

**Reaktion [Reaction] Cards:**

- **Ein echter Glücksfall [A True Stroke of Luck]:** Cause any one card played on you to have no effect.
  - **Panzerung 1, 2, 3 [Armor]:** Reduces Weapon damage by 1, 2 or 3 points (depending on the number on the card). Even effective against the Exploding Balloon, but only against weapon which target the boiler.
  - **Saboteur:** When someone uses a Weapon or Interference card used on you, it affects him instead. Not effective against the Exploding Balloon.
  - **Spionage entdeckt! [Espionage Discovered]:** A spy is discovered on board. An Interference card can be prevented before its effects are resolved.
  - **Waffe versagt [Weapon Misfires]:** A fired weapon misfires -- it causes no damage. Not effective against the Exploding Balloon.
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**Störung [Interference] Cards:**

- **Anbau Versagt [Improvement Fails]:** The affected player's Improvement cannot be played until the end of the next turn. This card must be played before the beginning of a turn.
  - **Druckverlust [Pressure Loss]:** The affected player's Boiler Pressure sinks to 2.
  - **Gedenktag [Memorial Day]:** The affected player cannot perform any actions in his next turn, but he doesn't lose any Boiler Pressure. This card must be played before the beginning of a turn.
  - **Kesselschaden [Boiler Damage]:** The affected WaLaMob can not move in its next turn. All other Actions are permitted. This card must be played before the beginning of a turn.
  - **Plötzliche Krankheit [Sudden Illness]:** An unknown virus puts a team member into the sick bay. The affected player must discard his Besatzung [Crew] card.
  - **Schlechtes Material [Inferior Materials]:** Because of faulty materials either an Improvement or a Weapon of the affected player is unusable and must be discarded.
  - **Verfahren [Male Driver]:** The WaLaMob of the affected player took the wrong path and is placed back on the last space of the Terrain card before this one.
  - **Wiederholung [Repeat]:** Player may take the top discard of his choice into hand.
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**Aktion [Action] Cards:**

- **Auf die Schnelle [In a Hurry]:** For this round only every space costs only 1 Action Point.
- **Doppelzug [Double Turn]:** The player may take an additional turn immediately after his turn using the usual rules. Cards may first be drawn after the second turn. In the second turn Boiler Pressure is reduced by 2 and the WaLaMob is not allowed to cross the finish line.
- **Geheimpfade [Secret Shortcut]:** The WaLaMob moves along an especially favorable route and immediately reaches the last space of the current Terrain card.
- **Gewichtsverlust [Ballast Tossed]:** Discard a Weapon or Improvement and move an extra space.
- **Günstiger Weg [Favorable Path]:** A fast path is found. Advance 2 spaces.
- **Hilfe unter Kollegen [Colleagues Help]:** The player may draw 2 cards at random from any opponent. He may temporarily hold more than 5 cards in his hand.
- **Hochdruck [High Pressure]:** The player has 9 Action Points this round. Unused Action Points are lost at the end of the turn. Boiler Pressure is not reduced this turn. This card must be played at the beginning of a turn.

- **Neuartiges Ventil [New-style Valve]:** This round the WaLaMob doesn't lose any Pressure. Instead it gains a point (but no extra Action Point). This card must be played at the beginning of a turn.
  - **Reparatur [Repairs]:** The WaLaMob is immediately moved to the next Base Camp (however, not over the finish line). This turn the player may not make any other moves, either before or after play of this card.
  - **Überdruck [Super Pressure]:** The player receives 2 extra Action Points (but not more than a total of 9). Boiler Pressure is not reduced this round.
  - **Umweg [Detour]:** A player discovers an alternate path to the finish. He draws a new Terrain card and places it outside the Terrain card of his choice. The new path can be used by all players.
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**Besatzung [Crew] Cards:**

- **Bordschütze [Expert Shot]:** A Rocket or Earth Torpedo can be fired twice. Discard this card after the first shot.
  - **Heizer [Stoker]:** The WaLaMob doesn't lose any Boiler Pressure at the start of the round. Discard this card upon reaching the next Base Camp.
  - **Ingenieur [Engineer]:** Can add an Improvement to the WaLaMob without being at a Base Camp. Discard after one use.
  - **Ortskundiger [Local Guide]:** Take on board to make every space on the the current Terrain cost 1 point less. Discard upon leaving the Terrain type.
  - **Scharfschütze [Sharpshooter]:** Shoots any weapon before it can cause damage. Discard after one use.
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**Basislager [Base Camp] Cards:**

- **Gasballon [Gas Balloon]:** Action Points: -1 on all Terrains until the next Base Camp.
- **Kufen [Skids]:** Action Points: -1 on Ice or Desert
- **Raupenketten [Treads]:** Action Points: -1 in Desert or Mountains
- **Segel [Sail]:** Action Points: -1 on Ice or in the Sea
- **Seilwinde [Rope Winch]:** Action Points: -1 in Forest or Mountains
- **Sprungfedern [Springs]:** Action Points: First 3 spaces for 2, then 2 spaces for 2, then used up.
- **Stromlinie [Electric Power]:** Action Points: -1 in the Sea or Forest
- **Zusatzraketen [Extra Rockets]:** Action Points: -1 on all Terrains after activation. Lasts 1 turn.

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