THE GAME

IT IS A WORLD TRANSFORMED, WHERE THINGS ARE NOT WHAT THEY SEEM, IT IS THE WORLD OF THE TRANSFORMERS…A WORLD OF HEROIC AUTOBOTS AND EVIL DECEPTICONS

NOTE FROM THE AUTHOR

If you are downloading this game you are somewhat familiar with the Transformers universe. I wanted to create a simple tactics related game. There are already several good traditional fan made role-playing games in the Transformers universe, but I wanted a non role-playing game that could settle the score between Autobots and Decepticons.

This game is based solely on the information included on the Tech Specs that came with the original Transformers toys. There are a few deviations from the box specs. The stats of all larger Transformers are multiples of the original specs. This baseline allows players to function in any universe and with any combination of Transformers.

There can be as little or as much role-playing as the players decide, but this is, first and foremost, a tactics game.
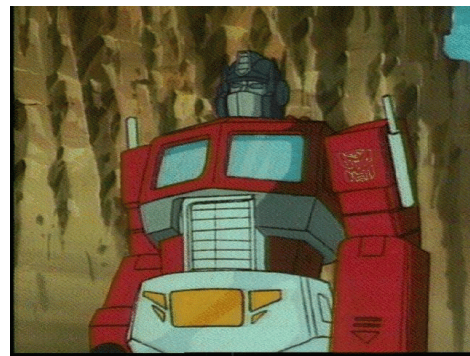
If you have received this game by some other means than by downloading it from my webpage, I can be reached at my email for the most current version and all of the downloadable Tech Specs

If you have purchased this game, you need to contact me as this game was never intended for sale. I wrote it as a tribute to the Transformers and to the creative minds at Hasbro, Takara, Marvel, and Sunbow who breathed life into them. The forementioned groups would doubt less sue me for the sale, so just don't do it (please). Enjoy

COMPONENTS

To play Transformers you need the rules and the following:

MAPSHEETS
The game is played on standard hexagonal mapsheets. There are many maps on the market that use the hexagon system. Maps can be purchased at any game or comic book shop. (I use Battletech and Gurps maps)

PLAYER MARKERS
Each Transformer on the board needs a unique playing piece. Included in this set are paper markers that can be cut out and set in stands or taped in triangles for stability. For added realism, I use Transformer Decoys.

DICE
This game requires one ten sided dice per player. In the instructions, the dice will be designated as 1D10.

PLAYING CARDS
Playing cards are used for sequence of play. Each Transformer is assigned a card and the cards are shuffled and drawn to determine the order the units perform their actions.

PENCILS
Transformer Tech Specs need to have information recorded on them. Pencils can be erased.

TRANSFORMER TECH SPECS
These are not the Tech Specs off of the back of the box, but a sheet derived from them. The Tech Specs are downloadable and are necessary for the game. The Tech Specs need to be printed and cut out. An example Tech Spec with all parts identified is shown on the next page.

Name   Alternate Form(s)   Strength   Speed   Endurance   Firepower   Designated Card
            (Nebulon Partner)   Skill   Height   Function

Blurr\Hover (Haywire)	Str	Spe	End	Fir	Ski	Hgt	Function	Card
	7\0	10\15	6	10\10	6	2\1	Data Courier	
HP OOOOOOOOOOOO								
	2	3	2	3	6	OOOO		
	Hover	Hover	Any Arc					

Picture   Stats for Nebulon partner   Transformer Hit Points
Special Abilities and Skills   Nebulon Hit Points

Name
The name of the Transformer.

Alternate Form(s)
The type of alternate form the Transformer can transform into. The stats on the Tech Spec divided by a slash (\) show the stat for each mode of the Transformer. The order is the same as listed in the name section. Example: Blurr has a strength of 7\0. This means he has a strength of 7 in robot mode and a strength of 0 in hover mode since he is listed as Blurr\Hover.

Nebulon Partner
The name of the Nebulon partnered with the Transformer.

Strength
The physical strength of the Transformer in each mode. This is used to determine damage done with physical attacks.

Speed
The top speed the Transformer can reach in each mode. This is used to calculate movement per turn.

Endurance
How tough a Transformer is. It is used to determine hit points and as the base for other toughness related rolls.

Firepower
The total amount of damage a Transformer can do with weapons in each mode. This also includes total range of weapons.

Skill
How good a Transformer is at doing something. This is most often used as the base for attacks, but it relates to some special skills as well.

Height
How tall a Transformer is. This is used to determine line of sight and cover for attacks.

Stats for Nebulon Partner
These are the stats for the Nebulon partner for use when the Nebulon partner is operating by himself. The Nebulon's stats correspond to the Transformer Stats directly above.

Nebulon Hit Points.
The amount of damage the Nebulon can take by himself.

Function
Function of the Transformer as defined by the Tech Spec. This is used mostly as a role-playing guide if desired.

Card
This is where the player writes the playing card that is designated to that Transformer for the current game.

Picture
This is the Hasbro image of the individual Transformer. This is more for role-playing.

Special Abilities and Attributes
These are the special movement types, individual skills, advantages, and disadvantages if any for the Transformer. This section also states who the Transformer can combine into if applicable. Look up the specific special ability or attribute in the Special Abilities and Attributes section of this rulebook.

SEQUENCE OF PLAY

The Transformers game consists of a series of rounds that end when the mutually agreed upon objective for one side is met. Through the course of a round, all Transformers on the field will have the opportunity to perform up to two actions. This is called the turn.

SETUP:

A fighting force of Transformers is selected for each player. The battles are usually Autobot versus Decepticon, but this is not always the case. Each Transformer is assigned a playing card and that card is written in the top right corner of the record sheet under the word "card". The cards corresponding to all of the units in the game are placed in a pile called the "turn pile". All other cards in the deck are not used.

A map is selected and an objective is decided for each team. Each team picks a side of the map or a GM decides the initial setup.

ROUNDS

The turn pile is shuffled and placed face down between the players. The top card is turned face up. The Transformer corresponding to that card has **up to two actions** in any order.

TURNS

A Transformer can only do the same action once per turn unless otherwise stated in the special moves section. Example: A Transformer may move and then attack or he may just move. He may not however fire twice in the same turn.

The actions a Transformer may perform are listed below:
Movement
Attack
Transform
Special Actions

After that Transformer performs his actions, or chooses not to, that Transformer's turn is over and his card is set aside for that turn.

IMPORTANT: After a Transformer performs his actions, the player must record the mode the Transformer is in, and whether the Transformer is flying or not. This can be recorded on the back of the Tech Spec or on a separate piece of paper.

The top card is turned face up. The Transformer corresponding to that card can perform his actions.

END ROUND

When all of the cards in the turn pile are flipped, that round has ended. The cards for the remaining Transformers on the field are shuffled together and a new turn pile is created. Any cards corresponding to Transformers that have been repaired the previous round or any GM approved or mutual player approved reinforcements should be shuffled in at this time. The top card from the pile is turned face up and the next round begins.

TRANSFORMER ACTIONS

MOVEMENT

Transformers move by spending speed points. The maximum number of speed points a Transformer can spend in a turn is shown as the Speed on the Tech Spec.

Movement is broken into two broad categories: Ground Movement and Air Movement.

GROUND MOVEMENT

Ground movement applies to any Transformer spending that turn on the ground. This includes robots on the ground, cars, animals, tanks, hover vehicles and battle stations.
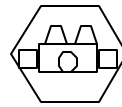
Facing

Every map hex has six edges. Any Transformer must face one edge of the hex he is in. Facing is defined as the way the Transformer's feet or front of alternate form point. The Transformer can only move in the direction that he is facing or backward into the hex behind them.
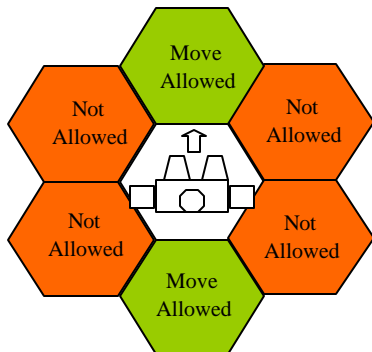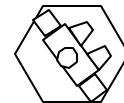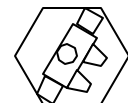

Facing Change

A transformer can change its facing by rotating itself one side in either direction. The cost to change facing is one speed point per hex side.

Original Facing   1 Speed Point   2 Speed Points

A Transformer may change facing more than once per turn. Example: A transformer may move forward, change facing, move forward again, and then change facing.

The only limitation is that the Transformer may not spend more speed points than he has in his current mode.
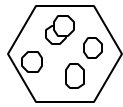
Moving Forward

Different terrain has different effects on the amount of speed points it takes to travel into a hex.
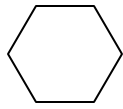
Clear
Clear hexes are flat with no terrain change in them. They cost 1 Speed point to enter.

Rough
This is a flat hex that has debris or large rocks in it. It is passable, but requires 2 speed points to enter.

Hills
This is a hex with an elevation change. An elevation line and a terrain height label identify it. Hills cost 1 speed point per elevation change between the hex left and the hex entered in addition to the cost to enter the hex.

Water
This hex contains water. They also have a depth. A Transformer can travel on the ground beneath the water. Water Hexes require 2 Speed points plus any elevation change to enter. Water can completely hide a Transformer depending on his height.
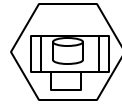
Thin Trees
This is a hex filled with sparse trees. Thin trees impair targeting to some extent. These trees cost two speed points to enter.
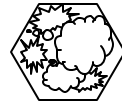
Thick Trees
This is a hex filled with a dense forest. Thick trees greatly impair targeting of Transformers in them.

Construct
This is a hex filled with any Transformer or man made structure or object. The Construct has a recorded height and number of hit points. Constructs completely fill a hex and block line of sight up to their height. Transformers need to climb over a construct to pass through the hex, so constructs behave like hills. These objects can also take damage from Transformer weapons and physical attacks. When a Transformer climbs over a construct, the construct takes half of the endurance of Transformer as damage. When a construct has all hit points reduced to zero, it becomes a rough hex. Any Transformer on the construct takes damage from a fall of the height of the construct before collapse.

DROPPING TO THE GROUND

A Transformer may drop to the ground to make himself a harder target. The Transformer is considered to have a laying down height of 1/4 his standing height (rounded up). The Transformer also has the same facing on the ground as he had before he dropped. A Transformer may fire from the ground with a penalty. Dropping to the ground costs one speed point, and the Transformer may not move until he stands up again.

STANDING UP

A Transformer that is on the ground needs to stand up to move again. Standing up costs 2 speed points and the controlling player chooses any facing.

The speed cost for all terrain and actions is shown in the table below

Clear	1 Speed Point
Rough	2 Speed Points
Water	2 Speed Points
Thin Trees	2 Speed Points
Thick Trees	3 Speed Points
Elevation Change	+1 Speed Point/Level
Facing Change	1 Speed Point
Dropping to Ground	1 Speed Point
Standing Up	2 Speed Points

A Transformer may move backward at the same cost to move forward. The Transformer may not change elevation during backward movement.

A Transformer may not end his movement in a hex occupied by another Transformer, but may move through a hex occupied by a friendly unit. The only exception to that rule is: Flying Transformers and Transformers on the ground may share a hex. A Transformer can use as many speed points as desired, but may never use more that his maximum. If a Transformer does not have the movement points required to completely enter a hex, he may not enter the hex at all. Example: A Transformer with two movement points wants to enter a rough hex on a level two hill. He has enough speed points to climb the hill, but not enough to enter the rubble. He has to stay in his original hex or pick another path.

AIR MOVEMENT

TAKEOFFS

If a Transformer has the fly or VTOL ability in the current mode, that Transformer may take to the air in that mode. The transition between ground and air is called takeoff. If a flight capable Transformer is on the ground and wishes to take off, he announces his intention, spends 2 speed points and moves into the air with the same facing as on the ground.

Flying Transformers are considered higher than all terrain. This allows freedom of mobility and perspective, but offers no cover.

JETS, PLANES AND FLYING ROBOTS

When a Transformer with the Fly ability is in the air, the same rules apply as when the Transformer is on the ground. A Flying Transformer may only move forward or backward. There is no terrain in the sky, so all hexes cost one speed point to enter. The flying Transformer still has to spend one speed point to change facing.

VTOL

The VTOL ability is a special variant of the fly movement type restricted to helicopters and similar modes. The ability offers more freedom of movement. The flying VTOL still has to pay one speed point to enter the hexes in front or behind it as well as facing change. It can also enter the four hexes directly to the side of it with out changing facing. This action is called sliding and costs 2 speed points.

1 Speed Point

2 Speed Points

2 Speed Points

2 Speed Points

2 Speed Points

1 Speed Point
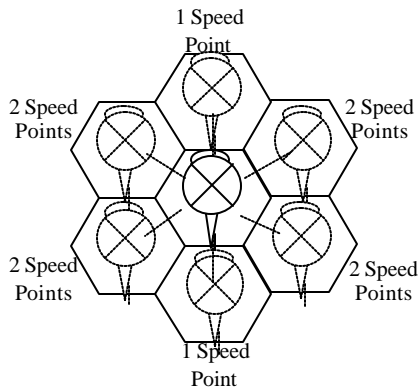
VTOL's can hover at ground level or in the air. When operating at ground level, the VTOL is considered just above the ground and at the elevation of the vehicle height. The VTOL must follow all terrain rules as though it were on the ground. Hovering VTOL's pay no movement cost for rough terrain and are not affected by water hexes. A hovering unit may not hover above a woods hex, it must move to the air.

LANDINGS

If a flying Transformer wishes to land, he announces his intention, spends 2 speed points and moves onto the ground with the same facing as in the air.

JET, PLANE, AND VTOL MOVEMENT ON GROUND

As Jets and Planes are not designed to travel on the ground, If a Transformer is in any of these modes on the ground, the speed points needed to cross terrain double.
Example: It would take a walking Transformer 4 speed points to enter a Thick Trees on a level one hill. If that Transformer were in jet mode on the ground, he would need 8 speed points.

END OF MOVEMENT

TRANSFORMATION

The defining feature of a Transformer is his ability to transform. This is the process where he reorients the components of his body to assume another form. These other forms may have advantages and disadvantages. When a Transformer transforms, almost all of the stats change. The stats on the Tech Spec divided by a slash (\) show the stats for each mode of the Transformer. The order is the same as listed in the name section. Example: Air Raid has a strength of 5\0. This means he has a strength of 5 in robot mode and a strength of 0 in jet mode since he is listed as Air Raid\Jet.
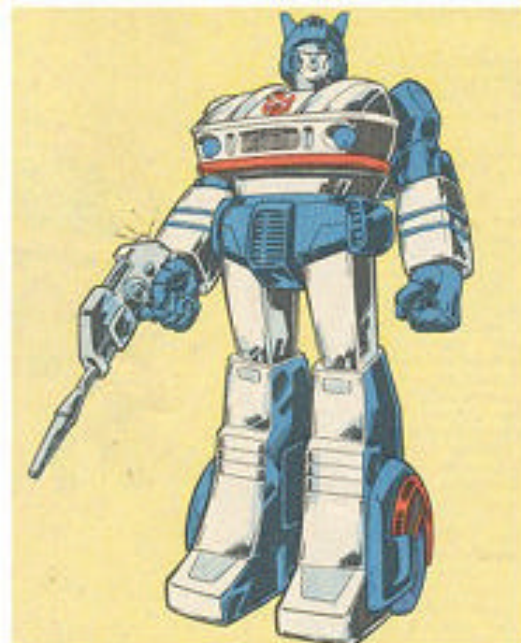
Transformation takes one action and must be announced and recorded by the player. All stat and ability changes take effect immediately.

ATTACK

Transformers inflict damage on other Transformers using two forms of attack: Weapons Attacks and Physical Attacks. For one Transformer to attack another, the following steps must be taken.

1. Determine attack type
2. Determine line of sight
3. Determine if target is in firing arc
4. Determine range
5. Determine base to-hit number
6. Add or subtract modifiers
7. Attack

ATTACK TYPES

A Player begins by choosing which type of attack the Transformer will make: Weapon Attack or Physical Attack.

Weapon Attack

The sum total of a Transformer's weapons damage is shown on the Tech Spec as Firepower. This number represents the amount of damage a Transformer can do by firing ranged weapons. A Transformer can only inflict weapon damage if the firepower stat is greater than zero for the mode he is currently in. A flying Transformer can fire on a Transformer on the ground. Transformers on the ground can fire on flying Transformers.

Physical Attack

The sum total of a Transformer's in close physical damage is shown on the Tech Spec as Strength. This number represents the amount of damage a Transformer can do by hitting, kicking, ramming or biting. A Transformer can only inflict physical damage if the strength stat is greater than zero for the mode he is currently in.

A Transformer can only physically attack a target that lies in the hex directly in front of the Transformer. A Transformer on the ground can not perform a physical attack on a flying target. A flying Transformer can not perform a physical attack on a grounded target. A physical attack can not be performed if the target lies completely above or below the attacker. If any part of the target lies in front of any part of the attacker, a physical attack can be performed.

LINE OF SIGHT

Before a Transformer can fire on another Transformer, he has to be able to see the target. To determine if a line of sight exists, run a straight edge between the center of the attackers hex and the center of the defender's hex. Any hex that the straightedge crosses is in the attacker's line of sight. If the straightedge lines up with the border between two hexes, the defender decides which hex is in line of sight.

All terrain has an elevation. A Transformer is considered to be his current mode height plus the elevation level of the terrain he is standing on. If any intervening terrain, construct, or other Transformer in the line of sight is equal to or greater in height than both the attacker and the target, line of sight is blocked and no weapon attack can be made.

Water hexes have depths of zero or more. Treat depth as a negative number when calculating difference in elevation between two Transformers. Water of a depth deeper than the height of the Transformer standing in it blocks line of sight into and out of that hex.

FIRING ARCS

Once a line of sight has been determined, the Transformer must check if the target is in his firing arc. Transformers have different firing arcs for weapons depending on the mode they are in.

PRIMARY (ROBOT) MODE

The shaded hexes represent the arc in which the Transformer's weapons can fire while in robot mode.
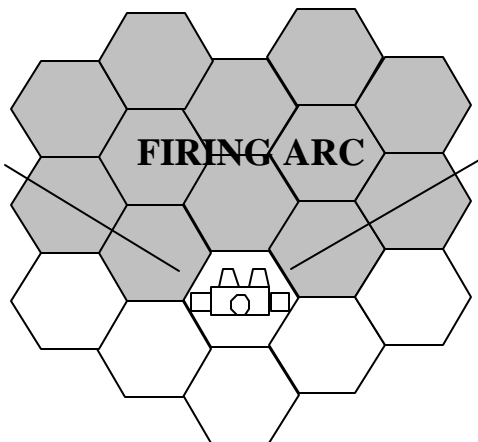
SECONDARY MODE (VEHICLE)

A Transformer has different firing arcs when in a vehicle or animal alternate mode. The shaded hexes represent the arc in which the Transformer's weapons can fire. The arrow on the vehicle points to the front of the alternate mode.
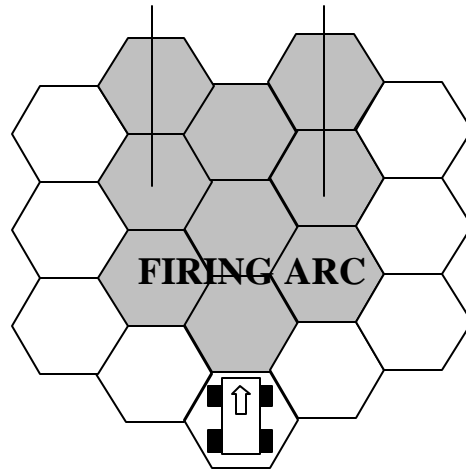
A Transformer can only perform a weapon attack on a target that lies within the firing arc of the Transformer's current mode.

The arc for a physical attack is the hex directly in front of the attacker.

RANGE

After a Transformer determines that he has line of sight, and the target is within his firing arc, he finally determines range. Range is the number of hexes separating the attacker and the target. This number does not include the attacker's hex. If the range is less than or equal to the firepower stat for the mode the Transformer is in, he can fire his weapons at the target. If a Transformer is attempting a physical attack, the range must be 1.

DETERMINE BASE TO-HIT NUMBER

The difficulty of an attack is based on the skill stat of the attacker, the speed stat of the target in his current mode and is modified by other factors like intervening terrain.

The base to-hit number is half of the target speed stat in the current mode (rounded up). The attacker's skill stat is subtracted from this. This is the base to-hit number.

MODIFIERS

Additional modifiers are specific to each situation and listed in the following section. These modifiers are added to the base to-hit number.

TRANSFORMERS ON THE GROUND

Attacking down Transformers

If a target Transformer is lying on the ground he is much more difficult to attack from a distance. He is also easier to attack from adjacent hexes. This is quantified by a –2 modifier when attacking from adjacent hexes or a +1 modifier when attacking from all other hexes.

Firing when on ground

A Transformer can fire from the ground at an additional +2 modifier, and the damage inflicted is halved (rounding up).

PHYSICAL ATTACK MODIFIER

An additional -3 modifier is applied during a physical attack. This reflects the ease of just wailing on someone as opposed to shooting at them.

TERRAIN MODIFIERS

Terrain will play a role in determining the accuracy of an attack. A modifier of +1 is added for every thin trees hex along the line of sight including target hex. A modifier of +2 is added for every thick trees hex along the line of sight including target hex.

IMMOBILE TARGETS

Targets such as constructs and trees are extremely east to hit. This is reflected by a –4 modifier to the to-hit roll.

MODIFIER TABLE

All targeting modifiers are shown in the table below

Attacker	
On Ground	+2 (damage halved)
Physical Attack	-3
Target	
On Ground	-2 adjacent +1 all other hexes
Immobile	-4
Terrain	
Thin Trees	+1 per hex
Thick Trees	+2 per hex

ATTACK

Dice are used to determine the success or failure of an attack. All appropriate modifiers are applied to the base to-hit number. This result is the modified to hit number. 1D10 is rolled. If the dice roll is equal or greater than the modified to-hit number the attack was a success.

PARTIAL COVER

In the event that a successful attack was made and there was another object in the hex adjacent to the target along the line of sight, there is a chance the intervening object will be damaged instead. This rule applies if and only if the object in the adjacent hex is greater than or equal to half the height of the target. In this case 1D10 is rolled. On a roll of 6 or higher the shot strikes the intended target. On a lower roll, the shot strikes the blocking object. If the object is another Transformer or a construct, the damage is applied to the blocking object.

CALCULATING DAMAGE

The damage a Transformer takes from a weapons attack is related to the firepower of the attacker and the endurance of the target. The damage a Transformer takes from a physical attack is related to the strength of the attacker and the endurance of the target. When a Transformer is hit with an attack, the target rolls 1D10 and adds it to the target's endurance stat. This is the damage resistance. The attacker rolls 1D10 and adds it to the attacker's firepower stat if making a weapon attack or the attacker's strength stat if making a physical attack. This is the damage potential. The damage resistance is subtracted from the damage potential. If the result is positive, this is the amount of damage caused by the attack.

RECORDING DAMAGE

One HP circle is marked off of the target's Tech Spec for each point of damage taken. If all of the hit point circles are marked off, the Transformer is considered deactivated. The playing piece is laid down in the hex. Do not remove the playing piece as some Transformers have the ability to repair others in the field.

Should the damaged object be a construct, the total number of hit points of the construct is reduced by the firepower stat of the attacking Transformer. When a construct has all hit points reduced to zero, it becomes a rough hex. Any Transformer standing on the construct takes 1 damage point for every two levels in height of the construct (round fractions down).

Nebulons and Combat

Headmasters, Targetmasters and Poweremasters are transformers with a Nebulon partner. This is designated on the Tech Spec. Combat with these Transformers is no different until the Transformer hit points are reduced to zero. When a Transformer is deactivated, the hex turns to rough and the Nebulon disengages and can move freely in a robotic exo suit. The Nebulon is treated as a transformer with a height of one and uses the Nebulon partner stats below the Transformer hit points. The Nebulon has no special skills or abilities, and all other combat rules apply. When the Nebulon partner hit points are reduced to zero, the Nebulon is considered unconscious for the rest of the game. If a flying Transformer with a Nebulon partner is deactivated while in the air, the Nebulon partner falls to the ground and is rendered unconchous.

A Transformer without the Transport ability can carry one Nebulon using the same rules as picking up and carrying small Transformers. (See "Small" in the ATTRIBUTES section)

Special Abilities and Attributes

These are the special movement types, individual skills, advantages, and disadvantages if any for the Transformer. Abilities are actions that a Transformer can perform as one of his two actions per turn. Attributes are consequential advantages or disadvantages associated with the mode of the Transformer. The abilities and attributes are only playable for the mode listed and can not be used if the Transformer in not in the mode with the ability and attribute.

ABILITIES

Any Arc
Transformers with this ability have some kind of turret mounted weapon. This allows the Transformer to fire in any direction. This disregards the firing arc limitations.
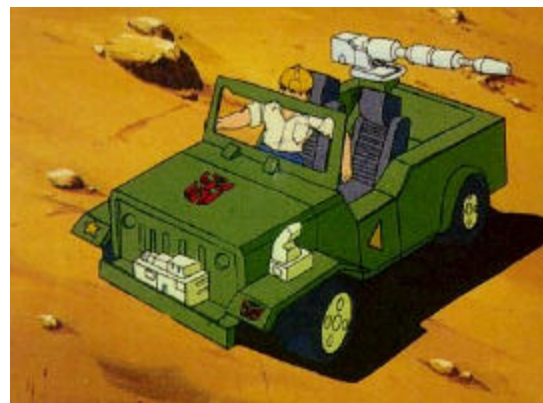
Build

Transformers with this ability have the skill and built in tools to create or maintain a construct. To use the skill the controlling player must announce the intention to build on a hex, improve the hit points of an existing construct, or increase the height of an existing construct. The Transformer can build a construct in any adjacent hex. The construct is one level tall and has a hit point value equal to the skill level of the Transformer. A Transformer can use the build skill to increase the hit points of a construct in a hex adjacent to the Transformer. The hit points of the construct are increased by the Transformers skill level. The transformer may also increase the height of the construct by one level with no increase in hit points.

Cloak

Transformers with this skill have the ability to become invisible. The Transformer uses the action and can not be targeted by weapon attacks or physical attacks. Uncloaking requires an additional action. A Transformer can not attack in any way while cloaked.

Combine

Transformers with this ability can combine with other Transformers to form a larger robot. A combiner team is defined as all of the Transformers with the same name after the combine identifier on the Tech Spec. If a game involves an entire team of combiners, the controlling player should keep the Tech Spec of the larger robot and a corresponding card aside.

To combine, the entire team needs to be in a continuous chain or cluster of adjacent hexes. A team can only combine if all members are operational. A team member declares the intention of combining and the Tech Specs and corresponding playing cards of all team members are removed and set aside. A playing piece is set in place of one of the team members and all other team member playing pieces are removed and set aside. Add up all of the damage done to the entire team up to this point and apply it to the large robot that the team combines into. Erase all damage from each team member and set the Tech Specs aside. At the end of the entire round, the Tech Spec of the large robot and the corresponding card are inserted into the game. If the large robot wishes to separate, he must do so as an action. When a large robot separates, divide the current received damage by the number of team members. Apply the resulting number as damage to each team member. Place playing pieces in any of the adjacent hexes to the large robot and remove the playing piece of the large robot and corresponding card. Erase all damage from the large robot. At the end of the round, reinsert all team member Tech Specs and corresponding cards.

Command

Transformers with this skill have the authority and charisma to inspire ally units to perform better. When this skill is used, the controlling player uses the skill and thereby sacrifices one action. Any ally on the field now has two free actions that must be used at that time regardless of the cards in the turn pile. All normal movement, attack and special action rules apply for the Transformer with the free actions. If a team has multiple command abilities, only one Transformer per team may use the command ability. A chain of command must be written down including all Transformers with the command ability on a team. If the current leader is deactivated, the next leader in the chain of command can use the ability.

Control

Transformers with this ability have the power to control other Transformers. To attempt control, the attacking player must be able to perform a physical attack on the target. The player announces an attempt to control. The player then attempts a physical attack. If the physical attack succeeds, the target takes no damage. The attacking player rolls 1D10. If the roll is higher than the Target's endurance, the attempt to control has succeeded. The player of the target must surrender the Tech Spec and control of the target. At the end of the round, the controlling player must roll to beat the victim's endurance. If the roll fails, the control is broken and the victim returns to his rightful player.

Demolish

Transformers with this ability have the power and the knowledge to destroy constructs. The demolish attack must be declared before use and can only be used on constructs within the physical attack arc of the Transformer. The Transformer attempts a physical attack on the construct. If the attack succeeds, the construct takes double damage.

Extinguish Fire

Transformers with this skill have the ability to put out fires in adjacent hexes. The Transformer can extinguish one fire per turn using one action. The fire marker is removed then, and the smoke markers are removed at the end of the next full round.

Fire

Transformers with this ability have some kind of built in flame-thrower. This allows the Transformer to start fires in any hex with a weapon attack. The fire attack must be declared before use and can only be used on hexes within the firing arc of the Transformer. Upon a successful attack on a hex, the hex is set on fire. A fire marker is placed on the hex and smoke is generated. When the first fire of the game is set, a wind direction must be determined. Declare one side of a hex on the map as direction 1. Number each of the remaining hexes 2 through six. Roll 1D10, on a result of 1-6, the wind blows in the direction indicated by the dice. Re-roll all other results. All fires produce smoke. Three smoke markers are placed around the fire as shown below.
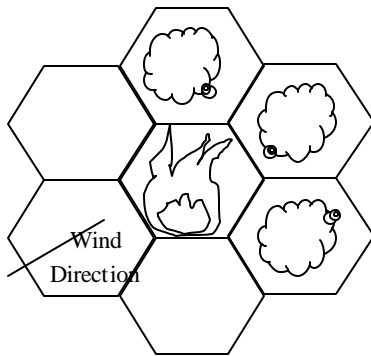
Smoke has the same effects on line of sight and targeting as thick trees. Fire and smoke remain until the fire is extinguished or the game ends.

Repair

Transformers with this ability have the skill and built in tools to undo damage from attacks on other Transformers or themselves. The Transformer can repair himself or another Transformer in any adjacent hex. The hit points of the repaired Transformer are increased by the repairing Transformer's skill level.
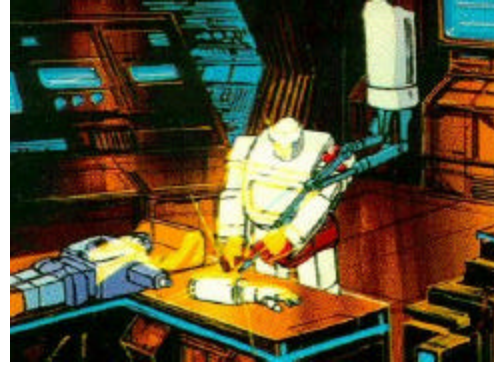
Shield

Transformers with this skill have the ability to create one of two force fields to protect themselves or nearby allies. The first force field is a self-protection field. This field encloses only the Transformer creating the field. No attack of any kind is permitted in or out of the field. The second type of field is a weapon protection field. This field protects the six adjacent hexes as well as the hex containing the Transformer generating the field. This field only prevents weapon attacks into or out of the field. Any Transformer may perform physical attacks through the shield. Transformers may even walk through the field. Any Transformer within the shield can fire weapons at any other Transformer within the same shield. Both types of shield require one action to maintain each round. If the Transformer does not spend the action to keep the shield, it is removed at the end of that Transformer's turn.

Smoke

Transformers with this ability can create a smokescreen. The use of this ability must be declared at the beginning of the turn. The Transformer then uses both actions for that turn to create smoke in each hex the Transformer moves through for that round. The smoke is removed at the end of the next full round.

Swim
Transformers with this ability are capable of moving under water at no additional speed cost. If the depth of the water hex is greater than the height of the Transformer in the current mode, the Transformer may travel completely concealed by the water at full speed. As the Transformer is not touching the ground under the water hex, there is no penalty for depth elevation change. One additional speed point is required to enter water from land or to exit water to land.

Transmit
Transformers with this skill have the ability to send intelligence information to any ally on the field. When this skill is used, the controlling player uses the skill and thereby sacrifices one action. Any ally on the field now has one free action that must be used at that time regardless of the cards in the turn pile. All normal movement, attack and special action rules apply for the Transformer with the free action.

ATTRIBUTES

Damage/1.5
DamageX1.5
DamageX2
These attributes represent the additional damage or reduction in damage caused by the fragility or toughness of the mode the Transformer is in. Damage received is multiplied or divided by the factor listed on the Tech Spec. Fractions greater than one half are rounded up to the next whole number. Fractions less than one half are rounded down.

Fly
This attribute states that the Transformer can take off, fly, and land in the mode listed.

Gun
A Transformer in gun mode needs to be operated by another Transformer. When the gun is picked up, the firepower stat of the gun replaces the firepower stat of the operating Transformer. The gun can only be fired during the turn of the operating Transformer and at the skill level of the operating Transformer. The Transformer in gun mode can only transform back into robot mode during his own turn.

Hover
Any Transformer with the hover ability can travel across the surface of water hexes as though they were clear hexes. The hover vehicle can travel on land as well. The hover vehicle can not enter the following hexes: Rough, Thin Trees, Thick Trees, and Constructs.

Small

This designates that a Transformer has shrunk to a fraction of his original size through some technology or magic known only to Transformers. A Transformer can carry an infinite number of small objects. Picking up or setting down a small object takes one action. A Transformer can be picked up and carried by an enemy Transformer. During a small Transformer's turn, the Transformer can transform back into the large mode. At this point the Transformer is considered dropped and is free to move on their own again. Small Transformers can be targeted when not being carried, but at a +8 modifier. A small Transformer can not be targeted while being carried. If a carrying Transformer is deactivated, the small Transformer is dropped without damage into the closest adjacent hex.

Telaport

Telaport is a special movement type that allows a Transformer to warp any direction, any distance up to the speed points of the Transformer, and at any facing. A flying Transformer can even telaport from the sky to the ground or vice versa.

Transport

Transformers with this attribute can carry an infinite number of Transformers within themselves. The only limitations are that the carried Transformer can not be more than half the height of the transport and both must be allies. To enter or leave a transport costs one additional speed point and must be done during the movement of the carried Transformer. Transports can be landed upon and entered, and a Transformer can take off from within a Transport at one additional speed point spent. A carried Transformer can not be targeted. If a transporting Transformer is deactivated, the carried Transformers are dropped without damage into the closest adjacent hex.

VTOL

This attribute states that the Transformer can take off, fly with the VTOL rules, and land in the mode listed.

Water

Any Transformer with the water ability can travel across the surface of water hexes as though they were clear hexes. These vehicles can not travel on land.

OPTIONAL TRANSFORMER ACTIONS

Below are several optional Transformer actions. These actions have to be agreed upon before the start of a game.

SPRINTING

Sprinting is a type of movement where the Transformer uses both action points to double the Transformers Speed points for that round. As sprinting takes up all of the Transformer's attention, no other actions can be taken that round. All other movement and terrain rules apply. Sprinting can only be accomplished in robot form.

CAREFUL AIM

Careful aim is a type of weapons fire where the Transformer uses both action points to double the Transformers Skill points for that round. As taking careful aim takes up all of the Transformer's attention, no other actions besides weapons fire can be taken that round.

REDIRECTING POWER TO WEAPON

Transformers have the ability to focus all of their energy into making the weapon do more damage. This uses both actions for the round and the Transformer doubles the firepower stat for the current mode. All other rules for weapons fire apply.

BRAWL

Brawling is a type of physical attack that allows a Transformer to inflict more damage to a target. Brawling uses both actions for the round and doubles the strength stat for the current mode. All other physical attack rules apply.
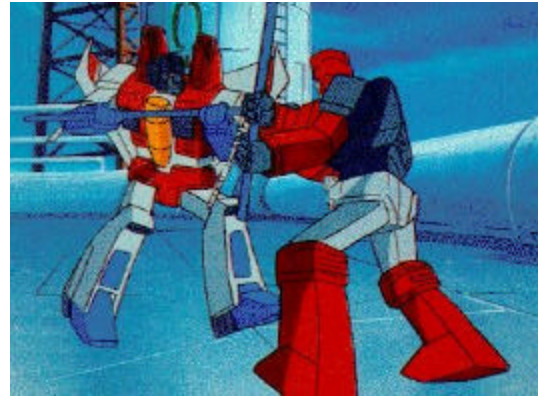
DUCK AND COVER

Duck and cover is a type of action where the Transformer takes on an entirely defensive stance for the current round. The Transformer uses both actions and the endurance stat doubles until the Transformer's next turn. This is recorded along with movement (0) and mode for that round. All damage has the potential to be reduced for one full round.

UNIQUE TRANSFORMERS

There are special Transformers who are so different, they deserve their own rules

FORTRESS MAXIMUS

Fortress Maximus is the Autobot Headmaster commander. He is so massive and powerful that when he is deactivated, his head disengages and becomes a regular sized Transformer named Cerebros. The stats and hit points for Cerebros are directly below Fortress Maximus' hit points. When Cerebros is deactivated, his head disengages and becomes a Nebulon Named Spike. Spike's stats and hit points are directly below Cerebros'

DOUBLEDEALER

The transformer Doubledealer is a mercenary. His status is shown by the following symbol.

The allegiance of Doubledealer is determined by which mode he is in. Before each game that Doubledealer is involved in, the players each roll 1D10. The player with the higher roll controls Doubledealer for the beginning of the game and Doubledealer must be in the appropriate mode for the team he is on.

If Doubledealer transforms into car mode, he is removed from the game.

SPECIAL NOTES ON HUMANS

As most of the recorded Transformer wars took place on Earth, special rules for Humans are included.

Humans are only dangerous to Transformers in large groups. A crowd is divided into hexes. A hex can hold as may as 20 humans. A crowd has 2 speed points and firepower equal to 1 point for every ten humans in the hex. A crowd of humans has a height if 1. Consider a crowd of humans to have an endurance of 1 and a skill of 5.

THE ARMY

Army units are a special crowd of humans that are well armed. A hex can hold as may as 20 soldiers and the group is referred to as a squad. A squad has 3 speed points and firepower equal to 1 point for every 5 humans in the hex. A squad has a height if 1. Consider the average squad to have an endurance of 5 and a skill of 7.

DAMAGE TO HUMANS

A Transformer can attack a group of humans with the same rules as any other target. If the attack is successful, one damage point kills 1 human. Humans can fire on Transformers following normal rules, but humans can not perform physical attacks.

ENDGAME

Depending on the game, rounds continue until one team has been deactivated or retreats, or a mutually agreed upon set of victory conditions has been met. This is much easier if the game has a game master running a campaign.

Happy Gaming

SPECIAL THANKS