To check whether object A touches object B you can use this method:

//in your A class;

public boolean touchingObjectB() {

     return !getIntersectingObjects(B.class).isEmpty();

}//instead of B.class you have to use the real classname;

Now you can check whether object A touches object B in your act method. You just need to know whether you want to remove object A when it touches B or to respawn. You can use this code to handle this:

//again in your class A;

public void act() {

    if (touchingObjectB()) {

        if (respawn) {//you have to know whether you want to remove or respawn;

            //here your actor is respawned;

            getWorld().addObject(new A(), 5, 5);//here you have to use the right classname and the right coordinates for the respawn;

            getWorld().removeObject(this);

        }

        else {

            //here your object just gets removed;

            getWorld().removeObject(this);

        }

    }

}