

# THE TRANS FORMERS RPG



This is the rule book for a map-based table-top battle role playing game based mostly on the Transformers universe of "Primax", and encompasses the Transformers American cartoon, Japanese cartoons, American comic book, UK comic book, the motion picture, Animated series, and the Beast Wars and Beast Machines Canadian-produced cartoons, as well as their Japanese spin-offs.

Written & developed by James Kerr

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## **Key Volunteers**

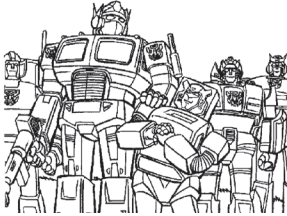
Game Design	James Kerr
Creative Consultant	Kevin O'Brien
Play Testers	Chris Challace Brandon Whitworth

## **Contact Information**

If you're confused about some rules, have questions, or just want to know the latest updates, please contact James Kerr at [TransformersRPG@gmail.com](mailto:TransformersRPG@gmail.com)

## THE TRANSFORMERS

Based on the Universe of Transformers  
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## Gameplay

This is what the Game Master (GM, the person running / refereeing the game) needs to know to run the game. The following steps occur before combat:

**Step # 1** - Divide players into teams based on Allegiance. This game is in all cases adversarial, ex. Autobots (acted out by player characters) vs. Decepticons (acted out by player characters). If the number of players is odd, then the extra player is an Autobot. If only 3 people are playing, the GM may assume the roll of a Player Character to even the odds

**Step # 2** - Generate characters based on their Allegiance. Teams may scheme together, but must not know the Map

**Step # 3** - Roll for Weapons. Most Weapons have a certain number of charges that must be rolled for before each battle or situation

**Step # 4** - Teams are usually given specific tasks by the GM given the scenario. Ex. Decepticons: Gather three Energon Cubes from the energy of this windmill! Autobots: Defend the windmill at all costs!

**Step # 5** - Turn order is determined by all characters in play rolling for Speed, then generating a list of who goes first based on best to worst results. This Turn order is maintained throughout combat

**Step # 6** - If there is no special objective for the Decepticons, then the Autobots are placed on the Map first, deciding which side of one half of the Map will be Autobot territory and which Decepticon, and who of their team will be placed where according to their Speed roll. There must be at least a two square wide non-combat trench in the middle of the board. This is under the assumption that the Decepticons are randomly attacking the Autobots. If there is a special objective for a team, then one or the other may get a few rounds head start. First Turn order is situational and depends on the GM's plans for where the story is going, and in the interests of balancing the game on both sides



## Rules



This is everything anyone playing needs to know in order to participate in the game

**Rule # 1** – One Action per Turn. The game is governed by a series of Actions, done in the ordered of each player's Turn

**Rule # 2** – The objective of the game is to drive the opposing team off the planet, (or at least off the board) and ultimately to win the Cybertronian War. Battles are won by the elimination, surrender or the retreat of all enemy players and/ or by accomplishing a predetermined objective. Generally, Decepticons seek to capture Earth's resources through evil plans and Autobots seek to thwart them. Each faction has a home base and most often the game consists of battles occurring on a series of Maps between these two areas, driving farther to or closer away from enemy territory

**Rule # 3** – Cartoon and Comic Book logic applies. Real World Logic need not apply. The GM decides all ties based on good ideas or in the interests of balancing the game, and is the one who should be referred to if a roll is rounded up or down, based on the same criteria. Rules should not get in the way of a good idea. Cheese. It. Up. The GM's decision, however, is ultimate and final

**Rule # 4** – Statistic use and their Actions (including attacking) are accomplished by rolling 1d10 (one ten-sided dice), trying to get the lowest number possible. Then take the difference between the dice roll and the Action attempted – that is the "Success" number given to the opponent and the GM. Since no Statistic is higher than 10, this creates a simple probability matrix between 10% probability and 90% probability. For example, a Transformer with Strength of 10 has a 90% chance of hitting an inanimate object. Success is required to do almost anything - activate a computer terminal, communicate, espionage, etc.. For things that are not based on the opposition of another player rolling, the success result must be 1 or higher. If the roll is against an opponent, then it must be 1 or higher and also beat their number

**Rule # 5** - Rolling a natural 1 (the dice turns up 1) is always a success. The only thing that can beat a natural 1 is another natural 1

**Rule # 6** - In the course of the story, should the character die, they still get a roll of 1d10 trying to roll under their Toy Sales (the difference between their Rank and Alt.Mode Rank Requirement). If they make the roll, then the character gets to survive in one form or another...perhaps...transformed into something new?



## 01. Allegiance

The first task in Character Creation is to divide into teams. Each team may be given a specific goal by the GM before gameplay begins. Ex. Decepticons - capture 3 Energon cubes and leave combat with them to bring back to Megatron! Or, Autobots: steal back the captured Huffer from the Decepticons before he can be used to enact a solar dish that will destroy the rings of Saturn! The rules of this book centre around The Great War Era (mostly G1), but can accommodate other Eras

### Legend

There are several eras of play in which a Transformers game could take place. This decision is up to the GM running, but here are some quick references.

WW = War Within Era  
 G1 = Generation 1  
 G2 = Generation 2  
 FF = The Far Future

Note: The most common Era of Play is Generation 1 (G1)

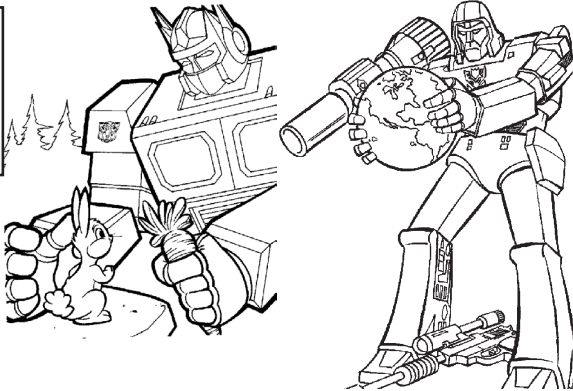


### Autobots

**Autobots(WW):** The banner of those Cybertronians identified not Decepticon, lead by Sentinel Prime. This symbol fell from use shortly before the Autbots, lead by Sentinel's successor - Optimus Prime, launched the Ark



**Autobot (G1):** Wage a battle to destroy the evil forces of the Decepticons on modern day Earth, prevent them from harming sentient life, and create peace in the galaxy



**Autobot (G2):** No one likes G2

**Autobot (Ff):** The surviving Autobots on the technorganic Cybertron

### Decepticons

**Decepticons(WW)** The first serious splinter group of the Cybertronians, lead by their founder, Megatron. This symbol fell from use shortly before the Nemesis launched in pursuit of the Ark

**Decepticon (G1):** Feel the call for expansion and conquest. They seek Energon from Earth's natural resources to fuel and recharge their home planet Cybertron, and conquer space, no matter what sentient life stands in the way!

**Decepticon (G2):** Bleh

**Decepticon (Ff):** The surviving Decepticons on the technorganic Cybertron in the far future

Sample Autobot Objectives	Sample Decepticon Objectives
Stop the Decepticons from completing construction on a Space Bridge that will bring them reinforcements from Cybertron	Zap humans with a mind control ray and send them against the Autobots who cannot fight back
Infiltrate Decepticon headquarters to rescue a hostage / plant a bug / revive downed troops / otherwise disrupt their plans	Kidnap an old scientist / secret plans / an Autobot in order to force him / them / it to build a female robot ninja or some other superweapon
Prevent a natural disaster, like a volcano, flood, or earthquake	Hold Spike Witwicky or his family ransom
Attempt friendly contact with the natives of the planet (this will not work, obviously, because it's a Drive in Movie and they're cars)	Activate a doomsday weapon that will harvest the sun for energy before the Autobots can stop it from happening. Bwahahahahaha!
Prevent the Decepticons from stealing valuable Earth resources	Steal valuable Earth resources before the Autobots can prevent it





## 02. Statistics

Statistics are a number between 1 and 10 that determine your character's capability in different areas. No Statistic can be higher than 10. Roll one ten-sided die (1d10) for each Statistic (or "Stat") listed below, and record the result on your Character Sheet. New rolls are made for the character's Alt.Mode (Alternative Mode), generating different Statistics that are similarly between 1 and 10. Transforming between these two sets of Statistics (Robot.Mode and Alt.Mode) alters the probability of different Actions, which at best have a 90% chance of success, and at worst have a 10% chance of success



Statistics	Example Use	Notes
<b>Strength</b>	Lift, Grapple, Throw	Physical measures of your construction and density of gears. For Melee Attack
<b>Intelligence</b>	Processor Speed	Information stored in memory banks and the use of it. Also affects Energon
<b>Speed</b>	Move, React	Correct alignment of gears in the body allowing for greater movement
<b>Endurance</b>	Hardness	Plating of armour around the gears; affects HP and is the standard for defensive rolls
<b>Rank</b>	Transform	Chain of command, as dictated by programming. Affects Transformation scheme
<b>Courage</b>	Internal Functions	Bravery of circuits under fire. A catch-all for internal process rolls. Affects Points
<b>Firepower</b>	Ranged Attack	Extrapolation of trajectories for long range firing. Determines Ranged Attack
<b>Skill</b>	External Functions	Creativity in use of the mechanoid form. A catch-all for external rolls. Affects Points

### Actions

In battle and outside of battle, everything possible in the game is represented by a series of Actions. Universal Actions are available to all Robots, including Partner Units. These are Actions based on Statistics and therefore open to every Function. Function Actions, on the other hand, are only available to Robots of a certain Function. Characters gain additional Actions based on their Function, so a "Scout" will be able to do different things with Speed than an "Engineer". Universal Actions instead are the basic use of a character's vital Statistics, such as the ability to Lift, Grapple, and Throw for Strength, and are universally shared by all Robots in Robot.Mode

Universal	Statistic	Roll	Turn	Explanation
<b>Grapple</b>	Strength	Yes	Yes	In one Action, roll Str vs. Str to Grapple, then Push (Push Effect) or Throw. The winner of a Grapple is considered to be holding the loser above their head
<b>Hardness</b>	Endurance	Yes	No	When attacked, roll 1d10 for Endurance, trying to get the lowest number possible. If the difference between your roll and Endurance roll "success" is greater than the attack's result, you are unscathed. If your character has the "Defence" Action, you get to roll twice and take the better result. Hardness also stands in for ducking, dodging, or avoiding
<b>Information</b>	Intelligence	No	No	Assess statistical and observational information about the data and events perceived
<b>Lift</b>	Strength	No	No	Free Action to pick up objects, raise grappled objects, or carry something
<b>Movement</b>	Speed	No	Yes	Movement is 3 squares, unless you have the "Dash" Action, then you can roll for it and take the better result. If you wish to attack and move, then you can only move 1 square or ½ the Dash roll, rounded down. Characters flying must move at least 1 square per Turn. All movement and range on weapons is x2 on diagonal squares
<b>Perception</b>	Intelligence	No	No	Optical sensors detect basic movement and events, and know Allegiance by sight
<b>Talk / Yell</b>	Courage	No	No	Converse up to 5 squares away on your Turn or theirs. Taunts and jeers are Map-wide
<b>Throw</b>	Strength	Yes	Yes	Object (or Robot) is tossed in distance equal to the Success of the Strength roll. If combined with Grapple, does not take a full Turn
<b>Transform</b>	Rank	No	No	As a free Action once per Turn, change from one Mode to another



## 03. Function

Function is the programming of the Robot, dictating its available Actions. This works similarly to the structure of "Class". You must choose either Warrior, Gunner, Engineer, or Scout. Out of the 283 Robots in the Generation 1 (G1) Continuity, all of them conform to these four basic Functions, although sometimes they will take on a different title, such as "Medic" instead of "Engineer". These titles are arbitrary, and are usually just a deviation from the basic name, or drawing from a favourite Action such as "Espionage" or "Interceptor". Feel free to give your Robot an appropriate title, but they still must conform to the structure of Warrior, Gunner, Engineer or Scout

Choice	Explanation	G1	Example	Titles
<b>Warrior</b>	Offensive/Defensive balanced. The Fighter	122	Optimus Prime	(Noun) + Warrior
<b>Gunner</b>	Diverse attack methods and increased support	053	Brawn, Bluestreak	(Noun) + Trooper
<b>Engineer</b>	Repair, Invention and creativity. The Healer	039	Ratchet, Wheeljack	(Noun) + Engineer
<b>Scout</b>	Spying, stealth, and infiltration. The Rogue	069	Ravage, Hound	(Noun) + Scout

### Warrior

The Warrior is the bedrock of both Robot armies, comprising 43% of G1 Transformers. This is the standard, dependable Function, the easiest to use, most understandable, and well-rounded. With the right Stats, it can also be the most versatile

**Examples:** Optimus Prime, Grimlock, Prowl, Starscream, Hot Rod, Shockwave, Tracks, Cliffjumper, Kup, Pipes, Powerglide, Sideswipe, Sunstreaker, Windcharger, Warpath, Thundercracker, Skywarp

**Titles:** Warrior, Aerial Warrior, Martial Arts Warrior, Strategist, Enforcer, Protector



### Engineer

As the least combat-oriented of the Functions, the Engineer is in the minority at only 18% of G1 Transformers. However, what Statistics are high for the Robot drastically affects the direction of an Engineer, and is the reason why Ratchet (with a high Repair), Mixmaster (with a high Construction) and Megatron (with a high Invention) co-exist in this Function. Engineers have the capacity for combat, but need to be supplemented with a wise Alt.Mode choice to facilitate that goal

**Examples:** Megatron, Ratchet, Wheeljack, First Aid, Grapple, Mixmaster, Huffer, Octopunch, Rewind, Chromedome, Tantrum, Perceptor, Skids

**Titles:** Engineer, Mechanical Engineer, Surgical Engineer, Weapons Engineer, Data + (Verb), Chemist, Doctor, Scientist, Maintenance, Medic, Construction

### Gunner

Comprising 19% of all G1 Transformers, Gunners are the main support Function. The Support Action makes them great for in-team situations, and their Trooper Action makes them excellent to strike off on their own. Gunners are slow, but traditionally the toughest and most dependable of the Transformers, with staying-power in a fight

**Examples:** Ironhide, Brawn, Bluestreak, Omega Supreme, Ultra Magnus, Galvatron, Red Alert, Rumble, Inferno, Swindle, Swoop, Twin Twist

**Titles:** Gunner, (Noun) + Support / Trooper / Soldier / Infantry (ex. Shock Trooper, Ground Infantry), Demolitions, Search & Rescue, Security

### Scout

Where the Engineer forces creativity on the Map, Scouts have creativity in the field. They are 24% of all G1 Transformers, the second most popular after the Warrior. This is because of their wide range of Actions and the availability of Dash helps them get into situations without being detected, do whatever needs to be done, and get out quickly. Scouts are a combat-alternative that is still capable of front-line combat, although to a lesser extent than the Warrior or Gunner



**Examples:** Soundwave, Blaster, Hound, Bumblebee, Blur, Jazz, Mirage, Ravage, Laserbeak, Nightbeat, High Brow, Sky Lynx, Bombshell, Ratbat

**Titles:** Scout, Fuel Scout, Warfare Scout, Lookout, Messenger, Reconnaissance, Interrogation, Detective, Gunslinger, Tracker, Terrorist, Thief, Spy, Covert Operations, Communications, Electronic Warfare, Vanguard

Statistics	Warrior	Gunner	Engineer	Scout
<b>Strength</b> Lift, Grapple, Throw	Melee attack	Melee attack	Melee attack	Melee attack
<b>Intelligence</b> Information	Strategy	Demolition	Invention	Surveillance
<b>Speed</b> Move, React	Dash	Support	Data	Dash
<b>Endurance</b> Hardness	Defence	Defence	Construction	Sabotage
<b>Rank</b> Transformation Options	Transform	Transform	Transform	Transform
<b>Courage</b> Internal Functions	Intercept	Trooper	Materials	Espionage
<b>Firepower</b> Attack Ranged	Assault	Assault	Assault	Assault
<b>Skill</b> External Functions	Acrobatics	Accuracy	Repair	Communications

Make sure to write down your Function's Actions on your character sheet.

(This is probably the most important chart in the game)



## Function Actions

Each Function can do something different with the same Statistics. Only a Warrior can plot Strategy, and only an Engineer can Repair. These are Function Actions. Actions not included in your Function (such as a Warrior using Espionage) are NOT possible, because they are simply outside your character's programming. For all Turn Actions a successful roll is required. Any of these Turn Actions can be done in the same Turn as moving one square, or 1/2 Dash roll. This chart is most of the game right here - almost everything you will ever do is on this one page

Action	Stat	Fun.	Action Use
Accuracy	Skill	Gun.	Target a specific range, object, or area of attack within one square. Example: held item blasted out of the enemy's hand
Acrobatics	Skill	War.	Jumping, leaping, tumbling, balance, reflexes, and landing without taking damage. Situations of great agility. Does not take the place of Defence. Ex: Jumping hurdles but keeping pace with normal movement
Assault	Fir.	All	Fire at a distance using an equipped weapon, attached, mounted or held
Communication	Skill	Scout	Free: Broadcast to all allies on the battlefield / Detect Espionage (Stealth) (R) Turn: Break jamming signal / Contact home base with a computer terminal
Construction	End.	Eng.	Creation of structures, machinery and complex devices from Invention designs. Examples: Construct a bunker to use for cover, or a ray gun from plans
Dash	Spe.	W/S	Roll for movement, with success equal to the maximum number of squares moveable in a full Turn move, or 1/2 that and Act. If < 3, can still use basic movement of 3 squares or 1 square and an Action
Data	Spe.	Eng.	Know HP, Energon, History, Materials, Function, etc., of one visible target
Defence	End.	W/G	Roll an additional dice for Endurance, and take the better result to block, endure, or otherwise not be hit or damaged
Demolition	Int.	Gun.	Free: Theorise so that no damage is taken to self when ramming (R) Turn: If successful in the roll, use Melee Attack to damage and push the opponent back to the maximum end of your movement's length
Espionage	Cur.	Scout	Stealth, to be undetectable by unfriendly sensors. Turn: Interrogation
Intercept	Cur.	War.	Gain one additional square's movement to catch up with a story-goal, head off an opponent, get away, or generally out-run someone. Turn-urgent, such as in direct combat
Invention	Int.	Eng.	Draw from applicable Materials to create designs for new weapons, items, tools, gadgets, and doodads. Example: a Gun that shrinks you down to a fraction of Size 0
Materials	Cur.	Eng.	Interact with an applicable Map square to gain the components for Invention, major Repairs, or Espionage. Example: find a discarded Med Pack in Wreckage, or a Processor Speed Chip
Melee attack	Str.	All	Attack one adjacent or diagonal square distance by punching (1d6/2 DMG) or using a Melee Weapon such as a Sword, claws, teeth, foot stomping, clapping, kicking, etc.
Repair	Skill	Eng.	Restore HP to anything metal or to one Statistic. HP+ = Success # rolled. Major Repairs require Materials for parts. Repair auto-cancels some Weapon Effects
Sabotage	End.	Scout	Affect a Map Item, Computer, or other technological situation in play to set a trap for activation. Example: Rig a communications console to explode when activated
Strategy	Int.	War.	Project a reasonable scenario of events and essentially create its odds. Example: Destroying a section of a ridge to make sure of where it falls
Support	Spe.	Gun.	Roll to aid in another's Action or repeat it for yourself. Example: Roll Support to help Repair when an adjacent Engineer did just that on their Turn
Surveillance	Int.	Scout	Visual, audio or other receptors identify or clarify sensory events and relevant information. Overcomes Espionage. Also used for between-battle scouting missions
Transform	Rnk.	All	Once per Turn, switch between Modes. Does not forgo Energon Gain
Trooper	Cur.	Gun.	Summon the vigor to restore Energon for yourself only. Energon+ = Success # rolled

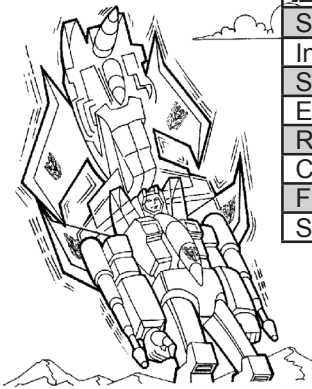
For more on Function Actions, see the expanded section in the Gamemaster's Guide



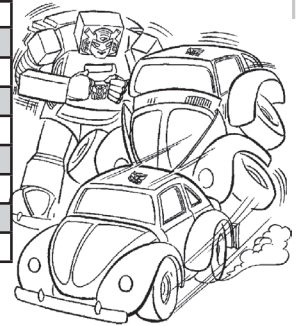


## 04. Alt.Mode

All Robots choose 1 Alternate Mode (Alt.Mode). This Alt.Mode has new Statistics (Stats), derived from the Robot.Mode Statistics. "Alt.m" is the number of rolls, greater or lesser, the player makes to generate the new Alt.Mode Statistic, then compares them to their Robot.Mode Stats and takes the higher + or lower - result. (+) means to roll that many more dice and take the highest Stat number for the Alt.Mode. When represented by a negative value (-), it means roll that many dice, taking the lowest number for the Alt.Mode Statistic. Where None is declared, this is simply not possible in that Alt.Mode. The dash alone (-) represents no change from Robot.Mode. Rolling for a positive value cannot force a negative value and vice versa.



Alt.Mode	Vehicle	Machine	Weapon	Primitive
Strength	-2 Alt.m	+1 Alt.m	None	+3 Alt.m
Intelligence	+2 Alt.m	-	-	-
Speed	+4 Alt.m	-2 Alt.m	-	+2 Alt.m
Endurance	-2 Alt.m	+2 Alt.m	-2 Alt.m	+1 Alt.m
Rank	-	-	-	-
Courage	+1 Alt.m	-	+2 Alt.m	-
Firepower	None	None	+1 Alt.m	None
Skill	-	+2 Alt.m	+2 Alt.m	-3 Alt.m



### Legend

Alt.Mode: The chosen transformation scheme

Size: Required Size of both the Robot.Mode and the Alt.Mode

Restriction: What the Alt.Mode cannot do regardless of Function

Gain: Do regardless of Function or Alt.Mode restrictions while in Alt.Mode. If they are restricted that Action, simply becomes available. If the Action is available, it proves that may more dice, (+d)

Bot / Con: Required Rank for an Autobot (Bot) or Decepticon (Con) to choose

Rank assumes that any Era could be in play. Rank may need to be adjusted by the GM to focus the situation on a particular Era

Notes: Additional information and Special Actions (additional Alt.Mode Actions)

### Rank Requirements **Autobots**

Rnk	Vehicle	Machine	Weapon	Primitive
1	Car	Deployer	-	Herbivore
2	Small Vehicle, Snowmobile, Sports Car, Truck, Van	Moon Buggy	-	-
3	Dune Buggy, Jeep, Race Car	Farming, Object	-	Carnivore
4	Ambulance, Motorcycle, Tow Truck	Audio-Visual	Platform	-
5	Boat/Ship, Camper Van, Helicopter, Hovercraft, Plane	Satellite	Musical Instrument	Bird, Dinosaur, Monster
6	Fire Truck, Futuristic Car, Monster Truck, Submarine, Tank, Transport Truck	Construction, Industrial	Melee Weapon	Amphibian, Insect, Reptile, Sea Creature
7	Jet	Technology	Hand Gun	Arachnid
8	Futuristic Jet, Space Ship	-	Base	Flying Insect
9	-	-	-	-
10	Futuristic Camper Van	City	Trap	Myth

### Rank Requirements **Decepticons**

Rnk	Vehicle	Machine	Weapon	Primitive
1	Jet	Deployer	-	Insect
2	Snowmobile	-	Hand Gun	-
3	Small Vehicle	Audio-Visual	-	Amphibian, Carnivore
4	Car, Jeep, Sports Car, Tank, Truck	-	Cannon	Arachnid, Flying Insect, Reptile
5	Submarine, SUV, Train	Construction, Technology	Melee Weapon	Monster, Sea Creature
6	Futuristic Jet, Helicopter, Monster Truck, Motorcycle, Racecar, Space-ship, Tow Truck, Transport Truck, Van	Object	Musical Instrument, Trap	-
7	Boat/Ship, Hovercraft	Industrial, Satellite	Platform	Bird
8	Plane, Futuristic Car	Farming	Base	Dinosaur
9	Camper Van	Moon Buggy	Space Gun	Herbivore
10	-	City	Swarm	Myth



## Machine Alt.Mode

While in Alt.Mode, Machines are granted "Human Aid"

Alt.Mode	Size	Restricted	Gain	Bot	Con	Notes
Audio-Visual	0	Inanimate	Communications, Surveillance	4	3	Mass Displacement (into Alt.Mode Size 0-1), Deployer Superiour. Additional Action such as Surveillance (Camera), and story-based as applicable to Cassette Deck, Radio, Jukebox, Portable Media Player, Film Projector
City	7	Movement	(+2d) Defence, Repair(Self), Trooper	10	10	360. Immovable. Store a number of Robots with Size totalling Endurance. Repair also applies to all Robots stored
Construction	2-5	Surveillance	(+2d) Construction, Demolition	6	5	Wheels. Additional Action such as Circuit Rage (Bulldozer), Push Effect (Loader), Materials (Dump Truck), Lift (Crane/Excavator), Chemical use (Mixer), or Pull (Tractor). Usually a Map-based circumstantial bonus by the GM
Deployer	1	Inanimate	(+2d) any Robot.Mode Action, or (+1/+1)	1	1	+ cannot apply to Rank. Additional Action such as Landing (Missile), Assault for Sonic Weapon in Robot.Mode (Musical Instrument), or Chrome Weapon (Cassette Tape). Alt.Mode Stats are all 5
Farming	3-5	-	Demolition, Materials	3	8	Off-Road. Wheels. Additional Action such as Auto-success Pull (Tractor), Buzz-saw during Demolition (Combine / Harvester)
Industrial	3-5	Espionage, Surveillance	Demolition, (+2d) Materials	6	7	Auto-Demolition as it moves forward. Gain Buzz-saw (Deforester) Drill Cannon (Drill). Granted in both Modes
Moon Buggy	2	Defence	Communications, Data	2	9	Off-Road. Can send transmissions between planets
Satellite	3-4	-	Communications, Espionage	5	7	360, Flight, Landing, Orbit. When Transforming back into Alt. Mode, rises up to orbiting height. Moves in Orbit rather than independently
Station	5-7	Inanimate	Defence, Espionage	7	6	360. Immovable. Store a number of Robots with Size totalling 1/2 Base.Mode Endurance. Additional Action such as Repair Self (Repair Base), Communications (Radio Station), Invention and Materials (Lab), Trooper Self and Others (Generator)
Object, Misc.	3-7	Inanimate	Repair(Self)	3	5	360. Immovable. Additional Action such as Defence (Tanuki), Deployer Superiour (Totempole), or Trooper (Tree), etc.
Technology	0	Inanimate	(+2d) Data	7	5	Mass Displacement (into Alt.Mode Size 0), Additional Action such as Communications (Computer), Surveillance (Microscope)

### Special Definitions

**360:** The Alt. Mode is capable of aiming and firing at a full range all around them without having to turn around

**Chrome Weapons:** One weapon purchased is doubled in quantity, and is entirely coloured silver or gold chrome

**Dig:** Move through the underground as though above ground to depth of 6 squares. Requires going at least 1 square down

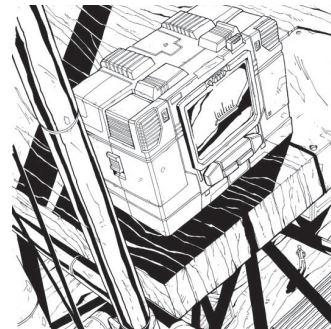
**Human Aid:** Actions may work unusually well on humans. Example: Espionage roll to be picked up and put inside the Power Plant

**Inanimate:** Such Alt.Modes are prohibited from committing any Action of their own free will other than to transform, and the Actions listed in "Gain". All other Actions require outside aid (such as another character firing Alt.Mode guns). This is listed under Restriction because it's not much of a Gain. When the character is in control of someone else (for instance, firing them as a Hand Gun), the Hand Gun is still the one that rolls the attack to hit, not the one wielding it. Inanimate objects can still Talk, yell, heckle and otherwise banter or curse as desired

**Immovable:** Not subject to the effects of Push and remain stationary regardless of Push effects in all circumstances

**Landing:** Crash into unoccupied Map squares and take no damage, instantly Transforming into Robot.Mode. Map still damaged

**Orbit:** Reach height 7, at a border square, and move automatically around the Map at 6 squares per round. No characters are under any circumstances able to fire a long-ranged weapon from the height or orbit



Construction Equipment is listed here rather than under Vehicle because moving is not their primary attribute, working is. Use Construction Equipment for Farming Equipment or other heavy machinery such as Tree-cutters. Use Statue for all other inanimate or and immobile Alt.Modes

## Primitive Alt.Mode (aka "Beast.Mode")

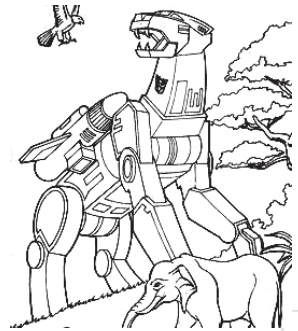
While in Alt.Mode, Primitives are granted +1d Melee Attack. Also, Acrobatics is for Primitives of an applicable Alt.Modes is treated as an Action of Courage, not of Skill

Alt.Mode	Size	Restricted	Gain	Bot	Con	Notes
Amphibian	0-5	-	Trooper	6	4	Waterproof. Additional Action such as Acrobatics (Frog), Poison (Toad), Adhesive Tires (Newt), or Fire Breath (Salamander)
Arachnid	0-5	-	Acrobatics	7	4	Off-Road. Climb on any surface, even upside down. Additional Action such as Web (Spider), or front-attacking Tail and Poison (Scorpion)
Bird	0-5	Demolition	Flight, Surveillance	5	7	Additional Action such as Acrobatics (Hawk, Eagle or Falcon), Data (Owl), Sabotage (Vulture), Espionage (Crow), most others have Acrobatics
Dinosaur	4-7	Data	Melee Attack, Demolition	5	8	Additional Action such as Defence (Brontosaurus), Flight (Pterodactyl), Dash (Velociraptor), Bite DMG (T-Rex), most others have Defence
Insect	0-3	Demolition	Materials	6	1	Additional Action such as Acrobatics (Grasshopper), Construction (Ant), Dig (Centipede), Communications (Cricket)
Insect, Flying	0-3	Demolition	-	8	4	Flight, Hover. Additional Action such as Poison (Wasp), Materials (Bee), Surveillance (Fly), Sabotage (Butterfly), most others have Espionage
Mammal, Carnivore	0-4	Construction	Dash	3	3	Off-Road. Additional Action such as Defence (Bear) Espionage (Tiger), Acrobatics (Monkey), or Strength (Gorilla or Lion)
Mammal, Herbivore	0-4	Construction	Dash	1	9	Off-Road. Additional Action such as Demolition (Rhino) Espionage (Rat) Acrobatics (Horse), Dig (Mole), Materials (Beaver), Size DMG (Elephant)
Monster	1-7	Data	Strength	5	5	Alt.Mode can carry Obscure Melee Weapons
Myth	3-6	-	Melee Attack	10	10	Additional Action such as Fire Breath and Flight or Dash (Dragon) Horns and Teleport (Unicorn), Hulk (Giant Citybot Size Lizard)
Reptile	0-7	Construction	Trooper	6	4	Waterproof. Additional Action such as Defence (Tortoise), 1/2 Repair and Poison (Snake), Melee Attack and Swim (Alligator)
Sea Creature	0-7	-	Espionage	6	5	Swim, Waterproof. Additional Action such as Melee Attack (Shark), Acrobatics (Dolphin), Materials (Crab), Size DMG (Whale)

**Notes on Dash:** Most Birds and Sea Creatures cannot move more than 1 square per Turn on land, and so Gain the effects of Dash in their natural environment. Horns, claws and other natural weapons must still be purchased using Points. Other animals can be structured according to the whim and agreement of the GM

**Notes on Attacking Methods:** Many Beast.Modes have strong back legs and are capable of making a standard Melee Attack from behind them as well as in front (Boar, Horse, Rabbit, Alligator). Cat creatures, while they have deadly hind feet, cannot attack directly behind. Cows can.

**Notes on Size:** A Primitive's Size does not necessarily have to relate to the Size of the animal the Alt.Mode emulates. Lazerbeak is clearly somewhere between Size 1 and 2, huge by human standards, but certainly not the Size 0 an actual vulture would be. No Autobot or Decepticon Robot.Mode can be Size 0, unless they are a Maximal or a Predacon (even so, they're usually treated as Size 1). If there needs to be a difference between Robot.Mode and Alt.Mode Sizes, the Mass Displacement Technology is required



### Special Definitions

**Poison:** The Weapon Effects of Stall and Burn are added to the appropriate natural Melee Attack; jaws, claws, etc.

**Swim:** The use of Wheels when under or on water (depending on Alt.Mode). Implies Waterproof in most cases, but not all

**Waterproof:** In either Mode, immune to water effects. Depending on Size and therefore weight, may be able to swim as well

**Web:** An attack using Skill with the properties of the Glue Effect. Can also be used as a Grappling Hook at Long Range



## Vehicle Alt.Mode

While in Alt.Mode, Vehicles are prohibited using Assault, and are granted +1d Dash and "Wheels"

Alt.Mode	Size	Restricted	Gain	Bot	Con	Notes
Ambulance	3-5	-	Repair	4	-	Store 1 Robot of a Size category lower or equivalent
Car	2-3	-	Dash	1	4	The standard Autobot, from Bug to Police Car
Car, Futuristic	2-3	-	Acrobatics, Dash	6	9	May have an additional Action such as Hover or Demolition, depending on the car's design
Car, Race	2-3	-	Dash	3	6	Move +1 in Alt.Mode during Dash
Car, Sports	2-3	Demolition	Dash, Intercept	2	4	Expensive looking fancy cars
Dune Buggy	2	Demolition	Acrobatics	3	-	Landing, Off-Road
Helicopter	3-5	Demolition	Surveillance	5	6	Flight, Hover. Only Decepticon Helicopters gain Assault
Hovercraft	3-4	-	Sabotage	5	7	Hover, Swim, Waterproof
Jeep	2-3	-	Trooper	3	4	Off-Road. Jeeps have only +2d for Speed, but +1d for Endurance. All Jeeps receive Tracking
Jet	3-5	Demolition	Assault	7	1	Flight. Assault for Missiles and Guns only. Staple of the Decepticon army
Jet, Futuristic	3-6	Demolition, Espionage	Assault, Acrobatics	8	6	Flight. Assault is for Lasers only. Poor disguise. Not mistaken for a regular Jet
Motorcycle	1-2	Demolition	(+2d) Acrobatics	4	6	Off-Road. Possible upgrades can attach as side-cars
Naval Vessel	1-7	-	Strategy	5	7	Swim, Waterproof. Additional Action such as Auto-success Pull (Tug-boat), Dash (Speedboat), Assault for Cannons (Tall Ship), Assault for Missiles and Rockets (Aircraft Carrier)
Plane	3-6	Demolition	Surv., Assault	5	8	Flight
Snowmobile	1	Demolition	Acrobatics	2	2	Movement is on snow. Probably a bad idea
Space-ship	5-7	-	Surveillance	8	6	Flight, Hover, Orbit. All Space-Ships have Escape Velocity
Small Vehicle	1-2	Dash	Trooper	2	3	Includes ATV, Skateboard, Golf Cart, and Riding Lawn mower
Submarine	6	Acrobatics	Espion., Assault	6	5	360, Swim, Waterproof. Assault for Missiles and Lasers
Tank	3-5	Espionage	Assault	7	4	360. Off-Road. Swap Speed & Endurance Stats in Alt.M. Assault for Tank (Cannons, Shells), Missile Truck (Missiles, Rockets), Anti-Mine Vehicle (Immune to Mines). Retains Wep. in Robot.Mode
Train	4-5	-	(+2d) Demolition	5	5	Swap Endurance and Intelligence Stats in Alt.Mode
Truck, Pickup	3-4	-	Demolition	2	4	Off-Road. Can store 1 Robot of a Size lower or equivalent
Truck, Fire	4-5	Espionage	Assault, Support	6	-	Assault for water and anti-flame-based weapons only
Truck, Monster	4-5	Espionage	Demolition	6	6	Off-Road. +1d Damage for Demolition
Truck, SUV	3-4	-	Sabotage	-	5	Off-Road. Slowly destroys the environment as it moves
Truck, Tow	3-4	-	Materials	4	6	Off-Road. Gain a Grappling Hook for 2x weight / Size
Truck, Transport	4-5	-	Defence, Demolition	6	7	Granted Trailer (See Technology). The Trailer magically appears and disappears when Transforming. Does not alter Size
Van	3-4	-	Defence	2	6	Can store 1 Robot of Size lower or equivalent
Van, Camper	4	Espionage	Materials	5	9	Off-Road. Granted Trailer (See Technology)
Van, Futuristic Camper	4	Espionage	Defence, (+2d) Support	10	-	Off-Road. Trailer. You've got the Touch.

For other Military Vehicles swap Speed and Endurance Stats for Alt.Mode and assign Assault (conditional) if necessary

### Special Definitions

**Flight:** Movement through the air from 1 to 6 squares above the surface of the battlefield. > 6 enters Escape Velocity

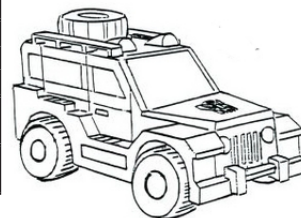
**Hover:** Move across potentially any surface along the ground, including water surfaces. Must avoid jagged surfaces

**Off-Road:** Use of Wheels on uneven ground, over rough terrain, but nothing jagged or height changing

**Orbit:** Reach height 7, at a border square, and move automatically around the Map at 6 squares per round. No characters are under any circumstances able to fire a long-ranged weapon from the height or orbit

**Wheels:** Auto-successful for full movement to the maximum of the Robot's ability while on roads and flat surfaces.

Wheels also works in the air for flying vehicles in unobstructed air spaces in straight lines with no turning



## Weapon Alt.Mode

While in Alt.Mode, Weapons gain +1d DMG for their principal Weapon only. (Note that when Weapon.Modes “Gain” Assault, they do not advance to +2d Assault dice, they just get to perform that Action at all while they’re otherwise Inanimate.)

Alt.Mode	Size	Rest.	Gain	Bot	Con	Notes
Base	6-7	Inanimate	Assault, Repair(Self)	8	8	360. Immovable. Additional Action such as 2x Missile or Rockets (Assault Base), Defence (Defense Base, Battlefield Fort.), 2x charges Lasers (Battle Station), Deployer Superior for Micromasters only (Micro-Base)
Cannon	2-5	Inanimate	Assault	-	4	Wheels (or can be pushed). Cannon type weapon
Hand Gun	0-4	Inanimate	Assault	7	2	+1d charges. Gain Mass Displacement to Size 0. Blaster, Cannon, Gun, Pistol or Rifle type Weapon
Melee Weapon	0-4	Inanimate	Acrobatics, (+2d) Melee Attack	6	5	Firepower None, and swap Endurance and Courage Stats. Additional Action such as Block with Endure (Sword), destroy Map squares automatically (Axe or Hammer), reach to the second square away (Spear), or Materials (Any working tools)
Musical Instrument	0-2	Inanimate	Assault, Communications	5	6	360. DMG+ is for Energon. Any Energon damaging weapon can be used as an Instrument at Long Range
Platform	1-4	Inanimate	Assault, Move	4	7	360. Hover. Movement is 1/2 standard. The flat top of a platform can support the weight of other Robots with Size Totalling 1/2 Platform's Endurance
Space Gun	0-6	-		-	9	Flight. Cannon, Gun or Laser type weapon
Swarm	3-6	1/2 Move	(+2d) Melee Attack	-	10	360. Landing. Swap Strength and Firepower. Attacks with Melee using any weapon's DMG and effects. Any successful hit is considered a winning Grapple
Trap	1-6	Inanimate	(+2d) Espionage, Spring	10	6	360. Immovable. Spring: effect is that of any chosen weapon and its effects, in a Blast effect range. Designate condition for activation to the GM before the Trap is sprung: Pressure, Heat, Proximity, Timed, Story Condition

Turrets and Auto-turrets can be placed on top of Platforms and Battle-Stations. Platforms are essentially Battle-skiff Attachments

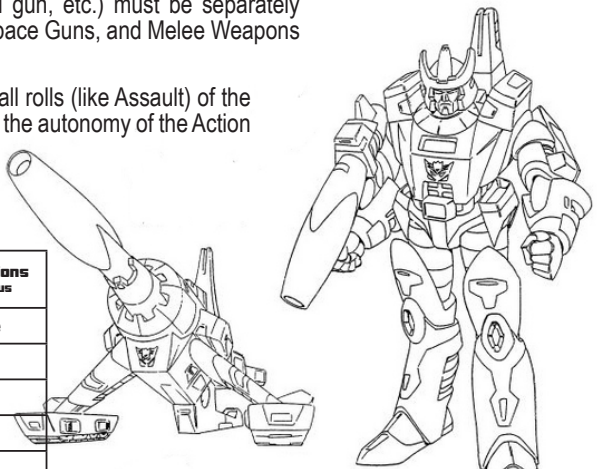
**Notes on Cost:** The Weapon reflected (a blaster for a hand gun, etc.) must be separately purchased in Points for both Modes. Only Tanks, Hand Guns Space Guns, and Melee Weapons get to keep their Weapon in Robot.Mode.

**Notes on Onus:** When Inanimate and fired by another Robot, all rolls (like Assault) of the Weapon.Mode character are used instead of the agent, keeping the autonomy of the Action with the player, not the wielder

## Alt.Modes on the Character Sheet

This box depicts an Autobot Transformer with a Warrior Function and the Alt.Mode of a Tiger (Mammal, Carnivore)

Univ. Actions	Function: Warrior Function Actions	Robot.Mode Statistics	Alt.Mode Statistics	Alt.Functions Gain Bonus
<b>Strength</b>	Melee Attack	1	10	+1d Melee
<b>Intelligence</b>	Strategy	4	4	
<b>Speed</b>	Dash	2	7	+1d Dash
<b>Endurance</b>	Defence	6	7	
<b>Rank</b>	Transform	3	3	
<b>Courage</b>	Intercept	5	5	+1d Espionage
<b>Firepower</b>	Assault	8	x	
<b>Skill</b>	Acrobatics	7	3	Off-Road





## 07. Technology

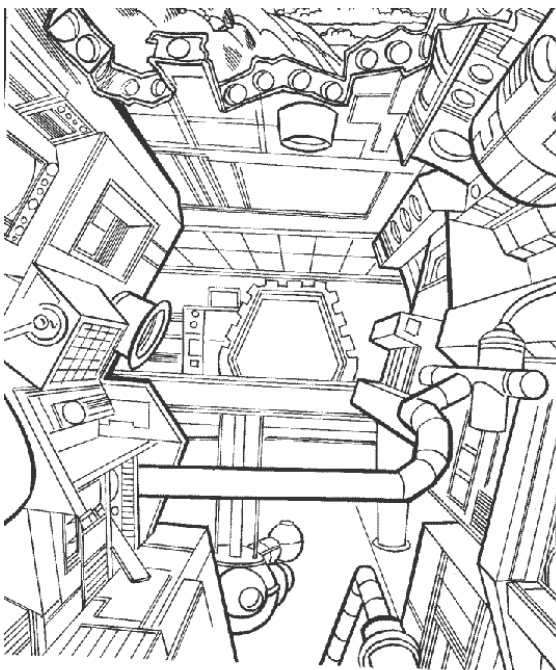
Upgrades of Technology are modifications to core unit of the Transformer. Technology costs Points just as Weapons and Subgroups do. Where it says +1d, the ability is granted if the Transformer if they are not capable of doing it, or it gives the better of that many results to a Transformer who already has the Action. It will specify when the Action is required in order to gain an additional dice

**Attachments:** Types of Technology that are separate from the Transformer in Robot.Mode, but combine with them to form their Alt. Mode. The Size of the Transformer in Robot.Mode and Alt.Mode is therefore different. The Size of the Transformer Alt.Mode must be offset by the Robot.Mode + the Attachment, which is always 1/3rd the Robot.Mode Size unless otherwise specified. There are also some Attachments that switch the role of Robot.Mode and Alt.Mode. For all Attachments the DMG is instantly shared with the main Transformer if it is injured.

Attachments	Reference
Armour	Robot.Move Armour gives +6 HP
Auto-Turret	Statopmary weapon shoots itself
Battle-skiff	Hovering weapons platform
Drone	Mindless robot partner unit
Medical Pad	Hovering Repair platform
Trailer / Sidecar	Extra storage and space for you
Turret	Stand behind weapon and shoot
Vehicle	Part of self becomes vehicle

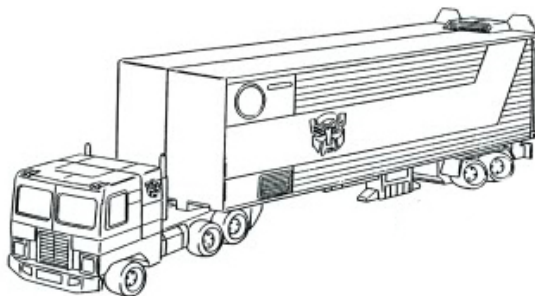
**Fields & Shields:** Considered activated at the beginning of battle, except for the Electro-Magnetic Shield, which requires a roll each Turn, and the Force-Field Projector, which requires a Turn every time it is used. Physical Shields and Energy-based Fields & Shields stack with their bonus to Defence

Fields & Shields	Reference
Deflect-o-Shield	+1d Defence for guns, blast-ers and pistols
Electric Field	Disrupts couplers and bonds
Electro-Magnetic Shield	Steath shield for 4 rounds
Force-Field Projector	Negate all damage
Gravitational Energy Field	+1d Defence for missiles, rockets and grenades
Physical Shield	+1d Defence directional
Shield Generator	+1d Defence all ranged attacks, but higher Energon consumption



**Sensors:** Sensors are Technology for detecting other characters, events or relevant artifacts on the battlefield. Considered activated only when the character wishes to roll for it. The use of sensors is free Turn, and may sometimes be prompted by the GM.

Sensors	Reference
Circuit Reading Sensor	Detect Robot thoughts
Full Spectrum Beacon	+1d Communications
Infrared Visual Sensor	See in the dark med. range
Radar / Sonar	+1d Surveillance
Radio-wave Sensor	Auto-success Communic.
Tracking Sensor	Trail, footprints and marks



## Technology Minor - 1 Point per

Actionmaster Accessories	Gain either a Primitive companion (this can stack with Targetmaster), a Battle Drone (capable of combat), a Backpack (One GM approved Alt.Mode Special Definition), or a Helmet (Immune to one Weapon Effect) with the Alt.Mode of a Weapon. Req: Actionmaster
Attachment, Trailer / Sidecar	Your Vehicle.Mode has an attached section. Trailers provide an additional Size 6 of space and Sidecars: Size 1. Vanishes through the power of plot when not in use
Brawling	1d6 Damage for Melee Attacks rather than 1d6 / 2. This is essentially the only weapon of Brawn
Circuit Rage	Auto-success in Demolition to the maximum of the Robot's ability. Applies to both Modes. Req: Demolition. Or, +1d Demolition to those otherwise incapable of the Action. Maintains even if restricted by Function
Electronic Couplers	Hand-cuffs that shut down attached and mounted weapons, Melee Attacks and Transformation. Grapple to fasten. The wearer of Electronic Couplers is unable to make a Melee Attack or use any Weapons or Technology
Electrostatic Battery	Use Plane's nose cone to fire Lasers. Grants "Assault" to Planes for Lasers only. Req: Plane Alt.Mode
Energon Net	Thrown for automatic Glue Effect in a radius. Skill vs. opposed Strength to break free
Escape Velocity	Twin scramjet modules allow speeds necessary to escape the planet's gravity. Req: Flight
Flares	6 shoulder-mounted hidden or drawn magnesium phosphate flares for signaling and other creative uses
Force Beam	Add Push effect to any one Rifle
Grappling Hook	Short-range length and strong enough to support one Size 7 Transformer or equivalent
Hook Hand	The end of one of your Robot.Mode's hands is instead a hook. +1d for Grappling, and Auto-Success to Climb
Infrared Radiation Collector	+1d6 Repair when being repaired. Incurs added +1d6 / 2 DMG from Energon weapons
Light-matrix Data Storage System	Auto-success in all matters Data to the maximum of the Robot's ability. Bases Data on Intelligence rather than processor Speed. Record and store an almost infinite amount of data. Recall from memory any individual datum virtually instantaneously. Can also be focused into a bright flash once per battle, Intelligence vs. opposing Endurance to Stall everything in Blast effect range
Logic Center	Auto-success in Strategy to the maximum of the Robot's ability, due to the sophistication of superior circuitry
Low Fuel Consumption	+1d6 Energon at the start of each battle and +1 Energon every 5 rounds
Mass-Displacement	Shrink or grow to different Size of set number when Transforming. For story-purposes, changes mass
Mechanics	+1d Construction and Invention, as your circuits are more aware of the structures of technology
Med Pack	Repairs 1d6 HP. No requirement for use, but subject must be within a melee range
Megavisor	Auto-success in Accuracy and Surveillance to the maximum of the Robot's ability. Req: Predator Subgroup
Mount Targetmaster	Targetmaster Unit in its Weapon.Mode can be mounted on the Vehicle.Mode of its Transformer and fired
Primitive Partner	Where a Partner Unit would have a Robot.Mode, they instead have a natural Beast.Mode. This changes their Stats as though affected by a Primitive Alt.Mode just as "Natural Primitive" would
Rear-mounted Ailerons	Hover effect for 1d6 squares when ever moving in the air in a Vehicle Alt.Mode. Req: Vehicle.Mode
Rocket Back-Pack	Flight for 6 rounds in Robot.Mode. Usable once per combat. Made famous by Sideswipe
Rubsign	Hide your Energon signature, spark, and transformation activation code, so that when first encountering you in a battle, the enemy needs to succeed Intelligence to know you are not on their team
Saboteur	Auto-successful in all matters Sabotage, due to advanced spy circuits. Req: Sabotage
Sensor, Infrared Visual	Visual Sensors are unaffected by lighting conditions up to medium range, granting Auto-success to the maximum of the Robot's ability against Espionage or any attempt at hiding within that range
Sensor, Radar / Sonar	+1d Surveillance. Detect medium-range material objects, test materials for strength, heat resistance, elasticity, detect Energon Levels (quantity and intensity), detect Electronic, Ionic, Magnetic, Sonic, or Chemical anomalies, know the density and composition of objects, tensile strength, energy and perhaps Function
Sensor, Tracking	Auto-success in short-range Surveillance to pick up on the enemy's trail, footprints, data-signatures at evidence
Two-Hand Grip	Holding a Melee Weapon with both hands adds +2 damage, or one Weapon in each hand for +1 DMG each
Two-Hands	Hold two weapons (Ranged, or mixture of Ranged and Melee) one in each hand in Robot.Mode for the same effects as Twinning, 2 attacks each at 1/2 damage rounded up
Two-Heads	You have two independently thinking heads. They argue. On a full round attack, can make two separate attacks, not necessarily on the same target. Req: Monster or Dragon Alt.Mode, or an Autobot Pretender
Waterproof	Immune to Rust effects, rust-damaging Weapons, and effects resulting from the submersion in water



## Technology Standard - 2 Points per

Adhesive Tires	Allows vehicle driving on sheer walls, but not upside down. Req: Vehicle Alt.Mode or a other explanation
Attachment, Battle-skiff	Part of your Alt.Mode becomes a hovering board where weapons and/or turrets may be mounted and self and allies can stand upon. Grants Hover. Does not require a separate square. Can mount up to 4 weapons
Attachment, Drone	Part of your Alt.Mode transforms into a secondary unintelligent robot that can perform one simple non-combat task each round. HP: 6. Ex. Planting a bug. Famous examples include Optimus Prime's "Roller"
Attachment, Medical Pad	Part of your Alt.Mode becomes a medical bed that provides +1d Repairs. Made famous by Ratchet. Requires a separate square and that the target be on the skiff. Grants Hover on Pad. Can withstand Size 7 in pressure
Attachment, Turret	Part of your Alt.Mode becomes an inanimate stationary rotating weapon stand for anything but a pistol, rifle, or sword. Provides +1d DMG and 360. Weapon must be separately purchased and cannot then be detached. Can be mounted on Battle-Skiffs, Platforms, and on the ground of a Map square while in play
Inanimate Magnetisation	In an inanimate Alt.Mode, stick to any other metal of choice. 3d6 vs. opposing Strategy if challenged
Combiner / Gestalt	2 to 6 members form a powerful new Robot. See Combiner / Gestalt Rules
Combine Rifles	Kibble together any Rifles owned, keeping the highest damage and stacking all Effects, making something like a Armor-piercing Rocket-dart Hunting Rifle. Req: Invention
Comp. Air Cushion Boots	Take no damage from falling when in Robot.Mode, and 1/2 DMG when falling in Alt.Mode. Map still takes damage normally, as does anyone underneath the falling Robot
Ferro-cobalt Magnet	Short Range Radius effect to direct everything metal towards and stick to the magnet. Acts as a mine
Field, Electric	Disrupts electronic couplers and bonds and electric doors. Skill vs. opposing Firepower in Blast Effect Range
Field, Gravitational Energy	+1d Defence roll vs. missiles, rockets and grenades
Full-spectrum Beacon	+1d Communications. Shoots beacon up into the air to use communicate with team-mates. Beacon can be shot down by enemy fire, or even friendly fire
Headmaster Warrior	Headmaster Unit is granted the class of Warrior and all associated Function Actions as well as whatever Special Actions are granted for being a Partner Unit
Hologram Generator	Espionage roll vs. opposing Surveillance (or automatically successful) to create a short range convincing proton illusion. Illusion must be within range of the robot's visual sensors in order to maintain
Hover Feet	Grants Hover in Robot.Mode, only enough to handle the weight of the Robot itself and a normal load
Hull, Armored hide	Bst. Immune to Blast and Radius Effect. Req: Beast.Mode, but applies to both Modes
Hull, Heat-shielding and Ceramic-plated Armor	Withstand heat up to 8000 C. Immune to Burn and On Fire Effects in both Modes
Hull, Trithyllium-steel	Best of 3d6 for HP per battle. This changes each battle. Made famous by Brawn and Ironhide
Magnetic Control	Subject target metal to Push effect at short Range. Skill vs. opposing Strength if not inanimate
Medical Tools	+1d Repair. Includes Laser Scalpel, Arc-Welder, Electron Microscope, Electron circuit Sensors, and Fluid Dispensers (both lubricating and super-cooled). This is a full field repair kit. Requires Repair
Metalikato	+1d Melee Attack for Swords and unarmed attacks. Robotic martial arts for Robot.Mode
Oil Slick	Emit thick a Cone of slick oil while moving in an applicable Alt.Mode. Any contact with the slick surface causes Auto-Fall unless the opposing Robot rolls a successful Acrobatics
Optical Distortion Projector	Espionage roll for short range blast effect to interfere with sensors and confuse locations
Quad-changer	Add a 3rd Alt.Mode. Requires Triple-changer
Radio Jamming Broadcaster	Espionage roll to jam all sent and received radio signals vs. opposing Communications in long range. If already has Communications, then considered auto-successful in all matters of jamming signals and transmissions
Rear Rocket Thrusters	Movement doubles once per combat in a boost of speed Req: Vehicle Alt.Mode or Transmetal II
Rocket Arms	Flight and Hover for 6 rounds per combat in Robot.Mode. Makes use of both arms
Search & Rescue	Repair as a free Action for one Turn during a full Turn move, if the subject is on a Medical Pad or inside an Alt. Mode (like a Van). No more than one Repair can be done per Turn, because the whole Turn is spent moving. Having the 'Repair' function-Action is noticeably not a requirement, but the subject of the Repair must be in clear and present danger in order to take effect, and the Transformer effecting the Repair cannot crash
Sensor, Circuit Reading	Surveillance roll at short range to detect other robot's thoughts vs. opposing Courage. Requires Surveillance
Sensor, Radio-wave	Auto-successful in all regular matters Communications to the maximum of the robot's capability. Detects all radio waves on the planet, and roll for intercepting unfriendly transmissions. Made famous by Soundwave. Requires Communications



Shield, Deflect-o-Shield	+1d Defence roll vs. all guns, blasters, and pistols. Shield is always considered active
Shield, Electro-Magnetic	Espionage roll to be undetectable vs. opposed Surveillance (or auto-successful) for 4 rounds / combat
Single-Jet Levitation Wing	Wings extend from under a Vehicle Alt.Mode's sides, granting Flight for 3 rounds per battle in Alt.Mode. Req: Vehicle Alt.Mode
Smoke Emissions	Emit thick black smoke in Blast Effect Range lasting 1d6 rounds after emission. Applicable Alt.Mode only
Solar Collectors	Bst. Large golden plates on spinal assembly increases Strength to 10 in direct sunlight
Soundless Walk	Espionage is assumed every round without need to roll until challenged. Also incurs Light Sensitivity - must roll success of 2 vs. Stall when attacked by weapons that emit bright lights or photons. Req: Espionage
Triple-changer	Add another Alt.Mode
Vibration	When inserted or confined in any space can take two turns to vibrate and destroy a radius

## Technology Major - 3 Points per

Attachment, Armour	Part of your Alt.Mode becomes armour around your Robot.Mode providing HP +6. Robot.Mode Size is increased by 1/3rd, but it retains the HP and Energon calculations of its original Size
Attachment, Auto-Turret	As with "Attachment, Turret", except does not provide DMG bonus and fires independently when placed
Attachment, Vehicle	Part of your Alt.Mode becomes a vehicle your Robot.Mode can drive. Offsets Size by 1/2
Clip-on Weapon	Any weapon can be attached to the side of a Vehicle Alt.Mode for use by the character
Deployer Superior	Enlist number of Deployer characters equal to 1/2 Intelligence. Store # Deployers no greater than the sum of their Size = 1/3 Robot's Endurance. Must have relatable theme. (Ex. Cassettes / Tape Deck.) See Partner Units
Hulk	Extreme and unnecessary strength. Auto-successful in all matters Lifting, Grapple, Throwing, to the extent of the Robot's capabilities. Makes characters more vulnerable to Energon Damage, increasing it by 1.5x
Hull, Tough Polymer-steel	Resists artillery impact. Immune to Blast and Radius Effects
Low-frequency Ground-wave Hammers	Arms turn into hammers that pound the ground, causing a straight line long range rent in the Map by 1 square width and 1d6 squares deep. Those in affected squares roll Acrobatics vs. the player's Strength to avoid being in the hole if on the line, and roll vs. Stall if on an adjacent square
Multiple Functions	Choose a secondary Function. All successful rolls with that Function are reduced by 1/2, rounded up
Photon-disruptor	Espionage vs. opposing Surveillance (or auto-successful) roll to make one target (Self, Other or Object) per round within visual sensor range invisible, or alter physical placement or appearance
Powercore Combiner	Robot is granted 4 Vehicle Drones with no Alt.Modes, capable of combining with the Robot as limbs to form a Size 6 Combiner. The new gestalt is treated for all intents and purposes as a 6 member combiner team. See Combiner Rules. Req: Powercore Commander, 4 Attachment Drones (Costing 2 Points for instead of 4)
Processor Over Matter	As with "Magnetic Control", but anything Energon-based, including the life-force found in Nature
Robot.Mode Flight Ability	Fly for no discernible reason. Also applies to Autobots only at the cost of 6 points
Shield, Force-Field Projector	Deflect all damage in a short range. Considered auto-successful in all matters Endurance to the extent of the Robot's ability. Must maintain field every round as a Full Action at 2x the Energon cost or it will collapse. Requires an Action to raise and to maintain, but free to drop. Made famous by Trailblazer
Shield Generator	+1d Defence for all ranged attacks. Every 5 rounds drains 1 additional Energon. Can be shut off
Six-changer	Add two more Alt.Modes for a total of 5. Must have Quad-changer
Teleportation	Teleport to squares instead of moving, avoiding all Map squares in-between

## Voice Chip - 1 Point

Any time while talking in character you must assume this funny voice. The voice and the bonus apply to both Modes. Failure to adhere to the conditions of the voice chip when talking in character means its effect cannot be put into practice this round. It is the GMs decision if you, for instance, slurred when trying to talk very quickly, where-upon the bonus would be taken away

Chip	Gain	Example	Chip
"Yesssss..."	+2d Strategy	Megatron (BW)	Strategy for concocting some mastermind scheme
Animal Accent	+1d Dash when Retreating	Waspinator	Speak like a bird, growl like a dog, or drag your vowels as appropriate to the animal, insect, reptile etc.
Fast-Talker	+1 Move	Blurr	Must speak incredibly quickly and not jumble words
First Person	+1d Strength	Grimlock	Me refer to self only in first person singular
Junkion	+1d Repair	Junkions	Member of a bizarre Transformers sub-race of scavengers. Every line of dialogue must be a quote from a television show, film or song
No Voice	+2d Int. and Cou.	Laserbeak	Cannot communicate vocally
Rhyme	+2d Acrobatics	Blaster	Everything you say must rhyme, however terribly, in time, unbearably
Sound F/X	+1d Trooper	Warpath	Between verbs, make nonsensical "pow!", "boom!", "za-pow", etc., noises
Vocoder	+1d Comm.	Soundwave	Classical Robot wah-wah effect making everything you say sound logical and unemotional even if it's "Happy Anniversary, I love you dear."





## 06. Subgroup

Join a particular group of Transformers at the cost of 1 to 3 Points. Points are calculated by averaging Robot.Mode Stats for Courage and Skill, and also spent among Weapons and Technology. Membership to Subgroups sometimes have limitations by Era, and sometimes by Allegiance. For a fun general game, disregard the Beast Era and chronological requirements, but abide by the Autobot/Decepticon distinctions. Some Subgroups may cancel each other out, such as anything with a Partner Unit. For more information on Partner Units, see the section

Autobot
Actionmaster
Axelerator
Brainmaster
Clone
Colour Changer
Commander
Cyber-Ninja
Dinobot
Godmaster
Headmaster
Jumpstarter
Laser Cycle
Laser Rod
Lightformer
Micromaster
Mini-Vehicle
Natural Cassette
Natural Primitive
Powercore
Powermaster
Pretender
Rock Bot
Rotor Force
Sparkabot
Sparkdash
Spy Changer
Targetmaster
Technorganic
Throttlebot
Transtech
Triggerbot
Turbomaster
W Cassettebot

Decepticon
Actionmaster
Battlecharger
Breastforce
Clone
Cobalt Sentry
Colour Changer
Commander
Constructicon
Dino Force
Duocon
Firecon
Godmaster
Headmaster
Horrorcon
Insecticon
Laser Cycle
Laser Rod
Lightformer
Micromaster
Natural Cassette
Natural Primitive
Powercore
Powermaster
Pretender
Rock Bot
Rotor Force
Seeker
Skyscorcher
Sparkdash
Targetmaster
Technorganic
Transtech
Triggercon
W Cassettecon

Maximal
Commander
Dino Force
Dinobot
Fuzor
Mutant Head
Natural Primitive
Technorganic
Tranmetal
Tranmetal II
Transtech

Predacon
Beast Shell
Commander
Dino Force
Fuzor
Insecticon
Mutant Head
Natural Primitive
Technorganic
Tranmetal
Tranmetal II
Transtech

### Subgroup Minor 1 Point per

#### Axelerator

Vehicle engine transforms into a "Blaster Gun" (Gun, Blaster) of unlimited charge with one additional Weapon Effect of choice. Req: Vehicle Alt.Mode

#### Beast Shell

Semi-organic shell provides immunity to energy-based poisons and halves all Energon Damage while in Alt.Mode. Req: Beast.Mode

#### Cobalt Sentry

+2d Espionage from membership to the Decepticon Secret Police and internal affairs investigation unit. Req: Both colours must be Cobalt

#### Colour Changer

Can change colours as see fit

#### Constructicon

2 full Turns of Construction in 1, but can take no other Action. Req: Construction, Machinery Alt.Mode

#### Dinobot

Gain Fire Breath or Laser Eye Weapon while in Primitive Dinosaur mode. Req: Dinosaur Alt.Mode

#### Duocon

Robot mode splits into two Alt.Modes, adding to the Size of the Robot.Mode. The Alt.Modes share sentience, so cannot both act on the same turn. HP and Energon are also split

#### Insecticon

Make a Melee Attack to drain 1d6 enemy HP from enemy; grants the character equal Energon. Req: Insect Alt.Mode

#### Horrorcon

Grants the ability to Transform once per round for each Alt.Mode, and Headmaster gains Function of Gunner. Req: Triple-changer, Headmaster

#### Jumpstarter / Battlecharger

Transform a second time in one round on a successful Rank roll

#### Micromaster

+2d6 Energon at the start of each

battle. Req: Robot.Mode Size 1 (Suggest Mass Displacement Technology to skirt requirements).

For an additional Point, a Micromaster can be a "Micromaster Combiner" or a "Combi-Micromaster". These are essentially for one player to have two characters.

Micromaster Combiner: Two Micromasters form the front and back end of a Vehicle Alt.Mode, then split apart into their own Robot.Modes. Req: Micromaster, Vehicle Alt.Mode.

Combi-Micromaster: Two Micromaster Alt.Modes form one Robot.Mode. Req: Micromaster.

If a Micromaster purchases a Trailer (regardless of their Alt.Mode) then it will be a futuristic tractor-trailer and driven by a Drone.

## Natural Cassette

Instead of a Robot.Mode, the Transformer has a Cassette as their standard form, choosing another form to be their Alt.Mode

## Natural Primitive



Instead of a Robot.Mode, the Transformer has a Beast.Mode as their standard form. In their Alt.Mode they can use Assault. This is the basis for the beast era faction of "Mutants". Robot.Mode Stats change according to the differences as though rolling a Primitive Alt.Mode

## Seeker

+2d Acrobatics and Intercept. Req: Jet Alt.Mode

## Skyscorcher

Auto-success on Surveillance to the maximum of capability while flying, as one weapon becomes a Radar Sensor in Alt.Mode. Req: Jet

## Spy Changer / Cyber-Ninja Force

+2d Espionage. A special team of Autobot stealth ninjas. Req: Adhesive Tires or equivalent

## Throttlebot

Move +1 and granting Intercept with Auto-Success. Req: Land-based Vehicle Alt.Mode

## Transmetal

Gain an additional Vehicle.Mode that looks like your Beast.Mode, except with either Wheels or an attached Rocket Pack. Req: Beast Shell, Primitive

## Turbomaster / Predator

Turrets or Auto-Turrets increase range by one increment, either from short to medium or medium or long. Req: Turret or Auto-Turret

## Subgroup Standard 2 Points per

## Actionmaster

Nuclear fuel pumps through the Transformer's veins, preventing Transformation, but granting

Damage Reduction of 1d6 / 2 rounded up. See Partner Units for more options with Actionmaster

For an additional Point, a character can be an "Actionmaster Elite", meaning they are capable of Transforming, but not as a free Action. If the Robot had an Alt.Mode before becoming an Action Master, they do not need to choose that again as their new Alt.Mode. Req: Actionmaster

## Brainmaster

Robot.Mode head and bust is a Partner Unit, conveying "Brain Power" boosting 1 Stat to 10, of a choice between Strength, Courage, Intelligence, and Skill. Detaches in Alt.Mode. See Partner Units

## Breastforce

Grants a Partner Unit who is a Natural Primitive with the Alt.Mode of acting as the Transformer's armoured breastplate. Armour. Mode grants +6 HP to the main Transformer, and when detached retracts its 6 HP for its own use. The Partner's Beast.Mode is always capable of flight regardless of the Primitive chosen, ex. a flying tiger.

For an additional Point, the Partner Unit gains a Weapon. Mode that must be a Blaster, including anything with 'Blaster' in its name

See Partner Units



## Dino Force



Your Pretender shell does not halve its Stats, thinks and acts independently of the character, and does not transfer damage to the PC. HP: 6. However, the PC gives up their ability to Transform. Req: Primitive Dinosaur Pretender or similar

## Fuzor



Combine another Primitive form and gain a Bonus Action (either Gain or Additional, depending). Selection of secondary Primitive choice must adhere to Rank. Req: Primitive

## Headmaster



Weapons. See Partner Units

## Laser Cycle



+1d DMG to Assault, as the weapons are given a special upgrade by the holder. Req: Motorcycle Alt.Mode

## Mini-Vehicle



Meet the Rank requirements for any Vehicle regardless of present Rank. Req: Vehicle Alt.Mode

## Mutant Head



A Primitive-based rather than Robot-based head grants the ability to maintain consciousness after Stasis Lock, but only to make curses about your bad luck and self Repair 1 HP per round when between -4 and 0 HP, until reaching 1 HP. This

rounds

- Halves all Energon damage
- Grants immunity to all energy-based poisons.

Powermasters can have more than one Engine, causing +2 EN / 3 rnds and reducing Energon Damage by 75%. A Powermaster cannot Transform without their Partner. Req: Vehicle Alt.Mode

## Rock Bot

Make a Medium Range "Rock Out" like Roxy Sparkles of Purple Fungus with a sonic attack based on Courage of 2d6 DMG in Alt. Mode or in Robot.Mode using a Musical Instrument. Req: music-based Alt.Mode or Instrument, or equivalent

## Rotor Force



Melee Weapon spins, acting as a defence, granting +1d Defence in a forward direction when using it, however it must be neon coloured. Req: Melee Weapon

## Sparkabot / Firecon



+1d DMG to Fire Breath. Req: Fire Breath

## Sparkdash



Cold sparks shoot out of Primitive's mouth or Vehicle's exhaust. Acts as Fire Breath in both cases. Req: Vehicle or Primitive Alt.Mode

## Targetmaster



Weapon is a binary-bonded Partner. +1d Assault and -1 cost to Weapon. Inadvisable that the weapon be something that blows up and dies.

Sub-Group	Exclusive Technology (Points)
Actionmaster	Actionmaster Accessory (1)
Brainmaster	Primitive Partner (1)
Breastforce	Weapon.Mode for the Partner Unit (1)
Godmaster	Primitive Partner (1)
Headmaster	Headmaster Warrior (1), Primitive Partner (1)
Powercore	Powercore Combiner (3), Primitive Partner (1)
Powermaster	Primitive Partner (1)
Targetmaster	Mount Targetmaster (1), Primitive Partner (1)

This is a table of suggested Technology to look up that has strict Sub-group requirements. The cost in Points of the Subgroup factors in these available technologies

Robot.Mode head is a binary-bonded Partner Unit. Provides a +1, +2, and +3 Stat bonus to Robot.Mode distributed among Strength, Speed, and Intelligence. (No Stat can be raised above 10.) Partner detaches in Alt.Mode. Autobot Headmasters are Vehicles and Machinery. Decepticon Headmasters are Primitives and

is how Waspinator survived. Works only once per battle, and must involve some "Why me?" speech. Req: Beast Shell

## Powermaster



Vehicle Engine is binary-bonded transforming Partner Unit.  
 - Partner does not need to detach from Robot or Alt.Mode  
 - Provides +1 Energon every 3

See Partner Units

## Transmetal II

Organic and metal aspects are almost perfectly balanced, inducing rage. Will transform whenever angered. Once per combat, when not moving, gains a second Melee Attack as though it were a new round. If stacked with Transmetal, loses Vehicle.Mode but keeps Wheels or Rocket Pack. Req: Beast Shell, Primitive Alt.Mode

## W Cassettebots / W Cassettecons

Two cassettes Combine into a Robot.Mode with its own Stats and name. Not subject to Combiner / Gestalt restrictions. Essentially for 1 cassette character to have two. Req: Cassette Alt.Mode, Natural Cassette

## Subgroup Major 3 Points per

### Clone

Your character's Robot.Mode is copied. Clones have the same Robot.Mode but have two different Alt.Modes of the same type (Vehicle, Weapon, etc.). Clones can have different names but share the same Stats and colours, and may not make any Action that will put them out of visual range with each other. If they are, one will shut down until contact is resumed

### Commander

You are in charge of your own Subgroup; the Wreckers, the Lightening Strike Coalition, Earthforce, the Mayhem Attack Squad; whatever. Gain "Command"

Action, which is the effect of Support and Strategy at the same time from anywhere on the battlefield. Follows the turn rules of both. "Command" is based on the Robot's Statistic of choice. Req: Higher Rank than those ordered

### Godmaster











Alt.Mode engine is a binary-bonded Partner. Automatically Repairs 1 HP every three rounds when attached, even to revive from inactivity. This stacks with Powermaster. Req: Rank 6, Vehicle Alt.Mode

### Laser Rod

+1d DMG to Melee Weapons, as they glow and spark and can cut through nearly anything. Req: Melee Weapon

## Special Teams / Scramble City Combiners

Joining a Special Team can be a rewarding experience for in-cannon geeks to join the ranks of their favourite team. These are Combiner-only Subgroups of 5 members. They cost 2 Points and grant "Combiner" and what is listed under "Gain". All members must be Size 3, except for the one of the highest Rank who is Size 4 and forms the chest rather than a limb. Exception: Non-Scramble City Predacon Decepticons are all Size 4.

Team	Requirements	Gain
<b>Aerialbot</b>	 Flying Vehicle	Rear Rocket Thruster Technology. Form Superion
<b>Combaticon</b>	 Military Vehicle	One set of Standard issue Shells. Form Bruticus
<b>Pretender Monster</b>	 Monster, Pretender	Given back-plating on each Pretender Shell. Used to store kibble and cannot be struck in the back
<b>Predacon</b>	 Herbivore or Carnivore	Twin Blasters in Alt.Mode. Six members combine to form Predaking. Developed into 
<b>Protectabot</b>	 Rescue Vehicle	Assault for one Twin Weapon in Alt.Mode. Combined to form Defensor
<b>Seacon</b>	 Sea Creature	Legs and arms for Sea Monsters that can't walk on land. Form Piranacon or King Poseidon
<b>Stuntacon</b>	 Sports / Race Car	+1d Acrobatics and Demolition in Alt.Mode. From Menasor. Leader can be a Transport Truck
<b>Technobot</b>	 Futuristic Vehicle or Machine	A 2 Point defensive or information-based Technology. Combine to form Computron
<b>Terrorcon</b>	 Monster	Steel Claws. Terrorcon claws can climb walls at full speed. Combine to form Abominus

## Lightformer / Trakkon

Turret (but not Auto-turret) can be mounted on top of a Vehicle's Alt.Mode, and be fired. The vehicle fires the turret, and it does not get the bonus to damage Req: Vehicle Alt.Mode, Turret

## Powercore Commander

Grants Partner Unit who:

- Has an Armour Alt.Mode granting the equivalent of a Battlemaster
- Has the Alt.Mode of a Weapon. Mode that must be a Blaster, including anything with 'Blaster' in its name, or a Melee Weapon or equivalent tool
- Can be mounted in Vehicle.Mode Req: Vehicle Alt.Mode

## Pretender

- Semi-organic shell wraps around the Robot mode of the Transformer.
- Auto-Repairs 1 HP each round if HP is less than 1/2 total
  - Grants +1d Defence
  - The Shell has its own Stats.

### Example

The Deception Soundwave has Deployer Superior Technology, and the Alt.Mode of a Cassette Tape. His Deployers are Cassette Tapes. Soundwave is Size 4. With an Intelligence of 9 he has a total of 5 Deployers (Rumble, Frenzy, Laserbeak, Buzzsaw and Ravage), and with an Endurance of 6 can store 2 Deployers at a time. Laserbeak bought a Twin Laser Cannon and Natural Primitive, and put his +2d into Espionage. Rumble put his +2d into Defence, and purchased Low Frequency Ground Wave Hammers



Universal Actions	Robot.Mode Statistics	Rumble	Size 2 Robot / Casstte	Laserbeak	Size 2 Nat. Primitive Vulture
Strength	8	5	Melee Attack, Hammers	5	Melee Attack
Intelligence	9	5		5	+1d Surveillance, x Demo
Speed	2	5		5	Flight
Endurance	6	5	+2d Defence	5	+1d Sabotage
Rank	8	5		5	
Courage	5	5		5	+2d Espionage
Firepower	6	5	Assault	5	Assault, Twin Laser Cannon
Skill	10	5		5	

May be Human-looking (Robot Stats and +1d Melee Attack) or Primitive-looking (Primitive Stats and gain Assault). If Primitive, must correspond to an Alt.Mode the character has

- When the Shell is unoccupied its Stats are all 5, and it has 6 HP
- When separate, the Shell responds to mental commands from its owner, one command per Turn
- Any damage done to the Shell while not being worn by the Transformer is repeated on the Transformer immediately, where ever they are.

Alternatively, the Pretender can be a Double Pretender. Inside the Pretender Shell are two Robots, so long as their combined Size equals the Pretender Shell Size.

Or, for an additional Point, the Pretender can be a "Mega Pretender", meaning the Pretender shell can Transform into an Alt.Mode. The Shell can take the form of a Vehicle, Human or Primitive.

For a further additional Point, the character can be an "Ultra Pretender", meaning the Pretender Shell is wrapped around by an additional, second Pretender Shell, that is a non-transforming Vehicle. Mode

## Technorganic Techno-organic

Perfect balance between machine and nature. Add new Alt.Mode Gains, Additional Gains, and Special Definitions to each Mode as per GM approval, mixing and matching but maintaining one as a principally organic Mode and one as Technological.

- Primitive Alt.Mode cannot be detected by sensors.
- When angered, frightened, injured, stunned, or < 1 HP, will automatically revert to Beast. Mode.

Req: Beast Shell

## Transtech

The benefits of Technorganic for Vehicle Alt.Modes.

## Triggerbot / Triggercon

Vehicles can draw one hidden Cannon (or twinned Cannon) regardless of Function or Alt.Mode restriction. Can roll Espionage to maintain disguise. Req: Vehicle Alt.Mode



## 05. Weapons

Weapons are an extension of the character's being, not some outside technology. Cost comes from Points, (the average of Robot.Mode Stats for Courage and Skill) shared with Technology and Subgroup. If the Weapon succeeds against another Robot's Endurance, then damage is rolled. If there is an Effect, it is put into play automatically unless otherwise stated. If a character's Statistic (Strength / Intelligence / Speed) drops to 0 or below, then that Statistic enters its own Stasis Lock and becomes unusable until Repaired

### Types of Weapons

Type	Range	Charges	Explanation
Bomb / Mine / Grenade	Short	1d6 charges per battle	Dropped or thrown in Robot.Mode, or dropped in Flight. Mines wait to be triggered by touch. Bombs are timed for 1 to 6 rounds
Cannon	Medium	2d6 charges per battle	Can also be hand-replacements
Blaster / Gun	Medium	3d6 charges per battle	Standard issue Weapons of most factions
Laser	Long	1d6 charges per battle	Cutting tool creates beam of energy; all have Line Effect
Missile / Rocket	Long	2 per battle	Launched from an attached position on the Robot's body
Pistol	Short	Unlimited charge	Small damage Weapon. Requires to be held in Robot.Mode hands
Rifles	Medium	4d6 charges per battle	Staple of Robot.Mode weaponry, Rifles must be held in Robot.Mode hands
Shells	Medium	1d6 charges per battle	Explosive cartridges in Cannons or Guns or thrown short range. In order to shoot them out of a Cannon, another Cannon is required
Sword	Melee	Unlimited charge	Held. Two Weapons can be used for Twin effects. All Melee Weapons count as swords, even if they are not even designed as weapons, such as Buzzsaws and Arm Piledrivers

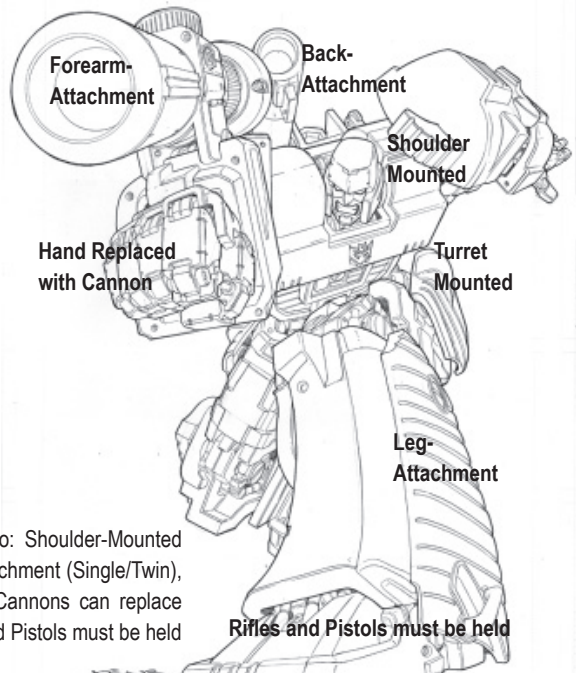
### Notes on Weapons

**Arch:** Applies to Rockets and Shells, meaning they can be curved over Map obstacles so long as that is factored into the distance applied. All other weapons fire in a fairly straight line and cannot be, for example, aimed to get over walls by firing a little upwards

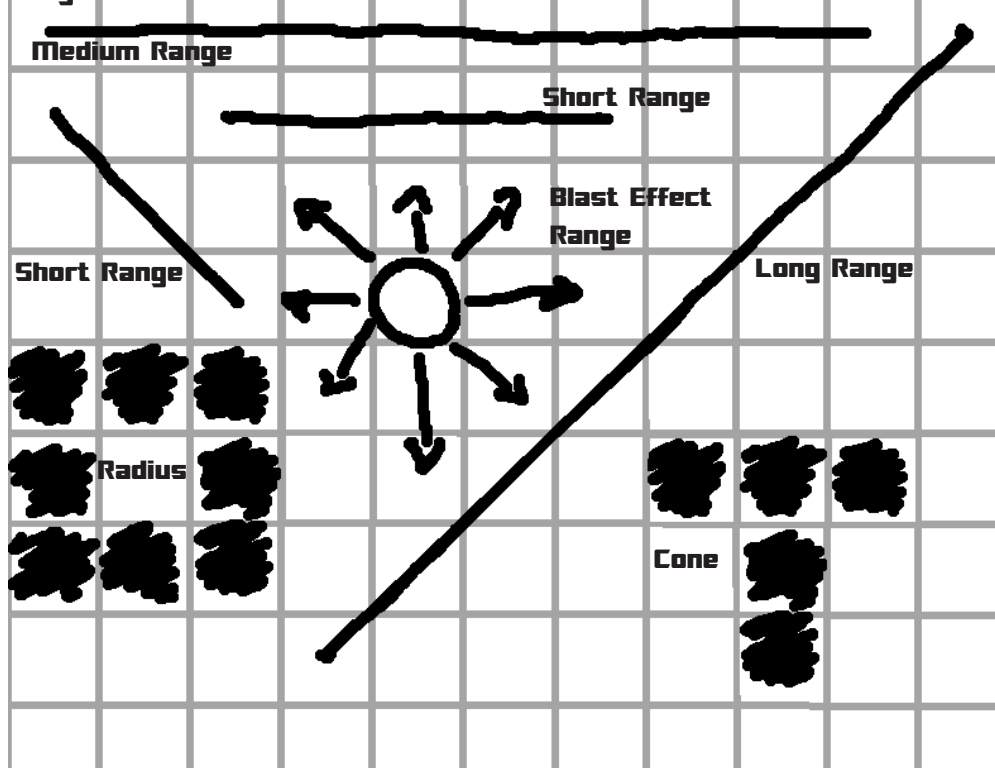
**Range:** Short Range is 5 squares. Medium Range is 10 squares. Long Range is 15 Squares

**Twin:** Any weapon can choose to be a Twin (that is to say, two of them) for the ability to attack twice in the round, each time for half the damage, rounded up. The charge is actually coming from within the Robot, therefore the effort put into damage is subject to divided attention. To Twin does not cost Points, and can apply to any weapon, Melee or Ranged

**Structure:** Place weapons on your Robot body according to: Shoulder-Mounted (Single/Twin), Turret Mounted on another part of the body, Back-Attachment (Single/Twin), Forearm-Attachment (Single/Twin), Leg-Attachment (Single/Twin). Cannons can replace hands (even temporarily) instead of being held or attached. Rifles and Pistols must be held



## Range Reference Table



## Weapon Effects

Some Weapons have additional effects that are game affecting, signified on the weapons tables as a "+" sign. If falling or is pushed or thrown and would go through an object, subject suffers 1d6 damage +1d / 3 squares

Effect	Explanation
2x Map	Twice regular Damage is done to the environment or object squares on the Map
Burn	Lingering effects on metal, for 1d6 rounds the subject loses an additional 1HP
Blast	The effects of the weapon spreads 1 square for every 2 DMG in every direction. When constructing custom weapons, the cost of the Blast Effect is greater than all other Weapon Effects by 1 Point
Cone	Effect occurs in a V-shape rather than a straight line. This is not a 45 Degree angle, but one square on either side of the target and a V-shaped line back to the firing weapon. If Melee, then simply extends to the 3 forward squares
Fall	Subject must succeed in a Courage roll or lose their next Turn. Standing up is one square's worth of Move
Glue / Ice	Unable to make an Action until HP: 6 glue or ice destroyed. Glue is unaffected by unarmed Melee Attacks. Anything that touches it will be trapped instead. Ice can be broken from the inside with a Strength of 6 or greater success. Projectile weapons fired on the Glue or Ice hit the robot trapped as well.
Line	All subjects in a straight line are affected, until the intrusion of an environmental barrier
Object	All objects do 1d6 DMG + Size of the object. Ex. Throwing a car at someone (Size 3) will do more than an oil drum (Size 1)
On Fire	There is a 1 in 6 chance that the subject will catch flame and suffer 1d6 DMG / round until snuffed
Push	Moved in an opposite direction 1 square for every 2 HP damage +1 Square for every Size lower than the pusher
Radius	1 square around the point of impact, both adjacent and diagonal, are also affected. If Melee, then the wielder of the weapon is considered the point of impact, and they attack in a circle around them
Rust	At the end of their Turn, subject suffers 1d6 DMG / round while submerged or still affected circumstantially
Size DMG	For every Size larger is the offender, 1 additional HP of damage is applied
Stall	Subject must succeed in a Skill roll or lose their next Turn due to circuit damage, overloading or shock



## Weapons Minor - 1 Point per

Weapon Minor	DMG	Explanation
Arm Piledrivers	3d6 vs. HP + 2x Map	Attacks straight down only, and only in Robot.Mode
Buzzsaw	1d6 vs. HP + 2x Map + Radius	Melee range. Hand-replacement. Can also be Chainsaw
Cannon, Drill	Best of 2d6 vs. HP & Map + 2x Map	Destroy terrain automatically. Unlimited Melee Weapon
Cannon, Light	1d6 vs. HP + Line	Long-range
Cannon, Water	Push + Fall + Rust + Line	Temp (Rust). Shoots water, which is wet and slippery
Chain-saw scales	3d6 vs. HP in Grapple	Bst. Scales rotate like a chainsaw. Does not take a Turn
Double-barrelled Rocket Launcher	-	Fire two rockets at once. Rockets have different attack rolls and are purchased separately
Energon Weapon	1d6 vs. HP & Energon	Costs 1 Energon creates; weapon replacing one hand
Fire-extinguisher	3d6 vs. Flame	Cannon with unlimited charge. Cancels On Fire effect
Grenade, Magnetic	1d6 vs. HP + Push (spec)	Push effect occurs directed towards the Blast
Gun, Adhesive	Glue	Cements target in place on ground or wall
Gun, Black Beam	1d6 vs. HP + Stall	Shoot black light beams to temporarily blind enemies
Gun, Blaster	1d6 vs. HP + Burn	+1 Dice for charges per battle
Gun, Mega-gun	1d6 vs. 1 Item	Beam crumbles objects to dust
Gun, Scattershot	1d6 vs. HP + Cone	-
Gun, Sub-machine	Best of 2d6 vs. HP	Standard Decepticon Seeker Weapon
Horns	1d6 vs. HP + Push + 2x Map	Bst. Must have a good reason for battle horns
Jaw Strength	Best of 3d6 vs. HP + Size DMG	Bst. A successful Bite can lead to a same-Turn Grapple
Laser, Musket	1d6 vs. HP + Burn	Considered Rifle. Old fashioned. Shoots acid pellets
Laser, Thermal Beam	2d6 vs. HP + Burn	Short range
Mine, Sonic Land	2d6 vs. HP + Push	Causes all Robots in a Blast Effect Range to fail hearing
Missile, Laser	2d6 vs. HP + Radius	Standard Cybertronian Missile
Pistol, Laser	1d6 vs. HP + Burn	Possibility of boring with focused beam
Pistol, Photon	1d6 vs. Energon + Stall	Standard Autobot pistol. Bright lights dazzle opponent
Rifle, Armor-piercing	vs. HP	Always do the DMG of the target's Size
Rifle, Compressed Air	1d6 vs. HP + Fall	-
Rifle, Hunting	1d6 vs. HP	Automatically hit any NPCs
Rifle, Laser	Best of 2d6 vs. HP	Optimus Prime's Weapon
Rifle, Particle Beam	1d6 vs. Energon + Line	Line of photon particles
Rifle, Photon	Best of 2d6 vs. Energon	Small bursts of photon particles
Rifle, Torque	1d6 vs. HP + Push	Basic training rifle
Shell, Acid	Best of 2d6 vs. HP + Burn	Standard issue Shell. Part of Warpath's arsenal
Shell, Cryogenic	Best of 2d6 vs. HP + Stall	Standard issue Shell. Part of Warpath's arsenal
Shell, Explosive	Best of 2d6 vs. Endurance	Standard issue Shell. Part of Warpath's arsenal
Shell, Sonic	Best of 2d6 vs. HP + Push	Standard issue Shell. Part of Warpath's arsenal
Shell, Thermal	Best of 2d6 vs. HP + On Fire	Standard issue Shell. Part of Warpath's arsenal
Shell, TNT Equivalent	Best of 2d6 vs. HP + Radius	Standard issue Shell. Part of Warpath's arsenal
Shield, Physical	+1d Defence	Directional Defence regardless of Function. Can be Bst or in Alt.Mode with explanation (ex. Bulldozer's shovel)
Steel Beak	Best of 3d6 vs. HP + Burn	Bst. Cannot lead into grapple like Jaw, but grabs objects
Steel Claws	Best of 2d6 vs. HP + Size DMG	Bst. If successful >= 5 can freely issue a bite or Beak
Steel Fangs	+1d DMG to bites	Bst or equivalent
Sword, Thermal/Thermo	Best of 2d6 vs. HP + Burn	Basic Metal/energy sword
Tail	Best of 3d6 vs. HP + Size DMG + Radius	Bst. Can shatter 20' concrete cube or one Map square per round freely. Attacks from behind only
Wrecking Ball	1d6 vs. HP + Size DMG + 2x Map	Short range, from 2 to 5 squares away. Can be hand-replacement or tied to applicable Alt.Mode



## Weapons Standard - 2 Points per

Weapon Standard	DMG	Explanation
Blaster, Electro	Best 2 of 3d6 vs. Transform + Fall	Can disrupt transformation operations
Blaster, Ionic	1d6 vs. Energon + (spc)	Disrupts electrical charges, stealing charges from one weapon
Blaster, Plasma-energy	1d6 vs. Energon + Push (spc)	Reverse gravity throws target forward
Blaster, Shatter	3d6 vs. Surveillance + Radius	Pellets shatter into small shards that cause all radars to go berserk and hurt their user. Target immune if they do not have Surveillance
Blaster, Slime	1d6 vs. Courage + Radius + Rust + Fall	Temp (Rust). Shoots globs of disheartening gelatinous
Blaster, Tail	2d6 vs. HP + Size DMG	Bst. Attack behind. Requires Alt.Mode with a tail
Bomb, Cluster	Best 2 of 3d6 vs. HP + Blast	Cluster bomb explosion shoots out in all directions
Bomb, Concussion	2d6 vs. HP + Blast + Push	Push accounts for the Size of the attacker for Concussion Bombs
Bomb, Megan-ton Proton	2d6 vs. HP + Blast + 2x Map	-
Cannon, Atom-Smasher	Best of 2d6 vs. Skill	-
Cannon, Concussion	Best of 2d6 vs. HP + Push	Common cannon of both Autobot and Decepticon armies
Cannon, De-crystaliser	3d6 vs. Map + Radius	Weakens metals to make them vulnerable to fracture
Cannon, Electro-disrupter	1d6 vs. Intelligence	If successful, makes opponent believe you are anyone else for 1d6 rounds
Cannon, Flash Explosion	1d6 vs. Energon + Blast + Stall	Leaves enemies temporarily blinded and disoriented
Cannon, Laser	2d6 vs. HP + Line	Most common standard issue cannon
Cannon, Plasma-Pulse	Best of 2d6 vs. Energon + Radius	Shoots packets of energy that explode on contact
Cannon, Proton-Pulse	1d6 / 2 vs. HP & Energon + Cone	-
Cannon, Sonic	1d6 vs. HP + Cone + Fall	-
Cannon, Track-Mounted	1d6 vs. HP + Push + Radius	Blitzwing's weapon of choice
Cannon, Triple Crusher	1d6 vs. Speed + Glue (spc) + Fall	Bands wrap around target for 1d6 rnds. or vs. opposed Strength
Cannon, Vibro	1d6 vs. HP & Assault	Sonic Damage vibrates on contact
Energon Shuriken	1d6 vs. HP	Short range. 3 independently targeting attacks at once using Skill
Energon Bow	1d6 vs. Energon + Burn	Med. range. 2 independently targeting attacks at once using Skill
Fire Breath	Best of 2d6 vs. HP + Burn	Bst. Short Range Melee Attack. Not necessarily fire based, could be electrical, cold, etc. Charges = Beast.Mode Courage Stat
Flamethrower	1d6 vs. HP + Burn + Line + On Fire	Short ranged line. 3d6 charges per battle
Foot Stomp	1d6 vs. HP + Size DMG + Blast + Fall + Fall	Bst. Smash the ground with an appropriate Beast.Mode foot
Grenade, Custom	1d6 vs. HP + an Effect	Effect chosen cannot be Blast
Gun, Acid-pellet	1d6 vs. HP & Endurance + Burn	-
Gun, Blot's	Best of 2d6 vs. Intelligence + Stall	Shoots awful smelling corrosive liquid; softens metals
Gun, Compressed Air	Best of 2d6 vs. HP + Push + Size DMG	-
Gun, Graviton-gun	Push + Push + Push + Fall	Enchants gravity effects, Pushes in random direction
Gun, Gyro	1d6 vs. Speed & Accuracy + Fall	Disturbs the balance centre of Robots. Target immune to the Accuracy DMG if they do not have Accuracy
Gun, Magnetiser	3d6 vs. Firepower	Roll 1d6 vs. object tearing itself apart from reversed magnetic force. Failure (1) applies to self
Gun, Nega-gun	Best of 2d6 vs. 1 Item	Beam cancels forces holding molecules together, destroying item
Gun, Overload	Best of 2d6 to Strength	Exceed system potential. Shuts down if > 10
Gun, Photon Displacer	2d6 vs. Surveillance + Stall + Radius	Distorts the target's perception. Only works if target has Surv.
Gun, Plasma-Pulse	1d6 vs. Firepower + Stall	High Frequency Vibrations knock all attachments and mounts loose. Roll to keep each individually vs. opposing Skill
Gun, Sandblaster	1d6 vs. HP + Push + Burn	High speed stream of silicon particles that erodes
Gun, Scatter-blaster	1d6 vs HP + Push + Cone	-
Gun, Sonic Concussion	1d6 vs. HP & Skill + Fall	Sonic powered concussion blaster of Soundwave
Gun, Sonic Stun	Best of 2d6 vs. Assault + Stall	-
Gun, Water	Cone + Fall + Push + Line + Radius + Rust	Temp (Rust). Also capable of manufacturing supercooled Liquid Nitrogen, Superheated Liquid Lead, or Petro-Chemical Fluid that is flammable when ignited. The weapon of the Autobot Ironhide
Laser, Acid Ray	2d6 vs. HP + Burn	Standard Acid Ray
Laser, Decelerator	2d6 vs. Intelligence	Makes the target less Intelligent

Weapon Standard	DMG	Explanation
Laser, Electro-laser	2d6 vs. Energon + Stall	Reduces target's polarity, leaving them motionless
Laser, Eyes	2d6 vs. HP	Shoots beams from the eyes. Can be used Beast.Mode also. Charges = Robot.Mode Courage Stat
Laser, Freeze Beam	Best of 2d6 vs. HP + Ice	Always does Max DMG underwater
Laser, Head-light Heat	1d6 vs. HP	Vhc. Fires lasers from Vehicle.Mode headlights
Laser, Null-Ray	Best of 2d6 vs. HP & Speed	Starscream's weapon. Disrupts electricity. Lesser dice Spd
Laser, Oxidising	1d6 vs. Endurance + Rust	Fuses target's internal mechanisms
Laser, Particle Beam	Best of 2d6 vs. Energon & Courage + Stall	-
Laser, Photon	2d6 vs. Transform	Electro-magnetise target's microcircuits
Laser, Volt Beam	3d6 vs. Accuracy + Blast	Lightning-like Long Range weapon. Does nothing if the target does not have Accuracy
Laser, Venom	1d6 vs. HP + Burn + Stall	Paralyse on contact
Laser, Wind-funnel	Best of 3d6 vs. Skill + Push + Push	Temp. Push inhibited by Size greater than wielder
Mecha Fangs	1d6 vs. Energon	Bst. Can latch onto victim and drain Energon into self
Mine, Custom	2d6 vs. HP + an Effect	Effect chosen cannot be Blast
Missile, Air/Ground	2d6 vs. HP + Blast	Choice of +2 Success: Air to Air, Air to Ground or Ground to Air
Missile, Concussion	Best of 2d6 vs. HP + Blast + Blast	Causes larger explosion (Blast effect is at par with Damage)
Missile, Fire-Fog	Multiplier to DMG of 1d6 + Blast	Mist of flammable liquid rises 1 sq / rnd until dissipates
Missile, Heat-seeking	2d6 vs. HP + Radius	Attracted by heat. +3 Success to hit anything very hot or On Fire
Missile, Incendiary	1d6 vs. HP + Radius + On Fire + On Fire	Causes things to catch on fire with a 1 / 3 chance
Missile, Motion	2d6 vs. HP + Radius	Attracted to motion. +3 Success to hit anything moving this Turn
Missile, Shatter	4d6 vs. Surveillance + Blast	Missiles shatter into small shards that cause all radars to go berserk and hurt their user, after Surveillance < 0, DMG is HP. Target immune if they do not have Surveillance
Obscure Melee Weapon	Best of 2d6 vs. HP + an Effect	Tridents, Maces, Hammers, Axes, etc. Stack new effects for 1 Point Each. Blast costs an additional Point.
Pistol, Custom	1d6 vs. HP + an Effect	Create your own pistol. Stack new effects for 1 Point each. Blast costs an additional Point.
Pistol, Semi-auto. Sonic	1d6 vs. Assault + Cone	-
Pistol, Stress	Best of 2d6 vs. HP & Map + Size DMG	Induces Counter-Rotational Forces in whatever object it hits. DMG through metal fatigue
Rifle, Accelerator	Best of 2d6 to Speed	Raises speed on the target to uncontrollable levels
Rifle, Acid Rainmaker	Med. of 2d6 vs. HP + Burn + Cone	-
Rifle, Adhesive	1d6 vs. Move + Glue + Line	Stream of glue that cements to HP 6 until shattered
Rifle, Arc-welder	1d6 vs. Endurance + Burn + Stall	Used by Autobot Grapple
Rifle, Crustacean	2d6 vs. HP & Speed	Temp (Speed). Fires hard shells as well as minor adhesive
Rifle, Disruptor	Best of 2d6 vs. Energon + Radius	Web of energy disruption
Rifle, Extinguisher	4d6 vs. Flame + Blast	Can also stop other all opposing beams with its own by dampening
Rifle, Friction	-	Friction of the target is amplified. Target moves no more than 1 square or 1 / 3 speed or has a 1d6 chance of On Fire
Rifle, Heat-ray	Best of 2d6 vs. HP + On Fire + Line	Heats object
Rifle, Ion-Charge Disperser	4d6 vs. Energon	Poor Accuracy, high DMG. Hits 1 / 6 even if confirmed
Rifle, Lightening	Best of 2d6 vs. Energon + Burn	Burn affects Energon in this case
Rifle, Low-gravity rod	Best of 2d6 vs. Skill + Push	Crashing / floating away. Larger objects less effective
Rifle, Particle Beam	1d6 vs. Energon + Line + Radius	-
Rifle, Rocket-dart	1d6 vs. HP + Radius	Explodes on contact
Rocket, Drone	Best of 2d6 vs. HP + Blast	Independent Rocket like a cruise missile. Aims self
Rocket, Mega-ton Proton	2d6 vs. HP + Radius	Ravage's hip rockets
Scream	Cone + Radius + Stall	Short Range to force Auto-Stall effect. Courage vs. opposing Courage. Charges = Robot.Mode Courage Stat
Shell, Glass Gass	2d6 vs. Endurance & Skill	Temp (Endurance). Makes metal brittle like glass for 1d6 rnds
Shell, Gyro-inhibitor	1d6 vs. Strength + Fall + Fall + Fall	Destroys balance of its victims
Shell, Heat-Mounted Mortar	2d6 vs. Endurance + Burn	Grenade Like Tossing Shoulder Attachment



Weapon Standard	DMG	Explanation
Shell, Magnetic Inducer	Best of 2d6 vs. HP + Blast + Push (spc)	Douses enemies in magnetising dust, attracting all metals
Shell, Shrapnel Needle	1d6 vs. HP + Blast + (Spc)	Explodes into thousands of small damaging needles in radius
Shell, Vaporators	Best 2 of 3d6 vs. Speed	Fine mist of liquids for oxidising, freezing or corroding
Shield, Rotor	-	1 / 2 chance to deflect blasts. 1 / 6 chance to return them
Stereo Speakers	1d6 vs. Speed + Stall + Stall	180 dB of dazzling light and sound in Blast Range
Sword, Dis-fraction	2d6 vs. HP & Intelligence	Temp Intelligence. Bends nearby light to obscure vision
Sword, Electro	2d6 vs. Energon	Energy-based sword that passes through objects
Sword, Electron	1d6 vs. HP & Endurance + Stall	Short circuits electrical devices. Aka. "Electron Scimitar"
Sword, Energo	2d6 vs. HP + Burn + Burn	Grimlock's blade
Sword, Laser-Guided	Best of 2d6 vs. HP	Also has 1d6 vs. HP long rng Laser beam; shoots from the sword
Sword, Rotating	2d6 vs. HP + Radius	The rotating drill sword of Maximal Dinobot
Sword, Sonic	Best of 2d6 vs. HP + Cone + Push	-



## Weapons Major - 3 Points per

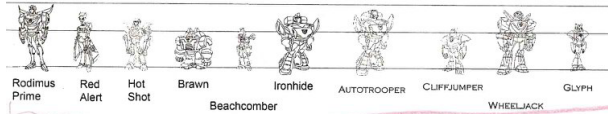
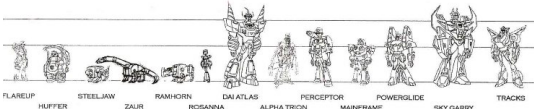
Weapon Major	DMG	Explanation
Blaster, Hip Winged	1d6 vs. HP + Line	Bst. Attaches wings to hips of Primitives, granting Flight
Bomb, Custom	3d6 vs. HP + Blast + an Effect	The effect chosen cannot be a further stack of Blast
Bomb, Kamakazi	10d6 vs. HP + Blast	Explode self and everything around you
Cannon, Fireball	2d6 vs. HP + Blast + On Fire	-
Cannon, Fusion	Best 2 of 4d6 vs. HP + Fall	Megatron's Weapon of Choice. Fall! Fall!
Gun, Cyclone	Best of 3d6 vs. Dash	Motomaster's gun of choice. Target immune if they do not have Dash
Gun, Electro-Scrambler	3d6 vs. Strength	Blaster's Gun. Shuts down Computer Banks automatically
Gun, Ray-gun	2d6 vs. Energon + Cone + Line	Shockwave gun issues a beam of is energy in all forms
Gun, Semi-automatic Glue	2d6 vs. Speed + Glue + Cone	Shoots capsules of high-adhesive liquid at all targets in range and cements each
Laser, Galvatron's	2d6 vs. HP & Energon	Chemically produced, direct-current electricity beam at Short Range
Laser, X-Ray	7d6 vs. HP	Auto-hits, then roll for 80% miss probability
Mine, Magnetic Blast	3d6 vs. HP + Blast	Draws in according to a Push effect, then explodes with Blast
Missile, Invisible	1d6 vs. HP	Auto-hits. Hits unaware. Cannot be blocked or avoided
Missile, Photon	1d6 vs. Energon + Radius	3 independently-targetable shells, doing DMG
Rifle, Electrostatic Discharger	Best 2 of 3d6 vs. Energon + Blast	Weapon of the Arielbot Silverbolt
Rifle, Liquid-nitrogen	Best of 3d6 vs. Defence	Target immune if they do not have Defence
Rifle, Solar Energy	Best 2 of 3d6 vs. HP + Line	Damage all targets in a line
Rocket, Sky	5d6 vs. HP	Can only hit targets in Orbit or in Escape Velocity, but Auto-hits. The opposing robot or object does not get any roll
Shell, Cerebro	2d6 vs. Intelligence + Stall	Controlled until disrupted if Intelligence < 0. Bombell's gun
Shield, Junkion	Best of 2d6 vs HP + Push	Also provides +1d Defence
Sword, Metallikato	3d6 vs. HP	The samurai sword of Decepticon Warrior Bludgeon





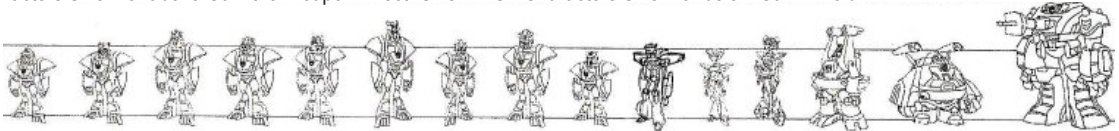
## 08. Size

Size does not need to be earned by Rank or Points; it is an arbitrary choice. However, it must be consistent with the chosen Alt.Mode. For Autobots and Decepticons a Size 0 Robot.Mode is too small, and Mass Displacement Technology must be taken to offset the Alt.Mode's Size. The exceptions to this are Maximals and Predacons, which are usually much smaller and energy conscious. Normally, Size 0 characters cannot be targeted for attack except by Accuracy, however Maximals and Predacons with a Size 0 Robot.Mode are usually treated as Size 1 for most purposes, including targeting. No PC should transform into a Citybot unless directly relating to the story, or the GM can accommodate



#	Category	Examples	HP	Eng.	Action	Height	Notes
0	Object	Gun, Tape Deck, Insect, Microscope	-4	+4	-	1/5sq	Fit anywhere, even inside things
1	Human	Humans, Cassettes, Micromasters	-3	+3	Avoid	1/3sq	Fit in / move freely in quarter-squares
2	Small	Bumblebee, Huffer, Tracks, Beachcomber	-1	+1	Avoid	1/2sq	Fit in / move freely in half-squares
3	Standard	Prowl, Jazz, Hot Rod, Ratchet, Sunstreaker	-0	+0	-	1sq	Repair HP +1. Parts most common
4	Leader	Optimus Prime, Megatron, Soundwave	+1	-1	Size DMG	1sq	Require full square with adjacent half
5	Voyager	Jetfire/Skyfire, Dinobots	+2	-3	Size DMG	1.5sq	Takes up two squares of space
6	Combiner	Omega Supreme, Fort. Maximus, Bruticus	+5	-5	Size DMG	2sq	Takes up a block of four squares
7	Citybot	Tripticon or Metroplex	+8	-8	Size DMG	4sq	Takes up block of 3 x 2 squares
8	Planet	Unicron or Primus	+30	-10	Size DMG	Map	You cannot be a planet. Forget it!

Characters Size 4 or above Gain the Weapon Effect "Size DMG". Characters Size 2 or below Gain "Avoid"



### Special Definitions

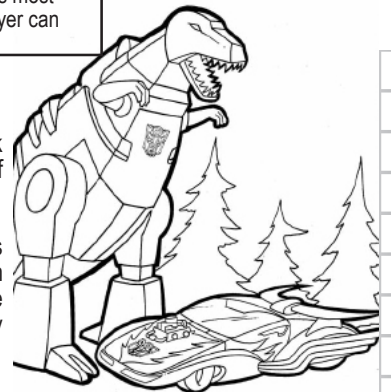
**Avoid:** The Avoid Effect is a defensive bonus. However much the Attacker is in Size larger the Defender, the Defender gains that number bonus to their defensive Success

**Size DMG:** However much larger the attacker is than the defender, the Size difference is added to HP damage. If a character has Size DMG, and their Weapon has Size DMG, they stack. This is most applicable in situations of a Melee Attack, and harder to justify with ranged weapons, but a player can always petition a GM to set a favourable precedent.

### Example of Size

Grimlock here on the right is Size 5, much larger than Hot Rod's Size 3. If Grimlock attacks Hot Rod, then Hot Rod gets a +2 to his Success to avoid the attack, but if Grimlock is successful in his attack, he gets a +2 to his damage rolled.

This relationship between "Avoid" and "Size DMG" essentially takes care of physics and the issue of weight in the Transformers Universe, and although the Size system represents a truly warped sense of scale, it is in all essential points accurate to the scales represented in the Transformers US cartoon, comic books, and even the toy line.





## 09. Personality Programme

Fill in the rest of the information on the Sheet; HP, Energon, and make sure you don't have any Points left over. Before play you must fill in your quote. Ex.: "Following leaders leads nowhere.". The quote is the apex of your Transformer's personality, and should be used liberally in game. Then choose Primary and Secondary Colours, which help other players mentally keep track of which character is yours

### Example

The Autobot Hound has the Quote and Primary and Secondary Colours as follows:

**Prime.Colour:** Green

**Secd.Colour:** White

**Quote:** "Observe everything, remember even more."

<b>HP:</b>	(10 + Endurance in Robot.Mode, +/- Size)
<b>Energon:</b>	(10 + Intelligence in Robot.Mode, +/- Size)
<b>Damage:</b>	(Lost one arm / Jet pack exploded / etc.)

### Energon

Calculation of Energon is 10 + Intelligence in Robot.Mode, +/- Size. Each round committed to an Action drains 1 Energon. Defensive Actions (not on your Turn) do not take away from Energon. Doing nothing for a round will regain 3 Energon. When regaining Energon, the character does not lose it that Turn, and Universal Actions that are Free (do not take a Turn) can be accomplished. At 0 Energon your spark recedes into hibernation and your body enters "Stasis Lock", and shuts down. At -5 Energon your spark is extinguished and lost forever, unless the power of plot saves you



### Hit Points (HP)

The calculation of Hit Points (aka HP) is 10 + Endurance in Robot.Mode, +/- Size. This is the hardness of your armour. At 0 HP your body enters "Stasis Lock" and is inoperable. At -5 it is scrapped into slag, although there is still a chance the spark survives. Objects, items, weapons, Maps, etc., have 5 HP, while Partner Units, Attachments, and Glue have 6 HP

### Points

The Points aloted to a character at character creation are the average between Robot.Mode scores in Skill and Courage, rounded up. Points are used to buy Weapons, Technology upgrades, and admittance into Subgroups. Points can also be spent to increase Statistics, with 1 Point equalling 0.5 of a Stat in one Mode. A character may choose to have no Subgroup, and spend all their Points in Technology, or have no Weapon and extra Subgroups, or they may choose to have none of these and increase their Stats, and so on and so forth. However, the Points must be spent. Points may (or may not) be issued as prizes by the GM

### Points Can be Spent On:

- \* **Technology**
- \* **Sub-Groups**
- \* **Weapons**
- \* **Increasing Statistics**

### Toy Sales

When HP has failed, when Energon has failed, and the character is probably going to die, then the time has come to depend on Toy Sales to save the character. A Transformer's Toy Sales are calculated by taking difference between the character's Rank and their Alt.Mode's Rank requirement. This balances the game in the regard that a character like Optimus Prime, with a Rank of 10 and an Alt.Mode Rank requirement (for a Transport Truck) of 6, has a Toy Sales of 4. Just like a Stat, when the character would otherwise be slag, rolling a 1d10 under 4 would mean there has to be some way for them to survive in the story. Megatron, with a Rank of 10 and an Alt.Mode requirement (for a Handgun) of 1, gives him a Toy Sales of 9! Nothing will stop mighty Megatron, not lava, not snow banks, not desertion in space!



## 4. Partner Units

From some Subgroups, Transformers are joined by Partners. A Partner Unit is either a Human or a Nebulon (Human-like alien) both of whom are Size 1, or a Transector, which means that the Partner Unit is actually the Transformer, and the larger unit of 2/3rds Size greater, is an inanimate drone. Partner Units are gained by joining the Sub-groups:

- |                     |                   |                     |
|---------------------|-------------------|---------------------|
| <b>Actionmaster</b> | <b>Godmaster</b>  | <b>Powermaster</b>  |
| <b>Brainmaster</b>  | <b>Headmaster</b> | <b>Targetmaster</b> |
| <b>Breastforce</b>  | <b>Powercore</b>  |                     |



### Partner Units

- Have their own, newly rolled Stats
- Have no Function, only basic Universal Actions available to all Robots
- Have 6 HP
- Have unlimited Energon

- All Point purchases on the Partner Unit's behalf are made by the main Transformer, from their Points
- Can use Pistols at full damage and Obscure Melee Weapons at half-damage
- Cannot join any Sub-groups
- Capable of using Technology
- If the main Transformer is destroyed, the Partner Unit inherits its remaining Energon, and perhaps even its life spark. This replaces the Partner Unit's unlimited Energon

When detached from the main Transformer, Partners can perform other uses:

Sub-Group	Main TF Robot.Mode	Main TF Vehicle	Main TF Mach.	Main TF Weapon	Main TF Primitive
<b>Actionmaster</b>	-1d6 DMG / 2	Drive / Remain	None	Fire	Ride
<b>Brainmaster</b>	1 Stat to 10	Drive	Fix	Fire	Ride
<b>Breastforce</b>	+6 HP	None	None	None	None
<b>Godmaster</b>	1 HP / 3 rnds	Drive / Remain	Fix	Fire	Ride
<b>Headmaster</b>	+ Str, Spe, Int	Drive	Fix	Fire	Ride
<b>Powercore</b>	Various	Drive / Remain	Remain	Fire / Rem.	None
<b>Powermaster</b>	1 EN / 3 rnds	Drive / Remain	Remain	Fire / Rem.	Ride
<b>Targetmaster</b>	+1d Assault	Drive / Remain	Fix	Fire	Ride

\*Actionmaster\* on this table assumes that they have "Actionmaster Accessory", and are an Actionmaster Elite

### Special Actions

- Drive:** +1d Acrobatics. Sharp turns, jumps, and stunts
- Fix:** Heal HP as though with the Repair Action, but only for 1 HP each round
- Remain:** Remain in Alt.Mode state attached to the Transformer
- None:** Not capable. Probably means the Partner Unit is a Primitive or a Weapon
- Ride:** Any Skill the Transformer has, the Partner Unit can use at a +1d while Riding

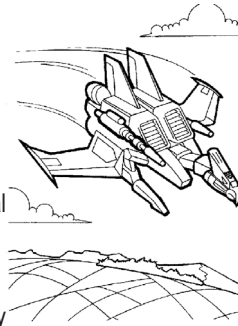
## Deployers

Size 1 Robot subsidiaries (Deployers) are a part of the character of the Deployer Superiour, but can be ejected forth from it as separate units

- The Deployers available to a Superiour are # = 1/2 the Superiour's Robot.Mode Intelligence Stat rounded up
- Deployers transform from a smaller universal storage medium or standard object that is congruent with the idea

of flying out of the Superiour, into a Robot.Mode

- The Deployer's transformation scheme must relate directly to their Superiour's Alt.Mode, and in that Alt.Mode there must be some way to store a number of Deployers no greater than the sum of their Size =< 1/3 the Superiour's Robot.Mode Endurance Stat.
- The Deployer always counts as at least Size 1



- Combat begins with the Deployers stored in the Superiour
- While stored, Deployers are Repaired at a rate of 2d6 HP, Energon, or one Stat per round.
- Unless played by another PC, all of a Deployer's Stats are 5. They can take on the "Primitive Partner" Technology for free, Technology, but their Stats do not change
- Deployers have 3 Points to spend on Weapons or Technology
- Deployers have no Function, but are capable of all Universal Actions, Melee Attack and Assault, with one exception...
  - For one Action (Universal or Function, not including Rank or Firepower) each Deployer gets +2d
  - If controlled by the PC, the Deployer is a full character, see Deployer Alt.Mode in Machine Alt.Modes

### Other Partner Units

Drones, Battle Drones, Turrets, Auto-turrets, and Kremzeek are also loosely considered Partner Units. They cannot perform the Special Actions of other Partner Units, because they have no sentience, and therefore no Intelligence Stat. All other Stats they have are 5





## Combiner / Gestalt Rules

A Combiner can be a terrifying (if temporary) presence on the battlefield. PCs with "Combiner / Gestalt" who have figured out a relevant way for them to combine, must be sharing adjacent squares when combining. Combining takes 1 Turn. The Combiner does NOT get a Turn for each one of its members, because it is essentially a separate character with a new name and Statistics. It acts on the Turn order of its leader (the Robot with the highest Rank)

**HP & Energon:** The HP and Energon of a Combined form is the sum of all HP and Energon of the characters that comprise it. However, every 6 Damage suffered accumulated (after Tough, but even over many rounds) the Combiner must roll Teamwork to keep together. If opponents focus their fire on a particular aspect of the Combiner, the specific HP of that limb/part is affected first. When breaking apart, all damage taken when combined is shared equally among each member of the team, even if it leads to Shut Down

**Construction:** The Function of its members does not matter to a Combiner. SMASH! A Combiner is a human Robot form unless the GM is extensively begged and a way can be figured out that it is not too silly to have them form into something else. SMASH! The Gestalt is one mind, therefore any disagreement among the members of the Combiner as to its Action results in either a random dice roll or the GM's choice of ideas, whatever proves more applicable or humorous to the situation

**Combined Statistics:** The Combiner is treated as another Alt. Mode for the purposes of its Statistics. The Combined form has the highest of any Statistic drawn from the character's comprising the greater Robot, except for Intelligence, which is the lowest Statistic of any Robot, and Speed which is the average

### Specialty:

The Combiner must choose a Statistic to focus on, Strength-Based, Intelligence-Based, etc.. While combined, Gain "Base Gain". This choice is permanent and cannot be undone. \*Cannot move through solid objects, operates like Demolition

### Changes in Gestalt.Mode

Statistics	Super Warrior	Base Gain - One must be chosen for the Combiner
Strength	Crush	Hulk, and x2 Map DMG from anything you do, including stepping
Intelligence	Teamwork	Keep Intelligence Actions of all members
Speed	-	Move to end of Dash roll, count one Melee Attack for everything between
Endurance	Tough	DMG Reduction vs. Size (Size - attacking = -1 DMG)
Rank	Transform	Command: Strategy + Support at all range. See "Commander" Subgroup
Courage	Fireblast	Keep melee weapon of choice from among Members
Firepower	-	Keep ranged weapon of choice from among Members
Skill	Roar!	Keep Skill Action of choice from among Members

All Combiners Gain the following Special Actions:

### Special Actions

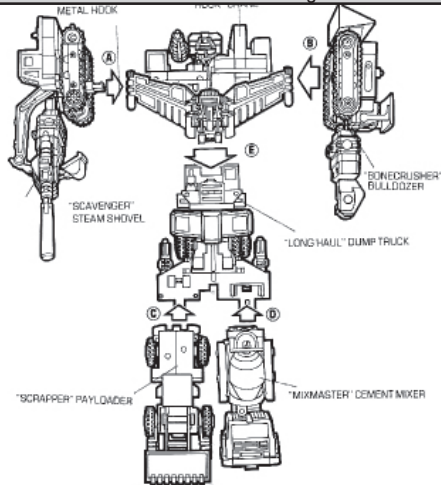
**Fireblast:** Any Technology or Weapon shared among all members of a Combiner is usable by the Combiner, except Partners Units

**Crush:** Damage by a Melee Weapon, fists, stomping, choking, grappling, or any other physical means, has an increase of damage equal to the number of members comprising the Gestalt. ex. 2 combine = +2 DMG. This stacks with Size DMG

**Tough:** When struck, the Combiner absorbs some of the damage taken by the number equal to the Robots comprising the Combiner. (ex. Devastator, comprised of 6 Decepticons, would need to be hit for more than 6 Damage in order to be affected!)

**Roar!:** Combiners may spend a Turn roaring to regain 3 Energon

**Teamwork:** For ever 6 damage accumulated, roll not to fall apart. Once knocked out of combination, all members suffer the effect of Fall, and cannot reform into the Combiner again in the same battle





## THE TRANSFORMERS RPG Character Sheet



### Example Character Sheet



Name Your Transformer Here

Toy Sales determine your ultimate fate! Very important

This is YOUR name

Alt.Mode is what you Transform into. If you don't have one, you're not a Transformer. (Unless you're an Actionmaster)

Artistic Talent not required to draw box-like robots

Know who's team you're on

Distinct colours help other players keep track of who you are

Size is important for context on the Map

It is not necessary to have a Sub-Group, but it can make you feel special

**Name:** \_\_\_\_\_ **Player:** \_\_\_\_\_

**Allegiance:** \_\_\_\_\_ **Alt.Mode:** \_\_\_\_\_

**Prime.Colour:** \_\_\_\_\_ **Sub-Group:** \_\_\_\_\_

**Secd.Colour:** \_\_\_\_\_

**Size:** \_\_\_\_\_ **Toy Sales:** \_\_\_\_\_

**Quote:** " \_\_\_\_\_ " \_\_\_\_\_

HP: \_\_\_\_\_ Keep track of your character's HP. The total goes in the box on the left

Energon: \_\_\_\_\_ Do the same for Energon, remembering it goes down each round of play

Damage: \_\_\_\_\_ This is where you put in things like "lost an arm", if it happens

A Quote makes your character seem full and interesting. Don't forget to put one in before play, and use it liberally

This is where you put in things like "lost an arm", if it happens

"Melee Attack" and the other Function Actions are listed here, according to the character's Function (Warrior, Gunner, Engineer, Scout)

Universal Actions	Function: _____ Function Actions	Robot.Mode Statistics	Alt.Mode Statistics	Alt.Functions Gain Bonus			
Strength Lift, Grapple, Throw							
Intelligence Processor Speed							
Speed Move, React							
Endurance Hardness							
Rank Transformation options							
Courage Internal Functions							
Firepower Attack Ranged							
Skill External Functions							

Robot. Mode Numbers

Alt. Mode Numbers

Stuff you can do in your Alt.Mode that you can't do in your Robot.Mode

Weapon	DMG	Structure	Range	Charges	Notes

Fill in information about your chosen Weapon(s) here.

Technology & Character Notes:

Technology, and any additional information you might want to keep track of, like Sub-Group information, or story events, should be listed here

Extra columns in case you have a Partner Unit

**TRANSFORMERS**  
**Game Mastery Guide**

**Players Denied Entry**



## Setting the Game

Each game or campaign of games needs to be set in the context of the Transformers Universe. The first consideration in this is chronology. At what point in the timeline will the game start? Most games are G1 Autobots versus G1 Decepticons, beginning when they wake up after crash landing on Earth, but this does not have to be the only way to run the game. The second consideration is the nature of the Teams. They don't have to be Autobots versus Decepticons. The most obvious factions are outlined in the Alliance section, but there are many alternative match-ups.

**Pre-Autobot:** Before there were Autobots and Decepticons, there were just Cybertronians, who invented transformation to overthrow the Quintesson slavers who conquered Cybertron

**Maximal:** Descendants of the Autobots and in control of Cybertron. They use Primitive Alt. Modes to explore strange worlds in a time of peace, but are stranded in time on energon-rich prehistoric Earth

**Predacon:** Descendants of the Decepticons, the under-class Cybertronians, governed by the Tripredacus Council. They seek an opportunity to rebel. A group of them are stranded in time on the energon-rich prehistoric Earth, and ignite the Beast Wars with their Beast Modes

**Maximal (Ff):** Of the Beast Machines in the far future

**Predacon (Ff)** Of the Beast Machines in the far future

**Wreckers:** A best-of-the-best guerilla warfare Autobot suicide squad

**Clench:** A faction of gladiators that grew into being the Decepticons, and their avenue for rebellion on Cybertron

**Ultracons:** An early splinter-faction of the Decepticons that grew out of territory wars for Cybertron's dwindling resources. Lead by the Energion-use conscious Ratbat

**Mutant:** Primitives of the Far Future (and Beast Era?) who have no Robot Mode, instead two Primitive Alt. Modes, and wish to be left alone

**Unicron:** Heralds of the chaos bringer Unicron scheme for the destruction of Cybertron / to alert his / her master to its presence. They will plot and makes traps, will fight any faction, but will not engage

**Quintesson:** Aliens from a strange world, who were sent by Unicron to find Primus but instead enslaved the Cybertronians and claimed to have built them Maximals and Predacons are the only ones capable of having a Robot Mode at Size 0, but it is usually treated as 1

Games can take place in one of four situational Eras. Different Eras have different availability of Technology, devices that come into play on Maps, capabilities for Repair and travel, and different story scenarios. The availability of Subgroups is the most affected, as Eras are chronological and there must have been a point at which a Subgroup was founded, and what technological upgrades it was founded upon

Era	Cybertronian Era	Beast Era	The Great War	The Far Future
Teams				
Scope	When Cybertron was made until when the Transformers overthrew the slavery of the Quintessons. The time from Prehistory, through the Great Peace to when the Decepticons grew out of gladiator arenas to rebel, including the Early Great War, and finally when the Ark and the Nemesis left Cybertron and crash landed on Earth. Near the end of the Early Great War, Combiner technology was developed, but would not come to fruition until The Great War is reignited by the Autobots and Decepticons awakening on the Ark	When the Ark lies in Stasis Lock beneath the Earth, Cybertron is increasingly low on Energion as the war dies down over millions of years of large and small skirmishes, until peace is attained through exhaustion. On Prehistoric Earth, time-marooned Maximals and Predacons battle for resources and for the future	When the Autobots awake in 1984 to 2005 or 2010 when Unicron arrives to destroy Cybertron, until all the way to the Pax Cybertronia that ends hostilities. This represents all Generation 1 continuity including the Japanese series' and the Marvel (including UK) comic books. During this time, Space Bridge Technology, Energion Cubes, and the techniques of Binary Bonding are developed	The Pax Cybertronia is signed, ending the Great War, and Autobots and Decepticons undergo the "Great Upgrade" to Maximals and Predacons. This is a time of peace, which is why most of the technology is geared towards exploration, like Beast Shell Primitive Alt. Modes meant to interact with indigenous life. During this time a great number of random Transwarp (time-space-dimension travel) portals emerge, sending travellers back to the time to the Beast Era. Transwarp technology is developed as well as advanced Repair technology (C.R. Chambers). On the tail end of this Era, all dimensions of continuities converge for "The Universe War" leading to a final battle with Unicron

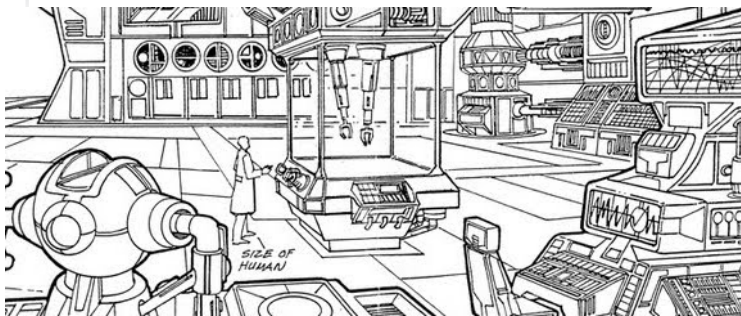
Alliance Symbols are used in this book to note when Technology, Subgroups, or even Alt. Modes come into use chronologically. It is considered available all times thereafter for that group of factions (Autobots, Decepticons, Maximals, Predacons, Other)



## Timeline

The Transformers Universe has the advantage of not only being a rich and colourful setting, but with its multi-universal approach (or parallel-universal), the aspects of the Transformers Universe can be reinterpreted into almost any way.

For the sake of having a working basis, the Toy Line itself is chosen in this game as the lynchpin for the entire Universe, because in the first conception of Transformers it was the Toy line that simultaneously inspired



the US cartoon and the original Marvel comic book, two continuities that never reconciled, but came about at the same time.

Therefore, in order to create a fun campaign by providing context and creating limitations to encourage creativity, the years of the Toys release date are chosen as the master heading in this reference.

## Generation 1

**1984**  
Commander  
Mini-Vehicle  
Natural Cassette  
Natural Primitive  
Seeker

**1985**  
Jumpstarter  
Insecticon  
Dinobot  
Construction

**1986**  
Combiner Technology  
Tripple-Changer Tech  
Battlechargers Subgroup

**1987**  
Headmaster  
Targetmaster  
Throttlebot  
Horrorcon  
Duocon  
Clone

**1988**  
Pretender  
Powermaster  
Godmaster  
Firecon  
Sparkabot  
Sparkdash  
Triggerbot  
Triggercon  
W Cassettebot  
W Cassettecon

**1989**  
Brainmaster  
Breastforce  
Dino Force  
Micromaster

**1990**  
Actionmaster

## Generation 2

**1991**  
Predator  
Turbomaster

**1993**  
Axelator  
Colour Changer  
Lightformer / Trakkon  
Skyscorcher

**1994**  
Laser Rod  
Rotor Force

**1995**  
Laser Cycle

## Beast Wars

**1996**  
Beast Shell  
Mutant Head

**1998**  
Fuzor  
Transmetal

**1999**  
Transmetal II

**2000**  
Technorganic /  
Techno-organic

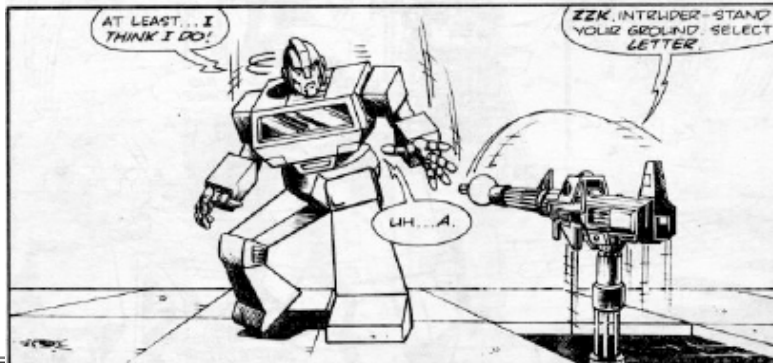
## Misc.

**2001**  
Transtech  
Spy Changer

**2005**  
Cobalt Sentry

**2007**  
Cyber-Ninja Force

**2010**  
Powercore Commander  
Powercore Combiner





## Gameplay

### Steps for Preparing a Game

- \* Make sure you have a story ready
- \* If your story involves combat, prepare a Map
- \* Divide your players into factions before character creation. If one team is larger than another, then the GM can put their own character in, or allow the Autobots the added advantage
- \* Distribute character sheets or scrap paper
- \* Make sure your players are aware of the character creation steps

### Transformers RPG Character Creation Steps

01. Allegiance: Autobot, Decepticon, Maximal, Predacon
02. Statistics: Strength, Intelligence, Speed, etc.
03. Function: Warrior, Gunner, Engineer, Scout
04. Alt. Mode: Vehicle, Machinery, Weapons, Primitive
05. Points - Technology: Teleportation, Size Changing
06. Points - Subgroup: Sub-factions and teams
06. Points - Weapons: Weapons your character has
08. Size: 1-7 from Human Size to Citybot Size
09. Personality Programme. Quote, Name, etc.

### Steps for Beginning a Game

- \* Acquire game markers to represent characters on the Map. Anything from coins to poker chips will do, depending on the Size the character is supposed to represent. Ideally, find something that emulates the primary and secondary colour of the character as identified on the character sheet
- \* Present your story with an opening narration. For instance, "Energy is Low on the ship...An undisclosed number of Robots remain in Stasis Lock and general disrepair...The Ship is falling apart and vulnerable to attack...The enemy is out there... somewhere..."

Ask the players the following questions:

- \* What are your Functions?
- \* Who is in Command? (Highest Rank)
- \* What are your Priorities?

### The Larger

#### Campaign

Games can be strung together by a succession of Maps. Once an object is stolen, the next Map

#### Events Based on Function

Warrior	Go on Patrol / Have Personal Crisis / Help the Engineer / Strategise
Gunner	Man battle stations / Go on Patrol / Help the Engineer / Pace uneasily
Engineer	Repair the base / Invent / Repair damaged Characters / Construct
Scout	Spy on the enemy / Explore / Survey new Map / Encounter plot point

can be an attempt of retrieval, then retaliation, and so on and so forth. Generally the string of back and forth events can go on based on how long everyone wishes to play and who wins. Between combats, story-important events take place that can shape things to come. The more clever and well-thought-out the process on behalf

### Character Goals

Characters may have their own ideas as how their character should be presented, and where the story should begin. Accept these, and try to weave them in to the main story goals, remembering that there are two teams to balance, so you don't want to spend too much time on any one.

### Conflict Resolution

Know when to ask for a roll (always a 1d10) and when not to. Just about any story-relevant Action inside or outside a Map scenario can be resolved using Universal or Function Actions

Example Events Resolved with an Action

- Meet the native life-forms (Data)
- Communicate with Cybertron (Communication)
- Repair the Ship (Repair + Materials)
- Repair other robots (Repair)
- Scouting mission to find Constructing (Surveillance)
- Scouting mission to overhear conversation (Espionage)
- Guard or Sentry Duty (Defence)
- Invent new gadgets, weapon, plot item (Invention)
- Get to location first (Intercept)
- Follow human newscasts (Data)
- Scan the environment for anomalies (Data)
- Plan ambush, rescue, master-plan (Strategy)
- Disassemble tech for use (Materials)
- Interrogate a prisoner (Espionage or Strategy)
- Establish another base / outpost (Construction)
- Set traps around the base (Espionage)
- Establish a perimeter (Strategy)
- Find a weakness in enemy base (Espionage + Data)
- Reconstruct PC with Sub-group upgrade (Repair + Construct)
- Consult Teletran 1 / Soundwave / Spike about:
  - ...the other team, humans or planet

### Fifty-Fifty Rule

If something crazy is happening, like the lighthouse has a good chance of toppling over in the earthquake, it usually either has a positive or a negative result. Either the lighthouse lands on your characters, or it misses them. In such cases where there is no clear answer, get a random player to call out 'odd' or 'even', and roll 1d6, letting chance decide rather than being accused of being arbitrarily mean to your players...you have to be sneakier in how you do that!

of the GM, the better roleplaying experience it is. Do not mistake that this is simply a battle system - a full-bodied roleplayer experience can

easily be achieved, simply using this framework of events as a structure for storytelling. Outside of battle, characters are free to wander, improve their living conditions, and have nervous breakdowns as they would in any other role playing game.





## 30 Sample Missions



Use these hooks if the transition to the next situation in the story is not evident. Typically, the introduction of one of these stories begins with Consulting Teletran I / Spike Witwicky / Laserbeak or receiving a transmission from Cybertron

1	Scientist Dr. _____ is giving a symposium and unveiling their new invention
2	Opening of a new power-source / plant on Earth is celebrated by the humans
3	Other Cybertronian power-signature found on Earth
4	Human politics have a favourable upswing in their opinion towards robots
5	Human politics shift in opinion towards robots - they are evil!
6	Cybertron is desperate for energy!
7	A local human Military base has a new experimental jet
8	One of your close and very vulnerable human allies has been captured or lost
9	Your Scout has not returned from patrol
10	Your human ally wants to educate you about human culture by going to the Zoo, Museum, Art Gallery, Park, Parade, Speedway, or local Stadium
11	There is 1) dissatisfaction, 2) descent, 3) insurgencies or 4) rebellion in the ranks; expressed by secret transmissions or sabotage!
12	Severe environmental incident: Flood, electrical storm, tornado, rain, Energon poison. Humans are in danger and resources are vulnerable for plunder
13	A member of the opposite faction defects
14	New information is discovered about the history of the Cybertronian race
15	The planet-eater Unicron approaches Cybertron

16	A Technology is introduced for the first time, and a Sub-Group is formed around it (ex. Actionmaster, Headmaster, Combiner Teams)
17	The ultimate-knowledge god-like library "Underbase" approaches Earth
18	Time Travel to Cybertron's distant past
19	Time Travel to Earth's distant past
20	The leader of your faction has been destroyed in battle, and succession is contested among your ranks. Splinter groups are forming and it may come to civil war. Who's side are you on?
21	The opposing faction has nearly completed construction of a Space Bridge
22	A powerful artifact of great energy is discovered somewhere in rural Earth
23	A splinter-group of Cybertronians are discovered, with very different motives!
24	Challenge of a one-on-one battle where the loser is exiled into deep space
25	Both factions are plugged into a video game and lost, and must fight each other electronically to survive, with the losers exploding in real life!
26	The other faction is building a new base on the moon / under water / on an asteroid / on top of a mountain
27	Flashback to the pre-war days on Cybertron, and war's eruption
28	An alien trap leaves everyone helpless, except for a few from each faction. Can they work together to overcome the alien menace?
29	Outbreak of Cosmic Rust!
30	A robot thought long dead returns and has a story to share that may well turn the tide of the war



## Maps

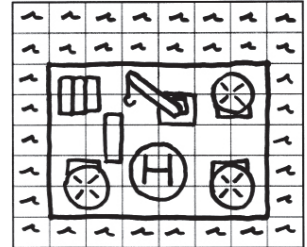
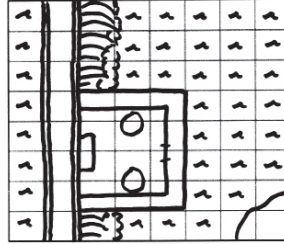
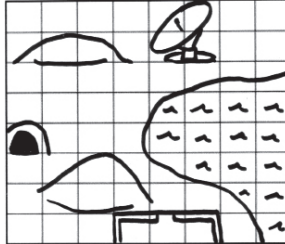
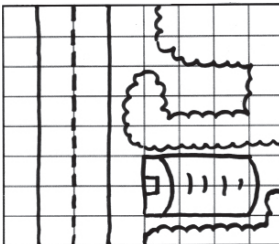
When positions need to be displayed in order to make the Action of the game relevant, the game then takes place on one Map, which acts as a situational play area. Below are some example Maps. The easiest way to construct a Map is to tape a sheet of wax paper over a Chess board and draw on it with marker, however sometimes you want a larger Map to express a greater battle. Any of these Maps would work on a board with squares greater than 8 x 8, and are shown on this scale only as an example. The Map height, however, is always 6 squares. If anyone goes higher than 6 squares in Flight, they are entering escape velocity, and beyond that is outer space. Object height and depth (a snowbank, a city tower, a rent in the earth, a hole in the ground) is, when undetermined, 1d6 squares in height up or down depending. This can lend an element of randomness to repeating the same Map, and a strange sense of scale.

Special squares on the Map sometimes affect play, usually in regards to movement and special objectives. See the chart below. When a retreat is sounded by a Commanding Autobot, or any Decepticon, any open area of the Map or border not blocked can be used as an escape, environment and GM depending. Once off the Map, the character is out of combat and cannot return this game

## Special Squares

Auto-Turret	Positioned gun with fixed range (2-5 squares) firing at the closest enemy signature once per turn with a 1d6 Blast using Firepower 5. HP: 5
Computer Bank	Access information and interaction with technology at 1 turn per task
Dense Nature	Forrest, swap and jungle areas hamper movement, depending on the density. (Usually 1/2) Some Primitives (Herb., Carn., Arach.) are immune
Ice / Slick Surfaces	Ground movement slides by 1.5x unintentionally. Roll Acrobatics to control
Objects	Normal objects and walls are hit with a success of 1 and have HP: 5
Roads	Wheeled Vehicles gain maximum movement on a full turn moving
Sand / Snow	Chance of sinking and perhaps decreased movement due to weight
Water	Sink 1d6 squares to the bottom and begin Rusting at the end of the Turn. Transformers must walk along the bottom at 1/2 move until they can find a way to climb out of the water. Those with Swim can simply swim along
Wreckage	Circumstantial. May be excellent cover; may be flammable

The game is won when the objective is met and/or the opposing team is destroyed. If one side does BOTH of these things, then there will be some reward from their Leader. Story-wise, Optimus Prime is pretty forgiving and Megatron is grumpy



Maps can be strung together in sequence, making larger Maps, or the progression can happen over several games and circumstances. Maps are not necessary for social situations, or even some 'light' combat situations, but in a full on combat scenario, when and if it gets to that point, use them.

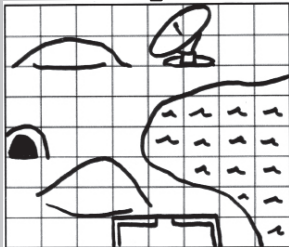
## Map Interactions

Ascend	Ground movement may take longer such as at 1/2 speed when going up a slope or sharp angled terrain
Cover	Seek partial shelter vs. Size. If the cover's Size is $\geq$ (or close to) the character's Size, then they cannot be hit
Descend	Ground movement may be swifter such as 2x speed when going down a slope or angled terrain
Energon "E"	Squares where Energon can be gathered at a rate of 1 cube per Turn. Cannot be digested unless you're an Omnicon. An Energon gathering square is anywhere there is enough energy or potential-energy - a gas pump, inside a hydro-electric dam, at a factory, or a power plant, etc. These squares are always identified by the GM
Height Advantage	If higher than your target, however high, gain a +1 advantage. Does not apply if simply taller than the enemy
Reinforcements	At a computer bank either 3 successful Intelligence rolls or 1 Communications roll to call your faction's leader. They may not help. If they do, 1d6 of them will be there in 1d6 rounds, starting one round after the distress call is issued

Each new Event does not have to involve Combat. Example: the Autobots hold a race on the motorway for charity) or it could lead directly into combat (Megatron attacks the race with his new invention). The quality of the between-mission story ideas enhances the play experience during battles, giving them relevance.



## Arctic Signal Post

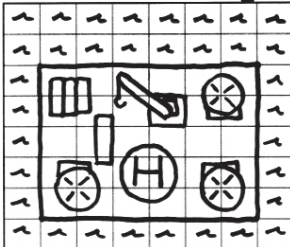


There is a bunker on the south side of the Map, a hole on the west side, and a communications dish on the north. The water on the east side can be ice, or alternatively icebergs, water, and ice

### Suggested Missions

**Autobots:** Get to the dish and warn Optimus about Megatron's evil scheme (3 rounds Int check or 1 successful Communications).  
**Decepticons:** Prevent the Autobots from reaching the dish, but do not destroy it or Megatron will slag you

## Off-Shore Oil Rig

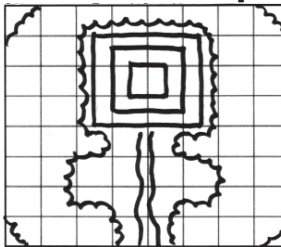


Surrounded by water, it is assumed that any non-flying Robot got here by the power of plot. The circular things are oil drills where Energon can be harvested. The crane in the middle can lift one Leader Size Robot. The crates to the north east are piles of large pipes. Remember that there are posts under the rig holding it up that are climbable

### Suggested Missions

**Autobots:** Protect the oil rig.  
**Decepticons:** Gain 1d6 Energon Cubes from the oil rig and get away with them

## 5. American Temple

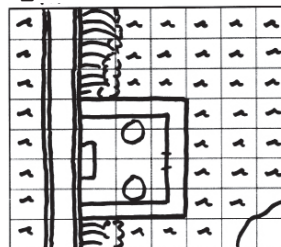


This is a shabby road leading up to an ancient three-step temple at 1, 3, and 5 squares in height. It is surrounded by dense forest. Alternatively, it could be a hole in the ground where an object was excavated, such as the Insecticon Ship

### Suggested Missions

**Autobots:** Stop Megatron who has constructed a super-laser to shoot the sun / An ancient Autbot was found in the ruins - rescue!  
**Decepticons:** Shoot the sun for 6 rounds to cause a supernova. Hurrah! / Reprogramme the ancient Autobot

## Hydro-Electric Dam

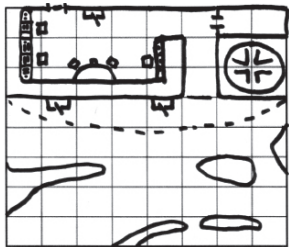


This is a water-logged Map. The water on the first column of squares is elevated from the rest, as is the walkway and squares representing the Power Plant. The column of the third row is a waterfall. Note that the Dam itself is a one-square walkway, but to get around to the door the walkway is only a half square. Inside is an Energon harvest terminal and two turbines

### Suggested Missions

**Autobots:** Protect the dam from harm  
**Decepticons:** Harvest 1d6 Energon Cubes

## Front of the Ark

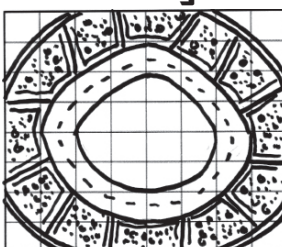


This is only one suggested configuration for the front of the Ark. The dotted line in this case signifies the overhang of the roof. There are several Auto-Turrets, a power generator, Computer Banks, and even a supply closet.

### Suggested Missions

**Autobots:** All the better Autobots are out of the base right now. You are put on guard duty and have no idea the Decepticons are about to attack.  
**Decepticons:** Plant a bug in the Ark's computer console so Megatron can listen in on Autobot plans

## Raceway



The point of this Map is to have a large circular track of road where Vehicle Alt.Modes can use Wheels, and a lot of humans that are easily squished or should be protected at all costs, etc., etc..

### Suggested Missions

**Autobots:** Optimus Prime wants to increase the Autobot image by having all of you do a race for charity. Complete the race!  
**Decepticons:** Disrupt the stupid Autobot's charity race, making sure they do not complete the course!

## Busy City Streets

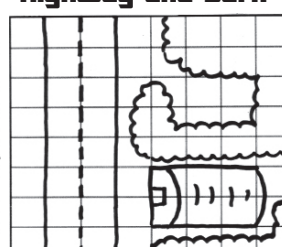


This or a similar grid could be repeated almost indefinitely to create a larger City setting

### Suggested Missions

**Autobots:** Protect the City / Sam Witwicky is in danger from a Deception attack, protect at all costs / The Autobots are having a parade in their honour - complete the parade route / Investigate this mysterious downtown carwash.  
**Decepticons:** Destroy the City / Sam Witwicky has grown too annoying to live and/or has vital information / Disrupt the Autobot parade / Hypnotise at least six humans with the Carwash of Doom!

## Highway and Barn



This is a balanced Map for just about everyone. The forest area represents good cover for Espionage and the roadway aids Vehicle's movement

### Suggested Missions

**Autobots:** The Autbot Tracks is injured and hiding in a barn. Protect him and get him back to the Ark.  
**Decepticons:** An Autobot has made off with vital information. Ravage has tracked him to a barn. Destroy!





## Function Actions v2.0

There are versions of almost all Function Actions that take a Turn and do not take a Turn, but generally they break down as such:

### Does not take a Turn (Usually)

- Accuracy
- Acrobatics
- Communications
- Data
- Defence
- Demolition
- Espionage
- Intercept
- Invention
- Strategy
- Surveillance
- Transform

### Takes a Turn (Usually)

- Assault
- Construction
- Dash
- Materials
- Melee Attack
- Repair
- Sabotage
- Support
- Trooper



### Accuracy

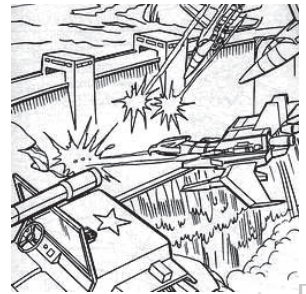
Target a specific range, object, or area of attack within one square. Example: held item blasted out of the enemy's hand. Only characters programmed with Accuracy are capable of aiming inside a square. Otherwise, an attack is an attack. With Accuracy, however, a character could shoot a particular limb of a target Robot, shoot the lever of a machine so that it turns over, shoot a device so that it shuts down rather than blowing up, and so on. It does not matter how specific the aim is - to shoot the gun out of their hand, or to shoot the trigger off the gun - Accuracy does not require a proportionally greater success to match the outlandishness of the feat proposed. Accuracy is usually more story-important than it is combat-lethal. A Transformer's cognitive centre is not necessarily their head, so "I want to shoot their head to do more damage" is not necessarily a logic that applies. Shooting the head off a Transformer would certainly inhibit their ability to see anything (unless they have radar / sonar, etc) and their ability to talk (unless they have communications) but is not going to be a kill shot.

### Acrobatics

Jumping, leaping, tumbling, balance, reflexes, and landing without taking damage. Situations of great agility. Does not take the place of Defence. Ex: Jumping hurdles but keeping pace with normal movement. This Action is most often used without taking up a Turn to determine if a character can cross a major obstacle that would stop a Robot without Acrobatics, and maintain their full movement. Examples of full-Turn Acrobatics are very rare, but it is possible. Anything that involves jumping, flipping, turning around quickly, rolling, tumbling, or ducking falls under Acrobatics, but it cannot take the place of an Endurance / Defence roll. Often times Acrobatics is used as a result of Map events and for story purposes. For example - you are falling off a cliff. Roll Acrobatics to see if you grab onto the ledge, or tumble to your doom.

### Assault

Fire at a distance using an equipped weapon, attached, mounted or held Shared by all Functions, Assault is perhaps the main Function Action of the game for affecting damage. The use of any weapon that is not designated as a Melee Weapon will fall under Assault. Even if the ranged weapon is being used in an adjacent square, Assault is still used. Firing a ranged weapon in close quarters (1 square away) does not provoke anything like an attack of opportunity from other players, so fire away.



### Function Action Expanded Explanations:

To Theorise is to roll and see if the Action would be successful, and have the option of choosing not to use the roll if the result is not to the player's liking. The reason for this is - the Robot character would have a greater insight into their capacity to, for example, jump across a gap, than the player does. And it is reasonable to believe that the Robot could properly weigh their capacity and options, and 'theorise' their ability to accomplish the Action, then not go through with it if they calculate it as improbable. To Theorise can only be done once per Turn for each Action.

Statistics	Warrior	Gunner	Engineer	Scout
<b>Strength</b> Lift, Grapple, Throw	Melee attack	Melee attack	Melee attack	Melee attack
<b>Intelligence</b> Information	Strategy	Demolition	Invention	Surveillance
<b>Speed</b> Move, React	Dash	Support	Data	Dash
<b>Endurance</b> Hardness	Defence	Defence	Construction	Sabotage
<b>Rank</b> Transformation Options	Transform	Transform	Transform	Transform
<b>Courage</b> Internal Functions	Intercept	Trooper	Materials	Espionage
<b>Firepower</b> Attack Ranged	Assault	Assault	Assault	Assault
<b>Skill</b> External Functions	Acrobatics	Accuracy	Repair	Communications



## Communications

To broadcast to all allies on the battlefield, as a summary of all physical senses available to a robot for the purposes of discerning attempted stealth acts, to jam an enemy signal or to have your signal break through the jam - all these things are Communications.

- \* Talking and yelling can only occur within a short distance (5 squares), except for aimless taunting, which can be Map wide with no penalty. This is not the same thing as Communications

- \* Communications Range is Map-wide, unless there is some story-driven specific obstacle blocking it, or an equivalent Technology

- \* Communications between players on the Map does not take a Turn.

- \* Communications can only happen on the character's Turn, even if they have something important they want to say on somebody else's Turn - they have to wait. The only exception to this is blocking a rival Communications

- \* When another character is using Communications, a rival Communications roll can block it. This is a simple greater success wins. Nothing is transmitted if the signal is blocked, it simply is cancelled out. This does not take a Turn.

- \* Other Players on the same team are freely able to respond on the character's line of Communications with a short conversation, if they wish

- \* The signal can be opened to enemies as well as allies, or to humans, or to just one character, etc., or some of a group and not another

- \* With computer assistance that has access to an external hard-line or appropriate networking connection, Communications can extend off the Map to anywhere on the planet - presumably back to the faction's home base. This takes a Turn

- \* With a satellite dish, observatory, or some kind of highly technical broadcast facility, Communications can be used to send a signal back to Cybertron or some other extra-planetary destination. This takes 3 Turns

## Construction

Creation of structures, machinery and complex devices from Invention designs.

Examples: Construct a bunker to use for cover, or a ray gun from plans. Each object has 5 HP per square. If the robot is constructing something 1 square big, they need only a success of 5. Two squares big, they need a success of 10, and so on and so forth. These successes can be accumulated through multiple rounds of effort, and these rounds do not need to be consecutive.

Example:

Mixandmatch the Decepticon Engineer: I want to Construct a bridge across the chasm so that Flailtail the dinosaur Warrior can dash across and ambush the Autobots.

GM: I need a success with Invention to come up with the plans. Since this is not anything that is advanced enough to be Technology, it just needs 1 Success. And then what have you got in Materials?

Mixandmatch the Decepticon Engineer: I have a wreckage beam and some scrap metal.

GM: That sounds like it will make a bridge. Roll Construction.

Mixandmatch the Decepticon Engineer: (roll) 6 Success plus 1 for the metal and plus (roll) 3 for the beam. That makes 10.

GM: 10 makes a bridge across 2 squares. Since it's only 1 square across that just makes it really sturdy.

Mixandmatch the Decepticon Engineer: I'd like to make it a separation bridge, then, so that I can draw it up later to prevent the Autobots from following after the hit and run.

GM: At a 10 for one square, I'll allow that.

- \* Construction is not more difficult given the complexity of whatever is being built. A more complex engineering project simply puts more of a demand on Materials, and may have to take up more Map squares

## Dash

Dash, Dash, Dash, Trans-trans-formers! Roll for movement, with success equal to the maximum number of squares moveable in a full Turn move, or 1/2 that and Act. If < 3, can still use basic movement of 3 squares or 1 square and an Action.

- \* Without Dash, a character can only move 3 squares in a Turn, or 1 square and commit an Action

- \* If the character's Speed is 4 or lower, the greatest success they are going to roll is 3 anyway, so they might as well not bother

- \* Players can "Theorise" Dash. (They usually do...in fact, many players more accustomed to the system will always start off their Turn by Theorising Dash to see how far they can go, then formulating and adjusting their plans from there.)

- \* The Half-Dash movement can be used before or after an Action - it doesn't matter which

- \* When players roll Dash and halves the number to make an Action, the roll is rounded up

- \* If a character has Wheels and they are making a full-Turn move, they don't have to roll Dash. They can just take the full extent of what they could move. For instance, a Speed of 9 would give them a Wheels movement of 8 squares automatically. However, they cannot take half of their Wheels movement and make an Action - Wheels is only for a full Turn move. If they want to act, they have to roll Dash. (Wheels is ultimately what makes Vehicle Alt.Modes faster than Beast.Modes, and the ability to have Wheels in the air is what makes flying Alt.Modes faster than ground Alt.Modes, as squares above square 1 are usually less obstructed. The relationship between standard movement, Dash and Wheels - in the air, underwater, underground or on the ground - determines much of the game.)



## Data

With visual contact, know the HP, Energon, History, Materials, Function, etc., of one visible target. The Action of Data can be blocked by a higher success in Espionage. Otherwise, a character with Data is free to ask the other player as much as they like about their character, including maximum and remaining HP, Energon, their Function, Weapons, the charges of those weapons, Technology, Alt.Mode, and so on. What a character is not able to attain from Data is the stored information the subject character has, such as the battle plan, their ultimate goal, the compliment of their team, and what the subject character may or may not know about information or the condition relating to their team-mates. Also, Data can only apply to one target within visual range. If unobstructed, this range is long (15 squares).

## Defence

Roll an additional dice for Endurance, and take the better result to block, endure, or otherwise not be hit or damaged.

- \* Without Defence, all characters still get one dice for an Endurance roll against any attacks.

- \* Defence rolls apply when the character is physically capable of defending. If

they are bound with electronic couplers, grappled in a web and thrown down a pit, they are not going to get the + whatever number of Defence dice they have, just the standard Endurance roll

\* Similarly, if the character has a physical shield, remember that it is directional. However, energy shields cover the whole character

## Demolition

If a successful check is made, no damage is taken to self when ramming. Then, use Melee Attack to damage and push the opponent back to the maximum end of your movement's length

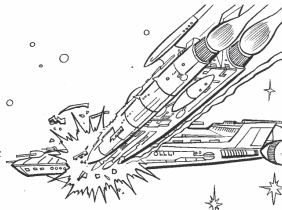
\* A character engaging in Demolition must cross some distance before ramming, or come up with an otherwise reasonable explanation for their momentum

\* Players can Theorise Demolition

\* Demolition has no value. All that is necessary is one success on the roll - to demolish, or not to demolish

\* If a player decides to go ahead with a Demolition move, knowing they will be injured, they are injured according to the rules for falling or pushing through a barrier: 1d6 + 1d6 for every 3 squares.

\* In the event that the Demolition roll is successful, then a Melee



Attack is made on the target. The damage of that Melee Attack is standard (1d6 / 2) and may circumstantially have falling or pushing damage (or the push effect) added to it if it makes sense to the GM, depending on what the player was intending as a result. For example - if a character makes a Demolition roll at the end of a full-move Wheels crossing 5 squares just to ram into the side of another character, then damage should be given to reflect the difference in remaining squares of the character's Wheels as though it were falling damage

\* Demolition can also be used to push a character or object over the course of however many squares the demolisher is capable of, and the player may choose to follow the course of it, grinding them off the edge of a cliff, for example

\* At the end of a successful Demolition, after a successful Melee Attack, the character may choose to inhabit the square previously occupied by the demolished. This is necessary especially if the characters were adjacent to begin with. If the demolisher is not intending to occupy the former square of the demolishee, a reasonable explanation must be given as to how this is still Demolition and not just a Melee Attack

## Espionage

Stealth, to be undetectable by unfriendly sensors, but in a broader sense one's ability to 'spy' (where not confused with Surveillance) and interrogation.

\* Players can establish Espionage every Turn, to see how stealthy they are in general

\* Surveillance can overcome Espionage or visa versa with the greater success determining the victor

\* If a character does not have Surveillance and wishes to detect another character under Espionage, then they can use Intelligence as a poor substitute within 5 squares, but will need to double the success of the opposing character's Espionage

## Intercept

Gain one additional square's movement to catch up with a story-goal, head off an opponent, get away, or generally out-run someone. Turn-urgent, such as in direct combat

\* Players can Theorise Intercept

\* The advancement of one additional square is not a given simply upon a successful roll. The use of Intercept must be justified to the GM. Intercept may only be used in clear and dire circumstances of great need, where the drive (no pun intended) of the moment has pushed the character to greater speeds. Intercept is based on Courage because it is motivationally-oriented.

\* Intercept is not granted just because the character wants to get somewhere faster - there must be a goal in mind. Get up the pyramid before Megatron activates the super-laser. Get to the computer terminal to deactivate the launch codes. If is not enough to use Intercept in a retreat - use Intercept when in a retreat when there is an opponent actively hunting you down, and you need to get off the board to survive.

\* Intercept cannot be used simply to finish off a nearly destroyed opponent.

## Invention

Draw from applicable Materials to create designs for new weapons, items, tools, gadgets, and do-dads. Example: a Gun that shrinks you down to a fraction of Size 0

If you want to Invent anything basic, like a bridge, a grappling hook, a lean-to or whatever, you just need 1 Success. Otherwise, invent according to point base x 3. To invent a 1 Point Technology or Weapon, 3 success is needed. To invent something that would be worth 2 Points, 6 success is needed. A 3 Point buy must have 9 success. This is not cumulative over a number of rounds. This success must be met individually or fail according to what the character is going after. Players can Theorise Invention

Example:

Mixandmatch the Decepticon Engineer: Now that Flailtail has run in for a front offensive on the Autobot base, and Eagleeyes the Scout has espionaged around to sneak in and plant the bug Megatron wants so that we can spy on Autobot signals, I want to invent a machine to send a signal back to Megatron to tell him that it is a success, and I am the one who made the whole thing happen.

GM: So, you're taking credit for the entire mission before you're sure if it's a success?

Mixandmatch: Yes.

GM: A very Decepticon thing to do. How do you want to construct this?

Mixandmatch: I'll put it here, [points at adjacent square] and I want to make it out of the beam and metal I used for the bridge.

GM: Well, you already used that stuff, so at best it would give you half the bonus it did before. Besides, those aren't really the Materials for complex electronic equipment. And you realise this will strand Flailtail the warrior?

Mixandmatch: He has Acrobatics, he can attempt to jump the gap.

GM: Another very Decepticon thing to do. Okay - Construction comes later, first - Invention. I'm going to say that a Communications relay - when you don't have Communications...the closest thing you want is a "Full Spectrum Beacon", which is +1d Communications. (I think Jazz had one.) So, you will need a success of 6, since the beacon is 2 Points.

Mixandmatch: (roll) I got 7 successes.

GM: Beacon plans complete. Now, drawing up plans is a free Action. You can disassemble that bridge if you still want to, but you'll still need some electronic Materials to complete the beacon. Or, just start Constructing from any Materials you have left. That will be a full Turn.

Mixandmatch: I don't have any Materials left. If Flailtail dies, could I scalp him for Materials?

GM: That would be a very Decepticon thing to do.



## Materials

Interact with an applicable Map square to gain the components for Invention, major Repairs, or Espionage. Example: find a discarded Med Pack in Wreckage, or a Processor Speed Chip. **One roll on this table for each square, unless the square is Slag (nothing of value there) it generally falls on this table:**

Success	Scrap	Wreckage	Salvage
1	Metal	Metal	Beams
2	Gears	Beam	Hull Plating
3	Beam	Engine	Makeshift Parts
4	Beam	Electronics	Cpu System
5	Circuitry	Makeshift Parts	Chip
6	Battery	Power Module	Power Source
7	Engine	Chip	Parts
8	Hull Plating	Parts	Parts
9	Chip	Med Pack	Technology



## Materials Definitions

Battery: +1d6 Weapon Charges or +1 Energon
Beam: +1d6 next Construction Success or a Club (1d6 vs. HP)
Circuitry: +2d6 next Repair Success to recover Stats
Cpu System: Reboot Transformer, recovering all Stat Ailments and raises Energon to 1, if below
Electronics: +2d6 next Repair Success to recover Stats or jump-start Transformer to 1 Energon, if below
Energon Cube: Long term energy supply, enough to sustain 1 Size 3 Robot for roughly one Earth Month. Highest booty of war
Engine: Attach one thing to another, or replace destroyed limbs
Gears: Attach one thing to another
Hull Plating: +1d6 next Construction Success or as a Physical Shield (+1d Defence) or weld to body as Endurance Chip
Makeshift Parts: Kibble together bits through an engine to make the Transformer function again, raising HP to 1 if below, and +1 next Repair Success
Med Pack: +1d6 Repair - no requirement for use
Metal: +1 next Construction or Repair Success
Parts: Attach one thing to another, or replace any destroyed limbs, kibble together bits through an engine to make the Transformer function again, raising HP to 1 if below, and +1d6 / 2 next Repair Success
Power Module: +1d6 Weapon Charges or +1d6 Energon
Power Source: +1d6 Weapon Charges or +1d6 EN + Radiuis

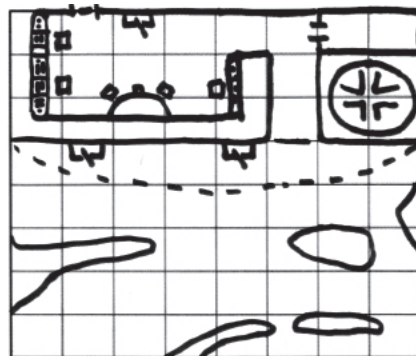
Chips are upgrades to one Statistic of one Mode of a Transformer. Increases in Courage and Skill do not grant the Transformer new Points to spend. Chips need not be used by the Transformer who picked them up with Materials - they can be freely traded until they are applied, at which time they are permanent. Chips can be applied to Partner Units and Deployers just as easily. Chip upgrades can be useful in the event of a tie between Attack and Defence, if the Attack is greater by even 0.25, it gains victory. If the Stat would go above 10, then it becomes instead 10+, and beats any ties with 10's as they apply.

Roll	Chip	Statistic	1-2	3-4	5-6
1	Internal Function Chip	Courage	+0.5	+0.75	+1
2	Processing Chip	Intelligence	+0.5	+0.75	+1
3	External Function Chip	Skill	+0.5	+0.75	+1
4	PSI Reduction Chip	Strength	+0.25	+0.5	+0.75
5	Information Relay Chip	Speed	+0.25	+0.5	+0.75
6	Targeting Chip	Firepower	+0.25	+0.5	+0.75
X	Hull Plating	Endurance	+0.25	+0.5	+0.75

Notes on Materials for Construction: The GM will use a combination of common sense and cartoon logic for the Materials required for Constructing something. So long as it sounds like it should work out in some ridiculous way, that's good enough.

Examples: Beam + Metal = Bridge, Lots of beams + Metal = Tower, Electronics + Battery + a bit of Espionage = a cassette deck that looks like Soundwave that can be used as a decoy. Remember, many characters could have Materials without having the ability to make plans or Construct things. Objects, including Material Objects, can be handed freely between characters adjacently or, in a story perspective, thrown a reasonable distance (within short range and only within 45 degrees forward of the character, for instable) to the other Robot. The generosity of this structure will depend on the GM's preference of rule interpretation, possibly a 50/50 roll of the dice (between "you can get away with it this turn" and "no") or rule on the basis of balancing the game between the two teams in play.

Examples of Squares where Materials can be found: NPC Vehicles, Office Buildings, Car Shops, Computer Banks, Satellite Dishes, and Downed Teammates (if you are an evil Decepticon)



## Melee Attack

Attack one adjacent or diagonal square distance by punching (1d6/2 DMG) or using a Melee Weapon such as a Sword, claws, teeth, foot stomping, clapping, kicking, etc.

Other than Assault, Melee Attack is the main Function Action of the game so far as effecting damage goes.

\* Regardless of how Strong the character is, Melee Damage remains 1d6 / 2

\* Object Damage is 1d6 + the Size of the Object. Therefore, the Transformers RPG follows the cartoon logic that it is more effective to pick up a car to bash the opponent with, even though your robot fist is probably stronger than the car, and the general cartoon logic that it must be easier to grapple, struggle with, life someone above your head and throw them then it is just to punch



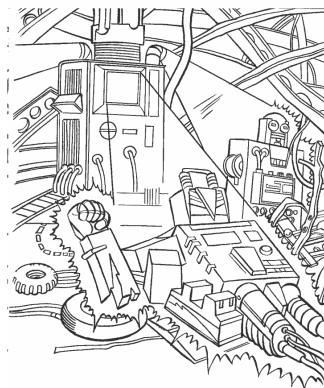
## Repair

Restore HP to anything metal or to one Statistic.  $HP+ = \text{Success} \# \text{ rolled}$ . Major Repairs require Materials for parts. Repair auto-cancels some Weapon Effects

\* Hit Point and Stat recovery cannot exceed the maximum Hit Points or Statistic Points allotted for the character

\* Repair always gives its subject a minimum of 1 HP

\* Repair can only be done in Robot.Mode or by an applicable Alt.Mode. There are other circumstances were Repair is possible, such as if the patient character is inside the Repairer's



Alt.Mode, the most obvious example of which is if the wounded party is inside the medic's Ambulance Alt.Mode

\* Characters must be adjacent or diagonally adjacent to receive Repair

\* Repair can restore a character's Hit Points, a Map square's Hit Points, or one damage Statistic, and can also work on the medic's own self

\* The weapon effects of Burn, Rust, Stall and most minor effect of On Fire are automatically eliminated with the use of Repair. If the character is suffering a severe On Fire (the GM would be the only judge of that) its effects may only be diminished rather than dismissed entirely

## Sabotage

Affect a Map Item, Computer, or other technological situation in play to set a trap for activation. Example: Rig a communications console to explode when activated. Any act of subversion whereby the normal operations of enemy equipment is hindered is considered sabotage.

\* On its most basic level, booby-traps Map squares upon a successful roll. Examples: Set section of wall to collapse when something of sufficient weight

occupies the square beside it. Rig a communications system to ignore enemy activity. Set a bomb to explode for greater than 1d6 rounds, but for exactly 7 sounds so to give you time to flee. Rig a trip-wire. Planting a bug in the enemy's computer console

\* Players can freely Theorise Sabotage

\* Sabotage should not be confused with Strategy. Sabotage must be devious. Its key component is that the object of the Sabotage must be (at least initially) unaware

\* In times where it is necessary, the formula for the scale of a Sabotage is 4 Success for every square affected in the same way Construction operates

## Strategy

Project a reasonable scenario of events and essentially create its odds. In some ways, Strategy changes the likelihood of events, warping them to suit exaggerated dramatic sensibilities. Example: Destroying a section of a ridge to make sure of where it falls. Strategy is the elaborate planning of some wild event, or even a short Goldberg machine of events, which seem fairly reasonable enough, fun, and interesting. It is not necessary to break down 'how strategic' the plan is, such as the values of Materials. Either a Strategy succeeds or it does not. GMs allow a Strategy only that is within a player's available capability and reasonability, then doll out the repercussions of such a thing accordingly. Be careful that a Strategy is not tame enough that it is something everyone could do. For example, the Strategy of "throwing an Enegon cube into an enemy's line of fire so that it explodes and hits them" could be done by a player without Strategy, but a) you wouldn't be able to line up the turns properly unless the other character happens to go right after you and b) the blast would hit everyone in a blast range indiscriminately. With Strategy, this becomes a reasonable course of action. Players can theorise Strategy.

## Support

To aid in another's Action or repeat it for yourself. Example: Roll Support to help Repair when an adjacent Engineer did just that on their Turn. To copy an Action issued by another character within the round of play is Support

\* The Action needs only to have occurred within the time between the Supporter's last Action and their present Action

\* Using Support do not require the Function Action it is copying

\* Enemy Actions cannot be Supported

\* Regardless of how many dice are used for the Function Action being copied, the player only uses as many dice as they have for their own Function Action of Support

\* Support always provides aid of at least +1

\* Characters cannot 'Support' themselves by copying an Action of their own in order to take advantage of a greater number of Support dice.

\* The Support Action must occur on the character's own Turn, not during an intervening Turn

\* The Supporter must otherwise obey all the rules of the Action they are copying. For example: In order to Support a ranged attack on an enemy, the Supporter must have an appropriate ranged weapon. Another example: In order to Repair someone, the Supporter must also be adjacent or diagonally adjacent to the wounded party. The rest of the process they can figure out

\* To use Support, the target of attention must be the same was it was for the Action copied. If the Chopshop the Engineer is Repairing Dat-tape the Warrior, and Nosey the Scout is also wounded, Bigiron the Gunner cannot use their Support to Repair Nosey the Scout - but it could be used to Repair Dat-tape the Warrior, if everyone is in appropriate range.



## Surveillance

Visual, audio or other receptors identify or clarify sensory events and relevant information. Overcomes Espionage. Also used for between-battle scouting missions

Visual perception, auditory perception, smell (yes, Transformers have a sense of smell, although it makes little sense) and even taste, are part of the general perceptions of a Transformer. Touch is a little more difficult when the Robot is coated in a metal shell, but is still considered the weaker part of general perceptions. Surveillance, on the other hand, is active anticipation of enemy presence and movement.

\* Surveillance extends to long range, 15 squares

\* Espionage can overcome Surveillance or visa versa with the greater success determining the victor

\* Objects blocking line-of-sight will disrupt Surveillance, unless the character also has Radar or Sonar

\* Surveillance does not assess mood, state, or condition of health unless in the most drastic cases. "Slinkie the Scout looks so chopped up he's almost dead". Further information than the most general surface impressions would fall under the Function-Action Data instead

\* Unless the target character possesses the technology of a Rubsign, the allegiance and activation codes of all Transformers are immediately apparent on sight without need of Surveillance

\* Surveillance is rolled to see through illusions such as holograms, traps, ruses, and strategies

\* "Is the Decepticon flying away with the scientist I was supposed to protect" is a perfectly legitimate question and falls squarely in the realm of Surveillance. If the asker of this question does not have Surveillance, the answer would still probably be "yes", or, "you're too far away to be sure." With Surveillance, the answer is "Of course it is."

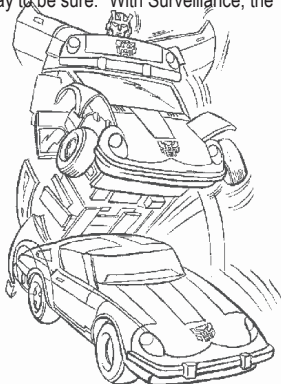
## Transform

Once per Turn, switch between Modes. Does not forgo Energon Gain

\* Characters are not subject to being attacked mid-transformation.

\* Characters cannot get stuck in mid-transformation.

\* It is possible that heavily damaged characters could have difficulty transforming, in which case a Transformation roll can be made to see if it is successful.



## Trooper

Summon the vigor to restore Energon for yourself only. Energon+ = Success # rolled

\* Energon recovery cannot exceed the maximum Energon allotted for the character

\* Trooper always gives its subject a minimum of 1 Energon.

\* Engaging in the Trooper Action does not take away Energon at the top of the next round

\* A character who is using Trooper can still move one square per round

\* The Trooper effect applies only to the Trooper. The Energon cannot be transferred or apply to anyone else. Even if it were the case that the one Trooping is a Van, and there is a smaller Robot inside that van - the smaller Robot would not be affected if the Trooper decided to Troop



## Point Rewards

Upon completion of the game, the Game Master may choose to doll out Points as rewards for certain exceptional efforts

Behaviour	Bot	Con
Avoid Human Detection	+1	+2
Betray Allegiance	-2	+1
Complete Primary Objective	+1	+1
Complete Secondary Objective	+1	+1
Defeat a Superiour Enemy	+1	-1
Defeat an Inferiour Enemy	-2	+1
Destroy Indigenous Life	-3	-
Effective Leadership	+1	+1
Inflict Massive Property Damage	-2	-
Most Valuable Player	+1	+1
Play Character Accurately to a Fault	+2	+3
Protect Indigenous Life	+1	-1
Recruit Another Character	+1	+1
Risk Your Spark For the Mission	+1	+1
Secure Natural Resources	+1	+1
Unique Use of Weapon or Tech	+1	+1

It is not possible to be given negative Points at the end of a mission, but it is possible that when a character's behaviour is tallied, even if they have accomplished certain Point-gaining objectives, they may come out with 0.

In order to not make the rewards of the game absolutely silly, the GM may choose to cap the number of Points that can be earned in one encounter. The 'prime' suggestion is 3.

## Points Can be Spent On:

- \* **Technology**
- \* **Sub-Groups**
- \* **Weapons**
- \* **Increasing Statistics**





## Example of Play

Includes examples of Acrobatics, Demolition, Strategy, Dash, climbing, and lava.

Monkeytank the Decepticon Gunner: Okay, I'm going to turn into a tank and drive into the little Autobot car and smash into him, pushing him over the edge of the volcano.

GM: As a Gunner, you don't have Dash, so the little Autobot car has to be within 3 squares - and he is, he's two squares away.

Sideburns the Tiny Autobot Scout: Do I at least get a Defence roll?

GM: You don't have Defence, so you get your standard Endurance roll. If successful, you'll stop Monkeytank in his tracks. If not, he'll push you over the edge - so long as he's successful in his Demolition roll, and his Melee Attack roll.

Monkeytank the Decepticon Gunner: I have an intelligence of 2, but I have "Circuit Rage", so I'm Auto-Successful - with a 1 Success.

GM: Okay, now move up and do a Melee Attack.

Sideburns the Tiny Autobot Scout: I'm going to die.

Monkeytank the Decepticon Gunner: (roll) 9 Success.

Sideburns the Tiny Autobot Scout: (roll) 4 Success.

GM: Monkey Tank now occupies the square on the edge of the volcano, and Sideburns goes falling down the edge. Do you have Acrobatics?

Sideburns the Tiny Autobot Scout: No, I'm a Scout.

GM: Then you don't grab onto the ledge. Instead, you fall into the lava. You take 1d6 Damage from hitting the lava. (roll) 4. Now, we haven't established the depth of the lava. It could be between 1 and 6 squares deep until you hit another rock that you can stand on, since this is near the ledge. (roll) You hit bottom at 3 squares down.

Sideburns the Tiny Autobot Scout: Ah! I have waterproof, though, does that help?

GM: It does. You would be taking 1d6 damage for being submerged at the end of each Turn...but the problem is, lava is hot. So, you'll be taking 1d6 damage for the heat. If you had Heat-Shielding Hull Technology then you wouldn't be taking damage from the heat. So, if you had both of those you'd be fine right now. As it is, it's your Turn, and you have to crawl out of the lava. Or, just stay there. Whatever you like. If you're still in the lava by the end of your turn, then you will take another 1d6 damage.

Sideburns the Tiny Autobot Scout: I'll get you, Monkeytank! Wait, why did I take damage when I first entered the lava?

GM: From the intense burning magma. If it was just water, you'd take no damage until you remained submerged at the end of your Turn.

Sideburns the Tiny Autobot Scout: Okay, how can I get out of here?

GM: You move at half speed in liquid, and half speed climbing, so we'll be kind and say 1 and a half squares climbing up each Turn, unless you've got Dash.

Sideburns the Tiny Autobot Scout: My Speed is only 3 in Robot Mode, so I'm not going to roll a Dash that's better than moving 3 squares...so, 1.5. And I assume I can't just drive up the volcano wall in my car mode?

GM: Not without Adhesive Tires.

Sideburns the Tiny Autobot Scout: So, I couldn't get out in less than two

Turns.

GM: Two Turns straight up and you'd be still in the lava, just at the ledge in front of Monkeytank. Then you'd actually have to get out of the lava.

Sideburns the Tiny Autobot Scout: I only have 4 HP left. I can't survive 2 or more rounds of 1d6 lava damage, so, I want to use my Strategy and shoot out the ledge of the volcano so that Monkey Tank falls into the lava with me. Monkeytank the Decepticon Gunner: What? Wait - he's a Scout. Scouts don't get Strategy.

Sideburns the Tiny Autobot Scout: I spent the point on Advanced Logic Centre.

GM: Hmmm - what is your Size, Monkeytank?

Monkeytank the Decepticon Gunner: 5.

GM: You're huge! Sideburns, you do know there's a chance that he could just fall down on top of you with the ledge and crush you?

Sideburns the Tiny Autobot Scout: I'm willing to take that chance.

GM: You don't have to roll Strategy with Advanced Logic, but because there's a chance you can be crushed, I'm going to roll 50/50. If the dice is in your favour, Monkeytank skids into the lava beyond you. We don't need to worry about Strategy, so give me a Firepower with your weapon - wait, is your weapon affecting HP?

Sideburns the Tiny Autobot Scout: Yes. (Roll) I got 4 Success.

GM: You just need 1 to hit inanimate objects. If you were trying to hit Monkeytank, you would have to beat his Endurance and various Defence dice.

Monkeytank the Decepticon Gunner: Can't I get a roll to run away?

GM: No. Not unless you have Acrobatics...a grappling hook, or some other creative way of escaping your fate.

Monkeytank the Decepticon Gunner: Nope.

GM: The ledge gives way from a powerful shot from Sideburns, and Monkeytank the massive Decepticon Tank slides helplessly down the crumbling ledge, headed straight for the lava, in the path of the poor little Autobot Sideburns, and...(roll) clears the distance, falling in the lava beyond. Sideburns the Tiny Autobot Scout: Yes!

Monkeytank the Decepticon Gunner: No, I only had one HP left!

Sideburns the Tiny Autobot Scout: Hurrah!

GM: The Metal body of Monkeytank smolders into a lump of disfigured slag. Monkeytank the Decepticon Gunner, now slag: I want to raise my fist and cry out "Monkeytank will be back...to destroy... someday!"

GM: Even though you're destroyed, your spark still survives, and your body can be repaired, if any of your Decepticon comrades want to fish you out of the volcano, but they all fled cowardly and left you to rot earlier.

Monkeytank the Decepticon Gunner: Wait, I can survive in lava?

GM: Immobile and in Stasis Lock, technically. You are a robot. In the G1 cartoon Megatron and a bunch of Decepticons were thrown into lava, and they survived because their Energon was still high - so their sparks were fine, just their bodies had all melted. Presumably between the episodes, some other Decepticons fished them out and Repaired their bodies. The character you make for the next Map - you could try convincing the other Decepticons that everyone should try and recover Monkeytank, but there would need to be a reasonable explanation. We'll deal with that before the next situation if you want to.

Monkeytank the Decepticon Gunner, now slag: I would like that.

GM: Now we just need to resolve if Sideburns can leave the Volcano alive, and be able to return to Optimus those top secret plans for Megatron's world domination!



# THE TRANS FORMERS

## RPG Character Sheet

**Name:**

**Player:**

<b>Allegiance:</b>		<b>Alt.Mode:</b>	
<b>Prime.Colour:</b>		<b>Sub-Group:</b>	
<b>Secd.Colour:</b>			
<b>Size:</b>	<b>Toy Sales:</b>		
<b>Quote: "</b> _____ <b>"</b>			



<b>HP:</b>		
<b>Energon:</b>		
<b>Damage:</b>		

<b>Universal Actions</b>	<b>Function: _____</b> <small>Function Actions</small>	<b>Robot.Mode</b> <small>Statistics</small>	<b>Alt.Mode</b> <small>Statistics</small>	<b>Alt.Functions</b> <small>Gain Bonus</small>		
<b>Strength</b> Lift, Grapple, Throw						
<b>Intelligence</b> Processor Speed						
<b>Speed</b> Move, React						
<b>Endurance</b> Hardness						
<b>Rank</b> Transformation Options						
<b>Courage</b> Internal Functions						
<b>Firepower</b> Attack Ranged						
<b>Skill</b> External Functions						

<b>Weapon</b>	<b>DMG</b>	<b>Structure</b>	<b>Range</b>	<b>Charges</b>	<b>Notes</b>

**Technology & Character Notes:**