exhaust, 2 Money: Supply 3, Study this Station. When this Station has three or more Experience, sacrifice it. When you sacrifice this Station, Fund 2.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 134/335 U Ind SD

Quick Boost

Station - Industry

1 Money

Exhaust: Supply 1, Study this Station. Exhaust, 2 Money: Supply 3, Study this Station. When this Station has three or more Experience, sacrifice it. When you sacrifice this Station, Fund 2.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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Gearshifter

Attachment - Industry

4 Money

Whenever you Exhaust another Station, remove an Exhaust counter from attached Station.



Generator
1 Money
Exhaust: Fund 2.

PM Alpha 148/335 U Ind SD

Gearshifter

Attachment - Industry

4 Money

Whenever you Exhaust another Station, remove an Exhaust counter from attached Station.



Generator
1 Money
Exhaust: Fund 2.

PM Alpha 148/335 U Ind SD

Clockwork Automaton

Station - Industry Coalition

6 Money

This Station can't gain Study counters.
4 Money: Weave {E} Flow.
8 Money: Amp target Station {E}.
Experience Cap 15



Generator
2X Money
Enters with X Study.
Exhaust: Study this Generator.
Exhaust: Fund {E}.

PM Alpha 150/335 R Ind SD

Clockwork Automaton

Station - Industry Coalition

6 Money

This Station can't gain Study counters.
4 Money: Weave {E} Flow.
8 Money: Amp target Station {E}.
Experience Cap 15



Generator
2X Money
Enters with X Study.
Exhaust: Study this Generator.
Exhaust: Fund {E}.

PM Alpha 150/335 R Ind SD