

TransFormers™ Battlecards Rulebook

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TransFormers: Battlecards is a trading card game based on Hasbro's TransFormers. A trading card game is a card game in which every card depicts a character, event, plot point or item from a fictional (or sometimes non-fictional) story. In the case of **TransFormers: Battlecards**, the cards represent either the characters, resources or plot points from the TransFormers.

This trading card game allows players to put themselves in the world of the TransFormers and enact battles and campaigns as they desire. Players will use strategy, cunning, and deception (combined with a little luck) to control the Autobot and Decepticon armies in their attempts to control the fate of the galaxy.

PRINTING THE CARDS

This ZIP file contains all the cards needed for a two-player game. Print the cards, cut them out and slip them into your favorite card sleeves. (For extra stiffness, use 110 card stock paper for printing or simply slide a standard card from another game into the sleeve behind the printed TransFormers Battlecards card.)

Each player should construct a 50-card deck. A suggested deck might contain 15 Robots, 15 Resources and 20 Advantages. Players are encouraged to try out different deck compositions and styles to match their preferences.

THE OBJECTIVE

Players win the game if they achieve one or more of the following goals:

- Supreme Victory = Reach 40 Energon (short game) or 80 Energon (very long game).
- Domination Victory = Control 3 Resources (very short game) or 5 Resources (average game).
- Survival Victory = Opponent's Energon Bank is reduced to 0 or less.

Before the game, players should agree on a victory condition. For first time players, a Supreme Victory of 40 Energon is ideal. For more advanced players, custom Energon or Resource target values can be agreed upon instead of the standard options.

For challenging games, all victory conditions should be in play. This keeps a player's true goal hidden and adds more subterfuge and mystery to the game.

THE CARDS

Robots

These are the TransFormers themselves. They are the troops that are gathered and used to control and defend resources.



-There are two armies that robots fit into; Autobot or Decepticon. The card to the left is an Autobot card which can be seen by the red and blue logo in the upper left (1). Robot cards and Advantage cards are army specific therefore an Autobot may not use a Decepticon Advantage and vice versa.

-Robot cards have a card title and subtitle (2). Three copies of any one subtitle may be used in a deck, but only one copy of any one title may be in play.

-Each robot has several features: an Energon cost (3), three power values; Strength (4), Endurance (5) and Speed (6), one or more skills (7), special abilities (8), and a 'transformed' mode ability (9) and transformed power values (10).

Power values determine the robot's effect in battle. **Strength**, marked by red, measures the overall value in combat. Strength deals damage to another robot but also prevents damage from being taken back. **Endurance**, marked by blue, measures the damage, beyond the strength value, that the robot can withstand before being scrapped. **Speed**, marked by green, measures how fast the robot is and what robots are able to defend against him/her. When a robot attempts to claim a resource, only a robot of equal or higher Speed may be used to defend that resource.

Energon cost determines how much it costs to play that robot. When a robot is deployed to Homebase from a player's hand, that player must pay Energon equal to the Energon cost of the robot.

A 'transformed' mode is a robot's alternate form and provides a Power Effect and, sometimes, a special ability. To use a transform mode, turn the robot upside down. To transform back, return the card to its upright position. Transform modes may only be used once per turn. (EX: If Prowl transforms to car mode in this turn, he cannot transform back to robot mode until next turn.) A robot may use a transform mode at any time during his turn but not during an opponent's turn except in battle.

TIP: Any Special Abilities on robot cards can be used at anytime unless otherwise stated on the card. Most Special Abilities can only be played either once per turn, during battle, or while a condition is met.

Skill sets are general abilities that most Autobots or Decepticons possess. These are similar to special abilities but they do not require Energon to use. There are three skill sets:

Tactical X: While controlling a resource, add X to Support Limit.

Combat X: In battle, roll up to X number of dice. On a roll of 1 or 2, add that value to Strength.

Science X: While in homebase, pay X Energon and draw X cards from the Supply Deck.

Advantages

Advantages give robots the option to alter the course of battle by altering Power values or allowing other special effects like resurrecting a dead warrior, calling for backup or changing the rules in other ways.



-Advantages have an army icon (1) and a title (2). No more than three copies of any title may be in a deck.

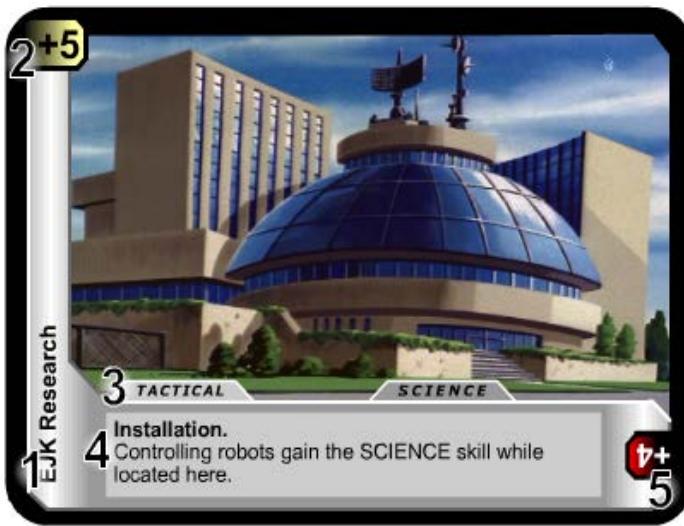
-Advantages have special effects (3) that can be used by simply doing what the card says.

-In addition, Advantages also have a Strength Support (4) that can be used by scrapping the card from your hand. When using the Strength Support, the special effects text may NOT be used. Also, when using the special effects text, the Strength Support may NOT be used.

-Effects MUST be declared when playing an advantage card and MAY NOT be switched after the card is played. This is easily done by rotating the card to the desired position.

Resources

These are the territories and items that the TransFormers fight over.



-Each Resource has a title (1), and sometimes a subtitle, and an Energon yield (2).

-Some Resources require a robot with a specific skill (3) to be present. If that skill set is not present, the Resource is 'uncontrolled.'

-The text effects (4) identify what type of resource it is as well as any other special effects.

-All Resources have a Strength Support (5) number in the bottom right corner. A player may discard an unplayed Resource from his/her hand in order to use that Strength Support in one battle.

THE GAME

Each player constructs a 50-card deck using the printed cards from this file. Each player also starts out with 25 Energon Cubes in their Energon Bank. Players should now identify the areas of the game zone.

The Game Zone

The area that all cards will be played in is called the game zone. The game zone is broken down into a few different areas. A player's supply deck and scrapheap reside to that player's right hand side. The set-aside area is on the far left. Between these is the player's homebase. This is where robots are first placed when they come into play. Above all of these areas is the field of battle, which is often referred to as simply 'the field.'



Fig 1: The Game Zone

Once the game zone is clearly defined, place Supply Decks in their place and then shuffle and draw 5 cards.

Each turn is broken down into two phases with a few options in each phase. Phase options may be done in any order, but the phases themselves must be played in order. (Supply phase MUST be done before Action Phase begins.)

- 1. Energon Phase:**
 - Add one Energon to Energon Bank for every point of Energon that player controls.
- 2. Deployment Phase:**
 - Discover (put into play) one Resource in the Field.
 - Deploy one Robot to your Homebase.
 - Move any robots to/from your controlled resources to/from Homebase.
- 3. Action Phase:**
 - Play any Advantage cards.
 - Transform any robots. (Each robot may only transform ONCE per turn.)
 - Use any robots' special abilities.
 - Attempt to claim one Resource. (Players may NOT claim a Resource on the first turn.)
 - Challenge a claimed Resource.
- 4. Supply Phase:**
 - Draw 2 cards.
 - Use the science skill of any one robot in homebase.

Attempt to Claim a Resource OR Challenging a Claimed Resource

During a player's turn, he/she may choose a Robot from Homebase and move it onto an unclaimed Resource. This is referred to as 'staking a claim.' Only one Robot may be moved onto an unclaimed Resource per turn.

Opponents have the option to challenge your claim by moving one of their Robots onto the unclaimed Resource also. However, an opponent may ONLY move a Robot with a speed that matches or exceeds the claiming Robot's speed.

When this happens, battle occurs.

BATTLE

Strength Wins

Battle is determined by the strength values of the robots. The higher strength always wins. But Robots can take damage for every point over its strength. If a Robot takes damage, place a damage marker on that robot for every point of damage taken. If a Robot has a number of damage markers on it that is equal to or higher than that Robot's endurance, that Robot is scrapped.

EXAMPLE: In battle, if an Autobot has 3 STR and 5 END, and a Decepticon has 5 STR and 3 END, then the Decepticon wins the battle and the Autobot takes 2 damage (5-3=3). If the Autobot takes 3 more damage, it is scrapped.

Combat Moves

During battle, each robot has the ability to use cards to increase its strength or change something in the battle. Cards that can be played in battle such as Advantage cards with the words "In battle," Power Effects and transformed Robots, are referred to as Support cards.

Each player is limited to one Support card per battle. This limit is called the "Support Limit." Although each player's Support Limit is 1 by default, it is possible to raise that limit. Tactical Robots can raise the Support Limit as well as certain Advantage cards and Resource cards.

The Robot with higher speed always has the OPTION to play Support cards first in battle, however, that Robot can wait for the Robot with the lower speed to play Support cards. Once each player has reached his/her Support Limit or are unable to play any more cards, the battle is over and damage is resolved.

Enhanced Strength VS Core Strength

When a robot's strength is increased or decreased during battle due to Support cards, the final strength is referred to as the "Enhanced Strength." Enhanced strength allows a Robot to win a battle, but does not protect the Robot from taking damage. Damage is taken for every point that the opponent Robot's "Enhanced Strength" exceeds the player Robot's "Core Strength" (or strength value listed on the Robot's card). Enhanced strength returns to core strength after battle and all support cards are either scrapped or (in the case of transformed Robots) returned from where they came from.

Transform and Roll Out

During battle, Robots from Homebase or another Resource in the field may transform to their ALT MODE (MODE other than ROBOT MODE) and join the battle. Also, any Robot that is already in their ALT MODE may also join the battle. Any robots that join a battle in ALT MODE are called 'Supporting Robots.' Supporting Robots are a type of Support card and count towards the Support Limit.

A Supporting Robot may only join battle if its speed value is equal to, or higher than the lowest speed of a Robot in the battle.

After battle, all Supporting Robots that were not scrapped return to their original starting location.

If a player's Robot would be scrapped as a result of battle, that player may choose to divert all received damage to any ALT MODE Robot currently being used as support. If this is done, the Robot that would have otherwise been scrapped is returned to Homebase with no additional damage and the supporting ALT MODE Robot is dealt all damage from battle. This is referred to as 'taking the hit.'

Who Stays and Who Goes

If a Robot wins a battle, that Robot remains on that Resource and the player now controls that Resource. The losing Robot returns to their starting location. If the winning Robot took enough damage to be scrapped, the losing Robot must still return to their starting location.

If neither Robot is defeated (they both have the same strength), both robots return to their Homebases and the resource is uncontrolled.

Any Advantage cards used for support in battle are scrapped.

Challenging a Claim

Instead of claiming a Resource, a player may choose to "challenge a claim" for a Resource that is under the control of the opponent player.

If you attempt to c;

Choose a Robot and move it onto the controlled Resource. Only one Robot may be moved onto a Resource under opponent's control per turn.

Opponent must challenge the reclaim with the robot that is currently controlling the resource.

Otherwise, treat battle as normal.

REMEMBER: A challenging Robot MUST have equal or higher speed in order to battle the claiming Robot in an attempt to 'claim' a Resource. However, a 'challenging' Robot may have any speed and still attempt a challenge.

After a player completes his/her supply phase by drawing 2 cards, the turn 'flips' to the next player. Play continues until a victory condition is reached by one player.

MULTI-PLAYER GAMES

Games are typically two players. However, more players may play as various factions of either Autobots or Decepticons. When more than two players are involved, Advantages are limited to the allegiance AND faction of the player. For example: If player 1 and player 3 both have Autobots, player 1 may only play Autobot Advantages on player 1's Robots.

Players are encouraged to customize any rules as desired to accommodate multiple players as they see fit.

TERMINOLOGY

Claiming a Resource

Seizing control of an uncontrolled resource card. This is done by moving a robot from Homebase to the resource card and surviving any defending robots.

Controlling a Resource

Gaining Energon or other benefits from a resource card. This is done by keeping a robot on the resource card each turn after it has been successfully claimed.

Deploy

Place a robot from a player's hand into that player's Homebase. This makes the robot ready for action and available to attack, defend and use advantage cards or special abilities.

Discover

Place a resource from a player's hand into the field of battle. This makes the resource available for both players to control.

Energon Bank

Energon is the energy that fuels TransFormers™. Energon can be extracted using advanced TransFormers science from many natural and unnatural locations or objects. Each player keeps a 'bank' of Energon that he/she uses during the game to perform certain actions. Energon is most commonly gained by controlling Resource cards.

Homebase

The area of the playing table that the player uses to keep his readied robot cards is called the Homebase.

Challenging a Claim

Seizing control of resource card under control of the opponent player. This is done by moving a robot from any location to the resource card and surviving any defending robots.

Scrap a Card (Scrappling a Card)

Place a card from its current location into the scrapheap where it no longer has any effect.

Scrapheap

A player's discard pile is referred to as the Scrapheap. This is where cards go that are no longer in play or have been 'scrapped.'

Set Aside

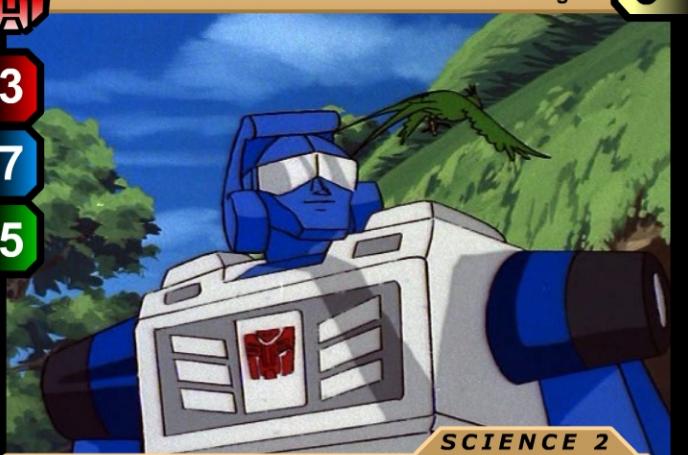
Take a card or cards from their current location and place in a small stack in the set-aside area or away from the battlefield or homebases.

Supply Deck

A player's deck or 'draw pile' is referred to as a Supply Deck. This is from where the player draws his/her next cards.

Support Limit

The number of support cards, including robots in alt mode, that can be played during battle.

<p>Beachcomber Geologist 6</p>  <p>"Know the conflict within before facing the conflict without."</p> <p>Terran Sensors [3E] Search Supply deck for any natural Resource and discover it.</p> <p>ROBOT MODE CAR MODE</p> <p>Dunebuggy [1E] Escape battle and return to Homebase without taking damage.</p> <p>1001</p> <p>9 6 9 7 5</p>	<p>Bluestreak Gunner 5</p>  <p>"I never met a Decepticon I didn't dislike."</p> <p>Volt Beam [6E] From the field, deal 2 damage to any robot in the field.</p> <p>ROBOT MODE CAR MODE</p> <p>1002</p> <p>8 4 4 3 +4</p>	<p>Brawn Demolitions 5</p>  <p>"Might over microchips."</p> <p>High Resistance: Brawn gains +1 END for every battle he wins.</p> <p>ROBOT MODE CAR MODE</p> <p>1003</p> <p>9 9 4</p>
<p>Bumblebee Espionage 7</p>  <p>"The least likely can be the most dangerous."</p> <p>Great Courage: Bumblebee gains +4 STR if involved in battle with an opponent robot with 6 STR or higher.</p> <p>ROBOT MODE CAR MODE</p> <p>1004</p> <p>5 2 7 4</p>	<p>Cliffjumper Warrior 5</p>  <p>"Strike first, strike fast, strike hard."</p> <p>Glass Gas [2E] In battle, scrap any one supporting Advantage.</p> <p>ROBOT MODE CAR MODE</p> <p>1005</p> <p>8 2 2 +2</p>	<p>Cosmos Reconnaissance & Communications 6</p>  <p>"Reach for the stars but never leave your friends."</p> <p>Communications [4E] From Homebase, allow any Autobot in the field to join battle.</p> <p>ROBOT MODE UFO MODE</p> <p>1006</p> <p>2 6 9</p>
<p>Gears Transport / Reconnaissance 6</p>  <p>"Nobody wins a war... somebody loses."</p> <p>Compressed Air Launcher [5E] Join battle.</p> <p>ROBOT MODE CAR MODE</p> <p>Infrared [3E] Look at opponents hand.</p> <p>1007</p> <p>8 8 6</p>	<p>Grapple Architect 7</p>  <p>"Beauty is in everything except war."</p> <p>Master Builder [4E] Return any Advantage from Scrapheap to owner's hand.</p> <p>ROBOT MODE TRUCK MODE</p> <p>Precision Crane [3E] Search Supply Deck and place any Installation Resource into play.</p> <p>1008</p> <p>6 8 4 3</p>	<p>Grimlock (Dinobot) Dinobot Commander 9</p>  <p>"Among the winners, there is no room for the weak."</p> <p>Dinobot Command [3E] Search Supply Deck and place any Dinobot in hand.</p> <p>ROBOT MODE DINO MODE</p> <p>Me, Grimlock, King: Grimlock gains +1 STR for every battle the Autobots win that involve Grimlock.</p> <p>1009</p> <p>10 10 3</p>



Hoist

Maintenance

4



SCIENCE 1

"You have to be rolling before you can be fighting."

Repair [1E per damage] During supply, from Homebase, remove one damage from any one robot in Homebase.

ROBOT MODE



Tow Truck [2E] In battle, return Hoist and one Autobot in CAR or TRUCK MODE to Homebase without taking damage.

Autobot in CAR or TRUCK MODE to Homebase without taking damage.

4
3
+4

1010



Hound

Scout

6



"Observe everything, remember even more."

Hologram [3E] In battle, increase Autobot Support Limit by +1.

ROBOT MODE



Radar [2E] During deployment, look at the top card of opponent's Supply Deck.

Autobot in CAR or TRUCK MODE to Homebase without taking damage.

6
3
+2

1011



Huffer

Construction Engineer

6



SCIENCE 1

"Molecular structure is the key to success."

Arm Sensors [2E] During deployment, draw a card.

ROBOT MODE

9
3
+3

1012



Inferno

Search and Rescue

5



Ironhide

Security

7



"Where there's smoke, there's me."

Extinguisher Rifle [4E] In battle, prevent up to 3 damage to INFERNO.

ROBOT MODE



Fire Suppressorant [5E] In battle, prevent any one Robot from taking damage.

Robot in CAR or TRUCK MODE to Homebase without taking damage.

5
4
+4

1013



Mirage

Spy

7



TACTICAL 1 COMBAT 1

"High tech circuitry is no replacement for guts."

Liquid Fabrication [2E] In battle, scrap any one opponent Advantage. Opponent may play a replacement Advantage.

ROBOT MODE



CAR MODE



Jazz

Special Operations Agent

8



"Do it with style or don't bother doing it."

Light Show [2E] In battle, Decepticon Support Limit is -1.

ROBOT MODE

8
3
+2

1015



Optimus Prime

Autobot Commander

10



TACTICAL 3 COMBAT 2

"Freedom is the right of all sentient beings."

Autobot Command [3E] Search Supply Deck and place any Autobot robot in hand.

ROBOT MODE



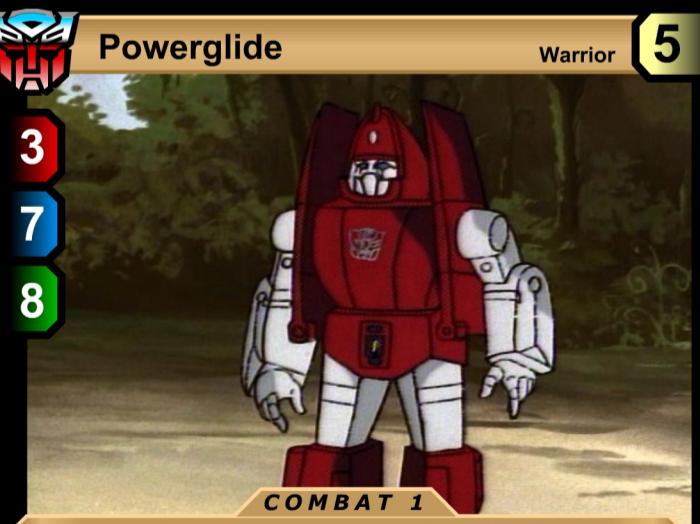
TRUCK MODE



Powerglide

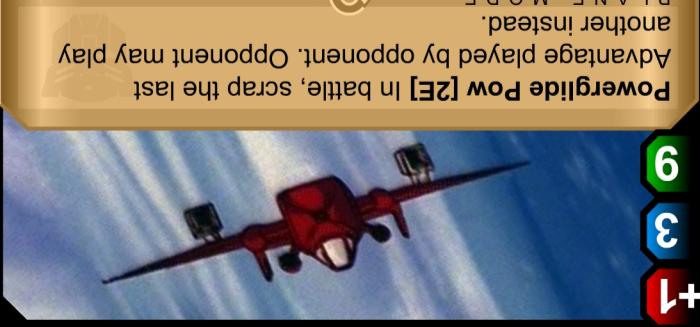
Warrior

5



"To stop me, you have to catch me first."

ROBOT MODE

6
3
+1

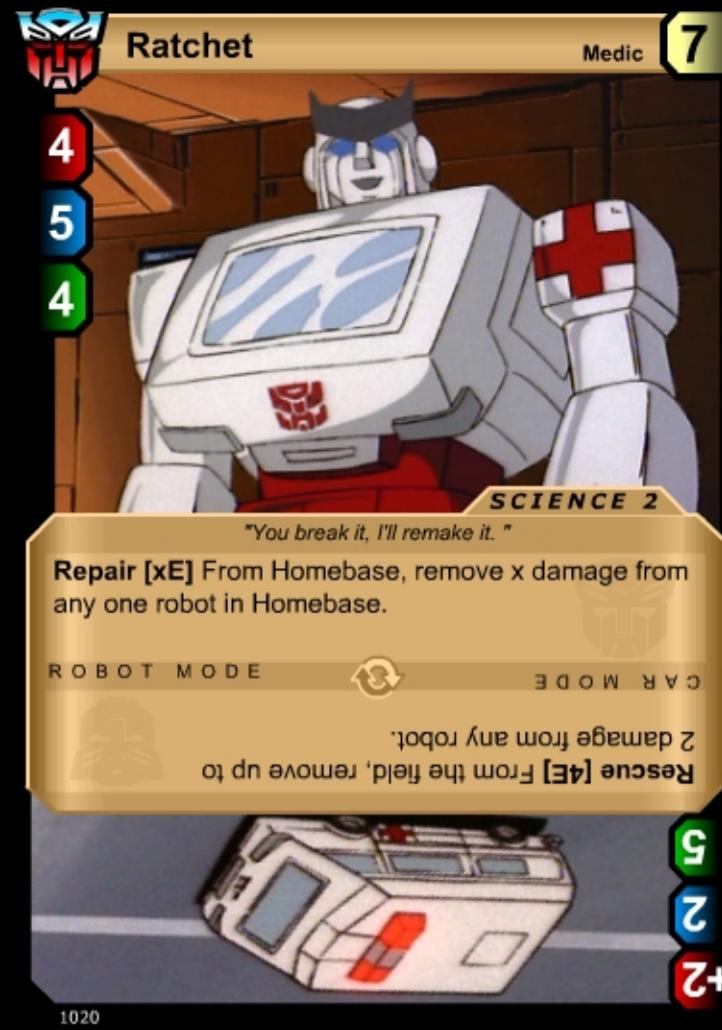
1016

8
5
+5

1017

Advantage played by opponent. Opponent may play another instead.

Powerglide Pow [2E] In battle, scrap the last advantage played by opponent. Opponent may play another instead.



Seaspray 6



"Be unyielding as the ocean waves and your enemies shall fall."

Sonar: When Seaspray is deployed, search Supply Deck for any marine Resource and discover it.

ROBOT MODE  HOVERCRAFT MODE 

Ocean Support: Gain +2 STR when battle is located on a marine Resource.

1028

Smokescreen 6



TACTICAL 1 "A look can be deceiving, a touch can be lethal."

Electronic Disruption [3E] While controlling a Resource, any attacking Robots have -4 STR.

ROBOT MODE  CAR MODE 

Magnetic Smoke [2E] From the field, target any one opponent Robot. Target may not battle until Autobot players next action phase.

1029

Skids 8



SCIENCE 2 "Deep down, we are more like than unlike humans."

Vast Theories [2E] Draw four cards. Place 2 in your hand and scrap the other two.

ROBOT MODE  CAR MODE 

1030

Swoop (Dinobot) 5



"Fear can hit targets unreachable by bullets."

COMBAT 1

ROBOT MODE  DINO MODE 

Air-to-Air Missiles [2E] Deal 2 damage to any Robot.

1031

Tracks 5



COMBAT 1 "Looking good is what life is all about."

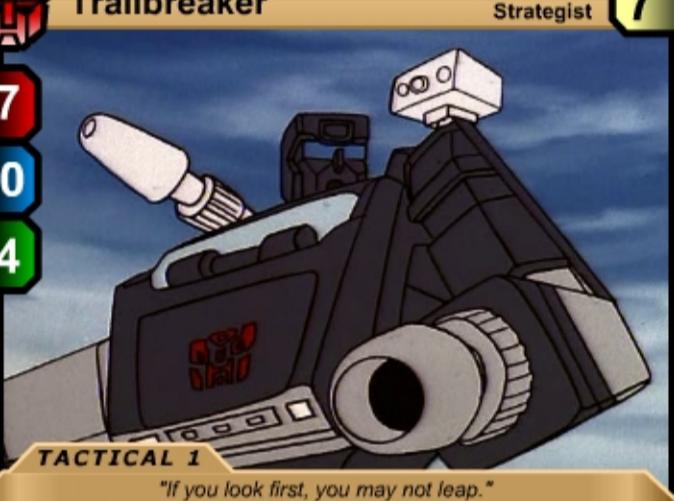
Black Beam [3E] From the field, reduce any one Robot's speed by -3.

ROBOT MODE  CAR MODE 

Flight [2E] Escape battle and return to Homebase without taking damage.

1032

Trailbreaker 7



TACTICAL 1 "If you look first, you may not leap."

Force Field [7E] From the field, prevent up to 3 damage to all Autobots involved in battle.

ROBOT MODE  CAR MODE 

1033

Wheeljack 8



SCIENCE 2 "Never do what your enemy expects you to."

Mad Scientist [Wheeljack takes 1 damage] Search scrapheap and return any two Advantages to hand.

Shoulder Cannon [4E] Gain +3 STR.

ROBOT MODE  CAR MODE 

1034

Windcharger 5



COMBAT 1 "Quick action equals quick victory."

Magnetic Field [4E] In battle, prevent up to 2 damage to any one Robot involved in battle.

ROBOT MODE  CAR MODE 

1035

Perceptor 7



SCIENCE 3 "One's ultimate truth lies in one's molecular structure."

Research & Development: Gain +1E for every card you scrap.

ROBOT MODE  MICROSCOPE MODE 

1036



Brothers in Arms



Attach to SUNSTREAKER or SIDESWIPE.
Once per turn, these two robots may join each other in battle.

1037

2+



Hidden Bumper Gun



Pay 2E to attach to any Autobot with CAR MODE. This Autobot provides an additional +2 STR during battle while in CAR MODE.

1038



Buried Alive



Play in battle.
Pay 5E to return all robots to their Homebases without taking damage and prevent Resource from becoming claimed.

1039

2+



Valiant Charge



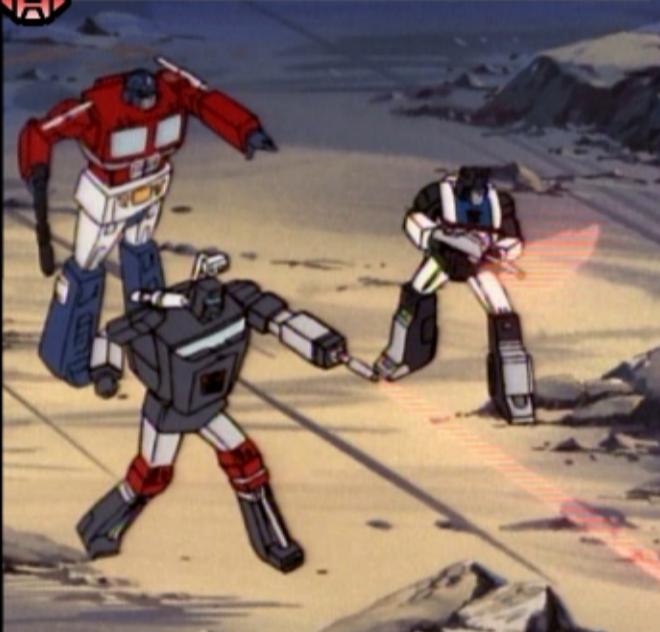
Play in battle.
Each Autobot in battle takes 1 damage.
Each Decepticon in battle takes 2 damage.

1040

2+



Concentrated Fire



Play in battle.
Pay 5E to send any one support robot to its Homebase. Opponent may not play another support in its place.

1041

3+



Dinobot Crackdown



Play in battle.
Each Dinobot in current battle gains +2 STR for every Constructicon in current battle.
If DEVASTATOR is in battle, each Dinobot gains +3 STR.

1042

3+



Prehistoric Posse



Play only when a Dinobot is in Homebase.
Pay 4E to search Supply Deck and put up to two Dinobots in hand.
If played by GRIMLOCK, place these Dinobots in Homebase and do not pay these Dinobots' Energon costs.

1043

3+



Disrupted Supply Lines



Pay 3E to force opponent to lose 7E from Energon Bank.

1044

4+



Equally Unstable Ground



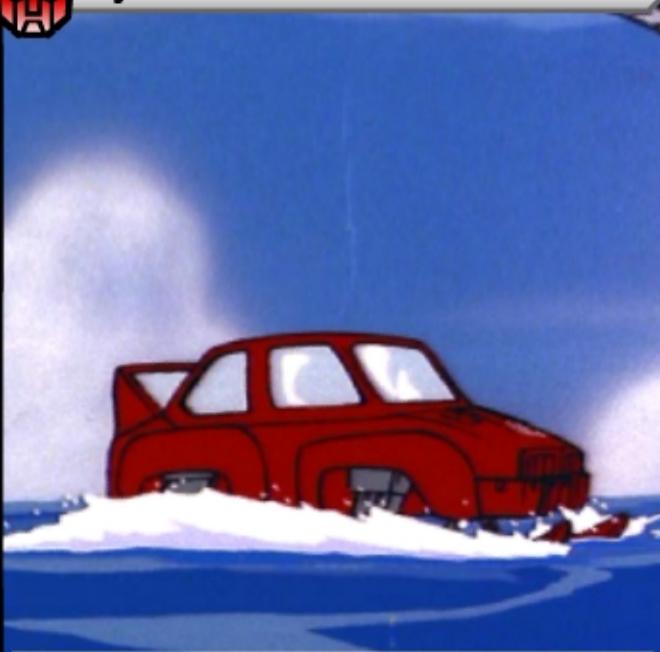
Attach to any resource.
All Support Limits for any battle on this resource are reduced by -1.
No robot may join a battle on this resource for any reason.

1045

4+



Hydrofoil Conversion



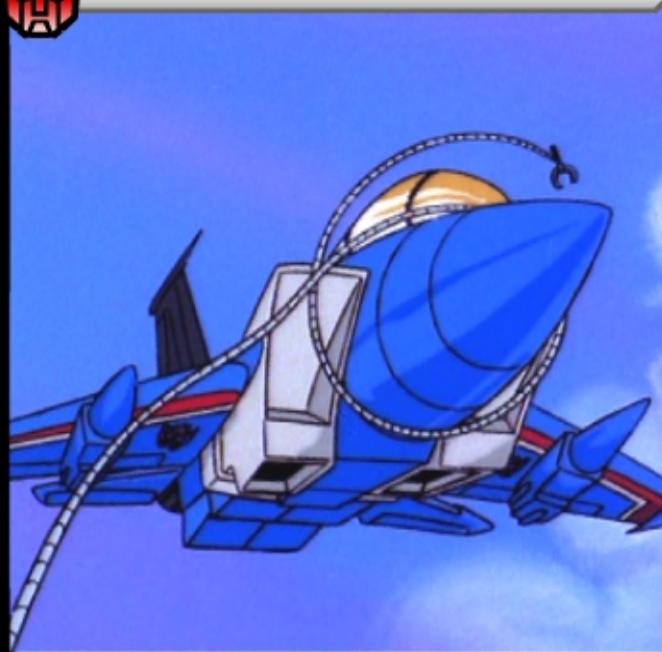
Pay 4E to attach to any robot's CAR MODE. This robot's CAR MODE has +3 speed on any marine location.

1046

2+



Jet Tether



Play in battle. Pay 2E to remove any one support robot in JET MODE from battle.

1047

2+



Jetpack



Pay 5E to attach to any robot. This robot may join any battle.

1048

2+



Continuous Tinkering



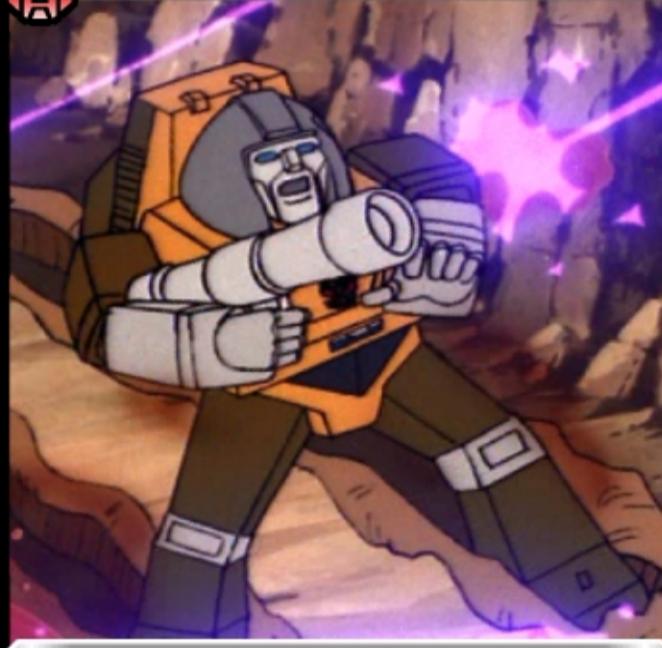
Pay 7E to place this card in Homebase. During supply, player may use SCIENCE skill as many times as there are robots with SCIENCE skill in Homebase.

1049

2+



Nimble Evasion



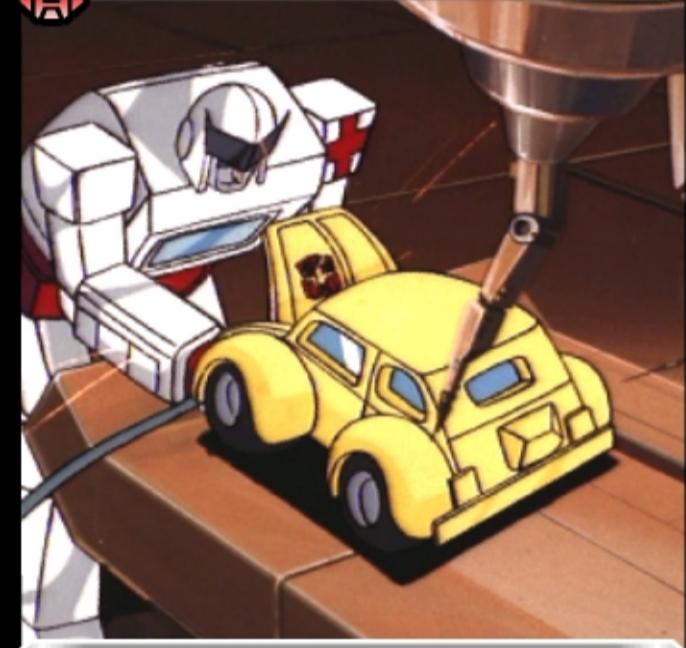
In battle, prevent up to 3 damage to any one robot.

1050

3+



Overhaul



Pay 3E to attach to any Autobot with CAR MODE. This Autobot's CAR MODE gains +2 speed.

1051

3+



On Patrol



Attach to any resource. Any Autobot located on this resource may pay 2E to allow any Autobot from Homebase to join a battle on this resource.

1052

3+



Plugging the Works



Play in battle. Scrap last Advantage played by opponent and deal 2 damage to any robot in battle.

1053

4+



Pushing Forward



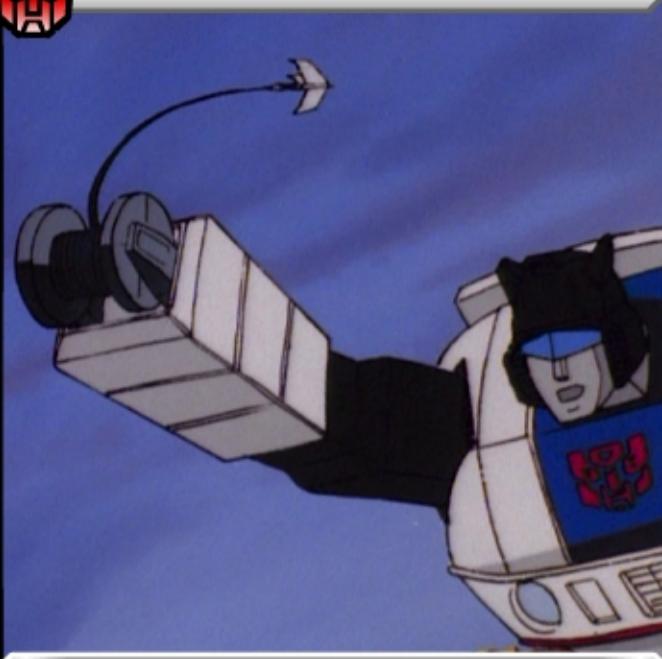
Play in battle. Play only if there are two or more Autobots in battle. If one Autobot is scrapped or removed from battle for any reason, all remaining Autobots gain +2 STR.

1054

4+



Life Line



Play in battle.
Pay 1E to target a robot in battle. Target robot
may return to Homebase without taking damage.

1055

3+



Attach to either INFERNO or RED ALERT. These
two may pay 2E to join the other in battle.

1056

2+



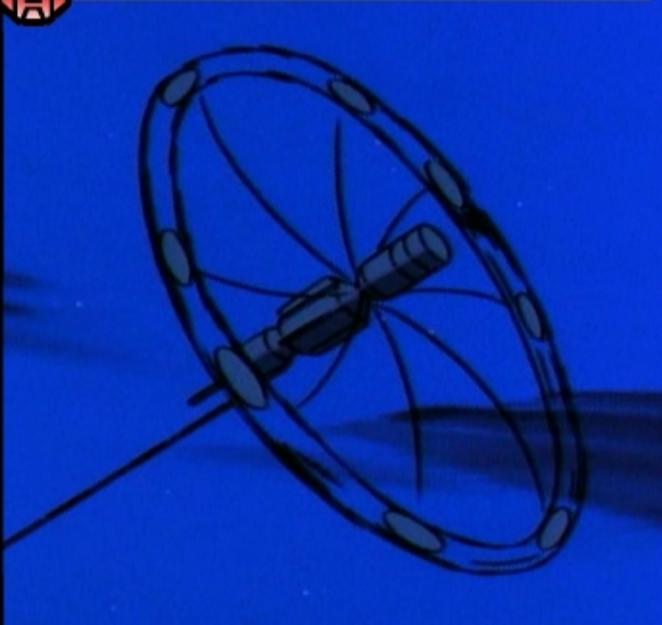
Pay 2E to attach to any Autobot. This Autobot
gains +3 STR in battle while in robot mode.

1057

2+



Grappling Dart



Pay 4E to attach to any one target robot.
For the next turn, target robot's speed is
reduced to 1.

1058

2+



Play in battle.
Target one of your support robots and an
opponent support robot. Both robots are
removed from battle and returned to their
Homebase.

1059

3+



Play in battle.
Redirect up to 5 damage from any one robot
in battle to one of your robots that is not
involved in the battle.

1060

3+



Bump and Run



Play in battle.
Any one target robot in current battle may
transform and return to Homebase without
taking damage.

1061

3+



Pay 2E to attach to any one Decepticon.
Target Decepticon may not join any other
Decepticon in battle for any reason.
No Decepticon may join a battl involving target
Decepticon for any reason.

4+



Play from the field and only if four or more
Autobots are in the field.
Pay 4E to attach to any one target robot.
Target robot is set aside for three turns.

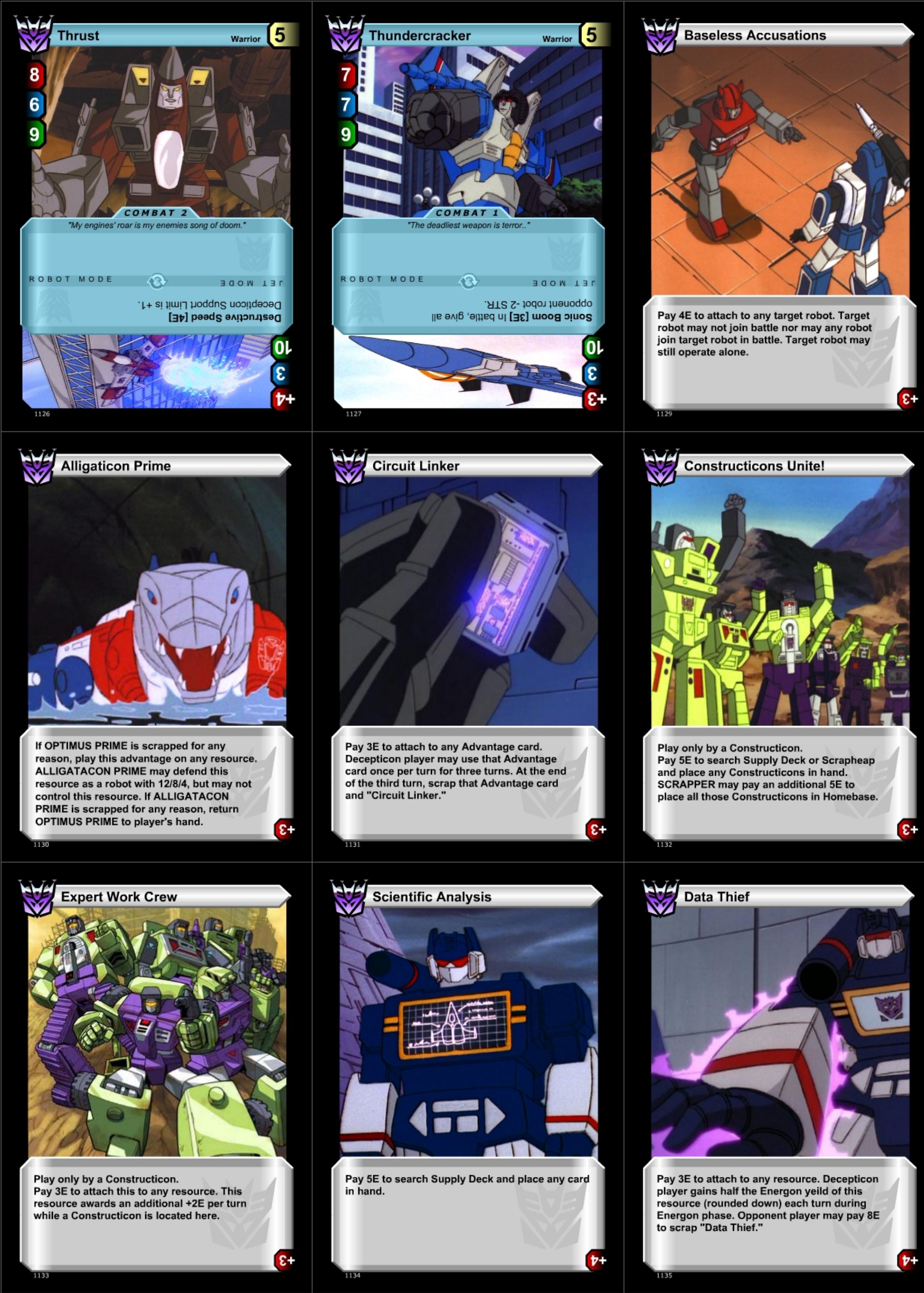
1063

4+



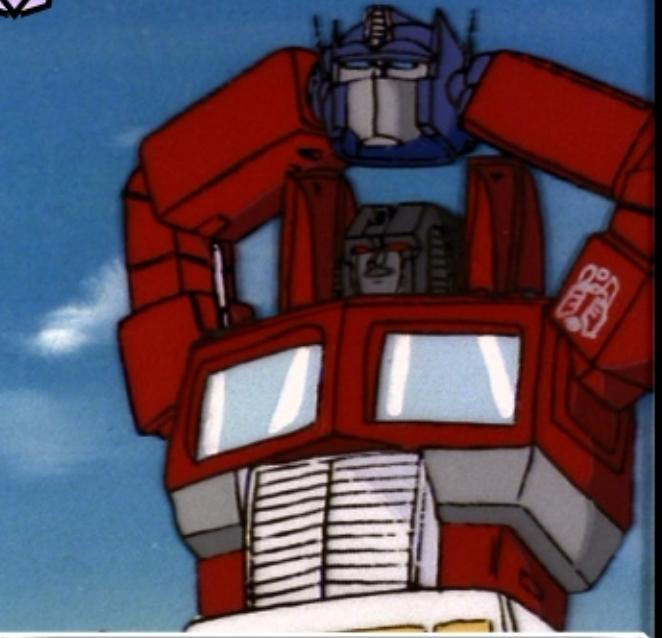








Impersonation



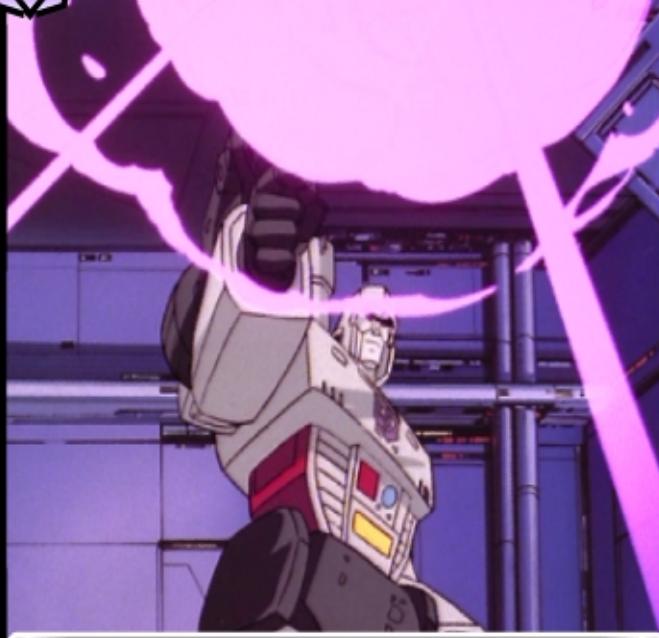
Set aside any one tactical Decepticon for one turn. During the next Autobot Energon phase, gain the Energon yield of any one resource that is controlled by a tactical Autobot and prevent Autobot player from gaining Energon from that same resource.

1136

+4



Selfish Destruction



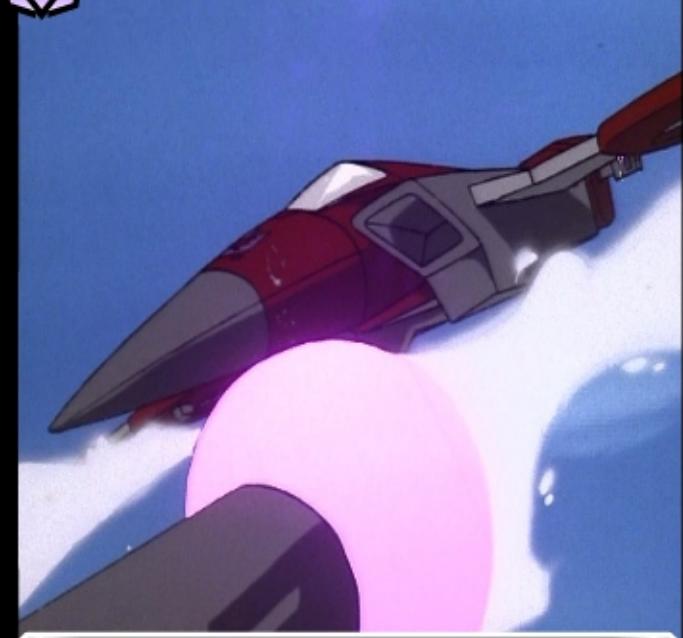
Play immediately after opponent wins battle. Scrap the resource that opponent just won.

1137

+2



Sidewinder Missles



Pay 4E to attach to any robot with a JET MODE. While in JET MODE, this robot gains +2.

1138

+3



Radio for Support



Play in battle.
Pay 5E to allow any Decepticon from Homebase to join battle.

1139



+2



Deathtrap

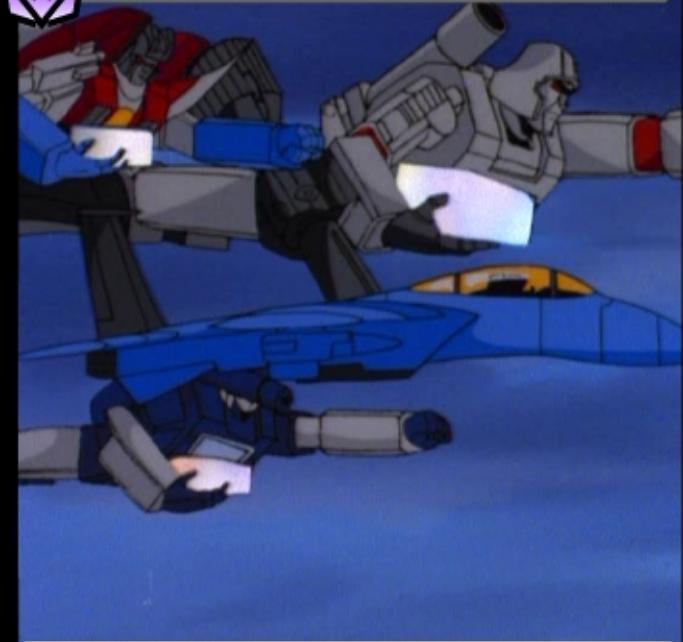


Play in battle. Pay 7E to attach to any resource being fought over. Decepticon robots and all cards may escape battle without taking damage. All Autobot robots and cards must remain on this resource unless this Advantage is scrapped. This resource and all cards on it are scrapped in the Autobots next Supply phase.

1140



Rewarding Retreat



Play in battle.
Decepticons may escape battle without taking damage and gain 4E.

1141

+3



Overload



Pay 4E to attach to any marine resource. This resource yields double Energon to its controller for the next two turns. At the end of the second turn, scrap this resource and all cards on it.

1142



Trapped

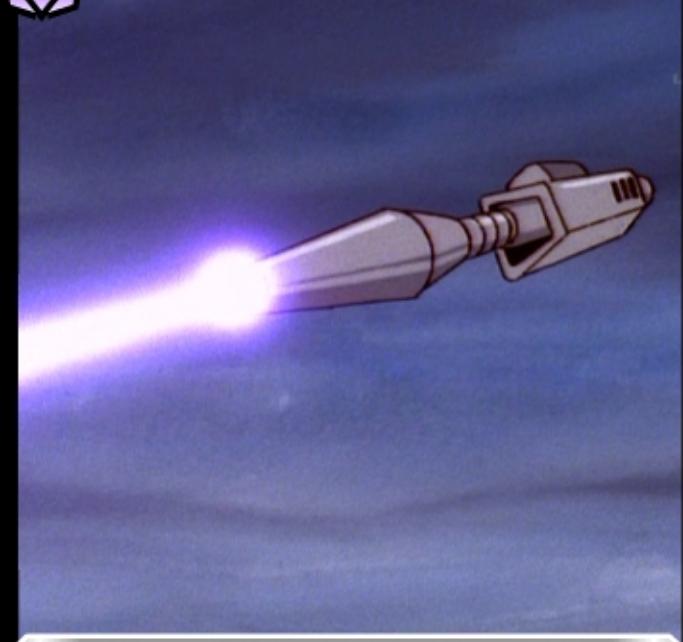


Attach to any robot.
This robot may not move for two turns.

1143



Homing Laser



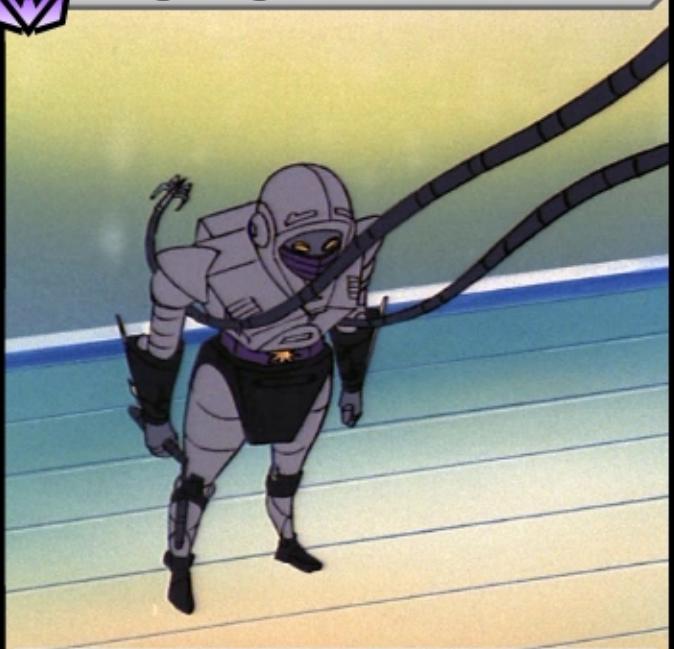
Play in battle.
Pay 3E to target any one robot that escaped from battle. Deal 2 damage to target robot.

1144

+4



Long Range Theft



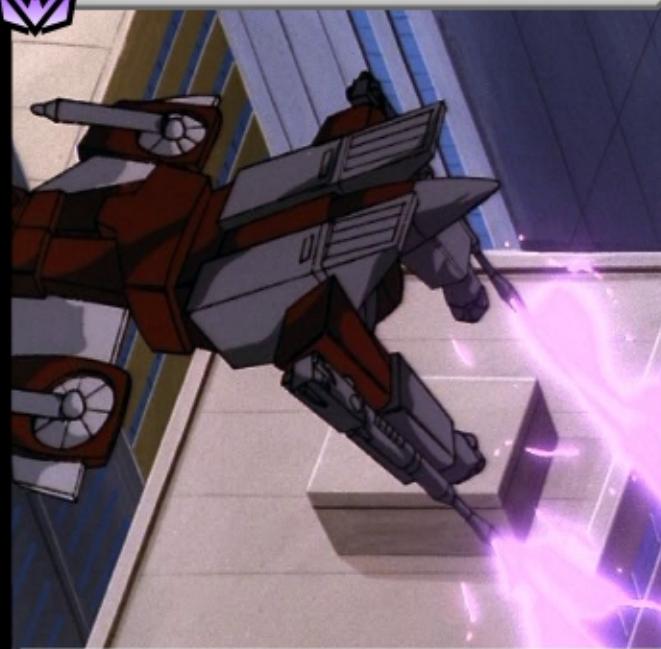
Play if any two Decepticons transformed to JET MODE in this turn. Pay 5E to take control of any item resource and return any robots attached to it, or located on it, to their Homebase.

1145

+4



Death from Above



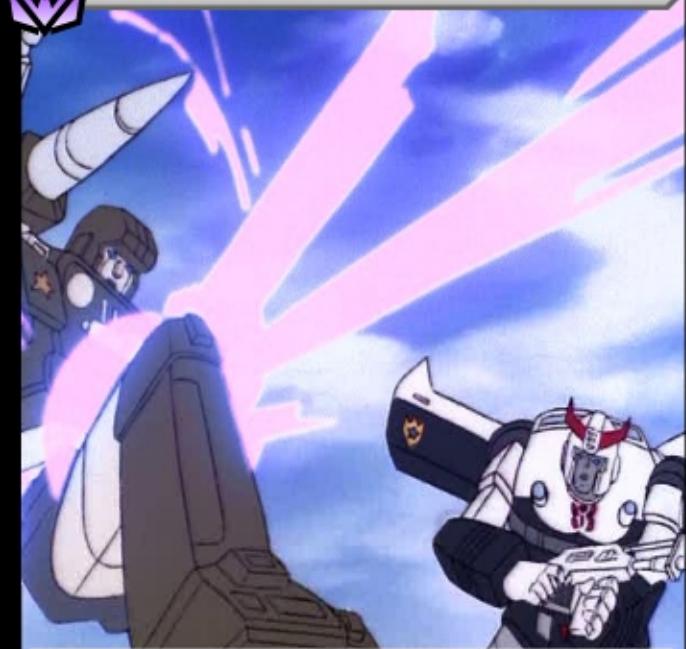
Play in battle.
Pay 4E to target any Decepticon not in battle.
Add target robot's strength to Deception in battle.

1146

+2



Direct Hit



Play only in current battle and only if there are two or more opponent robots in current battle.
Select the robot with the lowest speed and return him to Homebase.

1147

+2



Dome of Invulnerability (SubAtlantican)



Pay 2E to attach to any installation resource that a Decepticon controls. Opponent robots must have a speed of 9 or higher to move to this resource. Controller must pay 2E each turn during Deployment Phase or scrap this advantage.

1148

+2



Seeker Troops



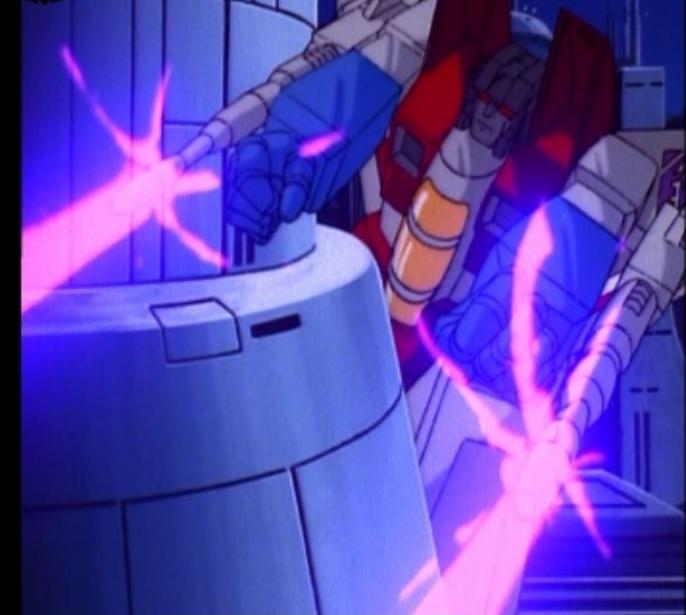
Pay 3E to place in Homebase.
Player must pay 3E each turn during Deployment phase or scrap this advantage.
While in Homebase, Decepticon Support Limit is +1.

1149

+2



Fire from Cover



Play in battle.
Pay 4E to scrap last Advantage card played by opponent. Opponent may not play another in its place.

1150

+3



Insecticons Arise

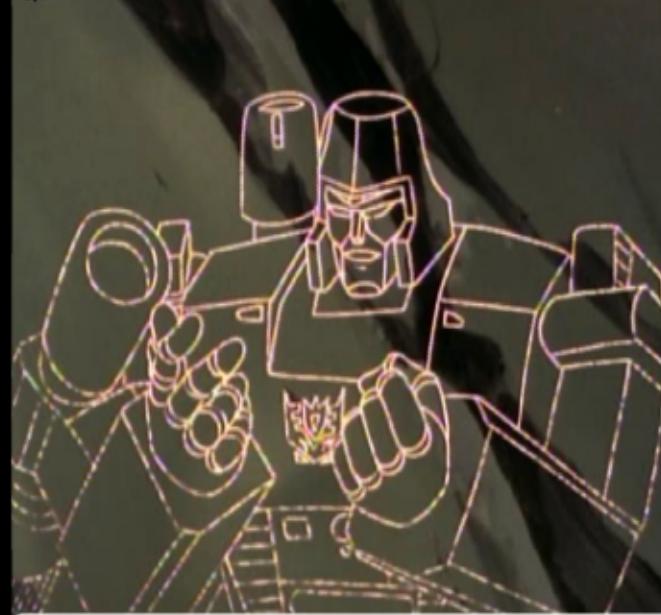


Search Supply Deck and place any Insecticons in your hand.

1151



Invisibility Spray



Pay 5E to search opponent's Supply Deck for any two cards. Shuffle deck and place those two cards on top in any order.

1152

+3



Mobile Battlefield (SubAtlantican)



Play on any SubAtlantican resource. All of controllers robots gain +3 STR. Controller must pay 3E each turn during Deployment Phase or scrap this advantage.

1153

+4

EJK Research Center



+6

Installation
Controlling robots gain the SCIENCE skill while located here.

TACTICAL
SCIENCE

4+

World Energy Chip



+2

Item
Controller gains an additional +4E for every natural resource under their control.

WORLD ENERGY SOURCES
TACTICAL
SCIENCE

9+

Berger Soloar Energy Plant



+8

TACTICAL
SCIENCE

5+

Cybertron Energon Stockpile



+10

Cybertron - Installation
This resource's Energon yield reduces by -2E each turn. When it reaches 0E, scrap this resource.

4+

Cybertron Warehouse

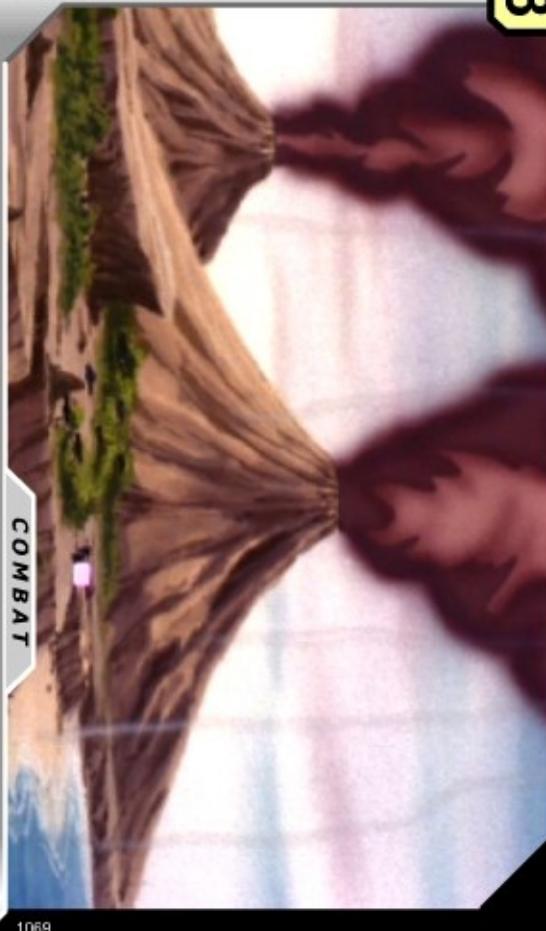


+2

Cybertron - Installation
The first time this resource is controlled, search Supply Deck and place any two cards in hand.

4+

Dinbot Island



+8

Natural
All Dinobots gain +2 STR while on this resource. Decepticon Energon yield increases by +2.

5+

Cybertronium Pits



+6

Cybertron - Installation
All of controller's deployment Energon costs are reduced by 2E.

5+

High-Grain Crops



+4

Natural
Controller gains an additional +3E for each Insecticon located on this resource.

9+

Iacon of Cybertron



+2

Cybertron - Installation
Controller may deploy up to two Autobots into Homebase per turn.

4+

1064

1065

1066

1069

Kingston Oil Fields

Natural

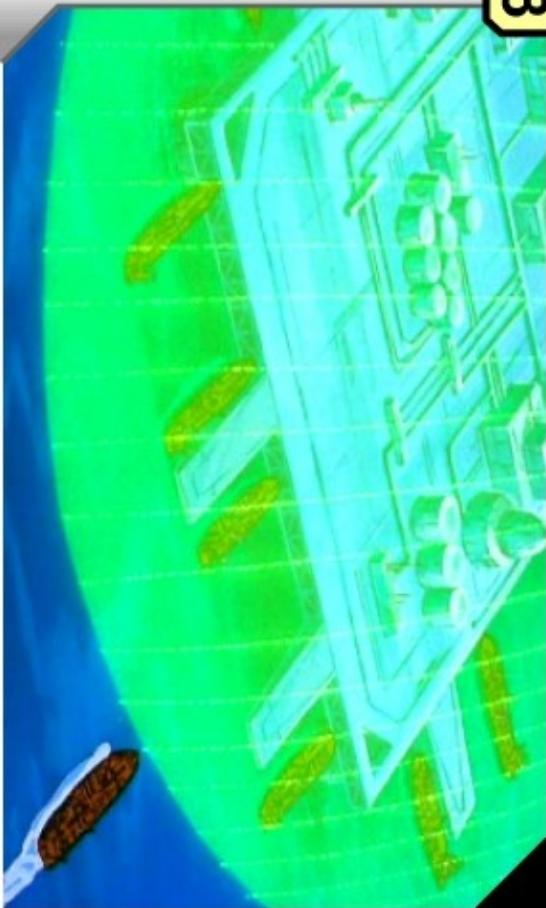


+8

5+

Kingston Oil Reserves**Marine - Installation**
While under control, all non-controlling robots may not move here unless they have 8 SPD or higher.

9+



+8

Quantum Labs**Military - Installation**
Controller's robots all gain +2 STR on this resource.

9+



+6

Negavator**Military - Item**
Controller may pay 15E to scrap any one robot in the field.

4+

5+

Nova Power Core**Military - Installation**
Attach this to controller robot. Controller doubles its STR each turn for three turns and is then scrapped.

5+

+0

Heart of Cybertron**Item**
Attach this resource to controlling robot. This robot has double STR.

4+

4+



+2

Nightbird**Robot - Item**
Once controlled, treat Nightbird as a COMBAT robot with 9 STR, 9 END and 9 SPD.

5+

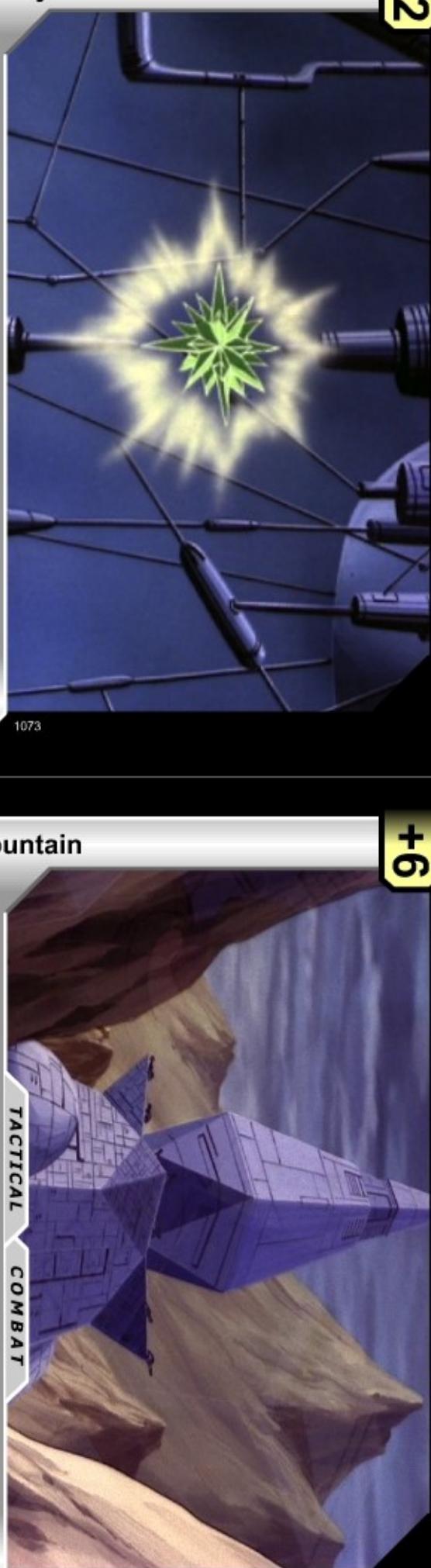
5+

+0

Iron Mountain**Military - Installation**
All robots take 2 damage on this resource except for controller's robots.

4+

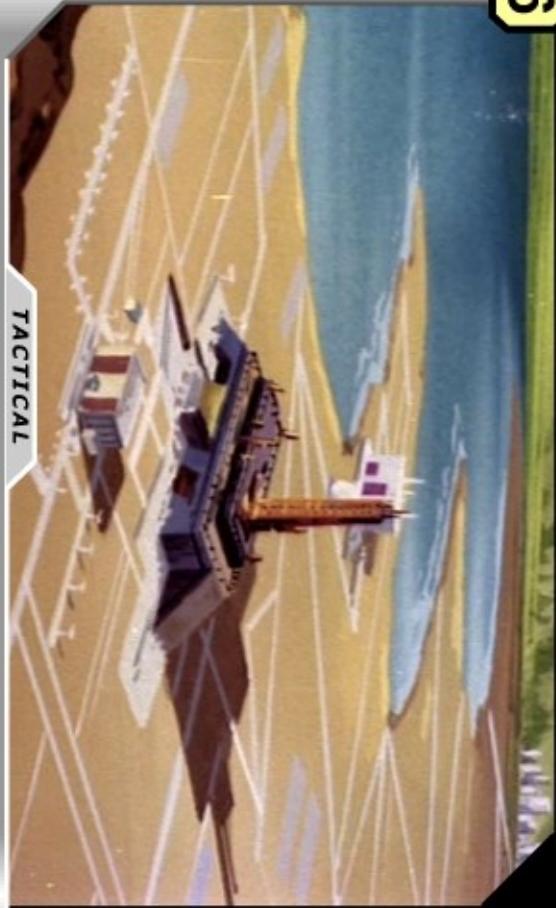
4+



+6

Military Test Site**Military - Marine - Installation**
Once per turn, controller may pay 5E to search Supply Deck and place any Advantage card in hand.

4+



+6

Sub-Atlantican Depths



+6

SubAtlantican - Marine - Installation
While under control, all Sub-Atlantican cards, except resources, return to owner's hand when scrapped.

5+

Sub-Atlantican Furnace

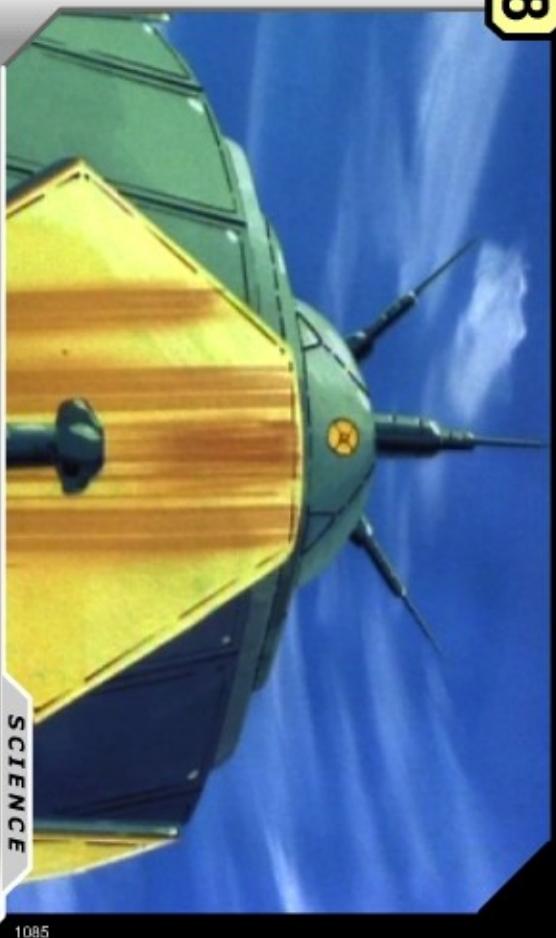


+8

SubAtlantican - Marine - Natural - Installation

9+

Solar Power Tower



+8

Item
If GRAPPLER and HOIST control this resource, it yields an additional +3 Energon.

4+

Solar Needle

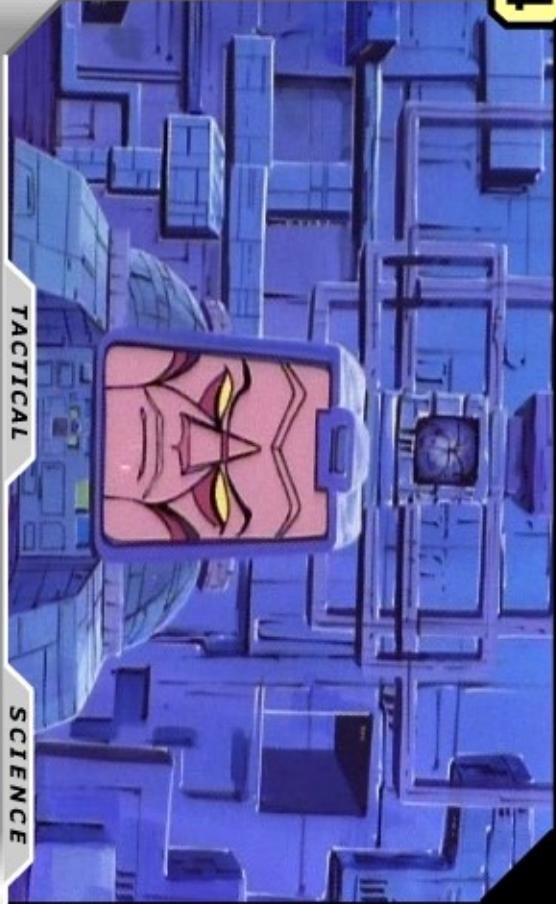


+8

Installation
While GEARS is not in play, this resource yields an additional +2 Energon.

5+

T.O.R.Q. III

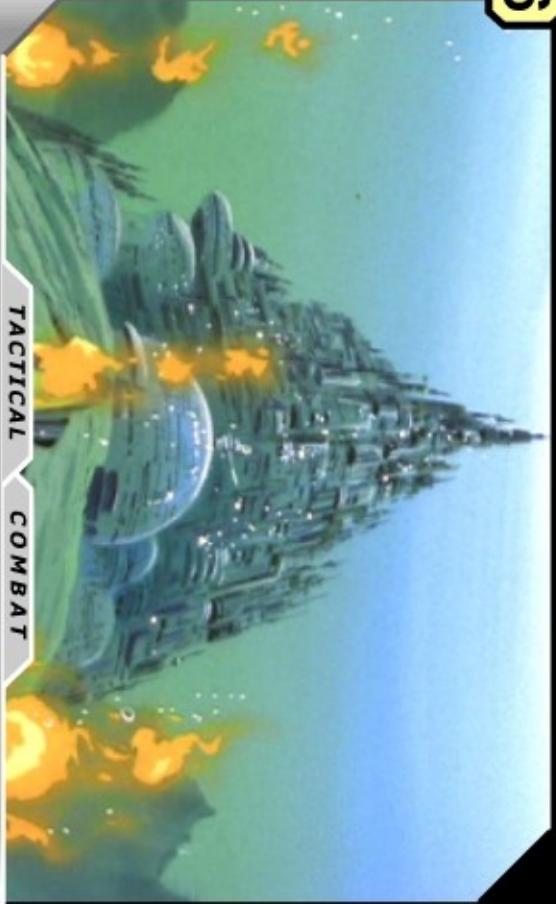


+4

Installation - Item
Once per turn, controller may pay 3E to look through any supply deck and place any one card on top.

9+

City of Sub-Atlantica



+6

SubAtlantican - Marine - Installation
Controller may pay 5E to search Supply Deck and place any Sub-Atlantican card in hand.

5+

Scrap Metal Refinery



+6

Installation
Whenever an opponent robot is scrapped, controller instantly gains 3E.

4+

Secluded Hangars

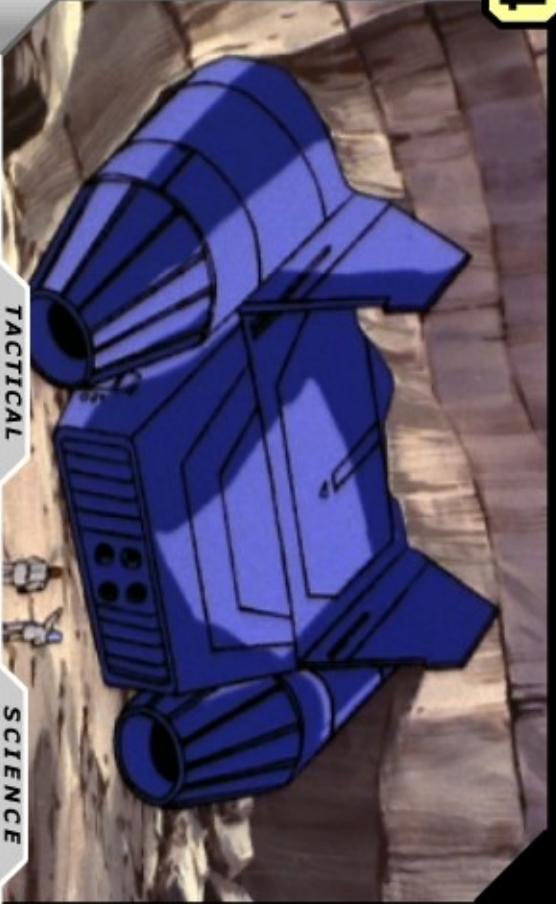


+2

Installation
Controller may deploy an extra robot on this resource each turn.

4+

Lost Cybertronian Shuttle



+4

Cybertron - Item
Controller may search supply deck or scrapheap for HEART OF CYBERTRON and discover it.

4+

1084

Sherman Dam

+6



Natural - Marine - Installation
Controller may scrap a card from hand during Energon phase to gain an additional +2E.

5+

1097

Oceanic Oil Rig

+8



Natural - Marine - Installation
Pay 3E to look through Supply deck and place SPIKE or SPARKPLUG in hand.

4+

1094

Burma Crystal Mine

+8



Natural
The first time this resource yields Energon, the Energon yield is doubled.

5+

1095

Solar Power Station #001

+4



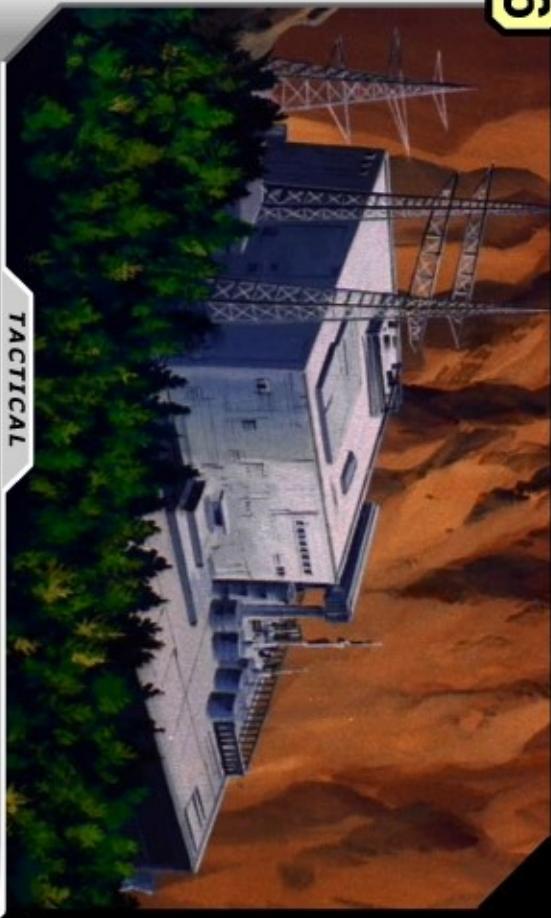
Natural - Installation

9+

1098

Power Relay Station

+6



Installation
This resource yields an additional +2E for every uncontrolled Natural - Marine resource in play.

5+

1096

Anti-Matter Lab

+6



Installation
Controller gains +3 STR and deals +1 damage to opponent robots in battle.

8+

1091

Arc

+2



Autobot Base
Comes into play under Autobot control. While under Autobot control, player may deploy up to 2 Autobots per turn. While under Decepticon control, Autobot player loses -3E during Energon phase.

4+

1092

Nemesis

+2



Decepticon Base
Comes into play under Decepticon control. While under Decepticon control, player may deploy up to 2 Decepticons per turn. While under Autobot control, Decepticon player loses -3E during Energon phase.

4+

1093