

TRANSFORMERS

TRADING CARD GAME

BASIC RULES

For use with the 2-player 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.

ADVANCED RULES

BUILDING A TEAM AND DECK

You can have as many TRANSFORMERS character cards on your team as you want, up to but not more than a team of 25. Look at the bottom of each character card on its alt-mode side to see how many it's worth. You can't have more than 1 of each unique character (based on its full card name) on your team.

Most characters have 2 modes: alt mode and bot mode. The mode that's face up tells you a character's current stats and abilities.

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

- Put your character cards on your side of the battlefield in alt mode (or alt 1 mode).
- 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 to its other mode.
- Play 1 Action card from your hand.
- Play 1 Upgrade card from your hand onto 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.

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 orange attack battle icons flipped and add that to its Attack.
6. For the defender, count the number of blue defense battle icons flipped and add that to its Defense.
7. If the attacker's number is higher, it does damage to the defender equal to the difference. If they have the same number or the defender's number is higher, no damage is done.

Some cards may affect how characters attack and defend.

After the attack, 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. It's out of the game, so set it off to the side in a KO area.

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!

METROPLEX DECK

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.

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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 of 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.

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).

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 (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.

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.

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, 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.

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.

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.

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.

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.

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 Static Laser 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.

METROPLEX DECK FAQ

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.

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!

Mensor - 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 Mensor lets me play?

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

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.

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.

Warpth - 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.

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.