

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 it's 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=2). If the Autobot takes 3 more damage, it is scrapped.

Combat Moves

During battle, each robot has the ability to use cards to increase it's 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 it's 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 (Scrapping a Card)

Place a card from it's 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.