

THE BAD THINGS TABLE

ROLL (2D6)	STEAM CONVEYANCE	CLOCKWORK CONVEYANCE	GALVANIC CONVEYANCE
2-3	Hose Splits! Lose 2D6 Movement until stopped. FIX 1	Winding Spring Pops off track. Lose 2D6 This turn, Stop Next turn FIX 1	The Framastat is busted! FIX 1 Coast 1D6 this turn, stop Next
4-5	Rivets Pop Out of the Boiler, Causing Steam Loss. 1D6 This turn, Stop Next. Take 1 LW, FIX 1	Flywheel Flies off! FIX 1, Stop next turn, Take 1 GR, BC if S or M.	Wiring Harness ruptures, short-circuiting battery. Recharge by pushing conveyance. Dead Stop this turn. FIX 1
6-8	Glaubner Traction Failure. Wheel falls off, FIX 1	Cracked main driveshaft. Fixable, but can only be driven two turns in current condition before a FIX 2 must be done.	Even Nastier Short Circuit fries Dynamo, causes 1 LW shock damage, FIX 2
9-10	Drive Belt Splits, then ruptures, jamming Drive. Engine Stressed. FIX 2, Dead Stop	Drive Mechanism Strips at Gearshaft, fortunately you have a spare. Dead Stop, FIX 2	Overcharged Dynamo overloads Battery Circuit (the resistor hasn't been invented yet). Battery cell cracks, Aquia Regia spills on floor, car powers down 1D6 a turn, FIX 2, 1 LW
11	BOILER OVERLOAD. Cracks, sending scalding, blinding steam into cockpit, cooking flesh. 1 HW, FIX 2	Spring Snaps, whipping around cockpit of conveyance. Take 1LW, FIX 2	Cell Ruptures, causing bad acid burn and partial blindness (HW) Coast 1D6, then to stop. FIX 2

12	REALLY Bad Overload, aka EXPLOSION. The Conveyance disappears in a whoosh of steam, gristle and oil.	Spring Breaks, taking critical gearing with it. Unfixable. Sorry. At least you are alive.	Battery Blows Up, Spraying inside of Car with Aqua Regia and Starting a viscous chemical fire. You're dead. Sorry.
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**SUPERNATURAL
CONVEYANCE**

Your Supernatural Motive Power (SMP) is tired. 1D6 this turn.

Your SMP gets a tad ornery and mad at you. Dead Stop this turn, no FIX, say nice things to it (roll 1d6, 5,6 is success) or it will attack for 1 LW

You've angered a higher power. That's a bad thing. A REAL bad thing. If he notices you (1-4 on 2D12), take 1 LW, STOP, FIX 1 and promise your soul.

Spiritual IMPLOSION!!!
Psychic Energies shoot out of your conveyance as angry psychic forces bath you and your conveyance in a baleful sickly light.
Take 1 HW, FIX 1

Demons attack with burning pitchforks!!!
AIIIEEEE 1 HW, FIX 2

The great Elder Power you
nudge a bit to move your
device around opens up a
maw to another region and
sucks you, the
conveyance, and anything
within a 2" radius into it.
Dunno if you're dead or not,
but you won't be finishing.