

TRANSFORMERS

TRADING CARD GAME

INTRODUCTION

This document begins with Basic and Advanced general rules for gameplay before presenting the Card FAQ's for each Wave of releases. These contain frequently asked questions pertaining to individual cards in each wave and are ordered from newest to oldest, beginning with *War for Cybertron: Siege I* and ending with Wave 1.

BASIC RULES

For use with the AUTOBOTS STARTER SET

These rules are for a basic version of the TRANSFORMERS Trading Card Game. When playing this basic version, ignore rules text on all the cards.

SETUP

- Start with 2 TRANSFORMERS character cards with alt-mode sides face up in front of each player.
- Shuffle the battle cards and put the deck between the players. Reshuffle the deck if it runs out of cards during play.

HOW TO WIN

KO all your opponent's character cards to win the game.

Players take turns attacking each other's character cards.

ON YOUR TURN:

1. You may flip one of your character cards to its other mode.
2. Choose one of your character cards to be the attacker and one of your opponent's character cards to be the defender. You can't attack with the same character card 2 turns in a row unless your other one is KO'd.

3. **Attack**—Flip over 2 battle cards from the top of the deck. Add the number of orange rectangles in the upper right corners of those cards to the orange Attack number on the attacker.
4. **Defense**—Your opponent flips over 2 battle cards from the top of the deck and adds the number of blue rectangles in the upper right corners of those cards to the blue Defense number on the defender.
5. **Damage**—Subtract the Defense total from the Attack total. Put that many damage counters on the defender. The defender is KO'd and out of the game if the number of damage counters on it is greater than or equal to its red Health number.
6. End your turn.

TRANSFORMERS TCG RULES

BUILDING A TEAM AND DECK

All character cards and some battle cards have a number of stars near the bottom of the cards. Make sure the total number of stars on your character cards and battle cards combined is 25 or less.

As long as you don't go over the 25-star limit, you can have as many characters on your team as you want. You can't have more than 1 of each unique character (based on its full card name) on your team.

You'll also need a deck of at least 40 battle cards. Types of battle cards include Action cards and Upgrade cards. You can't have more than 3 of the same battle card in your deck.

WINNING THE GAME

When your opponent's characters are all KO'd (knocked out), you win!

GETTING STARTED

- Most characters have 2 modes: alt mode and bot mode. Put your character cards on your side of the battlefield in alt mode (or alt 1 mode). The mode that's face up tells you a character's current stats and abilities.
- Shuffle your deck of battle cards. Put it face down off to the side.
- Randomly decide who goes first. Switch who goes first for each new game.
- Each player draws 3 battle cards. To draw a card, put the top card of your deck into your hand.

TAPPING AND UNTAPPING CHARACTERS

If you're told to **tap** one of your characters, turn it sideways. To **untap** it, turn it back so it's upright and facing you. Attacking will cause your characters to become tapped. Some cards can also tap or untap characters.

TAKING A TURN

At the start of your turn, draw a battle card. Then you can do the following in any order:

- Flip 1 of your characters on the battlefield or in your KO area to its other mode.
- Play 1 Action card from your hand.
- Play 1 Upgrade card from your hand onto one of your characters.
- Use 1 Tap ability of one of your characters.

Exception: On the very first turn of the game, the player who goes first can't play Actions or Upgrades. On the second turn, the other player can play only one card, either an Action or an Upgrade.

When you play an Action, do what the card says and then set it off to the side. You'll put it into your scrap pile at the end of the turn. Your scrap pile sits next to your deck of battle cards and is where your used battle cards go during the game. If you're told to **scrap** a card, put it there.

A Secret Action is an Action you play face down. Reveal it when it says to reveal it, then use its ability. Put it into your scrap pile at the start of your next turn.

An Upgrade stays on the battlefield attached to a character. There are 3 kinds of Upgrades: Weapons, Armor, and Utilities. Each character can have up to 1 of each kind. If you want to play an Upgrade on a character that already has one of that kind, scrap the old one.

ATTACK

Next, it's time to attack!

1. Choose one of your **untapped** characters as the attacker.
2. Choose one of your opponent's **tapped** characters as the defender. If none of your opponent's characters are tapped, your character can attack any of them.
3. Tap your attacker.
4. Each player flips over the top 2 battle cards of their deck and sets them aside. If a player flips any white battle icons, that player flips 2 more cards. This bonus flip happens only once per player on each attack.
5. For the attacker, count the number of black battle icons flipped. The attacker gets Pierce 1 until end of turn for each of them. Pierce numbers add together.

6. For the attacker, count the number of orange attack battle icons flipped and add that to its Attack.
7. For the defender, count the number of blue defense battle icons flipped and add that to its Defense.
8. If the total Attack number is higher than the total Defense number, the attacker does damage to the defender equal to the difference. If the numbers are the same or the total Defense number is higher, no damage is done. However, an attacker that has Pierce does at least as much damage as its total Pierce number, but not more than its total Attack number.

Some cards may affect how characters attack and defend. For example, a character's ability may allow a player to flip more cards when that character attacks or defends.

After the attack, each player who flipped at least one card with a green battle icon may swap a card from their hand with one of their flipped green battle icon cards.

Then, if your opponent has any untapped characters, your turn is over. If your opponent's characters are all tapped, you can attack with a character again—but only if at least one of your characters is untapped. Keep attacking with your characters until all of them are tapped. Once all characters on both sides are tapped, untap them all and your turn is over.

When your turn ends, put all battle cards you flipped for attacks during that turn into your scrap pile. Also put any Actions you played that turn into your scrap pile.

DAMAGE AND KNOCKOUT

When something does damage to a character, put that many damage counters on it. If the number of damage counters it has equals or is more than its Health, the character is KO'd. Move it off the battlefield to your KO area. Its abilities stop working, but you can still flip a KO'd character to its other mode during your turn.

RESHUFFLING YOUR DECK

If your deck ever runs out of battle cards, shuffle the cards in your scrap pile face down. Those shuffled cards become your deck. This can happen at any time, even in the middle of an attack!

Transformers TCG Expanded Rules

Introduction

These expanded rules give you a detailed look inside some parts of the Transformers TCG. While they are not comprehensive rules, and they may not address every situation that may arise during gameplay, they can be used together with the previous Rule sets to handle most situations. For questions concerning tournament operations (and not gameplay), please see the Transformers TCG Floor Rules.

Turn Sequence

There's a lot of action (not to mention Actions) packed into each turn during a game. In this section, we'll review the parts of a turn and what can happen during a turn. Remember, if a card's instructions ever contradict these rules, what the card says takes precedence. The turn is divided into five phases, with most phases further divided into steps taken in a set order.

1. Start of the Turn

The following things happen at the start of every turn:

- a) The player whose turn it is draws a card.
- b) Any abilities that happen "at the start of your turn" (or "at the start of every turn" or similar) resolve.

2. Main Phase

The player whose turn it is may do each of the following during this phase, in any order:

- Flip one of their characters from alt mode to bot mode, or vice versa; or from Alt Mode 1 to one of their other modes in the case of Triple Changers.
- Play an Action card from their hand (including Secret Actions).
- Play an Upgrade card from their hand.
- Use the tap ability of one of their untapped characters.

On the first turn of the game, the player going first can't play any cards from their hand. They may flip one of their characters and use a tap ability, if possible. On the second turn of the game, the other player may play an Action OR an Upgrade, but not both.

3. Attack

The attack is divided into three steps.

A. Choose Combatants

1. If the attacking player's characters are all tapped, the attack immediately ends and the game proceeds to the Post-Attack phase.
2. The attacking player choose one of their untapped characters and taps it. For this combat, that character is the attacker.

3. Any ability that happens “after [a player] chooses an attacker and before they choose a defender” resolves.
4. The attacking player chooses one of the defending player’s tapped characters. If the defending player’s characters are all untapped, the attacking player chooses any of the defending player’s characters. That character is the defender.
5. Any ability that triggers “when this attacks,” “when this defends,” “when this battles,” or similar and doesn’t refer to the results of battle cards being flipped resolves.

B. Flip Battle Cards

1. Any abilities that happen “before flipping battling cards,” like **Focus**, resolve.
2. Each player determines how many battle cards they will flip during this combat. By default, this number is two, although abilities like **Bold** and **Tough** can change this number. This number is locked in at this time. A character gaining or losing such an ability after this point won’t affect how many battle cards will be flipped.
3. The attacking player flips battle cards. To flip a battle card, the player takes the top card of their deck and puts it face up into their played area.
 - After the attacking player flips a card, the attacker gets +1 attack for each orange battle icon on that card. Similarly, the attacker gets **Pierce 1** for each black battle icon that card. These bonuses are applied immediately, before the next card is flipped.
 - If the attacking player flips a white battle icon, they flip two additional cards. There is no additional bonus for additional white battle icons beyond the first.
4. Any abilities belonging to the attacking player that happen “after you flip battle cards and before defense flips” resolve, as well as any abilities that happen “when this attacks/battles” and refer to the results of the attacking player flipping battle cards.
5. The defending player flips battle cards, including the white battle icon “bonus flip,” if applicable.
 - After the defending player flips a card, the defender gets +1 defense for each blue battle icon on that card. This bonus is applied immediately, before the next card is flipped.
6. Any abilities that happen “when this attacks/defends/battles” and refer to the results of the defending player flipping battle cards or refer to the results of both players flipping battle cards.

C. Attack Damage

1. If the defender’s defense value is the same or larger than the attacker’s attack value, no attack damage is done (unless the attacker has Pierce, see below).
2. If the attack value is larger, the attacker does attack damage to the defender equal to the difference.
 - **Pierce**

- If the attacker has Pierce and wouldn't otherwise do attack damage, it does attack damage equal to the pierce number or equal to its attack value, whichever is smaller.
 - If the attacker has Pierce and would do attack damage less than its pierce number, the amount of attack damage is raised to its pierce number or to its attack value, whichever is smaller.
 - If the attacker has Pierce but would do as much as or more attack damage than its pierce number, Pierce has no effect during that attack.
3. Apply any effects that modify the amount of attack damage that would be done (such as the effect of Force Field). If multiple effects could modify this damage, apply the attacking player's effects first, one at a time in an order of their choice. Then apply the defending player's effects one at a time in an order of that player's choice.
 4. Once the amount of attack damage is calculated, the defending player puts that many damage counters on the defender. If this causes the total number of damage counters on the defender to be equal to or greater than the character's health, the character is KO'd.

4. Post-Attack

1. After damage is done, any ability that happens "after the attack" happens, including the effects of green battle icons.
2. If the defending player has any untapped characters, the game proceeds to the "5. Ending the Turn" phase, below.
3. If the defending player has no untapped characters, and the attacking player has at least one untapped character, the attacking player gets an additional attack. The game returns to the "3. Attack" phase, above. The attacking player may receive multiple additional attacks this way during a turn. This is informally known as "attacking out."
4. If all characters on both sides are tapped, untap all characters. The game then proceeds to "5. Ending the Turn."

5. Ending the Turn

Before the turn finally ends, a few things happen.

1. Any ability that happens "at end of turn" resolves.
2. All players put all face-up cards from their played area into their scrap pile. The defending player puts their face-down Secret Actions into their scrap pile face up. These Secret Actions have no effect.
3. Any effect that lasts "until end of turn" wears off.
4. If any of the above causes an ability to trigger or a character to be KO'd, repeat this phase until nothing is pending and all "until end of turn" effects have worn off.
5. The turn ends. Hooray!

Actions within Actions

Some Actions, such as **Brainstorm**, instruct you to play additional Actions as part of their effect.

Brainstorm

[blue]

Action

You may play an Action. Then you may play another Action.

If the first Action you play while Brainstorm is resolving causes abilities to trigger, those abilities become pending. Then you play the second Action, any abilities that trigger from the second Action also become pending. All these pending abilities then happen one at a time, starting with the ones that triggered most recently (usually from the second played Action). See “Triggered Abilities,” above, for more information.

Triggered Abilities

What is a triggered ability?

Triggered abilities are usually found on cards in the battlefield (characters and Upgrades). They each have a trigger condition and an effect. They are usually written “When [Trigger condition] -> [Effect].” The trigger condition can be any game event.

In most cases, the effect of a triggered ability happens immediately after the trigger condition. If the trigger condition is an Action or Upgrade being played, the triggered ability waits until after that Action is complete or the Upgrade is put onto the character.

Handling Multiple Triggered Abilities

Sometimes multiple triggered abilities are triggered at the same time. When a game event triggers multiple abilities at once the attacking player resolves all of their abilities that triggered from that game event in the order of their choice, then the defending player resolves any of their abilities that triggered from that game event in the order of their choice.

Example: You attack with Megatron // Arrogant Ruler who is upgraded with Data Pad. You choose your opponent’s Omega Supreme (Base) as the defender. This causes all three of those cards’ triggered abilities to trigger. The attacking player controls two of those abilities: Megatron’s and Data Pad’s, so that player chooses one of them to happen, then the other. After the attacker’s abilities are both complete, the defending player uses Omega Supreme’s ability.

In some more complex game situations, handling a triggered ability may itself cause other triggered abilities to trigger. The most recent ability to trigger is the one whose effect happens first. If multiple abilities trigger at the same time, and during the resolution of those abilities one or more new triggered abilities trigger, the remaining original triggered abilities wait until the newer abilities are all handled. Once an ability triggers, it will resolve even if the character with that ability flips or is KO’d, or even if the Upgrade with that ability leaves the battlefield.

Example: You attack with Chop Shop // Sneaky Insecticon in bot mode while he's upgraded with Anticipation Engine. This causes abilities of both cards to trigger. In this example, you choose to resolve Anticipation Engine's ability first. This reveals Rapid Conversion, which you play to flip Chop Shop to alt mode. This causes the triggered ability of Chop Shop's alt mode to trigger. It the most recent triggered ability, so it happens next. The pending ability from Chop Shop's bot mode remains pending. Resolving the alt mode ability, you scrap Anticipation Engine, draw a card, and repair 1 damage from one of your Insecticons. Finally, you resolve the bot mode ability, which says you may move an Upgrade from one of your other characters to Chop Shop.

Shuffling Your Deck

In most cases, as soon as your deck has no battle cards in it, shuffle your scrap pile. Those shuffled cards become your deck. This can happen at any time, including during the resolution of an Action or during the attack. There is one exception to that procedure: If you are in the middle of resolving an Action or a triggered ability, and there are any cards you put from your deck into your scrap pile earlier in that Action's or that ability's effect, don't shuffle in those cards. They stay in your scrap pile while you finish resolving that Action or ability.

Example: Your deck has 2 battle cards in it. You play Treasure Hunt, which says "Scrap the top 4 cards of your deck. Put all Upgrades scrapped this way into your hand." You put Treasure Hunt into your played area and scrap the 2 cards in your deck. You then shuffle other cards in your scrap pile into your deck. Then you scrap the top 2 cards of your reshuffled deck, for a total of 4 cards. Then you return all Upgrades from among those 4 cards to your hand.

Duplicate Keywords

Many keywords have numerical modifiers. In many cases, this means that their effects are additive. Here are details for each one.

- **Bold** and **Tough:** These keywords modify how many cards are flipped during a battle. If a character has multiple instances of either keyword, their effects add together. For example, if a character with Bold 2 is upgraded with a weapon that gives it Bold 1, it will have a bold total of 3. It will flip three additional cards when attacking.
- **Pierce:** Pierce sets a minimum amount of damage a character will do while attacking, with the exception that it can't do more damage than its attack value. Pierce numbers add together, so if a character with Pierce 3 picks up a weapon that gives it Pierce 1, it will do at least 4 damage while attacking (or it will do damage equal to its attack value if that is lower).
- **Focus:** Focus lets you look at the top of your deck just before flipping battle cards. If you don't like what you see, you can scrap cards in the hopes of flipping better ones. Focus is a single action, so if a character has multiple instances of focus, add the numbers together to determine how many cards to look at. For example, if a character has Focus 1 and is upgraded with a utility that gives it another instance of Focus 1, look at the top two cards of your deck before flipping battle cards. You may scrap any number of them and put the rest back on top of your deck in any order.

- **Plan:** Plan is a keyword action. Because you'll never be instructed to plan more than once at the same time, plan numbers can't add together.
- **Safeguard:** Safeguard numbers add together, but be careful! A higher safeguard number actually makes the ability less powerful. For example, if a character with Safeguard 3 (like, say, oh I don't know . . . Private Hot Rod) gets an armor that gives it Safeguard 3 (like, say, oh I don't know . . . Medic's Protective Field), it will have Safeguard 6. But that means it can't take more than 6 damage while undamaged, while if it didn't have that armor it couldn't take more than 3 damage. So maybe don't play those cards together?

Titan Masters Attack FAQ

Stratagems

Stratagems are a new card type that allows you to enhance your characters.

Q: How many stratagems can I play?

A: You can play up to one stratagem for each different character, trait, or faction listed on the stratagem, as long as your starting team includes that character, trait, or faction. For example, if your starting team is all Autobots and includes Optimus Prime // Legendary Warrior, you can play both Heroic Spotlight and Duty & Honor.

Q: Where do I put my stratagems?

A: Stratagems go on the battlefield. At the beginning of the game, as you reveal your team, you also reveal your stratagems.

Q: Some stratagems have an ability that causes them to flip. What does that mean?

A: Flipping a stratagem essentially turns its ability off. This happens on one-time abilities to remind you that you've already used them.

Q: Does a stratagem count as a card in my deck of battle cards?

A: No. Stratagems are never put into your deck.

Q: Can I put stratagems in my sideboard?

A: Yes. Each one counts as one of your ten battle cards in the sideboard.

Head Mode & Body Mode

Titan Masters Attack introduces two new character modes that work together: head mode and body mode.

Cards with a head mode are placed above a character that has a body mode, combining them into a single character. The resulting character is a single character made up of both cards. The body mode card will tell you the character's stats and abilities, and the head mode card will give the character a bonus. That bonus may be an added ability or an increase to attack, defense, or health. Like other characters, that character starts the game in alt mode. If the character is KO'd, even if it's your last character card, the card with head mode is returned to the battlefield in bot mode. That bot mode character can't flip.

Q: The character card with head mode and the one with body mode each have stars. Do those stars all count toward my deck limit?

A: Yes. Each card's stars count toward the 25-star limit. During the game, the character has all the stars from its two cards.

Q: What happens if the character flips?

A: The body mode card can flip back and forth, from alt mode to body mode. The head mode card doesn't flip, so its bonus always applies, no matter which mode the character is in.

Q: Can I put any head onto any body?

A: Yes. They're completely mix-and-match. You could even put an Autobot head onto a Decepticon body, or vice versa.

Q: If I have a head from one faction on a body from a different faction, which faction is the resulting character.

A: Both. The character is both an Autobot and a Decepticon.

Q: If I have a character that's both an Autobot and a Decepticon, does my starting team have "only Autobots"?

A: No. In order to qualify as "only Autobots," your starting deck can't have any characters that are another faction (even if they're also Autobots).

Q: Can I put a card with head mode or body mode in my sideboard?

A: You can but note that each card is a separate character card. This means you could have a character card with a head mode or one with a body mode in your sideboard, but not both.

Hybrid Battle Icons

Some battle cards in this set have a new style of battle icons: hybrids. These battle icons have both a color and the symbol of a trait. For example, the battle card Nitro Booster has a black Car battle icon. Hybrid battle icons always count as their color, except if they're flipped in battle for a character that doesn't match their trait, that battle icon will have no effect that battle.

Q: If an effect refers to the battle icons you've flipped, can that effect see a hybrid icon if the character doesn't match its trait?

A: Yes. For example, Mindwipe // Hypnotist (body mode) is a melee character that has an ability that triggers "when this attacks and flip at least one black battle icon." If Mindwipe attacks and you flip Master of Metallikato (a battle card with a black ranged battle icon), Mindwipe's ability will trigger, even though the black battle icon will have no effect.

Fortress Maximus, Cerebros, and Emissary

Each display box of Titan Masters Attack includes three special character cards:

- Fortress Maximus // Great War Veteran
- Cerebros // City Commander
- Emissary

Fortress Maximus is just like other character cards with a body, except it's bigger, and it must have Cerebros as its head. Cerebros is unique in that it has both a head mode and a body mode. So it starts the game attached to Fortress Maximus, but you also get another head to put onto Cerebros. This can be Emissary or any other character with a head mode.

The stars from all three cards count toward the 25-star limit. Note that Fortress Maximus, Cerebros, and Emissary have 25 stars combined.

While Fortress Maximus is on the battlefield, it gets the Bold 1, Tough 1 bonus from Cerebros, but it

doesn't get the bonus from the other head attached to Cerebros. That head's bonus will apply to Cerebros after it's deployed.

If Fortress Maximus is KO'd, you put Cerebros back onto the battlefield in body mode, with its head still attached. Because a character can't flip into head mode, Cerebros won't be able to flip while it's on the battlefield. If Cerebros is KO'd, you put its head onto the battlefield in bot mode.

Q: Can I play Emissary with any character that has a body mode?

A: Yes. Emissary is just like other character cards that have a head mode and a bot mode.

Other Character Cards

Autobot Nautica // Camien Engineer (alt mode)

Q: Doesn't the character always get +1 defense for each blue battle icon that's flipped?

A: Autobot Nautica's bonus is in addition to the normal blue battle icon effect. Essentially, she gets +2 defense for each blue battle icon flipped.

Autobot Nautica // Camien Engineer (body mode)

Q: Where does the Armor come from?

A: It must be one in your hand.

Autobot Whirl // Aerial Assault (bot mode)

Q: How does Autobot Whirl's ability interact with other effects that modify the amount of attack damage a character can take?

A: That ability doesn't directly modify how much attack damage is being done to Autobot Whirl (note it doesn't use "instead"), so it waits for other effects (like Blast Suit) to apply, then sees if Autobot Whirl is taking more than 5 attack damage from a Ranged character's attack. If it is, Autobot Whirl takes 5 attack damage.

Beachcomber // Geologist (alt mode)

Q: What happens if the card isn't the named card?

A: You just put it back on top of your deck.

Crankcase // Data Collector (bot mode)

Q: What happens if I have 5 cards in hand when Crankcase attacks but during the battle I go down to 4 or fewer cards in hand? Does Crankcase keep the attack bonus?

A: Yes. All that matters is that you had 5 or more cards in hand when Crankcase attacked. The attack bonus will last until end of battle, even if the number of cards in your hand changes.

Horri-Bull // Ground Trooper (alt mode)

Q: Does moving a damage counter using Horri-Bull's ability count as damaging that character or repairing Horri-Bull?

A: No. Moving damage counters never counts as damaging or repairing a character.

Megatron // Fallen Hero (alt mode)

Q: If Megatron defends and I flip at least one orange battle icon, but Megatron is KO'd in the attack, will his ability still work and do 1 damage to the attacker?

A: Yes. Once Megatron's ability triggers, it will still work even if Megatron is KO'd.

Mindwipe // Hypnotist (alt mode)

Q: Can I make my opponent scrap a card with a hybrid battle icon of the color I chose?

A: Yes. Hybrid battle icons count as their color.

Topspin // Air & Space Assault (alt mode)

Q: What happens if Topspin defends and doesn't have Bold?

A: In that case, his ability won't do anything. Perhaps there's a head that will give him Bold?

Q: If Topspin has Bold 1 and Tough 1 and defends, what happens?

A: Topspin's own ability will add to any Tough total he already has. In that example, he'll have Tough 2 and flip 2 more battle cards.

Tracks // Autobot Warrior (alt mode)

Q: What is a trait?

A: Traits are things like Melee, Leader, or Tank. They usually appear as tabbed icons near the character's name.

Q: If I pick a character that shares more than one trait with Tracks, does it get a bigger bonus?

A: No. The character will get a maximum of +2 attack, even if it's a Car and a Melee character.

Wingspan // Data Processor (bot mode)

Q: Wingspan's ability can put cards Upgrades scrapped from him under him. What does this mean?

A: The cards under Wingspan are basically out of play and are used to count the bonus for Wingspan's alt mode ability. They're not considered on the battlefield, even if that's where they are physically, so none of their abilities apply. Those Upgrades aren't on Raider Skytread, and so on. They're also not in your scrap pile, so they won't be shuffled into your deck when it's empty.

Battle Cards

Belligerence

Q: If I flip a blue hybrid battle icon, does it become an orange hybrid battle icon with the same trait?

A: Yes.

Blade Flurry

Q: What happens if the character has a Weapon when I play Blade Flurry, but it loses it before it attacks?

A: It will still have the +4 attack bonus. The bonus is determined when you play Blade Flurry and won't change even if the character gains or loses a Weapon later in the turn.

Conversion Expertise

Q: How does this Utility work with head and body mode?

A: The combined character is in whatever mode the body card is in. If a character is in any mode other than alt or bot, Conversion Expertise won't give it any bonuses.

Crystal of Power

Q: Can I play this on a character that already has a Weapon?

A: Yes, but you'll have to replace that Weapon so Crystal of Power can be in both the Weapon and Armor slots.

Energon Mace

Q: If the upgraded character is attacking an Autobot Leader, does it also get +1 attack from the first ability?

A: Yes. Both abilities apply and the upgraded character gets +1 attack and Pierce 3.

Enhanced Power Cell

Q: Let's say the upgraded character normally has 10 health. It gets upgraded with Enhanced Power Cell, then gets 12 damage counters. If Increased Durability is scrapped, what happens?

A: Any time the game notices a character with a number of damage counters equal to or greater than its current health, the character is KO'd. So your character is KO'd. Sorry.

Escape Capsule

Q: Can I upgrade a character that doesn't have a head with Escape Capsule.

A: Yes. It'll get the +1 attack bonus, although Escape Capsule's triggered ability won't do anything.

Ghost Shield

Q: If an effect puts an Armor directly onto the battlefield without playing it, can I put Ghost Shield on a character that didn't have an Armor?

A: Yes. As long as you're not playing Ghost Shield, its first ability won't apply.

Q: If one of my characters has a Weapon or Utility in its Armor slot (e.g. Energon Mace), can I play Ghost Shield to upgrade that character?

A: No. In order to play Ghost Shield, it must replace an Armor in that slot.

High Five

Q: What is a trait?

A: Traits are things like Melee, Leader, or Tank. They usually appear as tabbed icons near the character's name.

Intrusion Countermeasures Software

Q: If the opponent's card includes other instructions, are those followed?

A: Yes. You won't scrap any cards from your hand and instead you'll draw 2 cards, but anything else your opponent's card said to do, you'll still do. If part of the effect refers to the card you scrapped, that part of the effect won't do anything.

Lose the Initiative

Q: If I don't have any characters with the same number of stars or fewer than my opponent's character, can I still reveal Lose the Initiative to stop their character from untapping?

A: Yes. Obviously you won't untap any of your characters, but the original effect of your opponent untapping their character will be replaced with nothing happening.

Lucky Dodge

Q: How does the effect of Lucky Dodge interact with other effects that modify how much damage a defending character would take?

A: If there are multiple effects trying to modify how much damage one of your defending characters would take, you may apply those effects in any order you choose. If applying such an effect means your character would take an even amount of damage, you don't reveal Lucky Dodge.

Master Sword

Q: If an effect puts a Weapon directly onto the battlefield without playing it, can I put Master Sword on a character that didn't have an Weapon?

A: Yes. As long as you're not playing Master Sword, its first ability won't apply.

Q: If one of my characters has an Armor or Utility in its Weapon slot, can I play Master Sword to upgrade that character?

A: No. In order to play Master Sword, it must replace a Weapon in that slot.

Regenerative Core

Q: What does it mean to have a damage counter on an Upgrade?

A: Those damage counters simply track how many times you can use Regenerative Core's ability. Those damage counters aren't on the upgraded character, so other effects can't remove them. The counters also aren't removed if the upgraded character is repaired.

Speed Trap

Q: Do Secret Actions count?

A: Yes. The game will see a Secret Action played face down as an Action.

Spymaster's Ruse

Q: If the Secret Action isn't revealed by the end of the turn, what happens?

A: Both the Secret Action and Spymaster's Ruse will stay in your played area. The Secret Action will continue to wait for your opponent to fall into your trap.

Trithyllium Shield

Q: If the upgraded character is defending against a Decepticon Leader, does it also get +1 defense from the first ability?

A: Yes. Both abilities apply. The upgraded character gets +1 defense and the attacker gets their Pierce total reduced by 3.

Q: If the attacking character is a Decepticon Leader but it doesn't have Pierce or it has Pierce 2 or less, what happens?

A: If the attacker doesn't have Pierce, nothing happens. If it has Pierce 2 or less, it effectively won't have Pierce. A character can't have a Pierce total less than 0.

WAR FOR CYBERTRON: SIEGE I FAQ

Battle Masters

Battle Masters are characters that start in bot mode and can be played in their upgrade mode after they are KO'd. Battle Masters don't have an alt mode and can't flip while they are on the battlefield. There are both Autobot and Decepticon Battle Masters.

Q: Battle Masters are the same size as battle cards! What does that mean?

A: The size of the card doesn't change how they play. While in bot mode, Battle Masters are just like other characters. They can attack and be attacked, they can be damaged, they can be upgraded, and so on.

Q: If Battle Masters don't have an alt mode, how do they start the game?

A: They start on the battlefield in bot mode.

Q: If a card tells me to flip a Battle Master, what happens?

A: It doesn't flip. It just stays in bot mode. If the card has additional instructions, those are still followed if possible.

Q: So how do I access the upgrade mode?

A: If a Battle Master in bot mode is KO'd, you can immediately flip the card and play its other mode.

Q: Most of the time, characters are KO'd on their opponent's turn. If that happens to my Battle Master, can I still play the upgrade?

A: Yes. This may cause some abilities to trigger that normally don't during your opponent's turn.

Q: When I play the Battle Master in upgrade mode, does it count as my upgrade play for the turn?

A: No. If you played an upgrade earlier in the turn, you can still play the Battle Master in its upgrade mode after it's KO'd in bot mode.

In some unusual situations, your Battle Master in bot mode is KO'd during your turn before you attack. Playing the upgrade mode in those situations doesn't stop you from then playing an upgrade from your hand before you attack.

Q: What happens if the Battle Master upgrade would leave the battlefield?

A: If that happens, the card is put into your KO area with its upgrade mode face up. This can happen if the upgrade would be returned to your hand, returned to your deck, directly scrapped, or if the character that had it is KO'd.

Micro Masters

Battle Masters aren't the only small character cards in War for Cybertron: Siege I. Micro Masters are also small character cards, but unlike Battle Masters, they have an alt mode and a bot mode. This means they start the game in alt mode, like most other characters. Battle Masters and Micro Masters never go in your deck, hand, or scrap pile.

Tap Abilities

Micro Masters tend to be small, and they'll often be outmatched on the battlefield. But that doesn't mean they can't help your cause. They have tap abilities that give you an option other than attacking with them.

Q: How can I recognize a tap ability?

A: Tap abilities all have the tap symbol (marked as [t] in text documents like this one) to the left of the arrow.

Q: How do they work?

A: You can use one tap ability during your turn, before you attack. It's one of your turn actions, just like playing an Action card, playing an Upgrade card, or flipping one of your characters to its other mode. To use the tap ability, the character that has the ability must be untapped. Using the ability causes the character to become tapped.

Q: Does using a tap ability also mean the character attacks?

A: No. Using a tap ability isn't the same as attacking.

Q: Do I have to use a tap ability during my turn?

A: No. It's your choice. You don't have to use a tap ability, even if you could.

Q: If I have more than one untapped character with a tap ability, can I use all of them in the same turn?

A: No. You can use only one tap ability per turn.

Q: Can I use a tap ability, then play an Action that untaps that character, then use that tap ability again?

A: Nope. One tap ability per turn.

Q: Some tap abilities say I have to scrap cards from my hand or other additional costs. Can I use a tap ability if I can't pay that cost.

A: No. For example, if a tap ability says you have to scrap a card from your hand with an orange battle icon, and you don't have one, you can't use that tap ability.

Secret Actions

Secret Actions are a new kind of Action card, keeping your opponent in the dark until it's too late for them to stop you. To play a Secret Action, put it into the played area (where actions and flipped battle cards normally go) face down. Secret Actions don't have an immediate effect, but wait until later in the game to do their thing, often on your opponent's turn!

Each Secret Action has two parts. First, a Reveal condition. This tells you when to reveal the Secret Action by turning it face up. Most Reveal conditions are things your opponent does, like attack one of your characters or play certain kinds of cards.

Second, a When Revealed effect. This tells you what the Secret Action does when it's finally revealed. After a Secret Action is revealed this way, it stays in the played area and will be scrapped at the end of the turn.

One warning though: Secret Actions won't wait around forever. If a Secret Action is played during your turn, it will wait until the end of your opponent's next turn. If its Reveal condition isn't met by then, it will be scrapped along with all the other played or flipped cards from that turn. It's scrapped face up, and scrapping it this way won't cause its When Revealed effect to happen.

Q: Does playing a Secret Action count as playing an Action?

A: Yes. For example, if a card says you can play an Action, it can be a Secret Action.

Q: Can I look at my Secret Action after I play it but before its Reveal condition is met?

A: Yes. Your opponent can't look at your Secret Actions until you reveal them.

Q: Say I have Thundercracker, Mach Warrior, who has the ability "When you play an Action -> This gets +1 [A] until end of turn. If I play a Secret Action, does that ability trigger? Does it trigger when the Secret Action is revealed?

A: It will trigger when you first play the Secret Action. The ability won't trigger again when the Secret Action is revealed.

Focus

Focus is a new keyword. Focus N (where N is a number) means "Before flipping battle cards for this character's battle, look at the top N cards of your deck. You may scrap any of those cards and put the rest back in any order."

Most often, you'll see focus 1, which means you'll look at the top card of your deck and you may scrap it.

Q: If I have a character with focus but another one of my characters is battling, does that focus ability work?

A: No. It has to be the character with focus that is battling.

Q: If there's one card left in my deck and a character with Focus 2 is battling, what happens?

A: You'll set aside that one card, reshuffle your scrap pile, then set aside the new top card. Look at those two cards and decide whether to scrap them or put them back on top of your deck.

Black Battle Icon

There's a new battle icon on some battle cards in War for Cybertron: Siege I. It's black! What does it mean? If you're on the attack, hopefully good things for you.

For each black battle icon you flip while attacking, your character gets pierce 1 until end of turn. Remember that pierce numbers add up, so flipping two black icons in an attack will give your attacker pierce 2, and so on.

Q: Do black battle icons have any effect on a character that's defending?

A: No. Black battle icons flipped on defense won't give your character pierce. (And pierce doesn't work on defense anyway.)

Character Cards

Alpha Trion // Cybertronian Sage (bot mode)

Q: If the card I play with a blue battle icon also has other battle icons, do those count in the battle?

A: Yes. For example, if it has orange battle icons, those will add to the character's attack total. If it has a green battle icon, it can be swapped with a card in your hand after the battle.

Captain Elita-1 // Special Ops • Ranger (alt mode)

Q: Do damage counters already on Captain Elita-1 affect how many I can move onto her?

A: Yes. For example, if Captain Elita-1 (with 17 health) already has 9 damage counters on her, you can't move more than 7 more damage counters onto her using her ability.

Q: Does moving damage counters from one character to another count as repairing the first character or doing damage to the second character?

A: No. Any abilities that care about damage being done or repaired won't affect the move.

Captain Elita-1 // Special Ops • Ranger (bot mode)

Q: What happens if I don't want to play a card I scrap?

A: The card will stay in the scrap pile.

Q: If Captain Elita-1 is my last character and is KO'd, do I get to use her ability before I lose the game?

A: No. You'll lose the game just after she is KO'd, before you can use her ability.

Captain Ironhide // Infantry • Bodyguard (alt mode)

Q: Can Captain Ironhide take non-attack damage from my cards?

A: Yes. For example, if you play Photon Bomb, your Captain Ironhide will be damaged.

Q: What counts as my opponent's cards?

A: Any of your opponent's characters or battle cards (actions and upgrades) count. Basically, anything that you didn't bring to the game.

Q: If my opponent plays a card that moves damage counters onto Captain Ironhide from another character, will it work?

A: Yes. Moving damage counters isn't the same as doing damage.

Captain Ironhide // Infantry • Bodyguard (bot mode)

Q: If the Weapon in my hand says "Put on Melee characters only," can I swap it onto Captain Ironhide?

A: No, because Captain Ironhide isn't a Melee character. Any "Put on ... only" restrictions will apply. However, because you're not playing the Weapon from your hand, any restrictions that apply to playing that card won't matter.

Captain Wheeljack // Engineering • Scientist (alt mode)

Q: When do I use this ability?

A: You use it before the game begins. After you put the Brainstorm into your hand, you'll shuffle the rest of your deck. Then you'll draw the normal 3 cards at the start of the game. This means you'll start the game with 4 cards in hand (Brainstorm plus the 3 you draw). You'll still draw a card at the start of your first turn.

Captain Wheeljack // Engineering • Scientist (bot mode)

Q: Can this ability trigger more than once in a the same turn?

A: No. You play your third action in a turn only once.

Major Shockwave // Applied Sciences • Scientist (alt mode)

Q: Can I do anything else with the top card of my deck?

A: Nope. You can just a glimpse at what's coming up. You can't move the card anywhere unless something else tells you to.

Major Shockwave // Applied Sciences • Scientist (bot mode)

Q: If I play a Decepticon card or a Secret Action from the top of my deck, does that count as my action for the turn (or my upgrade for a Decepticon upgrade)?

A: Yes. Major Shockwave's ability doesn't give you an extra action or upgrade for the turn. It just lets you pretend the top card of your deck is in your hand when playing it.

Q: If my opponent plays a card that tells me to scrap a card from my hand, can I scrap the top card of my deck instead?

A: No. Major Shockwave's ability applies only when you're playing the card.

Q: Say the top card of my deck is a Decepticon upgrade. After I play it, the new top card is a Secret Action. Can I play that card too?

A: Yes. You can keep playing the top card of your deck as long as it meets Major Shockwave's conditions and you're allowed to play the card (keeping in mind the normal one action/upgrade per turn rule).

Major Ultra Magnus // Infantry • City Commander (alt mode)

Q: When do I use this ability?

A: You use it before the game begins. You'll put Ultra Magnus Armor onto Major Ultra Magnus, then shuffle the rest of your deck and draw 3 cards for your opening hand.

Private Red Heat // Infantry • Emergency Response (bot mode)

Q: What happens if one of the characters has an upgrade of a certain type, such as a Weapon, and the other character doesn't have an upgrade of that type?

A: In that case, the upgrade will move to the other character. It doesn't have to be an "even swap."

Q: What happens if one of the upgrades on one of the two characters has a "Put on ... only" restriction that the other character doesn't meet?

A: In that case, that upgrade stays where it is. If the other character has a upgrade of the same type, it also stays where it is. Other types of upgrades may still be swapped.

Private Sideswipe // Infantry • Soldier (alt mode)

Q: Do I count Battle Masters in my KO area?

A: Battle Masters in your KO area will be in their upgrade mode, either because they were played and subsequently left the battlefield or because you didn't play the upgrade after the character was KO'd. This means they won't be characters in the KO area and won't add to Private Sideswipe's bonus.

Private Trailbreaker // Infantry • Fortification & Defense (alt mode)

Q: When do I use this ability?

A: You use it before the game begins. You'll put Force Field onto Private Trailbreaker, then shuffle the rest of your deck and draw 3 cards for your opening hand.

Raider Ion Storm // Infantry • Rainmaker (bot mode)

Q: Is the upgrade returned before my opponent flips battle cards?

A: Yes. Notably, if the upgrade gave your opponent's character tough, the character won't have tough when it's time to flip battle cards.

Raider Road Hugger // Infantry • Tactics (bot mode)

Q: Can I use Raider Road Hugger's tap ability to give itself an attack bonus?

A: You can, but remember that using a tap ability causes the character to become tapped. But we'll assume you have a plan.

Raider Runabout // Infantry • Soldier (alt mode)

Q: If I have Runamuck on the battlefield when I flip Raider Runabout to alt mode but he's not damaged, can I still flip him from bot mode to alt mode?

A: Yes. The effects work separately.

Q: So that means I can still repair a damage from Runamuck even if he's already in alt mode?

A: Correct.

Raider Storm Cloud // Infantry • Electronic Warfare (bot mode)

Q: Can I use Raider Storm Cloud's ability to give itself bold 3 (or bold 6)?

A: You can, but remember that using a tap ability causes the character to become tapped. Hopefully it's a good plan.

Sergeant Cog // Artillery • Mechanic

Q: Sergeant Cog is a Weaponizer. That sounds awesome! What's a Weaponizer?

A: All the rules that apply to Battle Masters also apply to Weaponizers. Sergeant Cog represents more advanced weaponry. Sergeant Cog's card is the same size as most characters.

Q: Wait, so does that mean I get to play a large upgrade on one of my characters?

A: Yes. Heavy Force Defensebreaker Cannon is large. It can be played onto any character, large or small.

Sergeant Hound // Infantry • Recon (bot mode)

Q: Say Sergeant Hound has an Armor, and I play another Armor to replace that one. Will his ability trigger?

A: Yes. "When you upgrade this" means when any new upgrade is put onto Sergeant Hound.

Sergeant Skrapnel // Infantry • Electronic Warfare (bot mode)

Q: If one of my other characters has upgrades and is KO'd, will Sergeant Skrapnel's ability trigger?

A: Yes. Those upgrades were on a character and were then scrapped, so the ability will trigger.

Q: Say Sergeant Skrapnel has an upgrade and takes damage exactly equal to his health. Can I save Skrapnel using his ability?

A: No. Sergeant Skrapnel is KO'd at the same time his upgrades are scrapped. His ability won't trigger in time to save him.

Sergeant Skywarp // Black Ops • Seeker (alt mode)

Q: Can I return just one Secret Action from my scrap pile?

A: Yes.

Specialist Ratchet // Engineering • Rescue & Repair (alt mode)

Q: When do I use this ability?

A: You use it before the game begins. After you put the Medic! into your hand, you'll shuffle the rest of your deck. Then you'll draw the normal 3 cards at the start of the game. This means you'll start the game with 4 cards in hand (Medic! plus the 3 you draw). You'll still draw a card at the start of your first turn.

Specialist Ratchet // Engineering • Rescue & Repair (bot mode)

Q: If I move damage counters from one of my characters to another character, will Specialist Ratchet's ability trigger?

A: No. Moving damage counters is different than repairing.

Battle Cards

Backup Bag

Q: Can I use Backup Bag to save a Weapon or Armor that causes itself to be scrapped, such as Grenade Launcher?

A: Yes.

Battering Ram

Q: If I play Battering Ram, and the defender has more than one other mode, who chooses which mode it flips to?

A: Your opponent does.

Battlefield Scan

Q: What does it mean that a character can't use brave or stealth?

A: Basically, just ignore that the character has that ability when determining which character you're attacking.

Dampening Field

Q: What happens if my opponent is supposed to flip more than 4 cards during the battle?

A: The extra cards are simply not flipped. It doesn't matter whether those extra flips were because of abilities like bold, a white battle icon, or any other ability.

Dismantling Claw**Personal Targeting Drone****Reactive Armor**

Q: If any of these upgrades are scrapped because the character who had it was KO'd, does the

ability trigger?

A: Yes.

Q: If one of these upgrades is on a character, and I play another upgrade of that type to replace it, does the ability trigger?

A: Yes. Replacing an upgrade this way causes the old upgrade to be scrapped.

Emergency Defense Field

Q: Can using the first ability cause the second ability to trigger?

A: Yes. If the upgraded character defends and would take an even amount of attack damage, instead it takes no attack damage. That causes the second ability to trigger. You usually get only one use out of the Emergency Defense Field.

Energy Pack

Q: When determining if the character has 11 stars or more, does it matter which mode it's in?

A: No. A character always has the number of stars printed on it, no matter which mode it's in.

Fuel Cache

Q: If one of the cards has all three battle icons, do I still put the others into my hand?

A: Yes. The cards will all be put into your hand if their combined battle icons include at least one white, one blue, and one orange.

Q: What happens if I play this with 1 or 2 cards left in my deck?

A: You'll reveal the remaining cards of your deck, then reshuffle your scrap pile. Then reveal cards from the top of your deck until you've revealed 3 total cards. Then put them into your hand or scrap pile, depending on their battle icons.

Full Loadout

Q: Can I play the upgrades in any order?

A: You can.

Heroic Team-Up

Q: If the Autobot I tap has any upgrades that increase its attack, do those bonuses count?

A: Yes. A character's attack total equals its printed attack value plus any bonuses it's getting from any other card.

Hiding Spot

Q: After seeing which of my characters gets stealth, can my opponent change which of their characters is attacking?

A: No. Hiding Spot isn't revealed until after your opponent locks in their choice for attacker.

Infiltrate

Q: What happens if my opponent plays a Secret Action? I can't see its battle icons!

A: Infiltrate won't be revealed because of a Secret Action, even if that Secret Action has orange battle icons. This is also true when the Secret Action is later revealed. It was already played face down, so Infiltrate won't notice it. Sneaky!

Laser Cutlass

Q: When determining if the character has 7 stars or fewer, does it matter which mode it's in?

A: No. A character always has the number of stars printed on it, no matter which mode it's in.

Point-Defense System

Q: If the upgraded character defends against an enemy that has pierce 1, what happens?

A: If a character's pierce total is 0 or lower, treat that character as if it didn't have pierce when determining how much damage is done. Pierce -1 doesn't do anything weird.

Repurpose

Q: If Repurpose is the last card in my hand when I play it, what happens?

A: Well, you can't scrap a card from your hand if you don't have any, so you skip that part and just draw 2 cards.

Unconventional Flying Object

Q: If the Spaceship is already in bot mode, what happens?

A: You would flip it to alt mode, even though it's not flipping "back."

W-5 Gyro Blaster

Q: What happens if one of us is supposed to flip more than 2 cards during the battle?

A: The extra cards are simply not flipped. It doesn't matter whether those extra flips were because of abilities like bold, a white battle icon, or any other ability.

RISE OF THE COMBINERS FAQ

While this document covers a lot of ground, it doesn't cover everything. Not all Rise of the Combiners cards are listed here.

Combiners

It would be hard to have a set called Rise of the Combiners without... the Combiners! Combiners are teams of characters that join in a third mode called Combiner mode. Most teams have a corresponding battle card called an Enigma that combines the team under the right circumstances. One Combiner in this set (Dreadwing - Sky Destroyer) has a different way of combining.

When a character is combined, it starts untapped and it gets all the damage counters from the characters that formed it. It can keep upgrades from those characters based on its upgrade slots. Unless the Combiner says differently, it will have 1 Weapon slot, 1 Utility slot, and 1 Armor slot like most characters. If there are too many Upgrades to fit into a slot, you can keep as many as you can fit, and the rest are scrapped.

A character in Combiner mode is a single character, even though it's made up of multiple cards. When it attacks, the whole thing becomes tapped. If it's KO'd (and somehow you haven't lost the game), it stays in Combiner mode in the KO area.

A character in Combiner mode can't flip. Ignore any instruction to flip it. Also, a character in Combiner mode can't "break apart" into its individual cards.

Combiner Teams

There are six Combiner teams in Rise of the Combiners Booster Packs:

- Aerialbot – combine to form Superior // Sky Protector
 - Air Raid // Fearless Flyer
 - Alpha Bravo // Airborne Special Ops
 - Fireflight // Sky High Recon
 - Silverbolt // Aerialbot Leader
 - Skydive // Air Warfare Specialist
- Dinobots – combine to form Volcanicus // Fiery Champion
 - Dinobot Sludge // Dino Demolitions
 - Dinobot Slug // Battering Ram
 - Dinobot Snarl // Spiked Battler
 - Dinobot Swoop // Bombardier
 - Grimlock // Powerful Commander
- Dreadwing – combine to form Dreadwing // Sky Destroyer
 - Blackwing // Aerial Attacker
 - Dreadwind // Air Defense
- Predacon – combine to form Predaking // Ferocious Hunter
 - Divebomb // Aerial Assault

- Predacon Headstrong // Ground Assault
- Predacon Rampage // Savage Hunter
- Razorclaw // Predacon Leader
- Torox // Fueler
- Stunticon – combine to form Menasor // Menacing Colossus
 - Breakdown // Paranoid Scout
 - Dead End // Doomed Loner
 - Decepticon Drag Strip // Cutthroat Warrior
 - Motormaster // Stunticon Leader
 - Offroad // All-Terrain Soldier
- Sentinels – combine to form Optimus Maximus // Ultimate Defender
 - Autobot Hot Rod // Impulsive Fighter
 - Autobot Mirage // Counterintelligence
 - Ironhide // Steadfast Brawler
 - Optimus Prime // Gleaming Commander
 - Prowl // Strategic Mastermind
 - Sunstreaker // Bold Warrior

The Enigmas

Q: If I use an Enigma to combine my characters into the Combiner, can I then use the card's first ability to get its effect?

A: No. You always follow the instructions on the card in order. If you don't already have the specified Combiner on the battlefield, the first ability won't do anything.

Triple Changers

Triple Changers are characters with three modes: bot mode and two alt modes (labeled 1 and 2). They start in alt mode 1. When a Triple Changer flips, it can flip to either of the two other modes.

Q: If a card specifically says to flip a Triple Changer to alt mode, what happens?

A: If it's in bot mode, you can flip it to alt mode 1 or alt mode 2. If it's in one of its alt modes, you can either not flip it or flip it to the other alt mode.

Green Battle Icon

This set introduces a new battle icon: green! Here's how it works. After a battle in which you flipped at least one card with a green battle icon, you may swap a card in your hand with one of the cards you flipped with a green battle icon. The card you swap from your hand will be scrapped at the end of the turn, along with all the other cards you played or flipped during the turn.

Q: I flipped 2 cards with green battle icons. Can I return both of them to my hand by swapping two cards?

A: No. Only one card with a green battle icon per battle.

Q: If both players flip a card with a green battle icon, who decides first?

A: The player whose turn it is goes first, then the other player.

Brave

Brave is a new keyword ability that helps some characters protect the rest of their team. When choosing which enemy to attack, you must choose one with brave if possible.

Q: My opponent has two characters with brave that I could attack. What happens?

A: You choose one of them to attack.

Q: My opponent has one tapped character and one untapped character with brave. Do I have to attack the one with brave?

A: No, and in fact you can't even if you want to. Brave doesn't override the rules for attacking tapped/untapped characters. If your opponent has any tapped characters you must attack one of them. If a *tapped* character had brave, you would have to attack that one if you could.

Stealth

Stealth is a new keyword ability that lets some characters strike from the shadows without fear of reprisal. When choosing which enemy to attack, you must attack a character without stealth if able.

Q: If my opponent has one tapped character with stealth, and the rest of their creatures are untapped, which character can I attack?

A: Stealth doesn't override the rules for attacking tapped/untapped characters. Since the tapped character is the only one that can be attacked, that's where your attack is headed.

Q: What happens if a character has brave and stealth?

A: Brave and stealth essentially cancel each other out. You must attack that character if able, and you must attack other characters if able. This basically means you must attack a character you can attack, the same as if those abilities weren't there.

Plan

Plan is a new keyword that helps set up devastating battles. When instructed to plan, you may put up to the specified number of cards from your hand back on top of your deck. If you put more than one card on top of your deck this way, you can put them there in any order.

Character Cards

Air Raid - Fearless flyer (bot mode)

Q: If Air Raid has an Upgrade that does damage to an enemy, will Air Raid's ability trigger and let me scrap an Upgrade from that enemy?

A: No, unless the Upgrade specifically says that the upgraded character does the damage. Air Raid must do the damage for the ability to trigger.

Alpha Bravo - Airborne Special Ops

Q: What happens if the 1 damage is enough to KO the attacking Plane?

A: Well, it doesn't sound like it was a great attack for your opponent. No battle cards will be flipped, and the attack will end.

Blackwing - Aerial Attacker (bot mode)**Dreadwind - Air Defense (bot mode)**

Q: If both of these characters are in my KO area, will their abilities let me combine them into Dreadwing, Sky Destroyer?

A: No. Even though each one has an ability that will find the other in the KO area, the abilities work only from the battlefield.

Blurr - Fastest Bot in the Galaxy (bot mode)

Q: If my opponent has multiple untapped characters when I use Blurr's ability, which one does it attack?

A: You choose, just as you would for any battle.

Q: Can I play any cards in before it attacks the untapped character?

A: No. The second attack starts right after the first one finishes.

Q: Do I have to attack a second time, or can I just leave Blurr untapped?

A: You do. Note that if there isn't an untapped enemy, the ability doesn't trigger and Blurr won't untap.

Decepticon Venin - Insecticon Tyrant (alt mode)

Q: What happens if this is KO'd and my opponent has fewer than 2 cards in hand?

A: If they have 1 card in hand, that card is scrapped. If they have an empty hand, nothing happens.

Q: What happens if Venin and another of my Insecticons are KO'd at the same time?

A: In that case, Venin's ability will trigger twice. Your opponent will scrap 4 cards from their hand.

Dinobot Slug - Battering Ram (alt mode)

Q: If Slug attacks or defends more than once in a turn, will his ability work in each battle?

A: Yes. The first white battle icon you flip for each battle will result in 3 extra cards rather than 2.

Dinobot Swoop - Bombardier (bot mode)

Q: If the card I return to my hand also has orange battle icons, will those count toward Swoop's attack?

A: Yes. You don't use Swoop's ability until after the battle is finished.

Q: If I flip more than one card with a green battle icon, can I return one to my hand using Swoop's ability and another using the normal rules for green battle icons?

A: Yes. You'll need to swap a card from your hand for the other card, as normal.

Dirge - Doombringer (alt mode)

Q: After Dirge's ability resolves, does the bonus change if the number of characters in my opponent's KO area changes later in the turn?

A: No. you count the number of characters in your opponent's KO area when the ability resolves. After that, even if you KO another character, the attack bonus won't change.

Dirge - Doombringer (bot mode)

Q: What happens if I play *Steamroll* and choose Dirge?

A: If you attack with Dirge and it does more than enough attack damage to KO the defender, *Steamroll*'s ability will work, but Dirge's ability won't trigger. If Dirge does exactly enough damage to KO the defender, *Steamroll* won't do anything.

Divebomb - Aerial Assault (bot mode)

Q: If the card isn't an Action, does it stay revealed?

A: No, although you are allowed to look at it and read it. Once you've done so, the card goes back to your opponent's hand hidden.

Grapple - Autobot Architect

Q: Does it matter how many cards I discard this way?

A: No. There just needs to be exactly four different colors among the battle icons on those cards.

Grimlock - Powerful Commander

Q: Does this mean I get a card from my collection? Do I have to own the card?

A: Yes, you get a character that's not in the current game and add it to your KO area.

Q: Can I choose a Dinobot that has the same name as one of my characters?

A: Yes. Twinsies!

Q: Have y'all clarified as of yet if the new Grimlock can fetch the Wave 1 Dinobots?

A: Yes. As written, Grimlock – Powerful Commander can find Wave 1 Dinobots.

Q: Can Grimlock - Powerful Commander put another Grimlock - Powerful Commander into the KO area?

A: Yes.

Menasor - Menacing Colossus (Combiner mode)

Q: If I play an Action that lets me play another Action, such as Confidence, does that Action count as the extra one that Menasor lets me play?

A: No. If another card lets you play an Action, that won't count for Menasor. You can play that Action and then another one for Menasor.

Motormaster - Stunticon Leader (alt mode)

Q: What happens if my opponent's card tries to move damage counters onto one of my other characters?

A: Motormaster's ability won't affect any card that tries to move damage counters from one character to another. That doesn't count as dealing damage. (The damage was already dealt. It's just moving.)

Q: Does Motormaster's ability have any effect on my own cards?

A: No. Your cards can still do damage to your other characters. (Although they hope you have a good reason for doing that.)

Motormaster - Stunticon Leader (bot mode)

Q: Can I choose an untapped Stunticon to defend, even if I have other tapped Stunticons?

A: Yes. You can choose any Stunticon to defend, ignoring abilities like brave and stealth, and ignoring which characters are tapped and untapped.

Q: Does Motormaster take the damage with his Alt Mode effect?

A: Motormaster takes damage that would normally be dealt to him, but does not take damage meant for other characters.

Offroad - All-Terrain Soldier

Q: What happens if the 1 damage is enough to KO the attacking Car?

A: Well, it doesn't sound like it was a great attack for your opponent. No battle cards will be flipped, and the attack will end.

Optimus Maximus - Ultimate Defender (Combiner mode)

Q: Does the triggered ability happen before battle cards are flipped?

A: Yes. You'll get to plan and set up your flip. The ability happens just after Optimus Maximus is chosen as the attacker or as the defender.

Optimus Prime - Gleaming Commander (alt mode)

Q: Does this mean I get characters from my collection? Do I have to own the card?

A: Yes, you get up to 3 Sentinels that aren't in the current game and add them to your KO area.

Q: Can I choose Sentinels that have the same name as one of my characters?

A: The 3 Sentinels you bring into the game must all be different, but they can be the same as characters that were on your starting team.

Predacon Rampage - Savage Hunter (bot mode)

Q: What happens if Rampage and an enemy are KO'd at the same time?

A: In that case, Rampage's ability will trigger and 1 damage will be repaired from each of your Predacons. Note that Rampage will be in the KO area at this time and won't have any damage repaired.

Razorclaw - Predacon Leader (bot mode)

Q: When I flip Razorclaw to bot mode, can he still attack tapped characters?

A: Yes.

Q: Can Razorclaw attack an untapped character that has stealth if there are other characters he could attack?

A: Yes. Abilities like stealth and brave still function. You just treat untapped characters as though they were tapped when determining what Razorclaw can attack.

Silverbolt - Aerialbot Leader (alt mode)

Q: If Silverbolt attacks while in alt mode, how is attack damage calculated?

A: Silverbolt's ability will trigger after you've flipped battle cards (assuming you flip the required battle icons). He'll be in bot mode when it's time to calculate attack damage, so you'll use his base 3 attack. Note that if he flips to bot mode, and his bot mode ability KO's the defender, Silverbolt won't do attack damage.

Skywarp - Teleporting Seeker (bot mode)

Q: If I play a battle card with no battle icons, and then later in the turn I flip a battle card that has no battle icons, will Skywarp's ability trigger again?

A: No. The "once per turn" applies to playing and flipping, not each individually.

Q: If I attack with another character and flip a battle card with no battle icons, will Skywarp's ability trigger?

A: Yes. This could matter if Skywarp gets to attack later in the turn.

Starscream - Decepticon King (bot mode)

Q: What happens if I flip more than one Decepticon Crown in the same battle?

A: Starscream—sorry—King Starscream's ability will trigger once for each Decepticon Crown you flip. Hit 2 of them and get +6 to your attack and defense for the turn.

Thrust - Supersonic Interceptor (alt mode)

Q: Can I use Thrust's ability if he's tapped when I attack with one of my other characters?

A: No. You can't tap Thrust if he's already tapped.

Torox - Fueler (alt mode)

Q: Can damage counters still be moved from enemy characters?

A: Yes. If an effect moves a damage counter without saying the damage is repaired, that effect will still work.

Volcanicus - Fiery Champion (Combiner mode)

Q: What happens if the damage done by Volcanicus's ability KO's the defender?

A: In that case, the attack ends, although any other abilities that trigger when Volcanicus attacks will happen. Volcanicus won't do attack damage and won't untap.

Warpath - Confident Sharpshooter (alt mode)

Q: If my opponent has more than 1 card in their scrap pile with two blue battle icons, can they choose to do 1 damage to each of two of their characters, or is all the damage done to the same character?

A: They can choose individually for each card.

Battle Cards

Aerialbot Formation

Q: If the upgraded character is tapped, does it give itself a +1 attack bonus?

A: No. The upgraded character doesn't count, only your other tapped Aerialbots.

Ancient Wisdom

Q: What happens if I scrap two Actions or two Upgrades?

A: In that case, you can return one card to your hand. The other card remains scrapped.

Q: What happens if I play this card with 2 cards left in my deck?

A: Whenever a card tells you to scrap (or reveal) cards from the top of your deck and then do something else with those cards, those cards aren't included in the reshuffle. So you'll scrap the top two cards, shuffle all other cards in your scrap pile into your deck, then return one or both scrapped cards to your hand, depending on what they are.

Q: What happens if I play this card with 1 card left in my deck?

A: In that case, you'll scrap the one card and shuffle all other cards in your scrap pile into your deck. Then scrap the new top card of your deck, meaning you've scrapped a total of two cards. Then return one or both scrapped cards to your hand, depending on what they are.

Q: What happens to a scrapped card that I don't return to my hand?

A: It stays in the scrap pile.

Q: If I scrap *Unleash Potential* and return it to my hand, can I then play it?

A: Yes. You follow the instructions of *Ancient Wisdom* in the order written.

Attack Drone

Q: If I have a character upgraded with more than one *Attack Drone* and I play another Weapon, what happens?

A: All the *Attack Drones* in the character's weapon slot are scrapped.

Bumpers

Q: What happens if a card tries to move damage counters to the upgraded character?

A: That effect is ignored. The damage counters stay where they are. They aren't repaired. If the card trying to move the damage counters has other instructions, those are still followed if possible.

Combat Commands

Q: If I have a Sentinel in my KO area that's in alt mode, can I flip it to bot mode?

A: No. *Combat Commands* works only on Sentinels in your KO area in alt mode.

Confidence

Q: Does the Action I play have to be one of the cards I drew?

A: No. You can play any Action in your hand after you scrap 2 cards from it.

Q: What happens if I have no other cards in my hand when I play *Confidence*?

A: You'll draw 2 cards and then immediately scrap them. You won't be able to play an Action because your hand will be empty.

Cooling Vents

Q: Can I put this on an undamaged Ranged character or a character that isn't Ranged?

A: Yes. You'll ignore the repair ability though.

Cornered!

Q: When I play *Cornered!* and force my opponent to flip one of their character's do they get to use a "when you flip to this mode" Ability on my turn?

A: Yes. If you play *Cornered!* on an opponent's character, they get to use a flip ability on that turn.

Defensive Driving

Q: What happens if two effects are trying to modify the damage a character takes?

A: In cases like that, the player whose character it is can choose which effect to apply. Then see if the other effect(s) still apply. Keep applying these effects until none apply. Each effect can apply to the same damage only once.

Electrified Spikes

Q: If I flip four orange battle icons, does it deal 2 damage?

A: No. The ability does a maximum of 1 damage, no matter how many orange battle icons you flip.

Q: What happens if the 1 damage KO's the attacker?

A: In that case, no damage is done to the defender.

Enemy Combat Analysis

Q: If a character is in a mode that has no stars printed on it, does it have 0 stars?

A: No. A character has the same number of stars no matter what mode it's in.

Energized Field

Q: If I flip two orange battle icons, does it deal 2 damage?

A: No. The ability does a maximum of 1 damage, no matter how many orange battle icons you flip.

Erratic Lightning

Q: Can I put this on an enemy character to lower its defense?

A: No. You can put Upgrades on your characters only.

Q: If I play this on a character with 0 defense, and then later something gives it +1 defense, what will its total defense be?

A: 0. Erratic Lightning won't drop your character's defense below 0, but the -1 applies again once your character's defense is raised.

Field Communicator

Q: What happens if I put this on a Specialist when there's only 1 card left in my deck?

A: In that case, you'll scrap that card. Then you'll shuffle all the other cards in your scrap pile into your deck. Then you may play the card you scrapped. If you don't, it will stay in your scrap pile.

Focus Fire

Q: Do I count the *Focus Fire* I'm playing?

A: Yes. The first one gives one of your characters bold 1.

Q: If I play a second *Focus Fire*, can I give the same character bold 1 twice?

A: Yes. You can give one character bold 1 twice (which is just like giving it bold 2), or you can give two separate characters bold 1.

Fog of War

Q: Who scraps cards from their hand first?

A: Actually, you each scrap cards at the same time. Each player should choose the cards they're going to scrap and set them aside without revealing them. Once both players are ready, they turn them face up and put them in their scrap pile.

Inferno Breath

Q: Can I play this if I have no untapped characters with 5 stars or more?

A: No. If you can't follow the instructions on the left side of the arrow on an Action, you can't play the Action.

Intelligence Mission

Q: Can I play this if I have no untapped Specialists with 5 stars or more?

A: No. If you can't follow the instructions on the left side of the arrow on an Action, you can't play the Action.

Leap of Faith

Q: What happens if I play *Leap of Faith* with only 1 card left in my deck?

A: First, you'll scrap that card. Then you'll shuffle all the other cards in your scrap pile into your deck. Then you may play the card you scrapped. If you don't, it will stay in your scrap pile. Then scrap the new top card of your deck and you may play it.

Mounted Missiles

Q: Can I put *Mounted Missiles* into a Weapon slot?

A: Yes. It can go into an Armor or Utility slot, but it doesn't have to.

Q: If I play *Mounted Missiles* on a character, do I have to choose which slot it's going in?

A: Yes. If you want it in the Armor slot, put it to the right of the character, where an Armor would normally go. If you want it in the Utility slot, put it below the character, where a Utility would normally go. Once *Mounted Missiles* is in a slot, it can't move to another slot. This means that if you put it into a character's Armor slot, you'd have to scrap *Mounted Missiles* if later you wanted to play an Armor on it.

Press the Advantage

Q: Can I play this if I don't have any Autobots or my opponent doesn't have any Decepticons just to get one of the effects?

A: Yes.

Q: Let's say I play this and choose my opponent's Decepticon with 1 defense. Later in the turn, it gets +2 defense. What will its total defense be?

A: 1. *Press the Advantage* won't drop the Decepticon's defense below 0, but the -2 applies again once the Decepticon's defense is raised.

Recon System

Q: Let's say I flip 3 battle cards (the normal 2 + 1 for Recon System) and there's a white battle icon there. Do I scrap one for *Recon System*'s effect immediately or do I flip the 2 extra cards?

A: Flip the extra cards first, then choose one of the cards you flipped and scrap it.

Q: If I put *Recon System* on Optimus Prime, Battlefield Legend (bot mode), can I scrap an Action that I flipped and then play it?

A: No. By the time you use Prime's ability to play one of the Action cards, it will be in the scrap pile and not among the cards you flipped.

Scrounge

Q: If I play *Scrounge* with only 1 card left in my deck and it's an Upgrade, can I play it?

A: Yes. You'll shuffle all the other cards in your scrap pile and then you may play the Upgrade.

Spare Parts

Q: What happens if an opponent's card tries to scrap a Weapon and an Armor from the upgraded character at the same time? Can *Spare Parts* save both of them?

A: No, *Spare Parts* can save only one other Upgrade. You choose whether it saves the Weapon or the Armor. *Spare Parts* and the other Upgrade will be scrapped.

Steamroll

Q: Can you give me an example of how this card works?

A: Sure. Let's say your opponent has a character with 12 health and 9 damage counters on it. You attack with the chosen character and would do 6 damage to it. That's 3 more than you need to KO the defender, so your opponent chooses one of their other characters and puts 3 damage counters on it.

Q: What if your opponent puts those 3 damage counters on a character with 10 health and 9 damage counters already on it? Do the extra damage counters on go to a third character?

A: No. The "*Steamroll* damage" only carries over to one other character. That 10-health character would end up in the KO area with 10 damage counters on it. The extra 2 damage counters are lost.

Q: Does the damage counters my opponent puts on another character count as attack damage?

A: Yes. The damage counters represent attack damage done by the chosen character.

Swindled

Q: Does the Upgrade I play have to be one of the cards I drew?

A: No. You can play any Upgrade in your hand after you scrap 2 cards from it.

Q: What happens if I have no other cards in my hand when I play *Confidence*?

A: You'll draw 2 cards and then immediately scrap them. You won't be able to play an Upgrade because your hand will be empty.

Tackle

Q: Can I play this if I have no untapped Melee characters?

A: No. If you can't follow the instructions on the left side of the arrow on an Action, you can't play the Action.

Tech Research

Q: *Tech Research*... doesn't do anything?

A: Not by itself, but you'll need to play it to play some Upgrades in the set.

Tooth and Claw

Q: If I want to play a Weapon on the upgraded character, do I choose which slot it goes in?

A: Yes. If you want the Weapon in its Armor slot, put it to the right of Megatron, where an Armor would normally go. Once the Weapon is in a slot, it can't move to another slot. This means that if you put a Weapon into its Armor slot, you'd have to scrap that Weapon if later you wanted to play an Armor on it.

Q: If I have a Weapon in the upgraded character's Armor slot and *Tooth and Claw* is removed from the character, what happens to the Weapon?

A: It stays where it is. Once an Upgrade is legally put into a slot, removing what made it legal to put it there doesn't matter.

Unleash Potential

Q: Does this mean I get a card from my collection? Do I have to own the card?

A: Yes, you get a card that's not in the current game and add it to your hand. For the rest of the game, you'll have one more battle card.

Q: Can I get a card if I'm already playing with 3 of that card in my deck?

A: Yes. The 3-card and 25-star limits apply only to your starting deck and team. You can bring in a fourth card, even if it would put you over the 25-star limit.

Vandalize

Q: If I choose Weapons and my opponent has characters with Weapons in either Utility or Armor slots, are those Weapons scrapped?

A: Yes. It only matters what kind of Upgrade it is, not what slot it's in.

METROPLEX DECK FAQ

METROPLEX DECK cards follow the Transformers TCG Advanced Rules in this document, with a few additions:

- SCAMPER, SIX-GUN, and SLAMMER don't count toward your 25-star character card team limit when playing with METROPLEX.
- Those 3 characters start the game under METROPLEX, and each can be deployed once during the game.
- When one is deployed, put it onto the battlefield untapped and in alt mode. It can attack that turn.
- If SCAMPER, SIX-GUN, or SLAMMER is KO'd, put it into your KO area. It doesn't go back under METROPLEX.
- You don't lose the game until all your characters are KO'd. Even if METROPLEX is KO'd, you're still in the game if SCAMPER, SIX-GUN, or SLAMMER is on the battlefield.

Q: Can Metroplex be played with any other characters?

A: No. Because Metroplex has 25 stars, he alone hits the limit. The three characters that start under him don't count toward the 25-star limit.

Q: If I'm not playing with Metroplex, can I have Scamper, Six-Gun, or Slammer on my team?

A: Sure. Those three characters can be played with other decks or with other teams, as long as you stay under the 25-star limit.

Q: While Scamper, Six-Gun, and Slammer are under Metroplex, do their abilities work?

A: No. They're not on the battlefield yet, so none of their abilities work. Similarly, they can't attack or defend. For example, if your opponent plays an Action that does damage to each of your characters, the ones under Metroplex won't be affected.

Q: What happens when I deploy one of the characters under Metroplex?

A: You put it onto the battlefield untapped in alt mode. It's now one of your characters, so you choose it as your attacking character that turn if you want to. If you haven't already flipped one of your characters for the turn, you can flip the newly-deployed character.

Q: Do I have to deploy Scamper first?

A: No. You can choose any of the characters under Metroplex. You don't have to deploy them in any particular order.

Q: What happens when Scamper, Six-Gun, or Slammer is KO'd?

A: If that happens, they go to your KO area. They don't go back under Metroplex.

Q: If Metroplex gets KO'd, but I've deployed other characters to the battlefield, do I lose?

A: Not yet! And maybe not at all! As long as you have a character on the battlefield, the game continues. However, once Metroplex is KO'd, characters you hadn't deployed yet won't be able to enter the battlefield. They won't be in the KO area. But don't worry about that. Focus on your epic comeback!

Q: Um, I don't know how to tell you this, but... I think you forgot to print Slammer's bot mode.

A: Slammer has only alt mode. It is a combat drone, after all. It can't flip. Ignore any effect that tries to flip it.

Protected by Metroplex

Q: What happens if Metroplex is KO'd, but the upgraded character is still on the battlefield?

A: In that case, Protected by Metroplex will have no effect. The upgraded character will take damage as normal.

Q: Can I put Protected by Metroplex on Metroplex?

A: Yes, but it wouldn't really do anything. Any damage Metroplex would take would just happen normally.

TRANSFORMERS TCG: WAVE 1 CARD FAQ

Introduction, or... “What’s an FAQ?”

FAQ stands for “Frequently Asked Questions.” It’s a collection of questions players might have about new Transformers TCG cards. While this document covers a lot of ground, you may have questions you can’t find the answers to here.

Note: Not all cards in Set 1 are listed here.

Deck & Team Construction

Q: Can I have more than one of the same character on my team?

A: You can’t have more than one of the same character card on your team, but you can have more than one of the same character if they’re on different cards. For example, your team can’t have two copies Bumblebee, Brave Warrior, but it could have one Bumblebee, Brave Warrior and one Bumblebee, Courageous Scout.

Q: Can my team have both Autobots and Decepticons?

A: Yes. All characters in the game can work together under your leadership.

Autobots & Decepticons

Q: Some cards refer to Autobots or Decepticons. How do I know which characters are Autobots?

A: Autobots have a red frame and the Autobot insignia in the lower right corner. Decepticons have a purple frame and the Decepticon insignia in the lower right corner. A few characters have “Autobot” or “Decepticon” in their names, although these aren’t the only Autobots and Decepticons.

Stars

Q: Some cards refer to the number of stars a character has. Does a character in bot mode have any stars?

A: Yes. Even though the stars are printed on the alt mode side of the card, the character has that number of stars no matter which mode it’s in.

Attacking

Q: Can the same character attack 2 turns in a row?

A: As long as that character is untapped, sure. (The basic rules used with the Autobot Starter Set say that a character can’t attack twice in a row, but that rule isn’t part of the Advanced Rules.)

Bold & Tough

Q: What happens if a character has more than one instance of Bold or Tough?

A: Each Bold or Tough ability works. For example, if a creature with Bold 1 got a Weapon that gave it Bold 2, it would flip 3 additional cards when attacking.

Pierce

Q: How does Pierce work?

A: Pierce tells you the minimum amount of damage a character can do in an attack, although a character can never do more damage than its attack total. For example, say a character with Pierce 2 attacks. After flipping battle cards, the attack total is 5 and the defense total is 4. Normally, the character with Pierce would do only 1 damage, but because of Pierce, it does 2 damage instead.

This also works if the attack total is equal to or less than the defense total. Say the attacker has an attack total of 5, but this time it runs into a massive defense total of 9. If that character had Pierce 2, it would still do 2 damage.

If the character with Pierce 2 had an attack total of only 1, it would do 1 damage against any defense total.

Q: Can other effects change the amount of damage done after Pierce is applied?

A: Yes. For example, say a character with Pierce 4 attacks Insecticon Skrapnel in bot mode. (He has the ability “This can't take more than 3 attack damage from a single attack.”) After battle cards are flipped, the attacking character would do 2 damage, but Pierce raises that to 4. Insecticon Skrapnel's ability would then reduce the damage done to 3.

Upgrades

Q: What are Upgrade slots?

A: Each character can hold one Weapon, one Utility, and one Armor. Some characters and some Upgrades have abilities that change these limits.

Q: What happens when I play an upgrade?

A: Upgrades stay on the battlefield attached to the character that's holding it. When you play a Weapon, put it to the left of the character it's on. When you play a Utility, put it just below the character. For an Armor, put it to the right of the character.

Upgrades can give your characters better stats. For example, most Weapons add attack and most Armors add defense. Upgrades can also give the character additional abilities.

Q: Can I have more than one of the same Upgrade on the battlefield?

A: Yes. Upgrades aren't unique. You could have two characters each with the same Weapon, for example.

Q: Some Upgrades say “Put on [something] only.” How does that work?

A: These abilities describe what kind of character the Upgrade can be put on. This is usually a trait such as Melee, Plane, or Insecticon. An Upgrade can be put on a character only if that character matches the listed requirement.

Q: Let’s say I have an Upgrade that says “Put on Planes only” and I put it on a Plane. But then next turn I flip the Plane to its other mode, and it’s no longer a Plane. What happens?

A: The Upgrade stays with the character it’s on. That ability limits only what the Upgrade can initially be put on. Once that happens, the Upgrade doesn’t check again.

KO

Q: If one of my characters is KO’d, does it keep its damage counters?

A: A KO’d character has damage counters on it equal to its health. Note that this is true even if it took more damage while on the battlefield. For example, if a character with 7 health takes 10 damage, it ends up in the KO area with 7 damage counters. Although 10 damage was done, the extra 3 damage counters are simply lost.

Q: If one of my characters is KO’d, what mode is it in?

A: Characters don’t change modes when are KO’d. If a character was in bot mode when it was KO’d, it will be put in the KO area in bot mode.

Q: If a card returns a KO’d character to the battlefield, what mode is it in? Is it tapped or untapped?

A: Unless the card that returns the character says otherwise, it will be untapped and in the same mode it was in the KO area.

Q: If a character is KO’d, what happens to its upgrades?

A: They’re put into the scrap pile.

Q: Can a character in the KO area be flipped, when you choose a character to flip for the turn and/or through action cards like *Rapid Conversion*?

A: You can flip for the turn, but no cards in the game can effect characters in the K.O. Area unless specifically stated.

Q: If a character flips in the KO area, will you benefit from any "*When this character flips to this mode -*" abilities? Do flip abilities matter if they're on the field or in the KO area, as long as the action of flipping happens?

A: KO’d characters flip abilities do not trigger when flipped unless specifically stated.

Triggered Abilities

Q: What is a triggered ability?

A: A triggered ability is an ability that's caused by a specified game action. They're usually written in the form "When [something happens] -> [effect]." The effect happens just after the specified game action is taken. For example, many characters have triggered abilities that start with "When you flip to this mode." The effects of these abilities happen immediately after you flip the character to the appropriate mode.

Q: What happens if more than one triggered ability triggers at the same time?

A: Triggered abilities always happen one at a time. If all the triggered abilities belong to one player, that player chooses their order. If both players have triggered abilities that would happen at the same time, first the player whose turn it is handles all their triggered abilities in any order, then the other player does the same with their triggered abilities.

Character Cards

Arcee, Skilled Fighter (alt mode)

Q: What happens if some of my characters are undamaged when I flip Arcee to alt mode?

A: There are no damage counters to remove, so nothing happens to those characters.

Arcee, Skilled Fighter (bot mode)

Q: If Arcee's attack is boosted by actions or Upgrades, does that raise her Pierce number?

A: Yes. For example, if you play an action card that gives Arcee +2 attack until end of turn, she'll have Pierce 3.

Q: Let's say I attack with Arcee and reveal two orange attack icons, giving her +2 attack. Does her Pierce number go up?

A: Yes.

Q: What happens if Arcee has a Piercing Blaster or another Upgrade that gives her more Pierce?

A: In that case, Arcee will have Pierce equal to her attack plus the Pierce from the Upgrade. In that example, Arcee's attack is 1, so she'll have Pierce 4. However, remember that characters with Pierce can't deal more damage than their attack total, so she'll do only 1 damage (not including other attack bonuses or orange battle icons).

Q: Arcee is in Bot mode. She attacks Barrage in Bot mode. Arcee flips 3 orange icons and Barrage flips 2 blue icons. Arcee's attack is 4 w/Pierce 4 (due to her ability), while Barrage has 4 defense. Does she only deal 0 damage for the entire attack or 4 only due to her Pierce 4?

A: After flipping the three orange, she has Pierce 4, meaning she would do a minimum of 4 damage.

Q: Arcee is in Bot mode. She attacks Barrage in Bot mode. Arcee does not flip any orange icons and Barrage flips 2 blue icons. Arcee's attack is 1 w/Pierce 1 (due to her ability), while Barrage has 4 defense. Does she only deal 0 damage for the entire attack or 1 only due to her Pierce 1?

A: In this scenario, Arcee deals 1 damage.

Autobot Cosmos, Recon & Communication (bot mode)

Q: If there are two cards left in my deck, and I attack with Autobot Cosmos, will his ability trigger?

A: Yes. You reshuffle your scrap pile into your deck as soon as the deck is empty. In this case, Autobot Cosmos will attack, you'll flip up the two remaining cards in your deck, and the defender will be KO'd (assuming it has 12 stars or fewer). Your opponent won't flip any battle cards for the attack if their character is KO'd this way.

Q: Say Autobot Cosmos has a Data Pad. Will Autobot Cosmos's ability trigger if you draw the last card of your deck while he's attacking?

A: Yes. Drawing the last card of your deck will cause you to shuffle your deck, and this will cause Autobot Cosmos to KO the defender.

Autobot Hound, Long-Range Scout (bot mode)

Q: Let's say you attack with another character and flip a white battle icon. Then, because your opponent's characters are all tapped, you get to attack again. For your second attack, you attack with Autobot Hound and flip a white battle icon. Will his ability trigger?

A: No. The white battle icon you flipped while attacking with Autobot Hound wasn't your first white battle icon that turn, so he won't get the bonus.

Autobot Jazz, Special Ops (alt mode)

Q: If the attacking character would deal more than 2 damage, what happens to the extra damage?

A: The extra damage doesn't happen. The attacking character will deal only 2 damage.

Q: Let's say Autobot Jazz defends and the attacker has an ability that deals damage to him. Does that damage count for Autobot Jazz's ability?

A: Yes. Any damage dealt to Autobot Jazz while he's defending and his ability is active will count. If the attacker has an ability that deals 1 damage to Autobot Jazz, then he can't take more than 1 more damage from the attack.

Autobot Mirage, Lone Wolf (bot mode)

Q: If I am playing Autobot Mirage in his Bot Mode and I hit three white pips while attacking, he untaps. Does this mean I get an additional attack this turn or is he just untapped for next turn? The only reason I ask is because his effect states "during his first attack" so I felt it implied he could attack more than once that turn.

A: Ordinarily, he would only get one attack and then untap. However, if your opponent is completely tapped out, Mirage and any of your other untapped characters will get an additional attack.

Autobot Mirage, Lone Wolf (alt mode)

Q: If I played an action because of his ability, can I play another action that turn?

A: Yes.

Bumblebee, Courageous Scout (alt mode)

Q: What happens if I have no cards in my hand when I use this ability?

A: You'll draw a card, look at it, and immediately put it on top of your deck. You can't do anything else with the card (like play it) before putting it on top of your deck. Bumblebee, Courageous Scout (bot mode)

Q: Let's say I reveal one white battle icon during Bumblebee's combat. Then I flip another white battle icon in the two bonus cards. Will his ability trigger?

A: Yes. For any ability that looks at what battle icons you flipped, flip your two bonus cards before checking if that ability triggers or not.

Bumblebee, Legendary Warrior (alt mode)

Q: Does flipping Bumblebee to alt mode mean I have to attack with him that turn?

A: No. It just lets Bumblebee attack untapped enemies if you decide to attack with Bumblebee.

Q: Can Bumblebee still attack tapped enemies that turn?

A: Yes. Because Bumblebee will be able to attack any enemy, tapped or untapped, you choose which enemy he attacks.

Q: Does attacking an untapped enemy cause that enemy to become tapped?

A: No. The enemy will stay untapped. None of the other rules of combat change.

Chop Shop, Sneaky Insecticon (alt mode)

Q: If I scrap three Upgrades from Chop Shop, can I repair 1 damage from each of three of my Insecticons, or do I have to repair 3 damage from one Insecticon?

A: You can choose a different Insecticon for each repair.

Chop Shop, Sneaky Insecticon (bot mode)

Q: If Chop Shop has a Weapon attached to him, can you move another Weapon onto him?

A: Yes, but you'll have to scrap the Weapon he originally had.

Q: If the Upgrade I move onto Chop Shop has an ability that triggers "when the Upgraded character attacks," does that ability trigger?

A: No. That Upgrade wasn't on Chop Shop when he attacked, so that ability won't trigger.

Q: If the Upgrade I move onto Chop Shop gives him Bold or an ability to flip extra battle cards when attacking, do I flip extra battle cards?

A: Yes. Chop Shop's ability happens before you flip battle cards, so Upgrades that give Chop Shop Bold will work.

Q: Can Chop Shop's ability be used to move an Upgrade that says "Put only on Planes" onto him?

A: No. Any ability that says what an Upgrade can be put on still apply, so you can't sneak Upgrades onto Chop Shop that he can't have.

Chromia, Special Ops (bot mode)

Q: Let's say I reveal one white battle icon during Chromia's attack. Then I flip another white battle icon in the two bonus cards. Will her ability trigger?

A: Yes. For any ability that looks at what battle icons you flipped, flip your two bonus cards before checking if that ability triggers or not.

Q: While playing Chromia, you trigger her ability by flipping 2 white icons for your first 2 battle card flips, is that when your draw into hand happens? Or do you continue your battle flips then take your draw into hand?

A: Resolve all of the flips and then draw into your hand.

Cliffjumper, Renegade Warrior (bot mode)

Q: What happens if one of my characters that's a Car while in alt mode but not in bot mode is KO'd while it's in bot mode?

A: Characters are put in the KO area in the same mode they were in on the battlefield. In that case, the KO'd character isn't a Car and won't add to Cliffjumper's bonus.

Q: Does transforming a Car-mode character in the KO pile activate Cliffjumper's alternate mode ability?

A: Not unless specifically stated. K.O.'d characters flipping won't trigger any abilities unless otherwise stated.

Demolisher, Devoted Decepticon (bot mode)

Q: If I play an Action or Upgrade to increase Demolisher's defense, do I flip that many more battle cards? A: Yes. Consider Demolisher's current defense, including all bonuses from other cards, when determining how many more battle cards you flip.

Dinobot Sludge, Mighty Stomper (alt mode)

Q: Dinobot Sludge's health is 12. Let's say there are 15 damage counters total on my other Dinobots. When I flip Dinobot Sludge to alt mode, can I move all those damage counters onto him?

A: Yes. This will, of course, cause Dinobot Sludge to be KO'd. He'll be sad.

Dinobot Snarl, Desert Warrior (bot mode)

Q: Do I put the card on top of my deck before flipping battle cards?

A: Yes. The card you put on top of your deck (if any) will be the first battle card you flip.

Grimlock, Dinobot Leader (alt mode)

Q: Can Grimlock give himself Bold 3 with his ability.

A: Yes. Grimlock Dinobot. Grimlock count.

Grimlock, Dinobot Leader (bot mode)

Q: How does Grimlock's ability work?

A: Let's say Grimlock attacks a character with 10 health and 8 damage counters. If he does 4 attack damage to that character, 2 of that damage is enough to KO the defender. For the extra 2 damage, your opponent chooses one of their other characters. That character would get 2 damage counters.

Q: Let's say the extra damage is enough to KO a second character. Does the extra damage keep going to a third character?

A: No. The extra damage isn't attack damage. Continuing the previous example, your opponent could choose a character with 12 health and 11 damage counters and do 2 more damage to it. That character would be KO'd.

Inferno, Fearless Firefighter (alt mode)

Q: Can I choose one of my characters and return all its Upgrades to my hand?

A: Yes. You can choose any character, one of yours or an enemy. You could even choose a character with no Upgrades if you didn't want to return any to their owner's hand.

Insecticon Skrapnel, Insecticon leader (bot mode)

Q: If the attacking character would deal more than 3 damage, what happens to the extra damage?

A: The extra damage doesn't happen. The attacking character will deal only 3 damage.

Q: Let's say Insecticon Skrapnel defends and the attacker has an ability that deals damage to him. Does that damage count for Insecticon Skrapnel's ability?

A: Yes. Any damage dealt to Insecticon Skrapnel while he's defending will count. If the attacker has an ability that deals 1 damage to Insecticon Skrapnel, then he can't take more than 2 more damage from the attack.

Jetfire, Air Guardian (bot mode)

Q: Can I use Jetfire's ability to put an Upgrade on him if he already has an Upgrade of that type?

A: Yes, but you'll have to scrap the Upgrade of that type he originally had.

Megatron, Decepticon Leader (bot mode)

Q: Megatron is in Bot mode. He has *Grenade Launcher* equipped giving him +4 attack. He attacks Barrage in Bot mode. Megatron does not flip any orange icons and Barrage does not flip any blue icons. Megatron's attack is 8 w/Pierce 3 (due to his ability), while Barrage has 2 defense. Does he only deal 6 damage for the entire attack or 3 only due to his Pierce 3?

A: 6. Pierce is a minimum damage.

Megatron, Living Weapon (bot mode)

Q: Does Megatron's ability mean he can hold three Weapons?

A: Yes. He can have a Weapon in his Weapon slot as well as Weapons in his Armor and/or Utility slots.

Q: If I play a Weapon on Megatron, do I have to choose which slot it's going in?

A: Yes. If you want the Weapon in its Armor slot, put it to the right of Megatron, where an Armor would normally go. Once the Weapon is in a slot, it can't move to another slot. This means that if you put a Weapon into Megatron's Armor slot, you'd have to scrap that Weapon if later you wanted to play an Armor on him.

Q: When Megatron flips to alt mode, can he keep all his Weapons?

A: Yes. The bot mode ability applies only to how the Weapons are put on Megatron.

Q: Say Megatron is in bot mode and has two Weapons. Then he flips to alt mode. Can I give him another Weapon?

A: Yes. If his Weapon slot is empty, you can just play the Weapon as normal. If there's already a Weapon in that slot, you'd have to scrap it to play the new Weapon. Remember that while Megatron is in alt mode, you can play Weapons only into his Weapon slot.

Q: What happens if I have Megatron - Living Weapon equipped with 2 weapons and an armor and I play *Swap Parts*?

A: In this scenario, if the other character you are choosing with *Swap Parts* does not have an ability or effect that allows them to hold multiple weapons, you will be able to bring the armor and a weapon of your choice to them. The remaining weapon will stay on Megatron.

Nemesis Prime, Dark Clone (bot mode)

Q: Can I look at the bottom card of my deck before putting it under Nemesis Prime?

A: No. Neither you nor your opponent will know what card it is.

Q: What happens to the cards under Nemesis Prime when he's KO'd?

A: They're put into the scrap pile, along with any Upgrades he had.

Q: If I'm attacking with Nemesis Prime and in the course of my attack burn through my deck, his ability triggers and I shuffle. Once done shuffling, the bottom card goes under him. Does he instantly get the +3 attack, or does it get added to his next attack?

A: He gets the +3 attack instantly.

Q: Does Nemesis Prime keep his attack power from recycling scrap when he flips to truck mode?

A: The ability that grants the attack bonus is not on his truck mode, so it does not increase his attack, although the face-down cards remain under him.

Optimus Prime, Battlefield Legend (bot mode)

Q: If I flip a white battle icon, do I flip the extra cards before using Optimus Prime's ability?

A: Yes. The ability works after you've flipped all cards, including extra cards from abilities like Bold or from white battle icons.

Q: If I play one of the Actions I flip, do I still count its orange battle icons?

A: Yes. The Action card was still flipped for the attack, so its orange battle icons will still count.

Q: If the Action I play gives Optimus Prime Bold, can I flip more battle cards?

A: No. You've already flipped cards for that attack.

Q: If Optimus Prime - Battlefield Legend attacks in Bot Mode and you flip a *New Designs*, can it be used to put an upgrade on to one of my characters? Also is this the same if I flip a *Brainstorm*?

A: Yes to both!

Q: Optimus Prime - Battlefield Legend flips *Supercharge*, would this result in additional bold 3 if I played that from his ability?

A: He would have bold 3, but would not be allowed to flip additional cards.

Prowl, Military Strategist (alt mode)

Q: If I flip Prowl to alt mode and give my Cars Bold 2, but later in the turn I flip one of my Cars so it's no longer a Car, does it keep Bold 2 until end of turn?

A: Yes. Once the bonus has applied, the character will keep Bold 2 until the end of the turn.

Prowl, Military Strategist (bot mode)

Q: Prowl's ability says "When one of your Cars is KO'd -> Repair 3 damage from one of your other characters." Does "one of your other characters" mean other than Prowl or other than the Car that was KO'd?

A: It means other than Prowl. Prowl can't repair himself.

Ransack, Insecticon Commando (alt mode)

Q: What happens if I flip Ransack to alt mode and there are no damaged characters?

A: In that case, nothing happens. No damage counters are put on Ransack.

Q: What happens if the only damaged characters are enemies? Can I choose one of my characters and do nothing?

A: Yes. You choose any other character, damaged or not. Then move 2 damage counters from that character onto Ransack if you can.

Ransack, Insecticon Commando (bot mode)

Q: How does Ransack's ability work with Actions or Upgrades that raise his attack?

A: Ransack's ability sets his base attack value, what you'd see printed on the card if it didn't change. From there, Actions and Upgrades can raise that value. For example, if Ransack has 5 damage counters, his base attack would be 5. If he then got a Weapon that gave him +2 attack, his attack would be 7. This wouldn't change the number of damage counters on him.

Slipstream, Strategic Seeker (alt mode)

Q: What happens if the 1 damage counter I move onto the defender is enough to KO it?

A: If either character is KO'd in the middle of an attack, the attack immediately ends. In that case, you won't flip battle cards (and neither will your opponent).

Slipstream, Strategic Seeker (bot mode)

Q: What does "3 different battle icons" mean? If I flip two orange battle icons and one blue battle icon, does that count?

A: No. It means you must flip at least one of three different battle icons. For example, one orange, one blue, and one white battle icon.

Sunstorm, Fusion Flyer (alt mode)

Q: What happens if I have 3 or more cards in my hand when I flip Sunstorm to alt mode?

A: Nothing. You won't draw any cards, and nothing happens to the cards in your hand.

Sunstorm, Fusion Flyer (bot mode)

Q: How does Sunstorm's ability work with Actions or Upgrades that raise his attack?

A: Sunstorm's ability sets his base attack value, what you'd see printed on the card if it didn't change. From there, Actions and Upgrades can raise that value. For example, if you have 3 cards in hand, his base attack would be 3. If he then got a Weapon that gave him +2 attack, his attack would be 5. This wouldn't change the number of cards in your hand.

Thundercracker, Mach Warrior (alt mode)

Q: What happens if my opponent doesn't have any melee enemies?

A: In that case, nothing happens.

Wheeljack, Weapons Inventor (alt mode)

Q: If I play an Action that puts an Upgrade on one of my Cars, does Wheeljack's ability trigger?

A: Yes. That ability triggers no matter how the Upgrade was put onto one of your Cars.

Battle Cards

Aerial Recon

Q: If I don't scrap the card I look at, what do I do with it?

A: Just put it back on top of your deck.

Agility of Bumblebee

Q: Can I put this on characters other than Bumblebee?

A: Yes. The Upgraded character will get the +1 attack bonus, although the ability to draw cards won't work.

Backup Plan

Q: Can I play Backup Plan if it's the last card in my hand?

A: Yes. Your hand will then be empty. You won't scrap any cards, but you will draw 3 cards.

Battle Ready

Q: What happens if I play Battle Ready, and then later in the turn the number of Upgrades on one of my characters changes?

A: The bonus for Battle Ready happens when you play it and won't change later in the turn, even if you play an Upgrade or one of your Upgrades is scrapped.

Brainstorm

Q: Assuming I want to use Brainstorm to play two more Actions, how do I order them?

A: First, choose your first Action. Carry out all its instructions and set it aside. Then choose your second Action and carry out its instructions. Note that you don't have to choose the Actions ahead of time. For example, if your first Action lets you draw a card, and that card is an Action, you could play that Action as your second one.

Bug Bomb

Q: Do I draw a card before doing the other parts of the effect?

A: Yes. If a card tells you to do multiple things, always do them in order. First, you'll draw a card. Then you scrap an enemy Upgrade. Finally, your opponent scraps a card from their hand. (This means they'll know what Upgrade you scrap before deciding what card to scrap from their hand.)

Cargo Trailer

Q: If my character has 2 Cargo Trailers, and I play a different Utility, do I scrap both Cargo Trailers?

A: Yes. The character can hold up to 3 Cargo Trailers or a different Utility, but not both.

Collateral Damage

Q: Who picks their Weapon to scrap first? Who picks a card in their hand to scrap first?

A: Any time both players are given the same instruction, the player whose turn it is goes first. If you play Collateral Damage, first you'll scrap a Weapon from one of your characters, then your opponent will, then you'll scrap a card from your hand, and finally your opponent will.

Q: Can I play Collateral Damage if none of my characters have a Weapon or if I won't have any other cards in my hand?

A: Yes. You can always play an Action card, even if you can't carry out some of its instructions. Just do as much as you can.

Crushing Size

Q: If one of my opponent's characters has a Utility, can I choose not to scrap it and draw a card?

A: No. If there is an enemy Utility, you must scrap it. You draw a card only if you can't scrap an enemy Utility.

Crushing Treads

Q: If the Upgraded character's defense is boosted by actions or Upgrades, does that raise its Pierce number?

A: Yes. For example, if you play an Armor card that gives that gives the Upgraded character +3 defense, Crushing Treads will give that character Pierce 3.

Q: Do blue battle icons add to a character's defense even if it's attacking?

A: No. Similarly, orange battle icons don't raise a character's attack when that character is defending.

Drill Arms

Q: If one of my opponent's characters has an Armor, can I choose not to scrap it and draw a card?

A: No. If there is an enemy Armor, you must scrap it. You draw a card only if you can't scrap an enemy Armor.

Equipment Enthusiast

Q: Which Upgrades should I count?

A: Only your Upgrades on the battlefield count. Don't include ones in the scrap pile or your hand.

Force Field

Q: Does Force Field work against damage done by a character with Pierce?

A: Yes. Even if the attacker has Pierce 5 or more, Force Field will make sure the Upgraded character takes only 4 damage.

Q: Let's say the Upgraded character also has Heroism. If another character would take 5 or more attack damage, what happens?

A: The damage that would be done to the defender is instead done to the character with Heroism and Force Field. That damage is still attack damage, so 4 damage is done to the Upgraded character instead.

Q: *Force Field* states "if the upgraded character would take 5 or more attack damage - instead scrap this card and the upgraded character takes 4 attack damage." What happens when the target received 4 or fewer attack damage? Do they take that damage and keep *Force Field* equipped until 5 attack damage is received or does it still get scrapped even if you have only taken 3 attack damage?

A: *Force Field* will not be scrapped if you take 4 or fewer attack damage on one attack, and it does not remember previous attacks, even in the same turn.

Fusion Cannon of Megatron

Q: Can I put this on characters other than Megatron?

A: Yes. The Upgraded character will get the +1 attack bonus, although it won't get Pierce 3.

Grenade Launcher

Q: When does the ability check to see if Grenade Launcher should be scrapped?

A: Any ability that starts with "After the Upgraded character attacks" happens after attack damage is done and the battle ends.

Q: If Optimus Prime, Battlefield Legend attacks, and the Action I play puts a Grenade Launcher onto him, will that Grenade Launcher be scrapped?

A: Yes. After the battle, Grenade Launcher will see that the character it's upgrading has attacked and its ability will make you scrap it. Similarly, if a character that has a Grenade Launcher attacks, but somehow no longer has that Grenade Launcher after the battle (say, because a Swap Parts put it on a different character), Grenade Launcher won't be scrapped.

Heroism

Q: What happens if I have more than one character with Heroism and attack damage would be done to a different character?

A: You can choose which of the characters will take the damage.

Q: Does the damage still count as attack damage?

A: Yes. Any other card that cares about attack damage will still apply.

Hunker Down

Q: What happens to characters who are in alt mode?

A: Any character in alt mode, as well as characters who are in bot mode but whose alt mode isn't a Tank, doesn't flip. Then each Tank, whether it flipped or not, can get an Armor from your scrap pile.

Q: If I have more Armors in my scrap pile than I have Tanks, what happens?

A: You choose which Armor goes on which Tank. The same is true if you have more Tanks than you do scrapped Armors.

I Still Function!

Q: How many damage counters does a character in the KO area have?

A: A KO'd character has damage counters on it equal to its health. Note that this is true even if it took more damage while on the battlefield. For example, if a character with 7 health takes 10 damage, it ends up in the KO area with 7 damage counters. If you return it with I Still Function!, it will end up with 6 damage counters.

Q: What mode is the returned character in?

A: It stays in whatever mode it was KO'd in. If you haven't already flipped one of your characters, you can flip the returned character to its other mode.

Null-Ray of Starscream

Q: Can I put this on characters other than Starscream?

A: Yes. The Upgraded character will get the +1 attack bonus, although it won't get Bold 2.

One Shall Stand, One Shall Fall

Q: What happens if this KO's your opponent's last character and your last character at the same time?

A: In that case, the game is a draw. Time to start the next game!

Peace through Tyranny

Q: Let's say I play Peace through Tyranny and end my turn with no untapped characters, while at least one of my opponent's characters is untapped. What happens during my extra turn? Can I attack?

A: Not unless you find a way to untap one of your characters.

Q: What happens if I somehow play two of these in the same turn?

A: In that case, you'll take two extra turns after the current turn.

Photon Bomb

Q: What happens if this KO's all characters on the battlefield?

A: In that case, the game is a draw. Time to start the next game!

Rapid Ascent

Q: Can I put Rapid Ascent on a non-Ranged character?

A: Yes. It will still get the +1 defense bonus, although the ability of Rapid Ascent won't trigger.

Rapid Conversion

Q: Can *Rapid Conversion* be used to flip a character in the KO area? We know now that we can use our flip for the turn to do this, can cards like *Rapid Conversion* be used?

A: No, cards cannot effect cards in the K.O. Area unless specifically stated.

Q: Would Thrust grant +5 to Optimus Prime - Battlefield Legend if *Rapid Conversion* was played when using Prime's bot mode ability.

A: No. The amount of bonus granted by Thrust is granted at the time his ability is triggered and not modified afterwards.

Roll Out!

Q: What happens to characters that are already in alt mode?

A: Nothing. They won't flip. Salvage for Parts

Q: Will this repair damage from my opponent's characters if they had Upgrades scrapped from them?

A: Yes.

Scrapper Gauntlets

Q: If one of my opponent's characters has a Weapon, can I choose not to scrap it and draw a card?

A: No. If there is an enemy Weapon, you must scrap it. You draw a card only if you can't scrap an enemy Weapon.

Start Your Engines

Q: What happens to characters who are in alt mode?

A: Any character in alt mode, as well as characters who are in bot mode but whose alt mode isn't a Car, doesn't flip.

Q: Does the Car I untap have to be one that just flipped?

A: No. You can flip any of your Cars, even one that was already in alt mode and didn't flip.

Static Laser of Ironhide

Q: Can I put this on characters other than Ironhide?

A: Yes. Those characters will get the +3 attack bonus, but they will be damaged by StaticLaser of Ironhide's ability when they attack. If the Upgraded character is Ironhide, that ability won't do anything and Ironhide can attack without being damaged.

Swap Missions

Q: What happens if all my characters are tapped when I play Swap Missions?

A: First you'll untap one of your characters. Then, because that will be your only untapped character, you'll immediately tap it.

Q: What happens if all my characters are untapped when I play Swap Missions?

A: Playing Swap Missions in this case is probably a bad idea. Because all your characters are already untapped, you can't untap any of them. Then you'll tap one of them.

Swap Parts

Q: What happens if one of the two characters doesn't have any Upgrades?

A: In that case, just move all the Upgrades from the one character to the other. There doesn't actually have to be a full swap.

Q: What happens if an Upgrade can't be put on the other character? For example, say I have an Upgrade that says "Put on Cars only" and the other character isn't a Car?

A: If an Upgrade can't be put on the other character, it stays where it is. If the other character has an Upgrade of the same type, that Upgrade also stays where it is.

Q: If an Upgrade has an ability that says "When you put this on a character" or similar, will that ability trigger if I put it on a new character with Swap Parts?

A: Yes.

Swarm!

Q: Can my opponent choose a different one of their characters for each 1 damage? Can I choose a different creature for each 1 repair?

A: Yes to both.

Q: Are the flipped battle cards put into the scrap pile?

A: Not right away. Set them aside for now, in the same place you put played Actions cards and battle cards flipped during the attack. Those cards will all be scrapped at the end of the turn.

System Reboot

Q: What happens if a player has no cards in their hand?

A: In that case, the player doesn't scrap any cards and just draws 4 cards.

Team-Up Tactics

Q: What happens if a character is both a Truck and a Car?

A: There aren't any characters that are both a Truck and a Car.

Q: Yeah, but like, what if?

A: That's not a real question.

Q: Come on... I want to know!

A: You would repair 2 damage from it and then you would draw 2 cards.

Q: When are you going to make a character that's a Truck and a Car?

A: ...

Turbo Boosters

Q: What happens if I put Turbo Booster on a character that's already untapped? A: Nothing much. It will get the +1 attack bonus, but the untap ability won't do anything.