



# THE TRANSFORMERS

Based on the Universe of Transformers  
2nd Edition, v.18, last updated March 2016



## Introduction

The Transformers Roleplaying Game is more than meets the eye. Most of its rules involve combat between warring factions, but the system is not a combat simulator. The Map-based combat of the system only services to ground the game in its source material. You will notice early on that there is great ambiguity in the system. How tall is a Size 3 robot? Well, the important part is that it is taller than Size 2 and not as tall as Size 4. The size of the Robots is signified by a number, rather than a measurement, just as the Statistics like Strength are graded according to probability, not according to what the robot could lift in measured weight. This is intentional, and meant to embrace the colourful descriptive qualities in classical Transformers storytelling. What you hold in your hands is the most accurate roleplaying experience of a Transformers television show or comic book from the 1980s. It has the same strengths but also the same flaws of scale, distance and probability, amounting ultimately to the same flavour and fun of the source material. Remember to temper the action-filled content with morally upstanding and politically correct public service announcements, dramatic speeches, and either “gosh-gee-wiz” observations or maniacal laughter, then you’ll be playing in a way that is beyond good, beyond evil; beyond your wildest imagination.

James Kerr  
September 23rd, 2011

## Key Volunteers

Game Design	James Kerr
Creative Consultants	Kevin O’Brien
	Eric Palermo
Play-testers	Chris Challace
	Brandon Whitworth
	Richard Bernard

## 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)





## How to Play

**Step # 1 - Get a Character** - First, you need a character. Either acquire an already generated character from the GM - probably a cannon character - or create your own. (Creating your own is more fun.) Your character should be complete and you should get to know them a little before play begins. Some of the players around you will have characters on your team, and some of them may even be on the opposing team. (Depending on the kind of game the GM is running, your friends may be your opposition.)

**Step # 2 - Roleplay** - The GM will present you some situation to which you then respond in-character, just as in any other roleplaying game. Megatron is trying to destroy the Earth, how do you feel about that? Opinions differ, so there may be some contention.

**Step # 3 - Conflict Resolution** - To determine success and accomplishment in the game each character has 8 Statistics. Each of the Statistics are rated by a number between 1 and 10. All Transformers have the same 8 Statistics. Statistics are a standard breakdown of how your character interacts with the world.

**A. Rolling Success** - Statistic use and their Actions (including attacking) are accomplished by rolling 1d10 (one ten-sided die). You want the die to turn up the highest result possible without going over your Statistic number.

- If you roll over your Statistic, the action was a failure.
- If you roll under your Statistic, it was a success.
- If you roll on the number itself, it's a critical success.

Success is required to do almost anything - activate a computer terminal, communicate, sneak around, shoot someone, and so on. The number you roll is also sometimes used to determine other mechanics in the game.

**Vs. a Map Area:** Against the environment and static elements only a success of 1 is required - just roll anywhere under the number of your Statistic.

**Vs. an Opponent:** A roll against an opponent (or other GM-derived opposition) must succeed AND be a greater number than the number the opposition rolled. For instance, you have an Assault of 8 and your opponent has an Endurance of 10. You roll a 7 (which does not go over 8 - that's a success) and your opponent rolls a 4 (still a success for them, but does not beat yours.) The attack gets through!

**Critical Success:** The only thing that can beat a critical success is another critical success. For instance, if the dice turns up 6 and you have a Strength of 6, your opponent has to come make a critical success in order to beat you, even if they have an Endurance of 10 and rolled a 9.

**Ties:** When opposing characters have rolled the same result, the action will favour the defender.

**B. Multiple Dice:** Some Robots are better at some things than other Robots. By the end of character creation your Transformer will have a few Actions that have "+1d", which means to roll 2 dice and take the better result. Some very skilled characters can have +2d or even +3d in certain Actions, increasing the probability for a greater success.

**C. Not Rolling:** Not everything in the game involves rolling dice. Many of the Function Actions you use in the game (Actions you can do based on what your Robot's Function is) are based on your Statistic number rather than a roll. For instance, a jet plane Alt.Mode can fly as many areas as the character's Speed Statistic in one round. Assuming the character has a Speed of 8, that means they can move 8 areas through the air in one round without needing to roll anything.

**Step # 4 - Battle** - The situation in play may not be resolved with only one roll. At one point or another in this very violent intergalactic robotic civil war, a full-on battle is necessary.

The objective of battle is to drive the opposing team off the planet, or at least off the battlefield, 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 sometimes the game consists of battles occurring on a series of Maps between these two areas, driving closer to or farther away from enemy territory, and roleplaying all the results of such conflict. As soon as you know there is battle, you must:

**A. Roll Charges** - Whatever weapons you bring into battle probably have a set number of shots. As soon as the GM tells you there's something going on, roll the charges associated with those weapon and see what you will have for that situation. You don't re-roll until the next battle.

**B. Turn Order** - The highest Ranking Transformer in your faction will be leading the group into battle. They roll their Rank Statistic and compare the result with that of the enemy leader doing the same thing. Whichever faction gets the higher number wins, and gets to go first. If you aren't the leader, you can still help.

**Soldiers Contribute** - All Robots of lower Rank than the leader may attempt to contribute to their success. For every Transformer who successfully rolls Rank, the leader gets +1 to see who wins initiative. (In this case, Combiner / Gestalt Robots count as one character.)



**Leaders Compare** - The total contributions of the soldiers are given to their faction leader. The leaders of both factions compare, and whichever wins gets to go first as the Ally Phase.

**C. Place Figures** - If the GM wants to use a Map for the battle then before first Turn order begins the winning faction places their figures on the Map, in order from highest Ranking Transformer to lowest. Then the losing faction does the same. Figures may only be placed on the two-area deep rim of the Map, and factions may not place figures on the same side as the opposition already placed. Sometimes by virtue of the narrative some figures - or whole factions, may already be placed.

**D. Ally Phase** - Let's assume your side wins and you get to go first. (This is not always the case, of course, and if it didn't happen then you can consider the 'Enemy Phase' to be before this one.) This means that all characters of that faction (all Autobots, for instance) get to have their Turns before the other characters (the Enemy Phase).

**Accomplish Mission** - Scheme! Get together with your team and, reviewing the Map, decide how to best accomplish the goal given to you. For instance, if you are supposed to protect a human scientist, where should a giant Robot stand in order to best do that?

**Who Is In Charge?** - The Transformer of the highest Rank is in charge of their faction. Your character can freely decide to disobey or go off-plan (interesting characters sometimes do) but then you may have to deal with the repercussions when the faction's head (Optimus Prime, Megatron, the Tripredacus Council or whatever) learns of your disobedience. Most faction heads will not mind your rogue behaviour if it results in accomplishing the mission goal, but if you disobey orders and accomplish nothing, then it does not look good on your Robot resume.

**Act** - It has come time for your individual character's Turn. On your character's Turn it can both Move and perform one Action. You may also do as many Free Actions on your Turn as you'd like and have the opportunity to do, but cannot repeat the same Free Action multiple times. Different Functions of Transformer will have different Actions available to them that only they can do.

**Logic** - Only cartoon-like and comic book logic apply. Real World Logic does not necessarily work with Transformers. Rules should not get in the way of a good idea.

**E. Enemy Phase** - After the Ally Phase comes the Enemy Phase. Now they get a chance to accomplish their mission, which is probably contrary to yours. During the Enemy Phase, enemy Robots will probably be trying to attack you. You will still be able to defend yourself whenever they



Megatron is unhappy because his Decepticons returned without the nuclear isotopes, and is going to make an example of one of the Decepticons. By default it is the highest Ranking Decepticon that is punished for failure, but most often it is the one who does not come up with a good enough excuse or grovel. Megatron is not above on-the-spot execution, if he has enough Decepticons around to fill the ranks.

do by rolling Endurance and any applicable Defence dice. We'll get into that more later.

**F. Initiative Again, and Again** - After the Ally Phase and the Enemy Phase are over (regardless of the order in which they occurred) the leaders of each faction repeat the process of determining Turn order. This could mean that one faction will end up going twice in a row.

**G. Energon Drain** - Battle is tiring on your energy reserves and it cannot go on forever. At the end of every round, all Transformers are drained 1 Energon if they used a

- Weapon
- Function Action
- Alt.Mode Ability
- Technology

Energon can be recovered by periods of rest and fresh supplies, at a rate of Robot.Mode Endurance per stellar week.

**H. End of Battle** - When things are not going well, you can always run away. If your character can make it such that they Move off the Map - even just one area beyond, then they are gone. Once off the Map, a character cannot get back on the Map during this battle. They are out of the situation and have either returned to base or are off somewhere separate, perhaps pursuing a solo adventure. Running away is more common for a faction than total annihilation. However, if things are going well, if you have driven the enemy off the Map, destroyed all your enemies, or just accomplished the mission goal and gotten out of there, then you should instead celebrate, dance and be merry.

**Step # 5 - Roleplay** - The battle is over, and regardless of how it ended, if you are still alive then there is a current situation to deal with, probably by talking to your whoever your superior is, depending on faction. So, explain to Megatron how you lost the Superchip to a rag-tag band of Autobots, or tell Optimus Prime the story of how one of your comrades met a horrible fate under your command, and roleplay out the repercussions and what, in the greater sense of what is going on, should happen next.

# **TRANSFORMERS**

## **Character Creation**

**Access Code Accepted**





## Character Creation

This is everything anyone playing needs to know in order to generate your own character.

**Step # 1 - Allegiance** - The GM will let you know what kind of Transformers game you are playing. Generally games are one of two types.

Generation 1 - Autobot vs. Decepticon  
 Beast Wars - Maximal vs. Predacon

Either the GM will tell you what Faction you are, or they will give you an options between two of them. In a rival game, the majority must support the Autobots or the Maximals.

**Step # 2 - Statistics** - Most of the conflict resolution in the game is done from the character rolling one of their Statistics. A Statistic is an assessment from 1 to 10 of how a Transformer preforms certain tasks. Each Statistic does something different. The Statistics for a Transformer are:

Strength  
 Intelligence  
 Speed  
 Endurance  
 Rank  
 Courage  
 Firepower

To generate a character's Statistics for their Robot.Mode you roll a ten-sided-dice (1d10) 10 times. Of these 10 numbers recorded, choose the best 8, then assign one to each Statistic in any order you like. Make sure all 8 final numbers for the Statistics added together are more than 40. If they are not, then the Transformer was already killed by Megatron - roll an entirely new set of Statistics.

**Step # 3 - Function** - Each character has a Function, one of four different classifications of Robot. Each Function can do things that other Functions cannot. Choose your function from among the following:

Warrior  
 Gunner  
 Engineer  
 Scout

**Step # 4 - Alt.Mode** - What good would a Transformer be if they couldn't transform? (Actually, see 'Action Master' in Subgroups, but aside from that...) Each character picks a thing they turn into, a form other than Robot that they may assume through the funky sound effect of transformation.

To pick an Alt.Mode, first choose it's broader general type, then specify its sub-type. For instance: Vehicle.Mode is a broad type of Alt.Mode that includes both car and helicopter, among others. Gently narrow the scope of your selection starting with the broadest types. The types of Alt. Modes are:

Hand-held Object  
 Primitive  
 Structure  
 Vehicle  
 Heavy & Work Vehicle  
 Weapon

**Step # 5 - Generate Alt.Mode Statistics** - Once you have made this selection, generate a new set of Statistics (based on the rules outlined in the Alt.Mode section) to represent the likelihood of Actions while in that Alt.Mode. Then, choose the sub-type of the Alt.Mode - the final selection of sportscar, jet, or whatever. Pick whatever one makes the most sense for the Statistics that have been generated. Remember to write what your Alt.Mode is on your character sheet and whatever additional dice (Actions) and Abilities are granted by that Alt.Mode.

**Step # 6 - Points** - Each character is given a certain number of points by averaging their Robot.Mode Statistics for Skill and Courage, rounded up. Points can be spent on any of:

Technology  
 Subgroups  
 Weapons

**Step # 7 - Size** - How big is your Transformer? The decision is yours, but you will need to stay within the limits of how big your Alt.Mode is. The numbers for Size do not relate to exact real-world measurements, only in reference to each other. Sizes have different advantages and disadvantages to a Robot's HP and Energon. The most common Size for a Transformer is Size 3, which does not change HP or Energon.

**Step # 8 - Personality Programme** - Now fill in all the colourful details about your character and finish up a few housekeeping calculations. These include:

Calculate Hit Points  
 Calculate Energon  
 Calculate your Quotes re-rolls

Then give your Transformer a name, nifty quote, and choose your colours. That's it. You are now a Robot in Disguise.



# 01. Allegiance

Each Faction has different goals. It is important to know the motivation of your faction and your rivals before gameplay begins. Decepticons are often given missions like: capture 3 Energon cubes and leave combat with them to bring back to Megatron! And the Autobots: Steal back the captured Huffer from the Decepticons before he can be used to power a solar dish that will destroy the rings of Saturn! Or, whatever.



**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.



## Sample Autobot Objectives

Stop the Decepticons from completing construction on a Space Bridge that will bring them reinforcements from Cybertron.

Infiltrate Decepticon headquarters to rescue a hostage / plant a bug / revive downed troops / otherwise disrupt their plans.

Prevent a natural disaster, like a volcano, flood, or earthquake.

Attempt friendly contact with the natives of the planet (this will not work, obviously, because it's a actually Drive in Movie and they're mechanical cars).

Prevent the Decepticons from stealing valuable Earth resources.



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



## Sample Decepticon Objectives

Zap humans with a mind control ray and send them against the Autobots who cannot fight back.

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.

Hold Spike Witwicky or his family ransom.

Activate a doomsday weapon that will harvest the sun for energy before the Autobots can stop it from happening. Bwahahahahaha!

Steal valuable Earth resources before the Autobots can prevent it.





☛ Maximal (BW): You have crash landed along with your enemies the Predacons on a strange planet. Before crashing you were able to distribute the Proto-forms (unborn Transformers, or Transformers in Stasis Lock for various reasons - like because they're in jail!) in orbit around the planet. Occasionally one of their orbits decays and a Proto-form crashes. That's a Maximal in there you've got to save!



### Sample Maximal Objectives

A new Maximal Proto-form has fallen from orbit around the planet. You need to get to it before the Predacons can reprogramme it into joining their evil club!

The Predacons are hunting for an ancient relic that looks like some kind of star chart. Investigate why.

Somewhere in your base the Predacons have planted a bomb. Or have they just messed with the bomb detector? Find out. There may still be Predacons on board.

The Predacons are setting up some terrible invention that is going to do something terrible. Stop them from doing a series of terrible things!

One of your number is sick with some strange alien Energon disease, and only Megatron has the cure.

Some strange artifact on the planet has activated, signifying great alien intelligence afoot. Investigate.



☛ Predacon (BW): Having fought the Maximals in space while both teams foolishly navigated through a wavy portal, you have now crash-landed with your enemy on a strange (supposedly uninhabited) planet. Now as the Proto-forms in space fall from their orbit, if you can get to them first then you can reprogramme them to be Predacons instead! With more Predacons, you can win the planet and by salvaging Maximal resources, leave!



### Sample Predacon Objectives

A new Maximal Protoform has fallen out of orbit around the planet. You need to get there and reprogramme it to your side before the Maximals can bolster their numbers!

The Maximals have a superior shield generator on their crashed ship. Steal the shield generator. It will also make them defenceless to bombardment. Win-win.

There is some form of indigenous life coming into sentience on the planet. We cannot have that.

Build a hidden giant canon to blown up the Maximal base. Yeeesss...

Steal valuable planetary resources before the Maximals can prevent it. It won't necessarily help the Predacon cause, but it forces the Maximals to burn resources. Win-win.

## 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. To generate your Robot.Mode Statistics, roll a ten-sided dice (1d10), ten times, then choose the best 8 numbers and assign one number for each Statistic (or "Stat") listed below. If all 8 rolls are less than a total of 40, that character was already killed by Megatron, make a new one. After, new rolls are made for the character's Alt.Mode (Alternate 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 under ideal conditions have at best have a 100% chance of success, and at worst have a 10% chance.

Statistics	Example Use	Notes
Strength	Grapple, Lift, Push, Throw	Physical measures of your construction and density of gears. Used for Melee Attacks
Intelligence	Processor Speed	Information stored in memory banks and observational powers. Affects Energon
Speed	Move, React	The finely-tuned alignment of gears in the body allowing for greater movement. Used for faster Move
Endurance	Hardness	Plating of armour around the gears. Affects HP. Used for defensive rolls
Rank	Transform	The chain of command as dictated by programming. Affects your transformation scheme
Courage	Internal Robotics	Bravery of circuits under fire. A catch-all for internal process rolls, such as preventing your gears from stalling. Affects Points
Firepower	Ranged Attack	Extrapolation of trajectories for firing ranged weapons.
Skill	External Robotics	Physical actions not otherwise covered by Strength or Speed, such as preventing your character from falling. Also affects Points

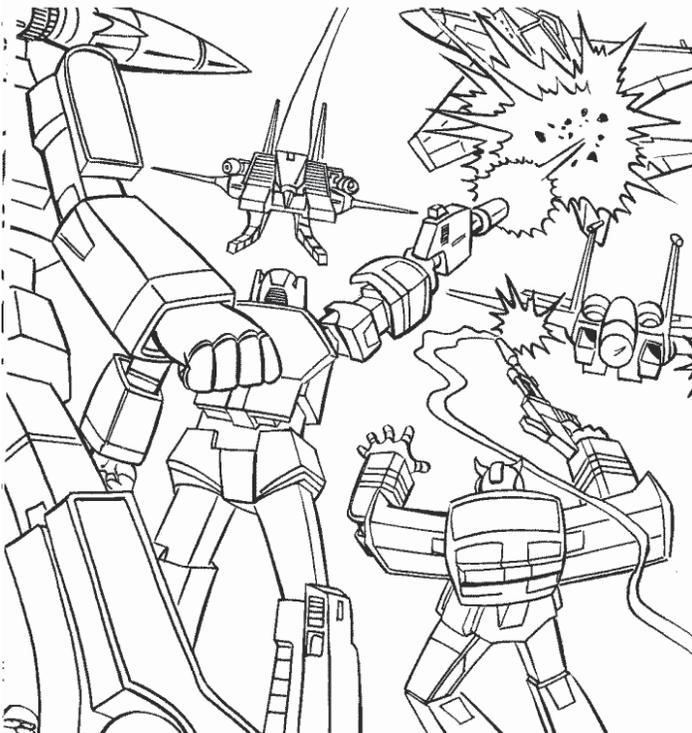
### Example of Statistic Use

The Autobot Blast-o-bot in the picture to the left there wants to fire up at the Decepticon Jet that is scooting about in the sky. So, Blast-o-bot's player "Kevin" rolls Firepower. Blast-o-bot's Firepower is 7. Rolling 1d10 Kevin gets the result of 5. Meanwhile the Decepticon Jet, in this case played by the GM, has an Endurance of 10. The GM rolls for the jet and gets the result of 4.

Blam! The Decepticon Jet is hit by Blast-o-bot, on the basis that 5 is a higher number than 4. Kevin then rolls the damage of Blast-o-bot's weapon and the GM applies the result to his or her notes on the enemy.

Easy as Cybertronian Turbo-Pie.

This is rudimentary Statistic use. Fancier things are done with Statistic use referenced on the chart on the following page. Fancier still are Function Actions - Actions specific to certain Functions, which are outlined on the page thereafter.



### Universal 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 the rudiments of Statistics and therefore available to every Function. Each Turn you can make 1 Action, 1 Move, and do any Free Action once. Between Turns you can make any number of Responses, but you cannot Act or Move until your next Turn.

Action	Statistic	Roll	Type	Explanation
Grapple	Strength	Yes	Action	In one Action, roll Strength vs. Strength to Grapple, then either hold the opponent there in a deadlock, or Lift & Throw. Grapples can be escaped by opposing Strength or opposing Transform.
Hardness	Endurance	Yes	Response	When attacked, roll 1d10 for your Endurance Statistic, hoping to get the highest number possible without going over. If the roll succeeds and is a greater number than your attackers, you are unscathed. Hardness also stands for ducking, dodging, or avoiding. Note: If your character has the "Defence" Action, you get to roll twice and take the better result.
Information	Intelligence	No	Free Action	Assess statistical and observational information about data and events. This is also used for memory, history and recognition.
Lift & Throw	Strength	No	Action	With a successful Grapple a Robot is Lifted above your head and tossed a distance equal 1/2 a Strength roll, rounded up. If this is performed on an Object then a Grapple is not necessary.
Move	Speed	No	Move	All characters can Move 3 areas per Turn. There are some things (like Alt.Modes) that will let you Move more. If your GM is using squares to signify areas, all movement is x2 on diagonal squares.
Talk / Yell	Courage	No	Free Action	Converse up to 5 areas away on your Turn or theirs. Taunts and jeers are Map-wide, but must contain no vital information.
Transform	Rank	No	Free Action	As a free Action once per Turn, change from one Mode to another.
Visual Sensors	Intelligence	No	Free Action	Optical sensors detect basic movement and events. All Transformers known Allegiance by sight, unless confused by certain Technology. Under normal conditions a Robot can see all things happening within 2 areas, almost all things happening within 5 areas, and may focus in line of sight up to 20 areas away.

## Movement

Each Turn you can Move, do an Action, and perform any number of Free Actions. All Transformers have a Standard Move, but some of them - by virtue of their Function or of their Alt.Mode, have alternatives to how they Move around the battlefield.

### Standard Move

Standard movement for all Transformers is 3 areas per Turn. If areas are squares, moving diagonally counts as 2 squares of movement. It's okay to move a 1/2 square, so long as you remember where you are.

**Hampered Movement:** Your ability to Move is constantly cut down by circumstance. Rough terrain, climbing, or swimming all cut your standard movement by 1/2. This is neither rounded up nor down, a half area of movement could be very important in this case. But you're probably more likely to want to Dash or use some form of specialised Alt.Mode movement, if you can.

### Alt.Mode Abilities for Moving

Some Alt.Mode Abilities that can replace your standard Move, but you are required to be your Alt.Mode:

**Climb:** Move up vertacle or upside down surfaces at the standard Move of 3 areas. This Ability is a common for animals like monkeys or ants.

**Dig:** Move as many areas as your Speed Statistic to burrow underground and progress through the subterranean. This is a rare Ability but it is used by some digging animals and drill tanks.

**Flight:** Move as many areas as your Speed Statistic through the open air or sky. This is a common Ability for planes, jets, and animals with wings.

**Off-Road:** Move as many areas as your 1/2 your Speed Statistic, rounded up, while on jagged, uneven surfaces or through rough terrain, forest or brush. This is common Ability for heavier or work vehicles like jeeps or tanks.

**Swim:** Move as many areas as your Speed Statistic on or below the surface of water. This is a common Ability for aquatic animals.

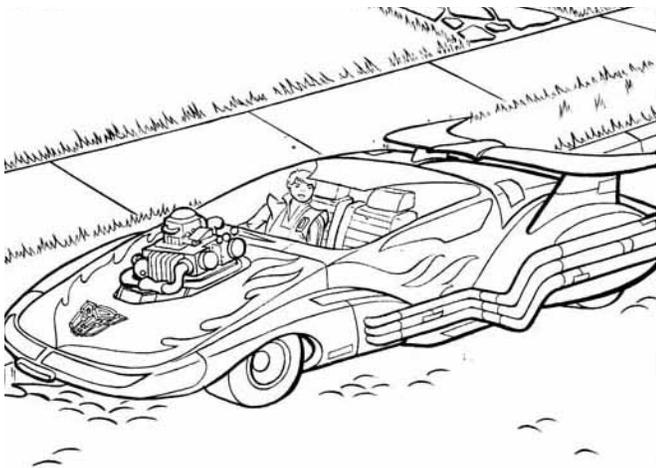
**Wheels:** Move as many areas as your Speed Statistic while on flat road-like surfaces. This is a common Ability for cars and other fast moving vehicles. Wheels is ultimately what makes Vehicle Alt.Modes faster than Beast.Modes, and the ability to have Wheels in the air is what makes flying Alt.Modes faster than ground Alt.Modes, as areas above area 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.

### The Function Action "Dash"

This will come up a lot. Warriors, Scouts and some Alt.Modes get a Function Action called "Dash". Instead of Moving 3 areas, wish Dash you can instead roll 1d10. If the number is on or below your Speed Statistic then you get to Move that many areas +3. If you fail, you still get to Move that 3 areas.

Let's compare the different ways to Move. Wheels does not require a roll, so there is no risk involved with tanking that kind of Move. The Function Action of Dash, however, does require a roll, and could potentially take you farther than using Wheels could, but will more likely not take you as far. Once you've made the choice, that is your Turn and you are stuck with it.

For example: The Autobot car Tired-Out has a Speed of 7 in his Alt.Mode. He has Wheels, so on his Turn he can just Move 7 areas instead of the standard 3. (Unless he's in his Robot.Mode, which does not have the Wheels his Alt.Mode has, in which case it's just 3.) Now, Tired-Out is a Warrior and has Dash, so instead he can roll 1d10 and so long as the result is not over 7, he can choose to go that many areas +3. Let's say he rolls 2. It's a success, which means he can do it, but now he can only Move 5 areas - still better than the standard 3, but not as good as he would have had with Wheels. So, make your choices.



# THE TRANSFORMERS

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

<b>Allegiance:</b>	<b>Name:</b>	<b>Subgroup:</b>
	<b>Function:</b>	<b>Prime.Colour:</b>
	<b>Quote:</b> " _____ " Re-roll: ____	<b>Secd.Colour:</b>
	<b>Bio:</b> _____ _____ _____	

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

Universal Actions	Function Actions	<b>Robot.Mode</b>		<b>Alt.Mode: _____</b>				
		Size: _____ Move: _____		Size: _____ Move: _____				
		Robot. Statistics	+1d Gain	Alt.Mode Statistics	+1d Gain			
<b>Strength</b>								
<b>Intelligence</b>								
<b>Speed</b>								
<b>Endurance</b>								
<b>Rank</b>								
<b>Courage</b>								
<b>Firepower</b>								
<b>Skill</b>								
<b>Alt.Mode Abilities &amp; Tech</b>								

Weapon	DMG	Structure	Range	Charges	Notes

**Technology & Character Notes:**



# 03. Function

Function is the programming of the Robot, dictating its available Actions. This works similarly to the structure of “class” in other RPGs. Out of the 283 Robots in the Generation 1 (G1) Continuity, all of them conform to four basic Functions: Warrior, Gunner, Engineer, or Scout, 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 being either a Warrior, Gunner, Engineer or Scout.

Statistics	Warrior	Gunner	Engineer	Scout
<b>Strength</b> Lift, Grapple, Throw	Melee Attack	Crash	Melee Attack	Melee Attack
<b>Intelligence</b> Information	Strategy	Teamwork	Data	Surveillance
<b>Speed</b> Movement on the Map	Dash	Support	Fortify	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	Salvage	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)

## Warrior

The Warrior is the bedrock of both Robot armies, comprising 43% of all Generation 1 Transformers. This is the standard, dependable Function, the easiest to use, most understandable, and the most well-rounded. With the right Statistics, it can also be the most versatile. Warrior is the only Function that receives both Dash and Endurance, two of the most useful Function Actions. When creating your warrior either Strength or Firepower will need to be high, depending on if you want to fight in-close or at a distance. New players to the game cannot go wrong by picking a warrior as their first character.



### Statistics Warrior

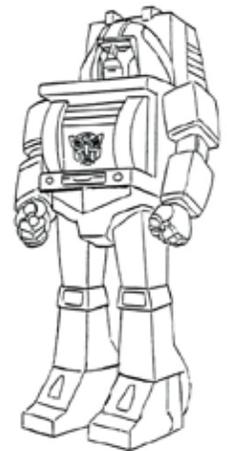
Strength	Melee attack
Intelligence	Strategy
Speed	Dash
Endurance	Defence
Rank	Transform
Courage	Intercept
Firepower	Assault
Skill	Acrobatics

**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

## Gunner

Comprising 19% of all G1 Transformers, Gunners are the main support Function. The Function Actions of Support and Teamwork make them a great asset to their team. The Gunner also has staying power in the fight because of the Trooper Function Action, the only Action that allows rejuvenation of Energon, which also helps them to go off on their own.



### Statistics Gunner

Strength	Crash
Intelligence	Teamwork
Speed	Support
Endurance	Defence
Rank	Transform
Courage	Trooper
Firepower	Assault
Skill	Accuracy

Gunners are slow because they do not have the Function Action of Dash, but are the only other Function than the Warrior to have Defence, making them tough. Traditionally Gunners the most dependable of the Transformers.

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

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



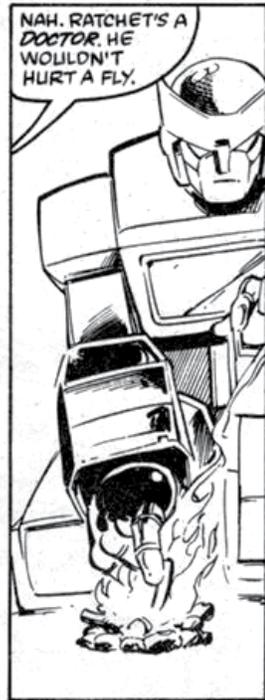
## Engineer

As the least combat-oriented of the Functions, the Engineer is in the minority at only 18% of G1 Transformers. 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 everything) 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.

Without Dash or Defence the Engineer has to rely on other Function Actions to survive. Repair is the most obvious, as the only way to recover HP (Hit Points) in or out of combat. But remember, an Engineer with a good Assault can shoot just as well as any Warrior!

### Statistics Engineer

Strength	Melee attack
Intelligence	Data
Speed	Fortify
Endurance	Construction
Rank	Transform
Courage	Salvage
Firepower	Assault
Skill	Repair



**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

## Scout

Scouts comprise 24% of all G1 Transformers, and are the second most popular Function after the Warrior. This is because of their wide range of Actions and the availability of Dash helps Scouts 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.

Dash makes the Scout fast, and is the only Function other than Warrior to have it. The Function Actions specific to the Scout: Surveillance, Sabotage, Espionage and Communications, are opportunistic Actions that when appropriate are infinitely useful. A Scout works best when played as a sneak, a spy, a rogue, or a lone wolf stalking in the night to get behind enemy lines.

Just as the Engineer, the Scout has as much power of Assault as a Warrior, but a good Scout remembers that the combat path is not always the right one. There are many ways to accomplish a mission that do not require any of the opposing forces even knowing you were in their base (Espionage) watching them (Surveillance) and planting a bug (Sabotage).



### Statistics Scout

Strength	Melee attack
Intelligence	Surveillance
Speed	Dash
Endurance	Sabotage
Rank	Transform
Courage	Espionage
Firepower	Assault
Skill	Communications

**Examples:** Soundwave, Blaster, Hound, Bumblebee, Blurr, 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

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

## Functions Summary

When beginning a game it is important that players organise among themselves and divide the responsibilities of different Functions. Just like the proportions of G1 characters, you can have as many Warriors as you like, but you need some Engineers, you need some Scouts, and you need some Gunners in order to make the team work. In a smaller group, one of each is preferable, but many teams have been entirely successful with no Warriors, or with differently focused Scouts and Engineers. Just remember, there's nothing worse on the battlefield than coming up with an amazing plan, then realising you don't have the Function Action to carry it out.

## Function Actions

Each Function can do something different with the same Statistics. Only a Warrior can plot Strategy, and only an Engineer can Repair. Actions not included in your Function (such as a Warrior using Espionage) are NOT possible, because they are simply outside your robot character's programming. That is - they're not possible unless you get them some other way, like by an Alt.Mode or Technology. 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:

Usually a Free Action	Usually an Action
Accuracy	Assault
Acrobatics	Construction
Communications	Crash
Data	Dash
Defence	Fortify
Espionage	Melee Attack
Intercept	Repair
Surveillance	Sabotage
	Salvage
	Support
	Teamwork
	Trooper



### Commitment to an Action

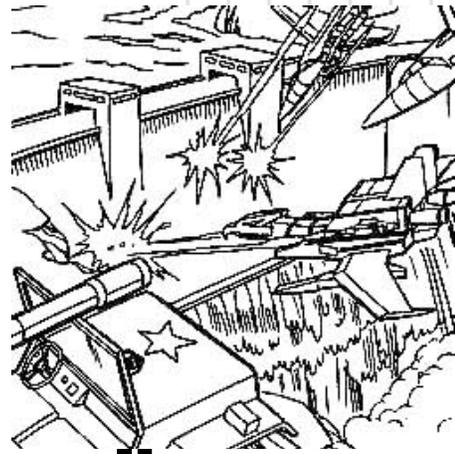
In many cases there is more than one way to go about doing something for a Transformer. To Move, a Transformer can simply walk 3 areas away, or if they have the right Function (or Alt.Mode) they can use Dash, Wheels or Flight. These all accomplish the same thing, getting the Transformer from point A to point B, but each of them does this a little differently. It's up to you which route to choose, but whatever you choose you cannot then change your mind. Once you have committed to an Action, it is done.

## Function Actions

See below for the grand list of Function Actions and all they can do for your Transformer. When it says "Free" it means this Action can be done as a Free Action without taking up a Turn. Where it says "Action", the Action must take up the Action for that Turn. "Move" takes your Move.

Action	Stat	Type	Action Use
Accuracy	Skill	Free	Target to attack within one area. Ex: Blast a held item out of an enemy's hand.
Acrobatics	Skill	Free	Jumping, leaping, tumbling, balance, reflexes, sharp turns in flight, getting over an obstacle so that it does not impede your movement, and landing without taking damage. This does not take the place of Defence.
Assault	Fir.	Action	Fire at a distance using any one equipped weapon, attached, mounted or held.
Communication	Skill	Free	Broadcast your voice and hold a short conversation with all the Transformers you want on the battlefield, broadcast known Data, or search for strange signals. As a Turn: Break jamming signal, or contact home base or another planet using a computer.
Construction	End.	Action	The creation of structures, machinery and simple devices. Each area where construction takes place requires 5 success. Construction success = # rolled +3. Major works of Construction may require Salvage for parts, as per GM approval.
Crash	Str.	Free	Make a Strength or Melee attack during any kind of Move, and on top of damage move the opponent with you the remainder of your Move. If impeded (like there's a wall), then extra damage is issued like Falling; 1d6 for every 2 areas it cannot Move.

Action	Stat	Type	Action Use
Dash	Spe.	Move	Roll to Move, with the maximum number of areas you can Move this Turn equal to success # rolled +3. Rough terrain cuts movement by 1/2, rounded down.
Data	Int.	Free	Know the HP, Energon, history, Salvage value, Function, or state of one visible target. As a Turn: Influence or re-programme any technology-based Map Area. Ex., download all information from a computer bank, success = # rolled +3 or, know the Enemy Phase Turn order if success # rolled +3 is greater than the number of enemies.
Defence	End.	Resp.	When attacked in any physical way, roll an additional dice for Endurance, and take the better result to block, endure, deflect, or otherwise not be hit or damaged. As a Turn: Dig in and deflect all damage issued to you in the Turn. Damage reduction per hit is = success # rolled +3.
Espionage	Cur.	Action	Stealth; to be undetectable by unfriendly sensors, or for interrogation, implementation of surveillance equipment and other spying.
Fortify	Spe.	Action	Increase the maximum HP for Objects, Inanimate structures and Map Area. HP+ = success rolled +3. This grants more HP as it raises the limit, but will not Repair lost HP. Fortify cannot apply to Transformers. As a Free Action: Know the HP of an object or Map Area.
Intercept	Cur.	Free	Gain one additional area's Move to catch up with a goal, head off an opponent, get away, out-race or generally out-run someone.
Melee Attack	Str.	Action	Attack one area's distance by punching (1d6 / 2 vs. HP) or using a Melee Weapon such as a Sword, claws, teeth, or foot stomping. (Object damage is 1d6 + Size.)
Repair	Skill	Action	Restore HP to anything mechanical or technological or to one Statistic. HP+ = success # rolled +3. Major Repairs may require Salvage for parts. Repair auto-cancels many Weapon Effects. As a Free Action: Know the HP and extent of damage upon a Robot.
Sabotage	End.	Action	Affect a map item, computer, or other technological situation in play to set a trap for activation, overcoming its HP: 5. Success = # rolled +3. Example: Rig a communications console to explode when activated. As a Free Action: Free: Check for traps.
Salvage	Cur.	Action	Interact with an applicable Map Area to gain the components for Construction, major Repairs, Espionage, or upgrades. Example: find a discarded Computer Chip in Wreckage.
Strategy	Int.	Free	Change your Turn to be as many Turns later as success # rolled, into the Enemy Phase. The strategist must call out the enemy Turn they wish to interrupt before it happens, or the Strategy is wasted.
Support	Spe.	Action	Roll to aid in another's Action by repeating it yourself. You may need to be in a certain Mode in order to use different Actions, for instance if you require the fine dexterity of a Robot. Mode's hands to make a Repair. Example: Roll Support to help Repair when an adjacent Engineer did just that on their Turn.
Surveillance	Int.	Free	Visual, audio or other receptors identify or clarify sensory events and relevant information. Used for scouting missions and to overcome Espionage and Sabotage.
Teamwork	Int.	Act/M	Distract the enemy by giving up either your Move or Action and thereby provide an ally within Short Range +1d on their next Action.
Transform	Rnk.	Free	Switch between Modes. Transform can also help you get out of a Grapple.
Trooper	Cur.	Action	Summon the vigor to raise internal Energon levels. This applies to yourself only - you cannot transfer Energon to another Transformer. Energon+ = success # rolled +3.



## Accuracy

Only Robots programmed with Accuracy are capable of aiming inside an area. Otherwise, an attack is an attack. With Accuracy, however, a Robot 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 has as much Range as the weapon used.
- Accuracy is the only way to target a Robot or Object with the Ability of 'Tiny'.
- For reference, any one body part targeted has HP:6, and any Object has HP:5
- 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 may inhibit their ability to see anything (unless they have Radar / Sonar, or some other Technology) and their ability to talk (unless they have Communications) but is not going to be a kill shot.
- In situations where a calculation of damage is necessary, then damage = success # rolled vs. HP, regardless of the weapon - unless its an Energon damaging weapon, in which case it's instead success # rolled vs. Energon.

## Acrobatics

Acrobatics is a check to be made to confirm any kind of jumping, flipping, turning around quickly, rolling, tumbling, or ducking. Acrobatics cannot take the place of Move, or Endurance or Defence rolls. For example: you are falling off a cliff, roll Acrobatics to see if you grab onto the ledge, or tumble to your doom. 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, such as a gap of an area that they could jump over. Robots without Acrobatics would have to stop at that empty area and find a way around. Acrobatics is also used:

- Free: To recover from the Weapon Effect of Fall.
- Fee: For sharp Turns at high speeds in Flight.
- Free: To recover from a Fall in Flight.

## Assault

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 unless otherwise specified. Even if the ranged weapon is being used in an adjacent area, Assault is still used. Firing a ranged weapon in close quarters (1 area away) does not affect its performance, however at that Range if the weapon has a Blast or Radius effect, it may affect you, also.

## Communications

This is the broadcasting and receiving internal technology shared by only some Transformers. Without Communications you are not able to talk with your allies distant on the battlefield. Communications is also used to intercept radio waves, jam an enemy signal or to have your signal break through the jam.

- Regular talking and yelling between Robots can only occur within Short Range, 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. It is a check you may make once per Turn to make sure you can converse.
- Communications can only happen on your Turn, even if you have something important they want to say on somebody else's Turn. The only exception to this is blocking a rival Communications, which can be done as a response.
- When another character is using Communications, a rival Communications roll can block it. A greater success wins. Nothing is transmitted if the signal is blocked, it simply is



cancelled out. This does not take a Turn, it is done in response like Defence.

- Once Communications is established, other Robots on the same team are freely able to respond on your 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.
- Action: "Call" - with computer assistance and access to an external hard-line, satellite, 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 an Action.
- Action: "Long Distance Call" - 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 of successful rolls or one critical success.

## Construction

A Robot with Construction is able to populate a area with any structure they might like, one area at a time. If the Constructed object is 1 area big, you need only a success of 5. Two areas big, you 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. For each Construction roll success = # rolled +3.

- Construction has Melee Range and can apply to adjacent or diagonally adjacent areas.
- Every Object in the game has 5 HP per area regardless of complexity.
- A more complex engineering project may just require parts from Salvage. If it's a very demanding thing you want - like a satellite dish so that your Scout can send a message back to Cybertron, the GM might say: "you just don't have the parts."
- To add to your Construction a 1 point Technology or Weapon, 5 success is needed. To invent something that would be worth 2 points, 10 success is needed. A 3 point buy must have 15 success.
- Whatever is invented in battle stops working when the battle is over.
- Construction can be used in non-battle situations, but can only be rolled once per stellar cycle (or, "day").

### 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: Since the chasm is only 1 area wide and not advanced enough to be Technology, it just needs 5 success. Have you got anything to Salvage?

Mixandmatch the Decepticon Engineer: Yes. 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) 3 success plus 1 for the metal and plus (roll) 3 for the beam. That makes 7.

GM: Remember Construction is success +3.

Mixandmatch the Decepticon Engineer: On yeah. 10, then.

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

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

GM: Hmm. That's about a 1 point Technology, and you have 5 extra success, so I'll allow that.

### Further 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 area] and I want to make it out of the beam and metal I used for the bridge.

GM: Well, you already used that stuff. Besides, those aren't really the right Salvage components for complex electronic equipment. And you realise dismantling the bridge would strand Flailtail the warrior?

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

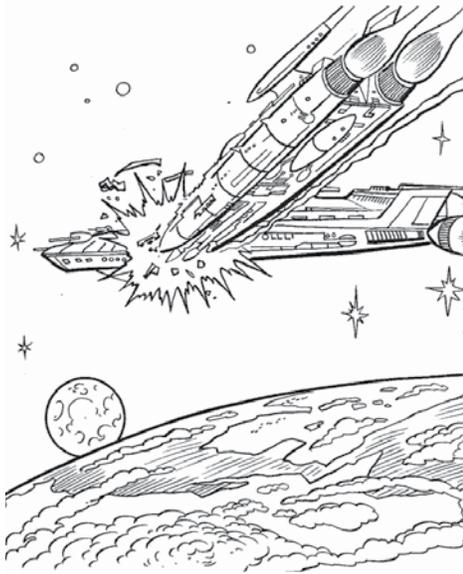
GM: Another very Decepticon thing to do. Okay - I'll give you +1 to your Construction roll is you want to tear apart the bridge into Salvage. Now roll Construction...the closest thing you want is a "Full Spectrum Beacon", which is +1d Communications. (I think Jazz had one.) So, you will need a success of 10, since the beacon is 2 Points.

Mixandmatch: (roll) I got 6 successes, plus 3 is 9...then the plus 1 from the bridge, yes! 10! But now I don't have any Salvage left..I suppose if Flailtail dies, could I scalp him for Salvage?

GM: You are such a Decepticon.

## Crash

Succeed on a Strength attack (plus whatever bonus Crash dice you have) to do Melee damage (standard 1d6/2 unless the character has a better crash-oriented weapon, like Horns) and then push back the opponent by a number of areas up to the maximum of your remaining Move. You travel with the enemy, pushing them along, remaining 1 area behind.

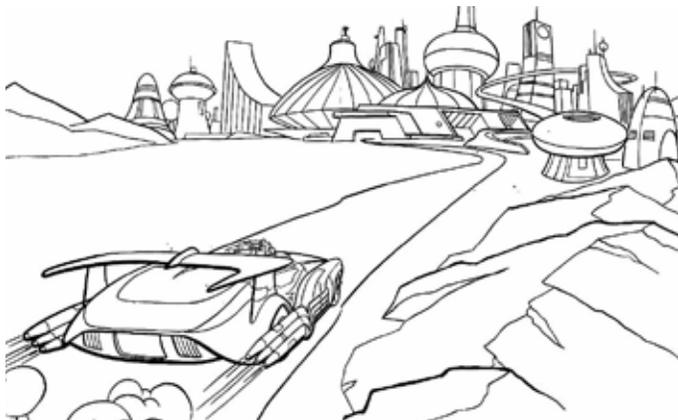


- If there is an impediment in the way of pushing the opponent as far as you can, then they take an additional 1d6 damage for every 2 areas they cannot move, rounded up. The most common instance of this is a Crash into a wall. This damage does not increase with crash-oriented weapons like Horns.
- If you do not succeed in the Crash roll, then you and your opponent do not go anywhere, but you still got to do the damage of your Melee Attack.

## Dash

Dash, Dash, Dash, Trans-trans-formers! Roll for Move rather than Moving the standard 3 areas. Success in Dash is equal to the maximum number of areas moveable +3.

- Without Dash, a character can only Move 3 areas in a Turn. So, even if you rolled a 1, it still means you're moving 4 areas - which is more than the standard 3 areas of Movement.



- If you fail a Dash roll, it just means the roll was 0, and you still have +3...so, basically you're back to the standard 3 areas of Movement.
- You can put your Action in the middle of a Dash, splitting up the Movement.
- If you have Wheels you don't have to roll Dash. You can just take the full number of areas in Movement of your Speed Statistic. For instance, a Speed of 9 would give you a Wheels movement of 9 areas automatically. This is not as far as Dash may take you with a good roll, however!
- If you are hampered in your Movement, Dash may be cut by 1/2, rounded down.

## Data

With visual or tactile contact you can know the Hit Points, Energon, history, Salvage value, Function, purpose, or generally any other information within your capability for 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 GM (or other player) as much as they like about their character, including what their weapons are and do, and the remaining charges on those weapons. 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. If unobstructed, this Range of Data is Medium (10 areas). All of the above is a Free Action. Other uses for Data:

- Action: Know the enemy phase Turn order if success # rolled +3 is greater than enemy Espionage.
- Action: Download and then wipe all the information from a computer. One of these could be done as a Free Action, but together they make a Turn.
- Action: Reprogramme non-Transformer Robots, CPUs, and other Technology, so long what you are doing does not constitute Sabotage.
- Free: Recall all relevant scientific facts to the situation.
- Free: Recall obscure Cybertronian Lore.

## Defence

Roll an additional dice for Endurance, and take the better result to block, endure, deflect 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 your Transformer is



physically capable of defending. If you are bound with electronic couplers, grappled in a web or thrown down a pit, you are not going to get the + whatever number of Defence dice you have, just your standard Endurance roll.

- Similarly, if you have a physical shield, remember that it is directional.
- You do not need to be aware of the attack to use Defence.

## Espionage

This is the ancient Cybertronian art of stealth available to only some Transformers. Espionage includes sneaking, hiding, disguising your appearance or your voice, interrogation and generally any act of deception. In a broader sense Espionage is also your ability to 'spy' (where not confused with Surveillance).

- You can establish Espionage every Turn as a Free Action, to see how stealthy you are in general.
- If you fail at Espionage then you are in no way sneaky for that Turn.
- If you succeeded on Espionage then to be seen by another Transformer they must beat you with a greater Surveillance roll. Surveillance can overcome Espionage or visa versa.
- If an opponent does not have Surveillance and wishes to detect you while you are under Espionage, then they can use Intelligence as a poor substitute within 5 areas, but will need to double the success of your Espionage.
- If you are plainly visible within 2 areas then all an opponent has to do is succeed with their Intelligence and you are seen.
- If you make a successful attack against someone, they know exactly where you are, regardless of their ability to get through your Espionage.
- Action: "Interrogation" - to wrestle information from an enemy from hours of questioning, roll Espionage vs. opposing Courage. The degree of success determines the value of gained information: 1 = very little, 2 = one good item of information, 3 = one good item of information in detail.
- Action: "Disguise" - pretend to be another Transformer. For a physical disguise you need adequate time to prepare your disguise and will probably need some Salvage materials. A disguise of just your voice, however, can be successfully done with no preparation over Communications.

## Fortify

If every Object has Hit Points of 5, as well as every Map area, then protecting something under enemy fire can be extremely difficult. With Fortify a Transformer can increase the maximum Hit Points of that Object or Map area, with  $HP+ = \text{success} \# \text{ rolled} + 3$ .

- Fortify cannot be applied to Transformers themselves, but it can be applied to NPC Robots and other Technology.
- The maximum HP an Object can have is x3 its original HP (so, for most things, 15).
- Energon does not increase with HP.
- Increasing maximum HP does not raise the current HP of the Object or Map Area. Thus "Fortify" does not take the place of "Repair". For instance: The mystic Nebulon Computer-bank-oracle has 5 HP / area and is 2 areas large, so 10 HP. It was successfully hit by enemy fire for 7 damage, and is down to 3 HP. Bucket the Autobot Engineer rolls Fortify and...fails. Well, at least the Nebulon Oracle computer gets +3 to their maximum HP. The computer bank now has 3 HP out of 13.
- The effects of Fortify fade once the battle is over. Or, if the thing is buffed up outside of a combat situation, only one roll per stellar-cycle (day) can be made.

## Intercept

Gain one additional area's movement to catch up with a story-goal, head off an opponent, get away, out-race or generally out-run someone. Anything that incorporates this +1 Move must involve something Courageous - this is not a roll just to get another area of Move out of each Turn.

- Intercept is based on Courage because it is motivationally-oriented.
- 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 Robot to greater speeds.
- 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!
- It 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 to finish off a nearly destroyed opponent. The Moving must be the purpose.

## Salvage

Interact in Melee Range with nearby areas to gain the components for Construction, major Repairs, or Espionage. Do this each battle round or once per stellar cycle (day) outside of battle. Example: find a metal beam in Wreckage, or a Processor Speed Chip. On a successful Salvage the GM then rolls on this table for each area, unless the area is Slag (nothing of value there) it generally falls on this table:

Success	Scrap	Wreckage	Materials
0	Gears	Metal	Hull Plating
1	Gears	Metal	Hull Plating
2	Gears	Beam	Makeshift Parts
3	Gears	Engine	Makeshift Parts
4	Metal	Electronics	Parts
5	Metal	Makeshift Parts	Parts
6	Beam	Makeshift Parts	Parts
7	Beam	Makeshift Parts	Cpu System
8	Beam	Parts	Power Module
9	Beam	Parts	Power Source
10	Hull Plating	Power Module	Chip



## Salvage Definitions

Battery: +1d6 /2 Weapon Charges or +1 Energon

Beam: +1d6 /2 to next Construction Success or a Club (as Object)

Circuitry: +2d6 success to next Repair

Cpu System: Reboot Transformer, recovering all Statistic ailments and raises Energon to 1, if below

Electronics: +2d6 success to next Repair or jump-start Transformer to 1 Energon, if below

Engine: Replace destroyed limbs and other body parts

Gears: Attach one thing to another

Hull Plating: +1d6 success next Construction or use as a temporary Physical Shield (+1d Defence)

Makeshift Parts: Kibble together bits through an engine to make the Transformer function again, raising HP to 1 if below

Metal: +1 success next Construction or Repair

Parts: Kibble together parts enough to make a Transformer function again, raising HP to 1 if below, and +1d6 /2 success to next Repair

Power Module: +1d6 /2 Weapon Charges or +1d6 /2 Energon

Power Source: +1d6 Weapon Charges or +1d6 /2 Energon + Radiuis

Chips are upgrades to one Statistic of one Mode of a Transformer for the duration of the battle. 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 Salvage - they can be freely traded until they are applied. 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. At the end of the battle succeed in Courage to see if the chip becomes permanent.

Roll	Chip	Statistic	1-2	3-4	5-6
1-3	Nothing Usable				
4	Processing Chip	Intelligence	+0.5	+0.75	+1
5	Internal Function Chip	Courage	+0.5	+0.75	+1
6	External Function Chip	Skill	+0.5	+0.75	+1
7	PSI Reduction Chip	Strength	+0.25	+0.5	+0.75
8	Information Relay Chip	Speed	+0.25	+0.5	+0.75
9	Structure Chip	Endurance	+0.25	+0.5	+0.75
10	Targeting Chip	Firepower	+0.25	+0.5	+0.75

Notes on Salvage for Construction: The GM will use a combination of common sense and cartoon logic for the Salvage required for Constructing something. So long as it sounds like it should work out in some ridiculous way, that's good enough. Example: Beam + Metal = a Bridge, or Lots of beams + Metal = a Tower, or Electronics + Battery + a bit of Espionage = a cassette deck that looks like Soundwave that can be used as a decoy. The generosity of this structure will depend on the GM's preference of rule interpretation.

See aside here for examples of squares where Salvage might be found: NPC Vehicles, Office Buildings, Car Shops, Computer Banks, Satellite Dishes, or even Downed Teammates (if you are an evil Decepticon).



### Melee Attack

Attack one adjacent or diagonal area distance by unarmed striking (1d6/2 DMG) or by using a Melee Weapon such as a Sword, claws, teeth, foot stomping, clapping, kicking, or a random Object. Other than Assault, Melee Attack is the main Function Action of the game for inflicting damage. Melee Attack does NOT consume Energon to use.

- Regardless of how strong your character is, Melee Damage is always 1d6/2, rounded up.
- An Object's damage is always 1d6 + the Size of the Object. Therefore, the Transformers RPG follows the cartoon logic that it is essentially more effective to pick up a lamp-post to bash the opponent with, even though your Robot fist is probably stronger than the lamp-post.
- Melee Attack should not be confused with the Strength Statistics's "Lift & Throw" - a bonus to Melee Attack does not apply to Universal Actions.
- Crash is a kind of Melee Attack. Bonus die given to Crash would not be a bonus to making a Melee Attack, but bonus die to Melee Attack ARE given to an attempt to Crash.



### Repair

Restore HP to anything robotic or technological, including Map areas, Partner Units, Objects, or any one Statistic. Success = # rolled +3. Repair always gives its subject a minimum of 3 HP, even if it fails. Major repairs may require Salvage for parts.

- Repair requires the hands of a Robot.Mode, unless the patient character is inside the Repairer's Ambulance Alt.Mode.
- Patients must be in Melee Range to receive Repair. Or, you can self-Repair.
- Repair can be performed every round in battle, or once per stellar-cycle (day) outside of battle.
- Hit Point and Statistic recovery cannot exceed the maximum Hit Points or Statistic number allotted for the character.
- The weapon effects of Burn, Rust, Stall and most minor types 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

Booby-trap an Object, Map Area, computer, or other technological or physics situation in play. Any act of subversion whereby the normal operations of enemy equipment is hindered, or a trap is otherwise set, is considered Sabotage.

- For a Sabotage that requires a Turn, success = # rolled +3. If it is a Free Action, success = # rolled.
- 5 success is necessary for every area affected by Sabotage. (2 areas = 10 success, etc.) These can be accumulated over several rounds.
- Examples: Set section of wall to collapse when something of sufficient weight occupies the area beside it. Rig a communications system to ignore enemy activity. Set a bomb to explode when someone activates a console (requires bomb). Rig a trip-wire. Plant a bug in the enemy's computer, et al.
- The effects of Sabotage can be spotted by a rival Surveillance or Data roll, depending on the context. If your Sabotage success is higher, the effects of your Sabotage go undetected.

### Strategy

Normally you have to Move and Act on your Turn. Rolling Strategy, the number of successes you get is the number of Turns later you can instead choose to go. You can choose to go within any Turn between now and the number you rolled, but you must identify that Turn right after you roll Strategy.

- Strategy can extend your Turn into the Enemy Phase. However, Strategy does not tell you what the Turn order of the Enemy Phase is.
- Strategy cannot move your Turn over to the next Round, thereby getting another Turn. If this happens accidentally, then you go one Turn before the last enemy character.

### Support

Aid in another's Action by repeating it for yourself. For example: roll Support to Repair after an Engineer did just that on their Turn. To copy an Action issued by another character within the round of play is Support.

- Using Support does not require you to have the Function Action it is copying.
- The Support Action must occur on your own Turn.
- The Action to be copied must have occurred within your last Turn and this Turn.
- Enemy Actions cannot be Supported.
- Your own Action cannot be Supported.
- Regardless of how many dice are used for the

Function Action being copied, you only use as many dice as you have for “Support”.

- You must obey all the rules of the Action you are copying. For example: in order to Support a ranged attack on an enemy, you must have an appropriate ranged weapon. Another example: In order to Repair someone, you must also be close enough to the wounded party.
- The Action does not have to have the same target. For instance, both Dat-tape the Warrior and Nosey the Scout are wounded. If the Chopshop the Engineer is Repairing Dat-tape the Warrior, and Nosey the Scout is also wounded, you - Bigiron the Gunner - can use Support to Repair Nosey the Scout OR Dat-tape the Warrior, if both are in appropriate Range.

## Surveillance

Using Surveillance, visual, audio or other receptors identify or clarify sensory events and relevant information. Visual perception, auditory perception, smell (yes, Transformers have a sense of smell, although it makes no 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 is the use of these senses. It is also used for the active anticipation of enemy presence and movement, and is rolled to see through illusions such as holograms, traps, and ruses.

- Surveillance extends to Long Range, 15 areas. Objects blocking line-of-sight will disrupt Surveillance, unless you also have a Radar or Sonar Technology.
- The chief duty of Surveillance is to overcome rival Espionage and Sabotage, with the greater success determining the victor.
- Surveillance clarifies details, like identifying the figure in the Decepticon jet cockpit as the human scientist you were supposed to protect, and just not “a human”.
- Surveillance does not assess mood, state, or condition of health unless in the most drastic cases. “Slinkey the Scout looks so chopped up he’s almost dead”. Further information than the most general surface impressions would fall under the Function-Action of “Data” instead.
- Unless the targeted character possesses



the Technology of a Rubsign, the allegiance and activation codes of all Transformers are immediately apparent on sight without need of Surveillance.

## Teamwork

You are a team player, and occasionally you spend your Turn for the benefit of others. For your Turn, if you roll Teamwork successfully you can use up either your Move or your Action, and grant a nearby ally within Short Range (5 areas) +1d on their next Action. You are making a distraction, laying down cover fire, or otherwise creating an opening whereby your ally can get something done. How this manifests is relevant to the behaviour you choose. Teamwork is usually just a check to see if what you’re doing creates a relevant distraction. For instance:

- Getting someone to chase you means you get to Move and do nothing else. If you are successful with Teamwork then your ally gets +1d.
- Laying down suppressing fire means you still get to fire and do nothing else. It does not matter if you hit. If you are successful rolling Teamwork then your ally gets the +1d.

## Transform

Once per Turn as a Free Action, switch between Modes.

- You are not subject to being attacked mid-transformation, and you cannot get stuck in mid-transformation, either.
- It is possible that when heavily damaged you could have difficulty transforming, in which case a Rank roll can be made to see if it is successful.
- When you are in a Grapple that you are not strong enough to win, you can Transform out of it if you roll higher than your opponent’s Strength.

## Trooper

Summon the vigor to restore Energon to yourself equal to success # +3. Trooper does not require Energon to use, but can only be used while in a battle.

- The effects of Trooper apply only to you. Energon cannot be transferred or apply to anyone else, even if it you are an Alt.Mode like a minivan and there is a smaller Robot inside you - the smaller Robot would not be affected by Trooper.
- If the roll fails, you still regain 3 Energon.
- Energon recovery cannot exceed the maximum Energon allotted for your character.





### Example of Play

This adversarial situation includes examples of the Function Actions Acrobatics, Dash, as well as climbing and what could happen with lava.

Monkeytank the Decepticon Gunner: Okay, I'm going to transform into a tank and drive into the little Autobot car 2 areas away and smash into him, pushing him into the volcano, because he's standing on the perilous precipus extending over the lava.

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

GM: You're a Scout, so you just 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 Crash roll.

Monkeytank the Decepticon Gunner: I have a Strength of 8 as a Tank.

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

Monkeytank the Decepticon Gunner: (roll) 9.

Sideburns the Tiny Autobot Scout: (roll) 4.

GM: Monkey Tank now occupies the area 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. Now, we haven't established the depth of the lava. It could be between 1 and 6 areas deep until you hit another rock that you can stand on, since this is near the ledge. (roll) It's 3 areas deep, and the ledge was 3 areas from the surface of the water, so it's actually going to take you 2 Turns to fall that distance. It's your Turn, you're falling through the air.

Sideburns the Tiny Autobot Scout: Umm...I flail? No - I shoot back up at Monkeytank on the edge of the precipus. (roll) 6!

Monkeytank the Decepticon Gunner: (rolls) 7. I've got Defence as a Tank and as a Gunner, so I'm rolling 3 dice.

Sideburns the Tiny Autobot Scout: For my Move I want to Move, umm...slower through the air?

GM: Your Move is spent falling. Monkeytank?

Monkeytank the Decepticon Gunner: I want to shoot down at Sideburns as he falls.

GM: Does your Tank have a turret that points down at a 45 degree angle?

Monkeytank the Decepticon Gunner: Ummm...yes?

GM: No. If you transformed into Robot.Mode then you would have the flexibility to reach down.

Monkeytank the Decepticon Gunner: Okay. I transform, I'm a Robot. (roll) 3 success. Does he still get to roll against it when he's falling through the air?

GM: Yes. Roll it, Sideburns.

Sideburns the Tiny Autobot Scout: Just Endurance, right?

GM: Yes.

Sideburns the Tiny Autobot Scout: I feel insecure rolling only one dice.

GM: Just roll, Garry.

Sideburns the Tiny Autobot Scout: (roll) 5! Yes! I'm free and clear!

GM: And now falling into lava. You hit its scalding liquid surface.

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. If you had both of those you'd be fine right now. As it is, you will take 1d6 damage at the end of each Turn while you're still in the lava.

Sideburns the Tiny Autobot Scout: I'll get you, Monkeytank! Okay, how can I get out of here?

GM: Well, it's your Turn. You Move at half speed in liquid, and half speed climbing, so we'll be kind and say 1 and a half areas 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 going to roll Dash - that's better than moving 3 areas...so...can I just drive up the volcano wall in my car mode?

GM: Wheels does not work on walls, unless you have the Technology of Adhesive Tires.

Sideburns the Tiny Autobot Scout: So, I CAN'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. And if I can't drive our as a car, then...I want to shoot out the ledge beneath Monkeytank so he falls, too. Because I'm guessing he does not have Waterproof, even.

Monkeytank the Decepticon Gunner: What? Wait. You can't do this to me! Rarr! Mon-key-tank.

Sideburns the Tiny Autobot Scout: You said it was a "perilous precipus extending over the lava".

GM: Hmm - what is your Size, Monkeytank?

Monkeytank the Decepticon Gunner: 5...why?

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: 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. Give me a Firepower with your weapon - wait, is your weapon affecting HP?

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

GM: You just need 1 to hit inanimate Objects, or in this case a Map Area. If you were trying to hit Monkeytank, you would have to beat his Endurance and various Defence dice. Now, Sideburns, roll damage.

Sideburns the Tiny Autobot Scout: (Roll) 10, yes!

GM: You only needed 5 to destroy the one Map Area. It crumbles.

Monkeytank the Decepticon Gunner: Wait, wait - can't I get a roll to run away?

GM: Not unless you have Acrobatics...a grappling hook, or some other creative way of escaping your fate as the "perilous precipus extending over the lava" crumbles from underneath you.

Monkeytank the Decepticon Gunner: Ehhh...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 is not crushed.

Sideburns the Tiny Autobot Scout: Yes! Ha, ha, ha, ha!

GM: Now we roll to see if you survive the lava, Sideburns.

# 04. Alt.Mode

All Robots choose 1 Alternate Mode (Alt.Mode). This Alt.Mode has new Statistics (Stats), derived from your character's Robot.Mode Statistics. Look at your Robot.Mode Statistics, then look at the chart below. "Rolls" is the number of d10 rolls, greater or lesser, the player makes to generate each new Alt.Mode Statistic, then compares them to their Robot.Mode Stats and takes the higher (+) or lower (-) result for the Alt.Mode. For instance, my Robot.Mode's Strength is 5 and he's going to turn into a Machine, so I roll 2 more 10-sided dice, with the results of 3 and an 8. As the higher value, I assign a Strength of 8 for my Machine.Mode. When the dash alone is listed (-) it represents no change from Robot.Mode. Rolling for a positive value cannot force a negative value and vice versa.



Alt.Mode	Object	Primitive	Structure	Vehicle	Heavy V	Weapon
Strength	3 rolls -	2 rolls +	3 rolls -	1 rolls -	2 rolls +	2 rolls -
Intelligence	3 rolls +	-	-	1 rolls +	3 rolls +	-
Speed	-	2 rolls +	2 rolls +	4 rolls +	1 roll -	2 rolls -
Endurance	-	1 roll +	4 rolls +	2 rolls -	2 rolls +	-
Rank	-	-	-	-	-	-
Courage	2 rolls +	-	4 rolls -	1 roll +	-	1 roll +
Firepower	3 rolls -	2 rolls -	-	2 rolls -	2 rolls -	2 roll +
Skill	2 rolls +	-	2 roll +	-	3 rolls -	2 roll +

Use this chart to see the number of dice you roll to find your Alt.Mode Statistics, based on your Robot.Mode Statistics.

## Legend for Alt.Modes

This is perhaps the most important step in creating your Transformer. What do you want them to transform into? Here is the legend for the tables that follow:

**Alt.Mode:** The chosen transformation scheme for your Robot. This is what makes you a Transformer, and not just a boring old war Robot.

**Size:** Required Size of both the Robot.Mode and the Alt.Mode in order to be able to physically transform.

**+1d Gain:** What the Alt.Mode can do regardless of Function or Alt.Mode restrictions while in the Alt.Mode. If it is normally restricted then the Action simply becomes available. If the Action is already available then this adds that may more dice (+d) to rolling for success.

**Abilities:** Special capabilities held by the Alt.Mode given its form but not necessarily shared by the Robot.Mode.

**Bot / Con:** Minimum required Rank for an Autobot (Bot) or Decepticon (Con) to choose the Alt.Mode. For Beast.Modes Bot / Con translates to Maximal and Predacon.

**Notes:** The Alt.Mode may be granted an additional +1d Gain (aka Action), Ability, Technology (T) or Weapon (W). Additional information - most usually exceptions to the rules, are also listed here.



## Alt.Mode Quick Summary

<b>Object</b>	Hand-held Objects or "Object.Mode". Small inanimate hand-held objects that are not weapons.
<b>Primitive</b>	Animal-based Alt.Modes, "Beast.Mode", fast and strong, and skilled in using the natural environment.
<b>Structure</b>	"Base.Mode", stationary inanimate buildings and bases, tough and good at firing.
<b>Vehicle</b>	Machines for traveling at high speeds, these are fast but fragile. The fastest and most versatile, "Vehicle.Mode".
<b>Heavy Vehicle</b>	Work & Heavy Vehicles or "Heavy.Mode". Slow, heavy machines and work vehicles, tough and physically strong.
<b>Weapon</b>	Designed for maximum damage, these Alt.Modes or "Weapon.Modes" are inanimate but powerfully dangerous.

## Rank Requirements for **Autobots**

Rnk	Object	Primitive	Structure	Vehicle	Heavy Veh.	Weapon
1	Data Storage Device	Mammal Herbivore	Small Plant	Car		
2	Analysis Equipment		Stationary Structure	Small Vehicle		Explosive or Trap
3	Computer Hardware	Mammal Carnivore	Tree	Van	Farming or Industrial, Jeep & Off-Road	
4	Tele-Com.	Bird, Monster		Hovercraft, Motorcycle, Truck	Heavy Truck	Platform
5	Surveillance Equipment	Dinosaur		Aeroplane, Helicopter, Watercraft	Armoured / Military	Cannon
6		Amphibian, Flying Insect, Insect, Prehistoric Mammal, Reptile	Building	Jet	Train & Human Transport	Melee Weapon
7		Arachnid, Myth, Sea Creature		Dirigible, Space Vessel	Construction Vehicle	
8	Media Player	Flying Insect, Swarm	Base, Orbiting Structure			Hand Gun
9			City			
10						

**Rank Requirements for Decepticon**

<b>Rnk</b>	<b>Object</b>	<b>Primitive</b>	<b>Structure</b>	<b>Vehicle</b>	<b>Heavy Veh.</b>	<b>Weapon</b>
1	Data Storage Device	Insect	Small Plant			
2	Surveillance Equipment		Tree			Hand Gun
3		Mammal Carnivore		Jet		Cannon
4	Computer Hardware, Tele-Com	Amphibian, Flying Insect, Monster, Reptile	Stationary Structure	Car, Small Vehicle	Construction, Farming or Industrial, Jeep & Off-Road	Explosive or Trap
5	Analysis Equipment	Arachnid, Mammal Herbivore, Sea Creature	Building	Motorcycle, SUV	Armoured / Military, Train & Human Transport	Melee Weapon
6	Media Player	Bird, Dinosaur, Prehistoric Mammal		Helicopter, Space Vessel, Truck, Van, Watercraft	Heavy Truck	
7		Myth	Orbiting Structure	Aeroplane, Dirigible, Hovercraft		Platform
8		Swarm	Base			
9			City			
10						Space Gun

## Choosing an Alt.Mode

This is everything you need to know to figure out your Alt.Mode.

**Step # 1 - Look At Your Robot.Mode Statistics** - To best understand how to generate your Alt.Mode, start by looking at your Robot.Mode. Your Robot.Mode is capable of doing things your Alt.Mode will not be able to do. In Robot.Mode you have fine dexterity with hands, allowing ability to manipulate small objects and a versatility of movement.

**Better Statistics:** Your Robot.Mode generated 10 numbers to fill 8 Statistics, so it will probably have better overall Statistics (and usually less drastic Statistics) than your Alt.Mode. Also keep in mind your Statistic values when you approach your Alt.Mode - if you know that to be a Vehicle Alt.Mode your Speed is going to increase by the probability of 4 more d10, then think about putting one of your lowest Robot.Mode Statistics into Speed, so that it benefits most from the Statistic change between Modes.

**Robot Only Actions:** In Robot.Mode you use Construction, Sabotage, and other Function Actions that require fine manipulation. There are some Alt.Modes that are designed around this - such as an Ambulance allows you to use Repair where you'd normally be unable to do that outside of a Robot.Mode.

**Step # 2 - Select Alt.Mode Type** - Look at the types of Alt.Modes and decide what general direction you want to take. The types, with some examples, are:

Hand-held Objects: Cassette tape, microscope.  
Primitive: Cow, wolf, monster, unicorn.  
Structures & Buildings: Base, city, shop.  
Vehicles: Car, jet, helicopter, hovercraft.  
Heavy & Work Vehicles: Bulldozer, tractor.  
Weapons: Handgun, cannon, melee weapon.

**Step # 3 - Select General Alt.Mode** - Narrow the selection of the Alt.Mode down to one of it's many options. This is not the final choice of Alt.Mode, just narrowing it down - for instance: "Mammal, Herbivore".

If you're having trouble deciding, one way of doing this is skipping straight to rolling your Alt.Mode Statistics, then taking a look at what that generated to see what is probable in your new Alt.Mode and decide what that makes you. "Oh, that looks like a car, and not at all like a truck", for instance.

**Rank Requirements** - Ensure your Rank Statistic is at least as high as the Rank requirement for the Alt.Mode you choose. If it is not, then you need to pick a different Alt.Mode. Think of this as the greater social hierarchy of

Transformers society, you need to be of a certain Rank in their social and military structure to be eligible for a really cool Alt.Mode.

**Roll Alt.Mode Statistics** - Roll to see the differences in your Statistics between your Robot.Mode and your Alt.Mode. Alt.Mode Statistics are based on your Robot.Mode Statistics so that there is a great difference in feeling and a tactical approach to switching between Modes.

**Step # 4 - Select Alt.Mode Sub-choice** - Make the final selection of a particular Alt.Mode, for instance: not just "Mammal, Herbivore", but "Cow". Sometimes the sub-choices of an Alt.Mode have slightly higher Rank requirements.

**Confirm Size** - Make note of the Size of the Alt.Mode. This will be the Size of the Transformer, unless you choose to buy Mass Displacement Technology. Sometimes an Alt.Mode will give a range of Sizes, in which case you have to choose.

**Step # 5 - Update Character Sheet** - Make note of all the +1d rolls (Actions) and Abilities that you gain for being in your Alt.Mode, so that you can better keep track of what you can do when.



## Hand-held Object Alt.Modes

Anything that can be held in human hands and is not a weapon falls into this category of Alt.Mode. For a Hand-held Object Alt.Mode, or “Object.Mode”, the Transformer is usually Size 0 in their Alt.Mode- small enough to be carried by an average Human. While in their Alt.Mode, Objects are granted what is listed under +1d Gain and Alt.Mode Abilities.

Alt.Mode	Size	+1d Gain	Abilities	Bot	Con	Sub-Choice & Notes
Analysis Equipment	0	+2d Data	Human Aid, Inanimate	2	5	Mass Displacement to Size 4 (T) <b>Microscope:</b> Surveillance <b>Scanner:</b> Strategy <b>Targeting System or Scope:</b> Accuracy
Computer Hardware	0-4	Communications, Espionage	Human Aid, Inanimate	3	4	<b>Industrial Computer:</b> +2d Data [Size 3-4] <b>Military Computer:</b> +2d Strategy [Size 3-4] <b>Personal Computer:</b> Tiny, Mass Displacement to Size 1 (T) [Size 0]
Data Storage Device	0	Data	Chrome Weapon, Human Aid, Inanimate	1	1	Mass Displacement to Size 1 (T) +2d to one Robot.Mode Action, or +1/+1. All Alt.Mode Statistics are 5. Examples: Audio Cassette Tape, Flash Drive, External Hard drive, Compact Disc or Vinyl Record
Media Player	0	Communications, Teamwork	Human Aid, Inanimate	8	6	Deployer Superior (T), Mass Displacement to Size 4. (T) <b>AM/FM Radio:</b> Communications <b>Audio Cassette Tape Deck:</b> Espionage <b>Digital Media Player:</b> Surveillance
Surveillance Equipment	0	+2d Surveillance	Inanimate	5	3	Mass Displacement to Size 1 (T) <b>Film or Photography Camera:</b> Surveillance <b>Listening Device:</b> Espionage <b>Tracking Device:</b> Radar (T)
Tele-communications	0	Communications	Human Aid, Inanimate	4	4	Mass Displacement to Size 1 (T) <b>Cellphone:</b> Strategy <b>Telephone:</b> Support <b>Walkie-talkie:</b> Teamwork
Toy & Misc. Household Objects	0	-	Human Aid, Inanimate	1	1	Mass Displacement to Size 1 (T) <b>Remote Control Toy Car:</b> Dash <b>Toy Robot:</b> Teamwork, Move 1 area <b>Smoke Detector:</b> Radar (T), only for heat



### Notes on Tiny

The Mass Displacement Technology that each Hand-held Object has causes it to reduce in Size from whatever the Robot.Mode is - it can be whatever you want - to Size 0 in Alt.Mode. Size 0 is actually too small for another Transformer to target for attack, unless they have the Function Action of “Accuracy”. Being so Tiny makes you effectively invulnerable. However, you are also Inanimate, which means all you can do when you are that small is whatever you have listed under +1d Gain, or what is given in the Notes, none of which will allow you to attack. So, these are not combat-oriented Alt.Modes, but they can get serendipitously lost in the shuffle of big Robot battles by being so small.

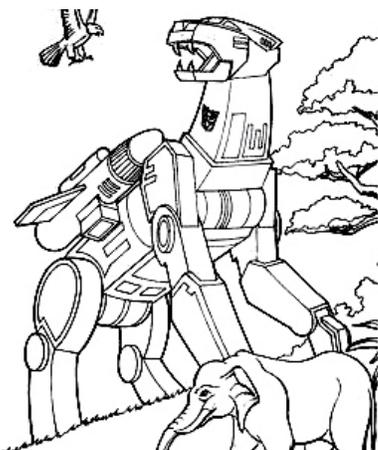
### Primitive Alt.Modes

All of the animal kingdom is represented by this Alt.Mode. A Primitive Alt.Mode, or “Beast.Mode”, unlike all other Alt.Modes does not have to be the same Size as the subject of the transformation. For instance, a Frog is Size 0 (Tiny) but your Alt.Mode Frog could be Size 3 (Car-sized). This is a good selection for admittance into various Subgroups. While in their Alt.Mode, some Primitives are granted +1d Natural Attack, which can be used for either Melee Attacks or for Skilled-based attacks depending on the Alt.Mode. One of these two options must be chosen and then that choice is final. Beast.Modes also gain what is listed under +1d Gain and Abilities. The Rank requirements listed for Autobot and Decepticon work equally well for Maximals and Predacons.

Alt.Mode	Size	+1d Gain	Abilities	Bot	Con	Sub-Choice & Notes
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Amphibian	1-5	Trooper	Waterproof	6	4	Frog: Spring Legs (T) Newt: Acrobatics, Climb Salamander: Fire Breath (W) Toad: Defence, Poison
Arachnid	1-5	Acrobatics, Natural Attack	Climb, Land	7	5	Scorpion: Steel Tail (W), Poison Spider: “Web”: Adhesive Gun (W) + Grappling Hook (T)
Bird	1-5	Natural Attack, Surveillance	Flight, Walk	4	6	Crow: Espionage Hawk, Eagle or Falcon: +2d Acrobatics Owl: +2d Data Parrot: Communications Vulture: Sabotage
Dinosaur	4-7	+2d Natural Attack	Off-Road	5	6	Brontosaurus: Defence, Steel Foot (W) Pterodactyl: Flight (no Off-Road), Walk, Steel Beak (W) Stegosaurus: Defence, Steel Tail (W) Velociraptor: Dash, Steel Claws (W) Triceratops: +2d Crash, Steel Horns (W) [Rank+1] Tyrannosaurus Rex: Steel Teeth (W), +1d Bite DMG [Rank+1]
Insect	1-3	Natural Attack, Salvage	Carry	6	1	Cricket: Communications Preying Mantis: Natural Attack Water Strider: Acrobatics, Surf Ant: Construction, Climb [Rank+1] Grasshopper: Spring Legs (T) [Rank+1] Centipede: Climb, Dig [Rank+2]
Insect, Flying	1-3	-	Flight, Hover, Orbit	6	4	Flying insects may Orbit at height 3, carried by the wind. Butterfly: +2d Sabotage Fly: +2d Surveillance Beetle: Grapple, Climb Wasp or Bumblebee: Poison
Mammal, Carnivore	1-4	Natural Attack	Off-Road	3	3	Bear: Dash, Defence Cat: Espionage, Human Aid Dog: Salvage, Human Aid Gorilla: Strength, Climb Jaguar or Leopard: Acrobatics, Espionage, Climb Monkey, Baboon or Mandrill: +2d Acrobatics, Climb Wolf: Dash, Espionage Cheetah: +2d Dash, Move +1 [Rank+1] Tiger: Acrobatics, Dash, Espionage [Rank+1] Lion: Acrobatics, Dash, Strength [Rank+2]

Alt.Mode	Size	+1d Gain	Abilities	Bot	Con	Sub-Choice & Notes
Mammal, Herbivore	1-4	Dash	Off-Road	1	5	<b>Beaver:</b> Salvage, Swim, Walk, Waterproof (T) <b>Giraffe:</b> Surveillance <b>Horse or Rabbit:</b> +2d Acrobatics <b>Mole:</b> Dig <b>Rat:</b> Espionage <b>Rhinoceros or Bison:</b> +2d Crash [Rank+1] <b>Elephant:</b> Crash, Defence, Size DMG [Rank+2]
Mammal, Prehistoric	1-5	Strength	Off-Road	6	6	All prehistoric mammals are immune to Glue and Ice. <b>Doedicurus:</b> +2d Defence, Steel Tail (W) <b>Giant Sloth:</b> Climb, Size DMG, Steel Claws (W) <b>Sabre-Toothed Tiger:</b> Climb, Steel Teeth (W), +1d Bite DMG <b>Mammoth:</b> Crash, Defence, Size DMG, Steel Horns (W) [Rank+1]
Monster	2-5	Strength	Climb	4	4	This Alt.Mode has manipulating hands and can carry and wield Melee Weapons. Choose one of: Steel Beak (W), Steel Claws (W), Steel Horns (W), or Two Heads (T) [Rank+1]
Myth	3-6	+2d Natural Attack	-	7	7	<b>Dragon:</b> Flight, Fire Breath (W) <b>Griffon:</b> Flight, Steel Beak (W), Steel Claws (W) <b>Hydra:</b> Two-Heads (T), Fire Breath (W) <b>Unicorn:</b> Steel Horns (W), Teleport (T) <b>Giant City-bot Size Lizard:</b> Size DMG, Hulk (T)
Reptile	1-6	Natural Attack	Walk	6	4	Waterproof (T) <b>Alligator or Crocodile:</b> Melee Attack, Steel Teeth (W), Swim <b>Tortoise:</b> +3d Defence <b>Snake:</b> Repair, Poison
Sea Creature	1-6	Espionage, Natural Attack	Stationary, Swim	7	5	Waterproof (T) <b>Crab:</b> +2d Salvage, Walk (instead of Stationary) <b>Dolphin:</b> +2d Acrobatics, Radar (T) <b>Shark:</b> Melee Attack, Steel Teeth (W) <b>Stingray:</b> Poison, Intercept <b>Turtle:</b> +2d Defence, Walk (instead of Stationary) <b>Whale:</b> Size DMG, Steel Tail (W) <b>Squid:</b> Grapple, Oil Slick (T) [Rank+1]
Swarm	2-6	Natural Attack	Flight, Inanimate, Primary Weapon	8	8	Attacks as a Melee Attack using a chosen weapon's damage and effects. Any successful hit leads to a free Grapple. Weapon must still be purchased with points



## Appearance

When you assume a Beast.Mode you do not look like a convincing animal to the human eye - you look like a huge mechanical robot animal, wildly out of proportion and, in some cases, barely recognisable as the animal you're supposed to represent. To human eyes you are a horrifying sight. To another Transformer, however, you look like a perfectly ordinary mechanical beast. If you would prefer to look like a 'convincing' animal - an animal with fur or feathers or whatever it is you have, then you must join the Subgroup 'Beast Shell' - a semi-organic shell wraps around your Beast.Mode's robot parts and makes for a convincing animal. Remember that because a Beast.Mode is not restricted to the Size of the real world animal, (observe Ravage to the left, here) you may want to be cautious of being out-of-scale if you do want to emulate a convincing tiger. This may send humans running away screaming for entirely different reasons, like - you look like a tiger, but at least it will be a normal, terrestrial terrified reaction.



### Structure Alt.Modes

These are large and stationary Alt.Modes that usually act as a defensive point around which allies gather on the battlefield. Structure Alt.Modes, or a “Base.Mode”, benefits from high Endurance and the use of the Robot.Mode’s Firepower Statistic, so it can be tough and aggressive, even if it cannot Move. While in their Base.Mode, Structures are usually granted +1d Fortify, and what is listed under +1d Gain and Alt.Mode Abilities.

Alt.Mode	Size	+1d Gain	Abilities	Bot	Con	Sub-Choice & Notes
Base	6-7	Fortify, Repair, Teamwork	Inanimate, Immovable, Storage	8	8	<b>Assault Base:</b> 2x charges for Missile or Rockets <b>Battle Station:</b> 2x charges Lasers <b>Defence Base or Battlefield Fort:</b> +2d Defence <b>Micro-Base:</b> Deployer Superior (T) for small vehicles or Micromasters <b>Repair Base:</b> +2d Repair. Autobots only
Building	5-7	Fortify	Inanimate, Immovable, Storage	6	5	<b>Car Wash:</b> Primary Weapon for any water-based weapons. Also produces the effects of the Subgroup Aquaspeeder / Stormtrooper on any vehicle that passes through <b>Commercial Office Building:</b> Salvage, Teamwork <b>Laboratory:</b> +2d Data, Salvage <b>Mechanic Shop:</b> +2d Repair <b>Power Station:</b> +2d Trooper (In this case, Trooper also applies to Transformer inside the structure.)
City	7	Defence, Fortify, Repair, Trooper	Inanimate, Immovable, Storage	9	9	Storage capacity is x2 for this Alt.Mode. Examples: Harbour, Military Compound, Resort, Park, Banking District, or University
Orbiting Structure	3-6	Communications, Surveillance	Land, Orbit, Storage, Primary Weapon	8	7	Primary Weapon for Lasers. (Remember you cannot fire from Orbit, height 7) <b>Satellite:</b> Communications <b>Space Station:</b> Cargo <b>Asteroid:</b> No Primary Weapon, but instead gets Kamikaze Bomb (W) on impact [Rank+2]
Small Plant	0	Trooper	Inanimate, Human Aid, Tiny	1	1	Mass Displacement to Size 1 (T) This represents various household vegetation, flowering or not, in the ground or a pot
Stationary Structure	3-7	Fortify, Repair	Inanimate, Immovable	2	4	<b>Telephone Pole:</b> Communications <b>Street Lamp or Ranger Tower:</b> Surveillance <b>Wall or Gate:</b> Defence <b>Totempole:</b> Deployer Superior [Rank+2]
Tree	6	Fortify, Trooper	Storage, Inanimate, Immovable	3	2	Various trees, robotic as they would grow in Cybertronian nature. You may want to use Beast Shell (T) for a disguise

#### Notes on Fortify

Fortify has some special qualities when applied to a Base.Mode. Normally Fortify cannot affect Robots nor Alt.Modes, but it can affect a Base.Mode by 1/2 its normal value. Maximum HP is raised proportionate to 1/2 the success of the Fortify roll, rounded up. When Transformed out of Base.Mode the temporary HP gained by using Fortify is set aside, and can be reclaimed only when the Robot Transforms back into Base.Mode. Fortify does not apply to anything else inside the Base.Mode, like Stored or Carried Robots.

## Vehicle Alt.Modes

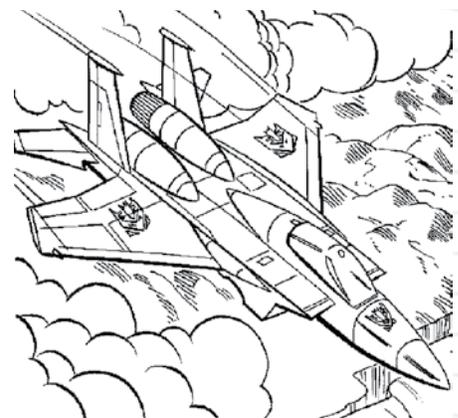
These are Alt.Modes whose primary function is the speed of travel. Vehicle Alt.Modes or “Vehicle.Modes” are fast, but fragile. This is the most advantageous Alt.Mode for admittance into Subgroups because most of the Subgroups are designed around Vehicle Alt.Modes. To illustrate the fast movement of a Vehicle while in their Alt.Mode, Vehicles are always granted at least one of Flight, Wheels, Off-Road or Swim, as well as what is listed under +1d Gain and Alt.Mode Abilities.

Alt.Mode	Size	+1d Gain	Abilities	Bot	Con	Sub-Choice & Notes
Aeroplane	3-6	Dash	Flight, Walk	5	7	<b>Bomber Plane:</b> Primary Weapon for Bombs <b>Drone:</b> Primary Weapon for Missiles and Rockets <b>Fighter Plane:</b> Primary Weapon for Guns <b>Seaplane:</b> Communications, Surf, Surveillance
Car	2-3	Dash	Wheels	1	4	This entry assumes a boring sedan. For a higher Rank requirement other Cars are available: <b>Antique:</b> Support [Rank+1] <b>Muscle:</b> Teamwork [Rank+1] <b>Police:</b> Human Aid [Rank+1] <b>Racecar:</b> Move +1 [Rank+1] <b>Sportscar:</b> Dash [Rank+1]
Dirigible	2-7	Teamwork	Flight, Hover, Primary Weapon, Stationary	7	7	<b>Blimp:</b> Primary Weapon for Lasers <b>Hot Air Balloon:</b> Primary Weapon for Shells <b>Zeppelin:</b> Primary Weapon for Bombs
Helicopter	3-5	Dash, Surveillance	Flight, Hover, Stationary	5	6	Swap Speed and Courage rolls for this Alt.Mode. <b>Rescue Helicopter:</b> Search and Rescue (T) <b>TV News Copter:</b> Surveillance, Communication <b>Military Helicopter:</b> Primary Weapon for Cannons, Guns, Rockets or Missiles [Rank+2]
Hovercraft	3-5	Sabotage	Hover, Swim	4	7	Waterproof (T)
Jet	3-5	Dash	Flight, Primary Weapon, Walk	6	3	Primary Weapon for Missiles, Guns and Lasers. Staple of the Decepticon army
Motorcycle	1-2	+2d Acrobatics, Dash	Carry, Off-Road	4	5	Move +1
Small Off-Road Vehicle	1-2	-	Land, Off-Road	2	4	<b>Dune Buggy:</b> +2d Acrobatics <b>Moon Buggy:</b> Communications <b>Snowmobile:</b> Wheels, but only on ice and snow

### Notes on Futuristic-looking Vehicles

If you do not want your vehicle Alt.Mode to look like an Earth vehicle, but instead have a crazy high-tech design, then look at the 1 point (minor) Technology of “Cybertronian Design”, which has these variations:

For vehicles that still want tires: You gain the Off-Road Ability and +2d Acrobatics. For vehicles that want to hover, you get Hover and +1d Acrobatics. For any other Alt.Modes, (such as ones that aren’t Vehicles) a Cybertronian Design Grants Hover.



### Alt.Mode Size +1d Gain Abilities Bot Con Sub-Choice & Notes

Space Vessel	5-7	Communications	Orbit, Storage, Walk	7	6	Radar (T) Lunar Module: Land Rocket or Space Shuttle: Blast-off to Orbit Spaceship or UFO: Hover, Flight, Escape Velocity (T) [Rank+2]
Truck	3-4	Crash, Dash	Carry, Off-Road, Wheels	4	6	Swap Strength and Intelligence rolls for this Alt. Mode. This entry assumes a Pickup Truck. Tow Truck: Grappling Hook (T) to x2 Size [Rank+1]
Van	3-5	Dash, Defence	Carry, Wheels	3	6	This entry assumes a standard Van. Ambulance: Repair [Rank+1] <i>Autobots only</i> Camper Van: +1d Support, Trailer [Rank+1] Moving Van: Cargo. [Rank+1] Sport Utility Vehicle: Sabotage, Off-Road. <i>Decepticons only</i> TV News Van: Communications [Rank+1] Motorhome: Salvage, Support, Trailer [Rank+2]
Watercraft	1-7	Dash, Teamwork	Surf	5	6	Waterproof (T). This Alt.Mode only operates on water. You cannot Move a Watercraft on land. Aircraft Carrier: Pri.Weapon Missiles and Rockets Speedboat: Acrobatics, +2d Dash Tall Ship: Primary Weapon Cannons. Yar! Tug-boat: +2d Pull, Swap Strength & Speed rolls. Submarine: Primary Weapon for Missiles and Lasers, Swim rather than Surf [Rank+1]



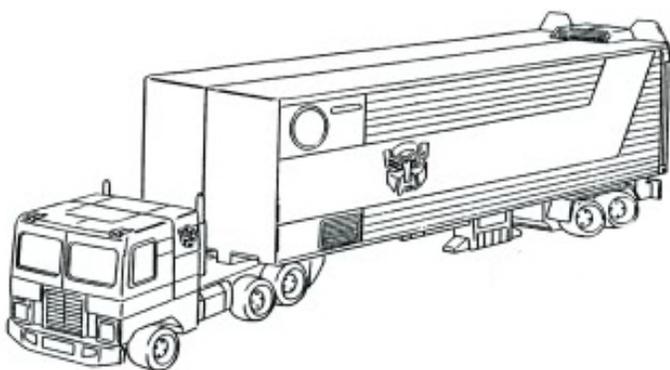
#### Alt.Mode Dice Changes References

Alt.Mode	Object	Primitive	Structure	Vehicle	HeavyV	Weapon
Strength	-3d	+2d	-3d	-2d	+2d	-2d
Intelligence	+3d	-	-	+2d	+3d	-
Speed	-	+2d	+2d	+4d	-1d	-2d
Endurance	-	+1d	+4d	-2d	+2d	-
Rank	-	-	-	-	-	-
Courage	+2d	-	-4d	+1d	-	+1d
Firepower	-3d	-2d	-	-2d	-2d	+2d
Skill	+2d	-	+2d	-	-3d	+2d

# Heavy & Work Vehicle Alt.Modes

This Alt.Mode represents larger working machines and industrial-purposed heavy vehicles. Machine Alt.Modes or “Heavy Vehicles” are larger, slower, and tougher than Vehicle.Modes, and have a primary purpose other than moving, such as Construction or drilling or farming. This is a good selection for admittance into various Subgroups. While in their Heavy.Modes, Heavy & Work Vehicles are granted what is listed below under +1d Gain and Alt.Mode Abilities.

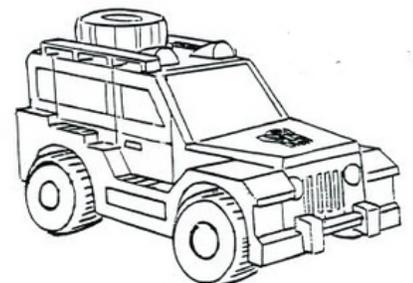
Alt.Mode	Size	+1d Gain	Abilities	Bot	Con	Sub-Choice & Notes
Armoured / Military Vehicle	3-5	Crash, Defence	Off-Road, Primary Weapon	5	5	<b>Missile Truck:</b> Primary Weapon Missiles and Rockets <b>Tank:</b> Primary Weapon for Shells. The Tank is it's own Cannon so does not need one to fire Shells, but if a Cannon is bought with Points it also falls under the Tank's Primary Weapon. If many Cannon weapons are bought, only one will count as the Primary Weapon.
Construction Vehicle	2-5	Crash, Construction	Wheels	7	4	<b>Bulldozer:</b> +2d Push <b>Cement Mixer:</b> Adhesive Gun (W) <b>Crane:</b> Lift, Grappling Hook (T) <b>Dump Truck:</b> Salvage, Cargo <b>Power Shovel:</b> Use shovel as Grappling Hook (T)
Farming or Industrial Vehicle	3-5	Crash	Off-Road	3	4	<b>Combine or Harvester:</b> +2d Crash <b>Deforester:</b> Buzz-saw (W) <b>Tractor:</b> +1d Push, Pull and Lift, Wheels <b>Industrial Drill:</b> Drill Cannon (W), Dig [Rank+1]
Jeep & Heavy Off-Road Vehicle	2-3	Trooper	Off-Road, Wheels	3	4	Tracking (T)
Train & Human Transport	4-5	Crash, Dash	Wheels	6	5	Swap Intelligence and Speed rolls for this Alt. Mode. <b>Bus:</b> Human Aid <b>Locomotive:</b> +1d damage Crash <b>Subway Car:</b> Strategy
Truck, Heavy	4-5	Crash	Off-Road, Wheels	4	6	<b>Garbage Truck:</b> +2d Salvage, Trailer (T) <b>Monster Truck:</b> +1d damage Crash <b>Oil Truck:</b> Oil Slick (W), Trailer (T) <b>Transport Truck:</b> Swap Intelligence and Speed rolls for this Alt.Mode. Defence, Dash, Trailer. (T) <b>Fire Truck:</b> Support, Fire-extinguisher (W), Primary Weapon for any water-based or anti-flame-based weapons, and a Ladder, which is a Grappling Hook (T) [Rank+1]



### Notes on What

#### Qualifies as Heavy

Heavy vehicles are listed here rather than under Vehicle.Mode because speed is not what they were designed for, they have a more directed purpose. These vehicles are tough; they are designed to lift, smash, transport, and carry - not to be light and speedy.



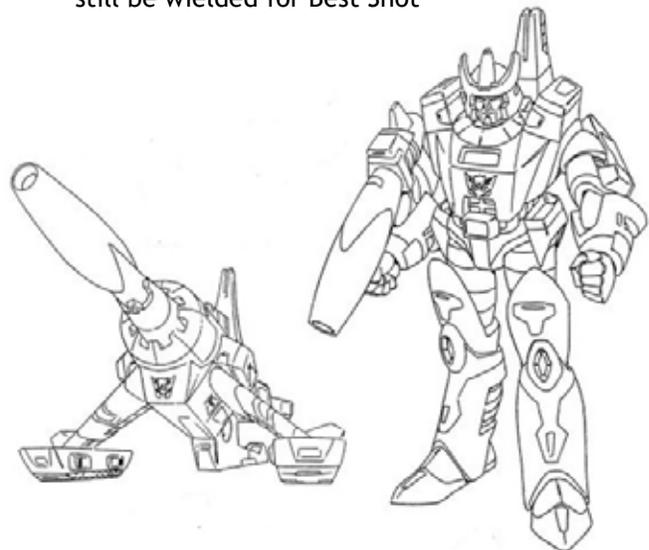
### Weapon Alt.Modes

These are Alt.Modes whose primary purpose is destruction and violence. A Weapon Alt.Mode, or “Weapon.Mode” is a practical choice of Alt.Mode in an intergalactic war, because it deals a lot of damage, but has a complex execution. Make sure you read the information below carefully. 1) The actual weapon reflected by the Weapon.Mode (a handgun turning into a blaster gun, for example) must be separately purchased in points. 2) Inanimate Weapon.Modes (most of them are) do not fire themselves, and must be wielded by another Transformer. This is not necessarily a bad thing. See “Best Shot” for more information about the advantages and disadvantages of being fired. While in Alt.Mode, all Weapons gain +1d HP to the damage of their weapon self, even if the weapon doesn’t normally affect HP.

Alt.Mode	Size	+1d Gain	Abilities	Bot	Con	Sub-Choice & Notes
Cannon	1-5	Damage, Teamwork	Best Shot, Inanimate, Walk	5	3	Cannon weapon only. Must be pushed for Walk.
Explosive or Trap	2-3	Damage, Espionage	Land, Inanimate	2	4	One of: Missile, Rocket, Mine or Bomb. Cannot spontaneously explode, condition for activation must be designated. Choose from: Pressure, Heat, Proximity (1-3 areas), Timed (1-6 rnds), or some other story condition
Hand Gun	0-1	Damage	Best Shot, Inanimate	8	2	+1d charges. Mass Displacement (T). The weapon can take the form of a Blaster, Cannon, Gun, Pistol or Rifle type Weapon. Remember you cannot fire yourself
Melee Weapon	0-4	Acrobatics, Damage, Melee Attack	Best Shot, Inanimate	6	5	Swap Firepower and Strength rolls for this Alt.Mode. <b>Axe or Hammer:</b> Destroy a Map area automatically <b>Spear:</b> Reach to the second area away <b>Sword:</b> Block all damage until next turn on a greater success on your Endurance roll
Platform	2-6	Damage	Hover, Inanimate, Storage, Walk	4	7	The flat top of a platform can support the weight of Storage. <b>Repair Platform:</b> Repair to all Robots on the platform. <b>Weapons Platform:</b> All weapons on the Platform. Mode or held by characters on the platform gain the damage increase to their fired weapons <b>Drilling Platform:</b> Drill Cannon (W), Dig [Rank+2]
Space Gun	0-5	Assault, Damage	Hover, Flight	-	10	Laser weapon only (including anything with Laser in its name). Not Inanimate in Weapon.Mode, but can still be wielded for Best Shot

#### Notes on Onus

A Weapon.Mode is a mixed blessing when the Alt.Mode has Inanimate. On the plus side, you do massive damage. On the down side, you still have to buy the weapon you are going to be in points, and you do need someone else to pull the trigger. With “Best Shot” both you and the person wielding your weapon Alt.Mode roll, and you get the better of all the rolls employed, which makes everyone feel like they’re doing something. Also, to wield your Weapon Alt.Mode does not take up a Turn for the other player. So, mixed blessing. Weapon.Modes can be devastating if you know you can work as a team, but if you want to be a loner, this isn’t for you.



## Alt.Mode Abilities

Each Alt.Mode can do something different with their own Statistics. When in Robot.Mode these Actions are NOT possible, unless specified. Some of these abilities take the place of a Move, some of them can be used as an Action, and some of them are just special little exceptions the Transformer has by virtue of their Alt.Mode.

Action	Action Use
<b>Best Shot</b>	When using Assault, both the Weapon.Mode being fired and the Transformer firing it roll an attack at their own Firepower Statistic, and only the best result is used for the attack that happens. This does not take up the Turn of the Transformer who is only there to pull the trigger. The firing happens on the Weapon.Mode's Turn and is the Action of the Weapon.Mode, but the wielder of the Weapon.Mode could also choose to fire a second time on their own Turn after.
<b>Carry / Storage</b>	To have the Carry ability is to store, lug or piggy-back 1 Robot of the same Size or 1 Size greater. The Storage ability is its upgrade. Storage is the same as Trailer (T); to store a number of Robots equal to the Alt.Mode's Size, so long as no more than one of the Robots within is as large as Size 6. All Robots stored within receive Repair when you are being Repaired, but the same does not apply to Carry.
<b>Chrome Weapons</b>	One weapon purchased is doubled in quantity, and is entirely coloured silver or gold chrome. In order words, buy one weapon and get another of the same for free. The weapon must be a Minor (1 point) weapon, but for an additional point it could instead be a Standard (2 point) weapon.
<b>Climb</b>	Move across vertical and upside-down surfaces as though they were normal surfaces. This augments your ability to Move and use other Move-replacements like Wheels and Off-Road, and does not take your Move or use an Action. There are also a few kinds of Technology that grant Climb, but in most cases it is a Climb without the ability to move across upside-down surfaces.
<b>Dig</b>	Move through the underground the number of areas equal to your Alt.Mode's Speed Statistic. Dig takes the place of Move on your Turn. The ground beneath the Map has a maximum depth of 6 areas. In order to Dig you need to go at least 1 area down into the ground before you start in any other direction. Only being 1 area down, however, puts you into Melee Range with anyone standing on top of where you are, if they are aware of you. Also keep in mind that if you are a larger Sized Robot (4 or bigger) may have to spend longer digging than an average Sized Robot (Size 3).
<b>Flight</b>	Move through spaces of air the number of areas equal to the Alt.Mode's Speed Statistic. Flight takes the place of Move on your Turn. If you do not have Hover, then you must Move at least 1 area per Turn while in Flight. The air is 1 to 6 areas above the surface of the battlefield. Heights greater than 6 enter require Escape Velocity (T). If you are hit while in Flight and take HP damage or suffer a Push effect, then you must roll against Fall or go tumbling out of the air at the rate of regular falling - 3 areas straight down when it happens, and 3 down at the end of your Turn. If you are still in the air when your Turn happens you can recover with an Acrobatics roll, or, if you have Hover, spend all your Move for this Turn just to stay in place. Without Acrobatics or Hover you continue to fall. If you hit the ground you take regular falling damage - 1d6 vs. HP for every 2 areas fallen, rounded up.
<b>Hover</b>	The Transformer is raised just above the ground. This allows movement across potentially any surface including water, lava, caltrops, bits of jagged ground and so on. Overtly jagged or obstructed terrain is still impassable to Hover - that's what Off-Road is for. Hover allows a Transformer in Flight the option of not having to Move at least 1 area per Turn in the air, and also allows a flying Transformer Falling out of Flight a chance to stop mid-air (see Flight).
<b>Human Aid</b>	Humans will go out of their way to ignorantly aid the Alt.Mode in accomplishing its goal, so long as you can tie it into a successful roll. For example: A successful Espionage roll for your Cassette Tape Mode could result in you being picked up by a random worker at the Power Plant and put inside. Your Alt.Mode must somehow be convincing for this purpose. For example: If you are a Military Computer, only a certain kind of human - the kind in the Human Military - is likely to help you.
<b>Inanimate</b>	Such Alt.Modes are prohibited from committing any Action of their own free will other than to Transform, and the Actions listed under "+1d Gain". Inanimate objects can still Talk, and are always capable of Transforming out of an Inanimate Mode. Inanimate Modes still roll Endurance and all applicable Defence when attacked.
<b>Immovable</b>	Always stationary and denied the ability to Move, this Alt.Mode cannot be Lifted, Pushed or Pulled. In addition this Alt.Mode uses the better of Skill or Courage for the Function Action of Trooper.



### Action

### Action Use

<b>Land</b>	You can crash from any height into a Map Area, and may instantly transform into Robot.Mode, if you wish. The surrounding Map area (and anything in it) is still damaged according to regular falling damage - 1d6 vs. HP for every 2 areas fallen, but added to this is Size DMG. If another Robot occupies the area into which you are landing, they have the opportunity to resist normally with Endurance, or if they have Acrobatics then they leap into an adjacent area, avoiding your Land.
<b>Off-Road</b>	Move across uneven, jagged, rough or partially obstructed terrain the number of areas equal to 1/2 your Alt.Mode's Speed Statistic, rounded up. Off-Road takes the place of Move on your Turn. Examples of such a terrain include: mountain-side, forest, jungle, or beech. If the vegetation or other obstructions are especially dense then movement is cut by a further half. If you do not have Wheels then you can also use Off-Road on roads and flat surfaces.
<b>Orbit</b>	Somehow reach height 7 at a border area, and move automatically around the Map at 6 areas per round. Orbit takes the place of Move on your Turn. Remember that no Transformer under any circumstances can use a Long Ranged weapon from the height or Orbit. The atmospheric border between height 6 and 7 interferes with Cybertronian weaponry.
<b>Poison</b>	The Weapon Effects of Stall and Burn are added to an appropriate natural Melee Attack.
<b>Primary Weapon</b>	Retain the one weapon you like best from your Alt.Mode in your in Robot.Mode. Usually this is fixed to your Robot's arm, back or shoulder as an Attachment. The weapon must be able to attach to the Alt.Mode, and so cannot be a pistol or a sword. Attacks with the weapon in Alt.Mode use the Robot.Mode's Firepower Statistic if it is higher than the Alt.Mode Firepower Statistic.
<b>Stationary</b>	This Alt.Mode cannot Move on land. You will need to find a special Movement Action like Fight or Swim to use instead.
<b>Swim / Surf</b>	Swim allows you to Move through water the number of areas equal to your Alt.Mode's Speed Statistic. Swim takes the place of Move on your Turn. Water beneath height 1 (the ground) has a maximum depth of 6 areas. If you Swim along height 1 then you are partly submerged on the surface of the water. If you Swim 1 area down then you may be visually obscured in the liquid environment. The lesser version of this, Surf, only allows you to Move across the surface of the water at height 1, as though you had a water-specific Hover. Remember that unless you have Waterproof (T), you will still take Rust damage for being underwater, even with Swim or Surf.
<b>Tiny</b>	A Tiny thing is something smaller than human-sized. Objects of Size 0 are literary off the Size chart, and they are considered too small for a Transformer to hit. Something Tiny is not able to be targeted for Melee or Ranged attacks by a Transformer other than by the Trooper's Accuracy. Nearly all Tiny things are also Inanimate.
<b>Walk</b>	Walk means the Alt.Mode is only capable of standard Movement on land. It is not capable of Dash, Wheels, or any other specialised kind of Move while on the ground.
<b>Wheels</b>	Move across roads and similar flat predictable surfaces the number of areas equal to the Alt.Mode's Speed Statistic. Wheels does not work on rough, jagged or uneven terrain. Wheels takes the place of Move on your Turn.

### Applying Actions to Alt.Modes

Some of the Actions listed under +1d Gain for Alt.Modes require a bit of common sense to apply. The Alt.Mode of a Military Computer Bank, as listed above, is not going to use Espionage to sneak around in the bushes and hope not to be seen. A Military Computer is going to use Espionage to hack into a rival defense mainframe. Use your best judgement in determining what your Alt.Mode can or cannot do, and remember that final judgement rests with the GM.

# 05. Technology

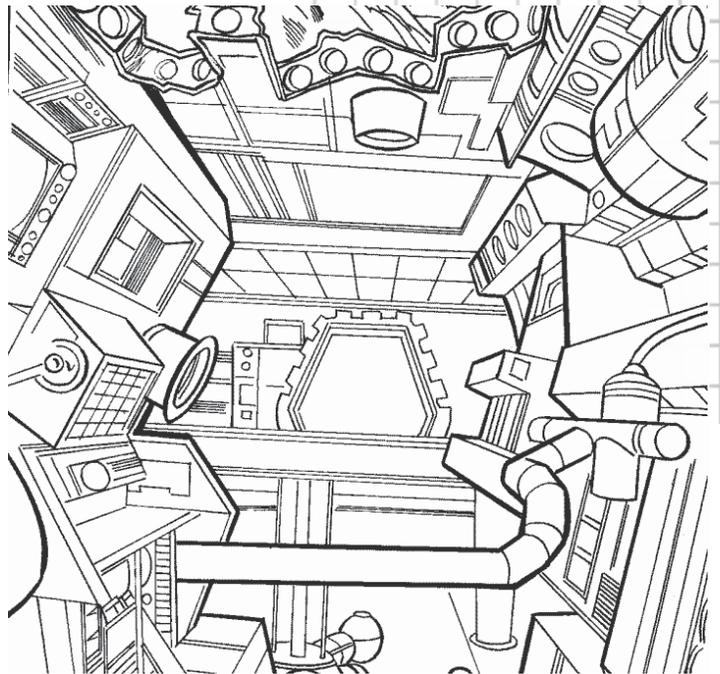
Upgrades of Technology are modifications to one Mode of the Transformer. Technology costs points (calculated by averaging a Robot.Mode's Skill & Courage, rounded up) just as Weapons and Subgroups do. Where it says +1d, the ability is granted to the Transformer if they do not have it, or it gives the better of that many dice. Be sure to write down in what Mode you can use this Technology - your Robot.Mode, Alt.Mode, or if it was given to a Partner Unit. Sometimes Technology that applies to a Robot.Mode can be justifiably shared with an appropriate Alt.Mode, such as a Bulldozer having a Physical Shield, or an Assembly Arm having Mechanics. Justify it, and make sure your GM agrees.

**Popular Technology:** Some Technology is more popular than others. Here are the most often picked technological upgrades for a Transformer:

Popular	Reference
Combiner	Combine with other Robots to form a larger Robot
Cybertronian Design	Alt.Mode looks futuristic and moves with more Acrobatics
Hull, Trithyllium-steel	More HP
Low Fuel Consumption	More Energon
Sensor, Radar	+1d Surveillance
Triple-changer	Add a second Alt.Mode
Waterproof	Immune to Rust

**Attachments:** This type of Technology is separate from the Transformer in Robot.Mode, but combines with them to form their Alt.Mode. The Size of the Alt.Mode increases by +1.

Attachments	Reference
Armour	Robot.Mode +8 HP
Battle-skiff	Hovering weapons platform
Drone	Mindless Robot Partner Unit
Medical Pad	Hovering Repair platform
Trailer / Sidecar	Storage
Turret	Stand behind weapon and shoot, or let it fire for itself
Vehicle	Part of Robot becomes vehicle



**Fields & Shields:** Transformers with this Technology manipulate energy or their own mass to help block damage, generate illusions or put some stealth in their step.

Fields & Shields	Reference
Deflect-o-Shield	+1d Defence against guns, blasters and pistols
Electric Field	Disrupts couplers and bonds
Electro-Magnetic Shield	Auto-stealth unless contested
Force-Field Projector	Negate all damage
Gravitational Energy Field	+1d Defence against missiles, rockets and grenades
Physical Shield	+1d Defence directional
Shield Generator	+1d Defence against all ranged attacks, but consumes Energon

**Sensors:** This Technology is 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 usually a 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	+2d Communications
Tracking Sensor	Trail, footprints and marks

# Technology Minor - 1 Point per

Technology	Mode	Notes
Ammo Capacitor	Both	Action: Add +1d6 charges to one weapon that has reached 0 charges
Attachment, Trailer / Sidecar	Alt.M	Your Vehicle.Mode has an attached section. A Trailer grants the Ability of Storage, and a Sidecar grants the Ability of Carry. HP: 6, all Stats 5. Both vanish when not in use through ancient Cybertronian magic. Alt.Mode Size +1. Req: Vehicle Alt.Mode
Attachment, Drone	Pick	Part of your Alt.Mode transforms into a secondary unintelligent Robot that can perform one simple non-combat task each round. HP: 6, all Stats 5. Damage done to the Drone is repeated by 1/3rd back to the main Transformer. Add +1 to your Alt.Mode's Size, unless your Alt.Mode has Carry, Cargo, or a Trailer (T)
Brawn	Robot	+1d Strength, specifically when unarmed, and increased unarmed damage to 1d6 rather than the Robot.Mode standard of 1d6/2
Circuit Rage	Alt.M	+2d Crash. You cannot resist smashing into things
Cybertronian Design	Alt.M	All of your Vehicle or Heavy Vehicle Alt.Modes looks futuristic and cool. Vehicles of Cybertronian Design are not bothered by a gap of one area and can either jump or drive over it in their Alt.Mode. In addition: Vehicle Alt.Modes that want to keep their tires gain Off-Road and +2d Acrobatics. Vehicle Alt.Modes that are not very attached to their tires instead get Hover and +1d Acrobatics. To all other Modes (Object, Weapon, as applicable) this Technology grants Hover
Electronic Couplers	Robot	It takes a successful Grapple to fasten these onto an unwilling target. The wearer of Electronic Couplers is unable to make a Melee Attack, Transform, use any Attached or mounted Weapons, or use any Technology (except for an Electric Field)
Energon Cube Production	Robot	Action: From an energy source in Melee Range create an Energon Cube. Stored Energon = success of Skill +3. Cube can be consumed for Energon, or when shot will explode at its store Energon vs HP + Blast. This Technology is for Decepticons only
Energon Net	Robot	Thrown for Glue Effect in a Radius. Skill vs. opposing Strength to break free. 3 nets
Escape Velocity	Alt.M	Twin scramjet modules allow you to escape the planet's gravity. Req: Flight
Field, Electric	Pick	Action: Disrupt Electronic Couplers, bonds and all electric doors. Skill vs. opposing Firepower (or if the Object is inanimate, against 5) in Blast Effect Range
Flares	Robot	Shoulder-mounted hidden or drawn magnesium phosphate flares. They are visible Map-wide, and one can be deployed each Turn as a Free Action. 6 flares
Grappling Hook	Robot	Grants the Ability Carry via a Short Range length cable and hook that is strong enough to Lift your Size x2 or Pull your Size x2.5
Hook Hand	Robot	One of your hands is instead a hook, harpoon, claw, spike or something similar, granting you +1d for Grapple, and ability of Climb, but not on upside-down surfaces
Hover Feet	Robot	Grants Hover, but you cannot carry any additional weight unless you have the ability Carry or Storage in your Robot.Mode. If encumbered you walk normally
Human Companion	Both	Humans are terrible at doing anything, but if you want one, see "Companions"
Hypnosis	Pick	Action: Stare into the eyes of another Robot at Melee Range. Skill vs. opposing Courage to force a Stall effect
Infrared Radiation Collector	Both	You get an additional Best of 2d6 while being Repaired. However you are Energon sensitive and incur an additional +1d6 / 2 damage from Energon weapons
Light-matrix Data Storage System	Robot	+2d Data. Record and store an almost infinite amount of information. Recall from memory any individual datum virtually instantaneously. Action: This information can also be focused into a bright flash once per battle, Data vs. opposing Endurance to Stall everything in a Blast effect Range. Req: Data

# Technology Minor – 1 Point per

Technology	Mode	Notes
Logic Center	Robot	+2d Strategy, due to the sophistication of your superior circuitry. Req: Strategy
Low Fuel Consumption	Both	+1d6 Energon at the start of each battle and +1 Energon every 3 rounds. This can raise you above maximum. When the battle is over this Energon bonus is retracted
Magnetic Intercept	Alt.M	+2d Intercept, due to magnetic bumpers. Req: Vehicle.Mode
Mechanics	Robot	+2d Construction, as your circuits are more aware of the structures of technology
Med Pack	Robot	Good for one use per battle, a Med Pack has no requirement for use and Repairs 1d6 HP to one target within melee Range
Rear-mounted Ailerons	Alt.M	Grants Hover, but unlike conventional Hover will allow straight line movement for up to 3 areas off a hole, gap or drop, provided you end your Turn on a solid surface. Req: Vehicle.Mode
Rocket Arms	Robot	Move: Flight and Hover for 6 rounds per combat. Makes use of both arms, so you cannot also be holding something. If you are, it drops as you blast off
Rocket Back-Pack	Robot	Move: Flight for up to 6 rounds per combat. Made famous by Sideswipe
Rubsign	Both	Hide your Energon signature, spark and transformation activation code, so that when first encountering you in a battle, the enemy needs to succeed at Intelligence to know you are not on their team. The Intelligence check is repeated whenever you do something suspicious
Saboteur	Pick	+2d Sabotage, due to advanced spy circuits. Req: Sabotage
Sensor, Infrared Visual	Robot	+2d Surveillance, specifically against Espionage attempts to sneak or hide. Visual sensors are unaffected by lighting conditions up to Medium Range. Req: Surveillance
Sensor, Radar / Sonar	Both	+1d Surveillance. Detect Medium Range material objects, test Salvage 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 Function of objects and Robots. Basically, you can detect whatever's near you, even if it's around a wall
Sensor, Tracking	Robot	+2d Surveillance, specifically to pick up on the enemy's trail, footprints, data-signatures and clues in Short Range
Shield, Physical	Robot	+1d Defence in one direction - usually forward of you. Must be Held
Single-Jet Levitation Wing	Alt.M	Move: Wings extend from under a Vehicle.Mode's sides, granting Flight for 3 rounds per battle to an otherwise non-flying Alt.Mode. Req: Grounded Vehicle Alt.Mode
Smoke Emissions	Alt.M	Action: Emit thick black smoke in the wake of a Dash. Visual sensors will not operate through the smoke. The smoke dissipates 1d6 rounds after emission. Req: Applicable Vehicle Alt.Mode
Terrain Support	Both	+1d Support, specifically for situations in a particular environment, chosen among: Air Support, Ground Support, or Air-to-Ground Support or Ground-to-Air Support
Two-Hand Grip	Robot	You hold a melee weapon with both hands, adding +2 damage, or two melee weapons one in each hand for +1 damage each
Walk on Land	Alt.M	Beast.Modes without the ability to walk on land gain the Alt.Mode Ability "Walk". Req: Sea Creature or other water-bound Beast.Mode, Steel Claws (W)
Waterproof	Both	Immunity to Rust, rust-damaging weapons, and all other negative effects resulting from submersion



# Technology Standard - 2 Points per

Technology	Mode	Notes
Adhesive Tires	Alt.M	Due to technologically fancy Cybertronian tires, your Vehicle.Mode has the Ability of Climb, except you cannot drive upside down. Req: Vehicle Alt.Mode with Wheels, and actually to have wheels, or an appropriate Beast.Mode
Animal Rage	Alt.M	+1d damage specifically to any one kind of Natural Attack: bites, claws, talons, or anything similarly identified. Req: Beast.Mode
Attachment, Battle-skiff	Alt.M	Part of your Alt.Mode becomes a hovering board where up to 4 weapons and/or turrets may be mounted and you and your allies can stand upon. HP: 6, all Stats 5. The skiff has Hover and can support the weight of as many Robots as your Robot.Mode's Size. All weapons - except turrets - attached to the skiff (not just held by a Robot on the skiff) get a +1d damage increase. Alt.Mode Size +1
Attachment, Medical Pad	Alt.M	Part of your Alt.Mode becomes a medical bed that provides +1d Repair. HP: 6, all Stats 5. The pad requires a separate area and, to use, that the target of Repair be on the pad. It has Hover and can support the weight of as many Robots as your Robot.Mode's Size. Alt.Mode Size +1
Beast Shell	Alt.M	Surrounding the robotic carriage of your Transformer's Alt.Mode is an organic-looking shell, making you look to the naked eye like the animal you represent. When you are in your Beast.Mode, you are immune to energy-based poisons and reduce the damage from all Energon damaging weapons by 1d6. The Beast Shell may wear some form of armour, upon which weapons could be attached. Maximals and Predacons get Beast Shell for only 1 point, but wear no armour. Req: Beast.Mode (or an Alt.Mode that could look organic instead of metallic), and an Alt.Mode Size of 3 or less
Combiner / Gestalt	Both	Action: You and other Robots form a powerful, bigger Robot. See "Combiner / Gestalt"
Compressed Air Cushion Boots	Robot	Grants Land to your Robot.Mode. The Map, as well as whatever Object or Robot was on that area, still takes damage normally given the calculations of your fall + Size DMG
Ferro-cobalt Magnet	Robot	Thrown for Glue effect in Short Range. Everything metal is directed towards and sticks to the magnet on its area. Skill or Strategy vs. opposing Strength. 2 magnets / battle
Field, Gravitational Energy	Pick	+1d Defence vs. Missiles, Rockets and Grenades
Field, Magnetic	Robot	Action: Inflict a Push or Pull effect on any targeted metal Object or Robot. Courage vs. opposing Strength at Short Range, auto-success if the target is Inanimate. Success = the number of areas Pushed. Consumes 1 additional Energon per use
Full-spectrum Beacon	Both	+1d Communications. Action: Shoots beacon up into the air to use communicate with team-mates. Beacon could be shot down. All of its Stats are 5 and it has HP:5
Hologram Generator	Robot	Action: Espionage roll vs. opposing Surveillance (or auto-success) to create a Short Range simple photon illusion. The illusion must be within Range of your visual sensors in order to maintain. Any Robot within 2 areas of the illusion gets an opposing Intelligence roll
Hull, Armored Hide	Both	Immunity to Blast and Radius Effects. Req: Beast.Mode

## Technology Standard – 2 Points per

Technology	Mode	Notes
Hull, Heat-shielding and Ceramic-plated Armor	Pick	Immunity to Burn and On Fire Effects. You can withstand heat up to 8000 C.
Hull, Trithyllium-steel	Both	Add the Best 2 of 3d6 to your HP at the start of each battle. At the end of the battle this is retracted. This can raise your HP above maximum.
Inanimate Magnetiation	Alt.M	Move: In an Inanimate Alt.Mode, stick to any other metal of choice. Skill vs. opposing Strategy if challenged. Without Strategy, the magnet will not come off. Req: Applicable Alt.Mode
Inanimate Vibration	Alt.M	Action: In an Inanimate Alt.Mode, when inserted or confined in any tight space you can take up to 6 Turns vibrating. Each Turn will do 1d6 HP damage when the vibrations are finally felt. For example, if the damage is dealt the first Turn of the vibration then 1d6 HP damage is done, if it is left to build up the third Turn then 3d6 damage is done
Mass Displacement	Both	Shrink or grow to a different Size of a set number when transforming between Size 1 and Size 6. For instance, your Robot.Mode could be a Size 3 (and have no bonus' or penalties to their HP or EN) but Transform into an Alt.Mode of Size 6
Medical Tools	Robot	+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. Req: Repair
Metallikato	Robot	+1d Melee Attack, specifically for armed attacks, due to training in ancient and forbidden Robotic martial arts
Natural Primitive	Robot	Instead of a Robot.Mode, the Transformer has a Beast.Mode as their standard form. Take the Robot.Mode Stats and roll as though changing them into a Beast.Mode, creating new Statistics, then replace the old Robot.Mode Stats. Remember that without a Robot.Mode you cannot do human-like things, like hold a sword or type on a keyboard, but you do gain all advantages of the form (+1d Gain and Abilities) in trade of Human-form abilities. This Technology can also be applied to Partner Units at the cost of only 1 point, but Partner Units do not get the advantage of the Statistic change, all their Stats remain 5
Oil Slick	Alt.M	Action: Emit slippery black oil in the wake of a Dash. The slick is as long as the movement. Any contact with the slick surface causes a Fall unless the opposing Robot rolls a successful Acrobatics. The oil stays on the Map all game. This Technology consumes 1 Energon per use. Req: Applicable Vehicle or Heavy Vehicle Alt.Mode
Optical Distortion Projector	Robot	Action: Espionage vs. opposing Intelligence at Medium Range to create photon illusions that cause misdirection, distraction, interfere with sensors and confuse locations
Radio Jamming Broadcaster	Pick	+2d Communications, specifically to jam all sent and received radio signals vs. opposing Communications (auto-success if no opposition) at Map-wide Range. Once in effect it says the rest of the battle unless overcome by a critical success. Req: Communications
Rear Rocket Thrusters	Alt.M	Action and Move: Leaving a blast of fire and sparks in your wake, once per combat your Dash doubles in a tremendous boost of speed. Req: Vehicle Alt.Mode or the Transmetal II Subgroup, or to have a Cassette Alt.Mode and Natural Primitive Technology, or membership to the questionably coloured but deadly Seacons
Recon Circuit	Pick	+1d Espionage, specifically for sneaking in and out of hostile territory

Technology	Mode	Notes
Scream	Pick	Action: Belt out a paralysing scream to a target in Short Range with a Cone. Courage vs. opposing Courage to force a Stall effect
Search & Rescue	Alt.M	+1d Repair if the subject is on a Medical Pad or inside your Alt.Mode with Carry or Storage. You must Move on the same Turn as the Repair. Note: Does not "Req: Repair"
Sensor, Circuit Reading	Robot	Action: The use of Surveillance at Melee Range to detect other Robot's thoughts vs. opposing Courage. If the target is Stalled they get no opposing Courage roll. Any one question can be asked of the victim that must be answered truthfully. This also reads all computer data of more primitive machines in Range instantly. Req: Surveillance
Sensor, Radio-wave	Both	+2d Communications, specifically to detect and listen in to all radio waves and other signals including other Communications rolls on the planet. An Espionage roll may be necessary for our eavesdropping to go undetected. Req: Communications
Sharpshooter	Robot	+1d Accuracy in Robot.Mode or applicable Alt.Mode, like a Weapon.Mode
Shield, Deflect-o-Shield	Pick	+1d Defence vs. all Guns, Blasters, and Pistols
Shield, Electro-Magnetic	Pick	+2d Espionage, specifically against detection by Radars, electronic sensors or tracking devices. You are still perceivable by ordinary visual and audio sensors. Req: Espionage
Shield, Rotor	Robot	Your shield rotates to provide 1/2 chance to deflect blasts that are not lasers and a 1/6 chance to return them. (Your GM will roll a d6 to get these results.) Returning blasts use an Assault of 5. Req: Physical Shield (T)
Solar Collectors	Alt.M	Action (to activate): Large golden plates splayed on your Alt.Mode increase its Strength to 10 in direct sunlight. If your Strength is already 10, the Solar Collectors grants the Technology of Hulk, and all the normal vulnerabilities of Hulk apply. Req: Dinosaur Alt.Mode with spinal plates, an Orbiting Structure Alt.Mode with solar panels, or some other explicitly clear case of large cumbersome gold or silver chrome panels relevant to the Alt.Mode
Soundless Walk	Pick	Espionage and general stealth is assumed every round to the success of your Courage Statistic. This also incurs Light Sensitivity - you must roll 2 success vs. Stall when attacked by weapons that emit bright lights or photons. Note that you are still perceivable by all conventional sensors - this does not make you invisible, just quiet. Req: Espionage
Spring Legs	Robot	Move: Jump to exactly as many areas away as 1/2 your Strength Statistic (rounded down) +3
Stereo Speakers	Pick	Action: Broadcast 80 dB of dazzling light and sound. Communications vs. opposing Courage to all Robots in Medium Range to force a Stall effect
Triple-changer	Both	Add a second, new Alt.Mode to your Transformer. Rank requirements still apply. Re-rolls for your Quote are based on the Alt.Mode with the highest Rank requirement. Take this Technology again and be a 'Quad-changer' adding a 3rd Alt.Mode. Taking this Technology a third time and be a 'Six-changer', having a total of 5 Alt.Modes into which you can transform. You become a one-Robot army

## Technology Major - 3 Points per

Technology	Mode	Notes
Attachment, Armour	Robot	Part of your Alt.Mode becomes armour around your Robot.Mode HP +8. Robot.Mode Size +1, but it retains its original HP and Energon calculations
Attachment, Turret	Robot	Part of your Alt.Mode becomes an Inanimate weapons platform that will fire automatically. 1d6 vs. HP damage with unlimited charges, Medium Range, HP of 6 and all Stats of 5. If manned The damage increases to 2d6. Attacks made on a Robot manning the Turret will instead affect the Turret. Turrets must remain stationary unless they are mounted on a Battle-Skiff Attachment or a Platform Alt-Mode. Alt.Mode Size +1
Attachment, Vehicle	Robot	Part of your Alt.Mode becomes a vehicle your Robot.Mode can drive. Vehicle Statistics are generated as though it was an Alt.Mode. Alt.Mode Size +1
Circuit-Su	Robot	+1d Melee Attack for unarmed melee attacks, from your time in seclusion training rigorously in the ancient (some believe mythical) Cybertronian martial arts
Deployer Superior	Both	Gain the service of 2 Deployer units +1 for every additional point spent. The Robot may only enlist a number of Deployer characters equal to 1/2 Intelligence. All Deployers must have a relevant theme to their Deployer Superior. Ex. Cassettes / Tape Deck. See "Companions" for more information
Hulk	Robot	Extreme and unnecessary strength. You are auto-successful in all matters Grapple, Lifting, Pushing, Pulling and Throwing, with the success of your Strength Statistic. This makes you more vulnerable to energy, increasing Energon damage by x2
Hull, Tough Polymer-steel	Both	Immunity to Blast and Radius Effects as your thick hide resists artillery impact
Low-frequency Ground-wave Hammers	Robot	Action: Your arms smash the ground. Courage vs. opposing Skill or Acrobatics in a Long Range straight line. This makes a crack 1 area deep. All Robots standing on either side of this rent must roll not to Fall. Req: Arm Pile-drivers (W)
Multiple Functions	Both	Choose a secondary Function. For all Function Actions of this new Function you have an effective Statistic of 5
Photon-disruptor	Robot	Action: Espionage vs. opposing Surveillance (or auto-successful) roll to make one target (Self, Other or Object) per round within visual sensor Range effectively INVISIBLE, or alter physical placement or appearance. Any Transformer within 2 areas gets an opposing Intelligence roll to see footprints. Req: Espionage
P.O.K.E.	Robot	"Power Overload Kinetic Engine". Issue a Melee Attack in Robot.Mode that explodes a Kamikazie Bomb against your enemy or a Map Area. You only take half the damage of the bomb to yourself. Req: Kamikazie Bomb (W)
Robot.Mode Flight Ability	Robot	Flight for no discernible reason. Also applies to Autobots only at the cost of 5 points. This Technology shuts down if your Energon is less than half total
Shield, Force-Field Projector	Pick	Action: Deflect all damage to yourself and any ally in Short Range Consumes 1 Energon per use. This Technology was made famous by Trailbreaker
Shield Generator	Pick	+1d Defence vs. all ranged attacks. Every 3 rounds this is on it drains 1 additional Energon, but it can be shut off whenever you want
Teleportation	Pick	Teleport to another area instead of moving, avoiding all Map Areas in-between. Teleportation consumes 1 additional Energon per use. This could bring you to the end of Dig, Flight, Swim or Wheels, if your character is capable of that movement
Two-Heads	Pick	Your Robot.Mode or your Alt.Mode has two heads. Designate one Function Action - that action can be repeated for a second time in the same Turn, if your character commits no other Actions, including Free Actions. Consumes 2 additional Energon per use

## Combiner / Gestalt

A Combiner can be a terrifying (if temporary) presence on the battlefield. A Transformer becomes a member of a Combiner team with the 2 point Technology of "Combiner / Gestalt". There must be a whole team of characters with Combiner / Gestalt (or at least 2) in order for them to assemble into a larger Robot.

Essentially with the Combiner / Gestalt Technology your character has another Alt.Mode, but this time of an arm (one of two), leg (one of two), or chest. If you have six members in your team then the chest section is further divided into upper-chest and stomach-groin (not the enviable placement). Figure out what part of the Combiner your character is.

### Forming a Combiner:

- You and your team members must be sharing adjacent areas when combining. **SMASH!**
- Assembling together takes 1 Turn.
- A Combiner is a human-like 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.
- Combiners are always Size 6, but HP and Energon are not adjusted for Size. The HP and Energon of a combined form is the sum of all the HP and Energon of the characters that comprise it. (This makes for some really big numbers.)
- The Actions of and decisions made by the Combiner Robot are arrived at by consensus from among its members.
- 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.
- The Function of its members does not matter to a Combiner. Instead, they get special actions.

### Combiner Special Actions

**Cooperation:** For every 6 damage the Combiner has accumulated, roll Skill (on the Combiner's Statistic, not the individual members of the Combiner team) not to fall apart. Once knocked out of combination, all members are considered to have the Alt.Mode ability of Land and so suffer no damage from falling, but cannot reform into the Combiner again in the same battle.

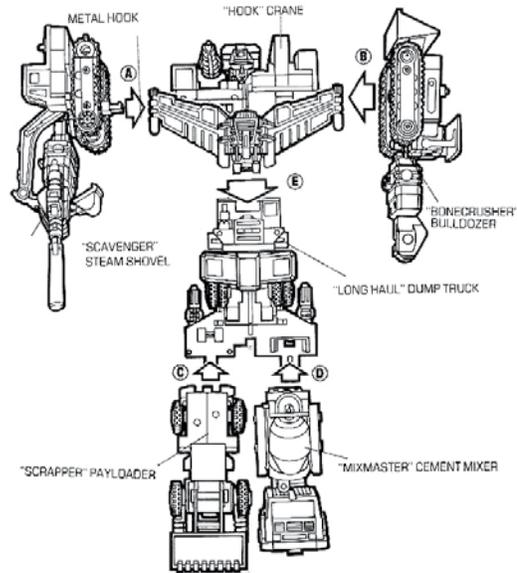
**Crush:** The combiner does 1d6 unarmed Melee damage + Size DMG + the number of Robots comprising the Combiner. In addition, every combiner has the Technology Hulk, but without its Energon drawbacks.

**Tough:** A Combiner absorbs some of the damage it receives, 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 at all!)

**Fireblast:** The members of the Combiner Team choose 1 Weapon to keep with the larger Combiner Robot. This could be a ranged or a melee weapon. In addition, any Technology or Weapon shared among all members of a Combiner is usable by the Combiner.

**Combined Statistics:** Come up with your Combiner's Statistics by taking numbers from its members Robot.Mode Statistics.

- Take the highest number any member has for Strength, Endurance, and Firepower.
- Average your member's numbers for Speed, Skill, and Rank.
- Take the lowest number any member has for Intelligence.
- For a more intelligent combiner instead, take the lowest Statistic of any Robot for Speed, and average Intelligence.



**Notes on HP & Energon:** For every 6 damage suffered (after the reduction from "Tough") the Combiner must roll "Cooperation" 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, and has the limit of whatever HP and Energon the character comprising that limb has. The Combiner automatically breaks apart if one of its members dies. When breaking apart, all damage taken when combined is shared equally among each member of the team, except for the damage of targeted fire.



## 06. Subgroups

Join a particular group of Transformers at the cost of 1 to 3 points. Membership to Subgroups sometimes has limitations by Allegiance, and sometimes by Era. With a few exceptions, almost all Subgroups are mutually exclusive with each other. A Transformer can only have one Subgroup, unless the Subgroup has the requirement of another Subgroup. Making use of the Subgroup's particular abilities does not consume any additional Energon.

### Subgroups

#### Minor

#### 1 Point per

##### Actionmaster

Nucleon fuel pumps through the Transformer's veins, preventing transformation, but granting reduction to all Hit Point damage of 1d6/2, rounded up.

- For an additional point, you can have an Accessory - either a Backpack (granting one Alt. Mode Ability), or a Helmet (granting immunity to one Weapon Effect).
- Instead, for 2 additional points the Actionmaster gains a Primitive Partner or a Battle Drone capable of fine manipulation as a Robot. Both have the Alt. Mode of a Handgun. The gun itself must still be purchased.
- And/or, for 4 additional points, you can be an "Actionmaster Elite", meaning you are capable of Transforming, but not as a free Action. If your Robot had an Alt. Mode before becoming an Action Master, you do not need to choose that again as your new Alt. Mode.

##### Aggaspeeder / Stormtrooper

You are a member of a strange group of partying colour-changing Robots. You can change the primary and secondary colours of either Mode as a Free Action once per Turn.

##### Brainmaster

Your Robot. Mode's head and bust is actually a binary-bonded transforming Partner, a tiny human (or Nebulon - a human-like alien) sidekick. When attached and making up your head and bust the Partner Unit gives you "Brain Power" boosting one Robot. Mode Stat to 10, of a choice between Strength, Courage, Intelligence, or Skill. When the Transformer changes into their Alt. Mode their head jumps off and assumes human form. While detached the Brainmaster Unit can run around doing things separately, or it is assumed to be riding inside the Vehicle. Mode, riding on top of the Beast. Mode, or just generally hanging on. See "Companions" for more information. Req: Vehicle. Mode.

##### Cobalt Sentry

You are among the sneakiest of the sneaky internal security spies for the Decepticons. In both Modes you gain +1d Espionage from membership to the Decepticon Secret Police and Internal Affairs Investigation Unit, the highest branches of which are the Decepticon Justice Division. Req: Primitive or Armoured / Military Heavy Vehicle Alt. Mode, and both colours must be Cobalt.

##### Constructicon

You are a Decepticon military engineering specialist. If it can be build, you can do it twice as fast. In either Mode a Constructicon can

perform 2 Actions of Construction per Turn, but can not Move in the same Turn. Req: Construction Heavy Vehicle Alt. Mode.

##### Duocon

Your Robot. Mode splits into two Alt. Modes. HP and Energon are split evenly between the Alt. Modes. They need each other to transform back. This is essentially for one player to have two or more working characters on the battlefield.

- Duocons traditionally split into two Alt. Modes, but if you want to split into more it costs a point for each additional Alt. Mode.

##### Horrorcon

You have attained membership to an elite squad of versatile Decepticon destroyers. Membership grants the ability to Transform once per round for each Alt. Mode you have, and your Headmaster Partner Unit gains the Function of Gunner. Req: Triple-changer, Headmaster.

##### Insecticon

You are part of a group of Decepticon bug-bots that have learned to survive in minimal Energon environments. An Insecticon can make a Melee Attack to drain 1d6 enemy HP from enemy; granting the Insecticon equal Energon in return. Req: Insect or Flying Insect Beast. Mode.

- For 3 additional points an Insecticon can clone itself re-

### Legend

It can be important to know when in the Transformers Universe a Subgroup began. Symbols appear beside each Subgroup listed indicating their first instance of their use.



Autobot  
Decepticon



Autobot (G2)  
Decepticon (G2)



Maximal  
Predacon



Maximal (Future)  
Predacon (Future)



peatedly, gaining the Subgroup 'Leadership' to make and command 3 identical clones. Whatever clone survives the battle becomes the new main Insecticon. See "Companions" for more information.

### Jumpstarter / Battlecharger

Sometimes the ability to quickly transform to get into a Mode for the coming situation can save a Transformer's life. Members of the Autobot Jumpstarters and the Decepticon Battlechargers can transform as many times as they want in the round, but after the first time they have to make a successful Transform roll in order to change Modes.

### Micromaster

You are part of a new wave of forward-thinking Cybertronians. There is an energy crisis on Cybertron, so Robot.Modes must get smaller. Your Robot.Mode is human-sized (Size 1), but your Alt.Mode can be any Size you like. For being so energy-conscious the Micromaster gains an additional +1d6 Energon at the start of every battle. This stacks with the Technology of Low Fuel Consumption. Req: Mass Displacement, Low Fuel Consumption, and a Vehicle or Heavy Vehicle Alt.Mode.

- For an additional point, a Micromaster can be a "Micromaster Combiner" or a "Combi-Micromaster". This is 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.
- Combi-Micromaster: Two Micromaster Alt.Modes form one Robot.Mode.
- If a Micromaster purchases a Trailer (regardless of their Alt.Mode) then it will be a futuristic tractor-trailer and be driven independently by a Drone.

### Mutant Head

Inside the carriage of your Beast. Mode is a second, more bestial head. When your HP reaches 0 your head swaps for the more beast-like one, and your Robot. Mode Courage Statistic acts as your new HP until it is depleted. Each time HP damage is done to you it instead affects your Courage Stat. It is recommended you leave the battlefield before being made both dead and cowardly. Req: Beast Shell (T).

### Spy Changer

Membership is yours to a special team of Autobot stealth ninjas. This grants you +1d Espionage in both Modes. Req: Vehicle Alt. Mode, Adhesive Tires.

### Throttlebot

You are among the fastest Autobots around, constantly racing with each other to prove who is the best. From your training, your Alt.Mode has Move +1 and +1d Intercept. Req: Land-based Vehicle Alt.Mode.

### Transmetal

This is a Subgroup of Primitives who have an kind of Triple-changer Technology. Gain a new vehicle Alt.Mode that looks mostly like your Beast.Mode. Gain no Actions or Abilities for this new Mode, but instead either Wheels or a Rocket Pack (the Technology). Roll new Vehicle.Mode Statistics based on your Beast.Mode to represent this new strange Mode. Req: Beast Shell (T).

### Turbomaster / Predator

You are part of a Subgroup of Transformers known for their use of turrets and auto-turrets. For both Autobot Turbomasters and Decepticon Predators a turret's Range increases by one increment, from Medium to Long Range. Req: Any kind of turret. Req: Autobots have Vehicle or Heavy Vehicle Alt.Modes, Decepticons have Jet. Modes.

- For 1 extra point, you wear a "Megavisor" and gain +1d Accuracy in Robot.Mode. Req: Decepticon.

### Vehicon

Your body is built from a mass produced footslogger fame. Req: Vehicle Alt.Mode. Vehicons have their own symbol:



- Your Vehicle.Mode has an extended neck and head-like protrusion, such that it can look around. You can always use Surveillance on another Vehicon, even if you do not have that Function Action.
- Your Vehicle.Mode has an internal communications system. You can always use Communications to other Vehicons, even if you don't have that Function Action.
- You do not have legs in your Robot.Mode. Keep whatever form of movement you had in your Alt.Mode (tank treads, hovering in the sky, etc) and all associated Abilities, but to half the effect. (Half the use of Wheels, Hover half as well, etc.)

### W Cassettebots / W Cassettecons

Two cassettes combine into a Robot.Mode with its own Stats and name. The two cassette-bots share an electronic-telepathic connection. The larger Robot they form into has a Size that is the sum of their combined Size -1. This new cassette-gestalt Robot has new Stat generated as a new character. This is essentially for a player with one cassette character to run two characters and be able to combine them into a single character. Req: Cassette Alt.Mode.

- For an additional point the Robot.Modes of one or both cassettes could instead be something other than a Robot. This is the same as the Natural Primitive Technology, but

could apply to any Alt.Mode. Rank requirements still apply. The Cassette.Mode stays the same.

## Subgroups Standard 2 Points per

### Axelerator / Skyscorcher

During transformation some part of your Alt.Mode becomes a Blaster Gun (See the weapon: "Gun, Blaster") of unlimited charge. Req: Car Alt.Mode for Autobots, and Jet Alt.Mode for Decepticons.

- An Autobot Axelerator's gun becomes their Car.Mode's engine, granting them +3 Energon each battle.
- A Decepticon Skyscorcher's gun becomes their Jet.Mode's Radar Sensor, granting them Radar Technology.

### Clone

Your character is actually 2 characters with identical Robot.Modes. Their Robot.Modes have the same Statistics, and the same colours. Clones have two different Alt.Modes of the same type (Vehicle, Weapon, etc.) and have different names. You cannot intentionally make any Action that will put the clones out of visual Range with each other. If they do, one will shut down (your choice) until contact is resumed. This is essentially for one player to have two characters of which they can easily keep track.

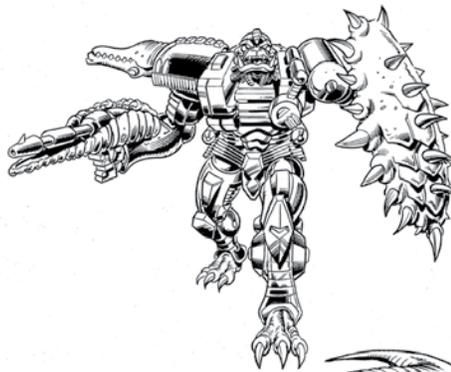
### Dinobot / Dinoforce

Yours is the fiercest of the Beast.Modes, drawing from the most violent of early planetary life-forms. You gain +1d6 Melee damage in both Modes. This Subgroup does not conflict with the Pretender Subgroup. Req: Dinosaur Beast.Mode, and Decepticon members (the Dinoforce) must also be Pretenders.

### Double Agent

You are a spy for the opposing faction. You have +2d Espionage in any Mode to deflect suspicion of your complicated allegiance. Req: Rubsign

- For an additional point, you are actually your OWN double agent - there are two Alt.Modes and two Robot.Modes inside you, one for each faction. Generate another Robot.Mode with all new Statistics, and a new, faction-specific Alt.Mode. Decide if the opposing factions within you are aware of each other or not.



### Fuzor

When you were scanning for your Alt.Mode, the Beast.Mode you wanted was confused and mixed with another Beast.Mode. Take the Beast.Mode you already have and add to it the +1d Gain and Abilities from another Beast.Mode. You must meet the Rank requirements of the second Beast.Mode choice. Req: Beast Shell (T).

### Headmaster

Your Robot.Mode's head is actually a binary-bonded transforming Partner, a tiny human (or Nebulon - a human-like alien) sidekick. With the processing power of a mechanical and organic brain working as one, the Transformer

benefits from having a Partner Unit for a head by an increase in their Robot.Mode Statistics. The Transformer gains a +1, +2, and a +3 bonus to the Robot.Mode Statistics of Strength, Speed, and Intelligence. You get to pick what bonus goes with what Statistic. However, no Stat can be raised above 10. When the Transformer changes into their Alt.Mode the head jumps off and assumes human form. While detached the Headmaster Unit can run around doing things separately, or it is assumed to be riding inside the Vehicle.Mode, riding on top of the Beast.Mode, or just generally hanging on. See "Companions" for more information. Req: An Autobot Headmaster has a Vehicle or Heavy Vehicle Alt.Mode. A Decepticon Headmasters has a Beast.Mode.

- For 1 extra point, the Headmaster Unit gains the Function of a Warrior with all associated Function Actions.

### Junkion

Out there in the stars is a bizarre race of patched-together mechanical Transformers, and you are one of them. Your lifestyle among garbage and wreckage grants your Robot.Mode +1d Repair, +1d Salvage, and the ability to use Salvaged material for +1d Repair, regardless of the quality of the material. Req: Your Alt.Mode looks junky, or trash-related, and about half of what you says must be quotes from television, film, music, other pop culture, or nonsense.

### Mini-Vehicle

Like the Micromasters, you are part of a Subgroup of Autobots who believe that Robot.Modes should be small, even if Alt.Modes are big. But, your concern is not with energy. Because of the uniformity of your parts you meet the Rank requirement for any Vehicle.Mode or Heavy Vehicle Alt.Mode, regardless of your Rank. This



Subgroup does not conflict with any other Subgroup. Req: Robot. Mode Size 2, Mass Displacement, Vehicle.Mode or Heavy Vehicle. Mode.

## Powermaster

Your engine is actually a binary-bonded transforming Partner, a tiny human (or Nebulon - human-like alien) sidekick. Partners Units are in their engine form when the Transformer is in their Vehilce. Mode, and are in their human form when the Transformer is in their Robot.Mode. When attached the Powermaster Partner Unit grants the Transformer +1 Energon every 3 rounds and reduces the damage from all Energon damaging weapons by 1d6. When detached the Powermaster Unit can run around and do things. See "Companions" for more information. Req: Vehicle or Heavy Vehicle Alt.Mode.

- A Powermaster cannot Transform without their Partner Unit.
- Powermasters can have more than one engine. If you take this Sungroup again, the second Partner Unit also grants +1 Energon every 3 rounds, and reduces Energon damage by an additional 1d6. With two Powermaster Units only one is required in order to transform, but with only one attached the Powermaster will only gain the advantages of one.
- For 2 extra points, the Powermaster can upgrade into a "Godmaster", which means that whenever the Powermaster Unit is attached it Repairs the Transformer 1 HP every 3 rounds, even to revive them from inactivity.

## Quintesson Product

You are an experiment, by-product or failure of the meddling alien race the Quintonsons. Adjust your Robot.Mode Strength and Endurance by +1d. Reduce your Robot.Mode Intelligence

## RPG

and Speed by -1d. Examples of old Quintesson Products include: The Sharkicons, Overcharge, and the original Predacons (depending on continuity).

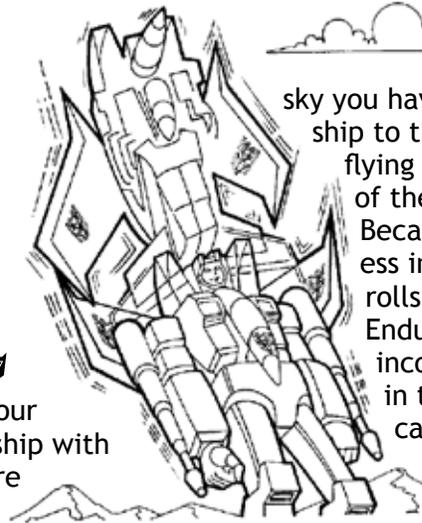
## Rotor Force

You have fought your way into membership with a group of hardcore up-close-and-personal fighters whose melee weapons spin like a shield. In Robot.Mode you can use your Melee Weapon as a defence, granting +1d Defence in a forward direction whenever you have your Melee Weapon out. However, because of the strange trends of this group that weapon must be neon coloured, regardless of your colour scheme. Req: Any Melee Weapon, a Vehicle Alt.Mode.

## Monsterbot or Sparkdash / Firecon

This is membership to one of the 3 groups of Transformers who have figured out how to use their internal mechanisms to produce 'cold sparks' in their Alt.Modes. Cold sparks are the weapon 'Fire Breath' but of unlimited charge. Req: See below.

- An Autobot Monsterbot is required to have a Monster Alt. Mode. Monsterbots shoot cold sparks from their mouth or collarbone.
- An Autobot Sparkdash (sometimes called a "Sparkabot") is required to have a Vehicle or Heavy Vehicle Alt.Mode. They shoot cold sparks from their exhaust.
- A Decepticon Firecon is required to have a Monster Alt. Mode and shoots cold sparks from their mouth. For 3 additional points a Firecon can gain the Subgroup 'Leadership' to make and command 3 identical clones of themselves.



## Seeker

After years in the sky you have achieved membership to the elite Decepticon flying squadron, staple of the Decepticon army. Because of their prowess in flight a Seeker rolls Speed instead of Endurance to deal with incoming attacks while in their Jet.Mode. You can also use whatever +1d Defence dice (like the one for being a Warrior) to help with the Speed roll to barrel and avoid incoming attacks. Req: Jet.Mode.

## Targetmaster

Your weapon is actually a binary-bonded transforming Partner, a tiny human (or Nebulon - human-like alien) sidekick. The Partner Unit gets +1d6 charges for the weapon they represent at the beginning of each battle. When the Partner is in their Weapon. Mode and being used by the Transformer, the Transformer gets +1d Assault. It is inadvisable that the weapon be something that blows up and dies, because then you'd only get one shot and then the Partner Unit would be dead. When the Targetmaster Partner Unit is in their human form they can run around and do other useful things. See "Companions" for more information. Req: Vehicle or Heavy Vehicle Alt.Mode.

- The weapon that the Partner Unit transforms into must still be purchased with points.
- The Transformer's ability to transform does not depend in any way on the participation of the Targetmaster Unit.
- The Partner Unit, like all Weapon Alt.Modes, cannot transform and fire itself.
- When the Partner Unit is in Weapon.Mode it can be attached on the Vehicle.Mode of its Transformer and fired,

but does not benefit from the additional +1d Assault in that case.

- Targetmasters can have more than one Targetmaster Partner Unit. If you take this Subgroup again, you gain a second Targetmaster Partner Unit. When attacking with both in their Weapon.Modes, instead of getting another Assault dice, the Transformer rolls what dice they have then chooses the two best die results, designating one as one Targetmaster Partner Unit and another as the other. If they both are successful rolls then they have both hit.

## Transmetal II

Your organic and metal aspects are almost perfectly balanced between both Modes. Unfortunately, this makes you irrationally angry sometimes. You can choose to Transform into Beast.Mode whenever you are upset. Also, Add one Weapon Effect to your Melee Attack. The selection made is permanent to your character. If you also have Transmetal you can apply the Wheels or Rocket Pack to either your Robot or your Alt.Mode. Req: Beast Shell (T).

## Subgroups

### Major

### 3 Points per

#### Breastforce

Your Transformer gains a binary-bonded transforming sidekick who will act as your breastplate. Instead of a Robot.Mode the Breastforce Partner Unit has a Beast.Mode, and their Alt.Mode is a breastplate. When attached to the Transformer as a breastplate the Partner Unit grants +6 HP to their main Transformer. When the Partner Unit transforms into its Beast.Mode it detaches and retracts the 6 HP for its own use. See “Companions” for more in-

formation. Req: Vehicle or Heavy Vehicle Alt.Mode or a Beast.Mode.

- To generate the Beast.Mode Statistics for the Breastforce Partner Unit, assume all Statistics are 5 then roll to generate a Beast.Mode as you would a normal Transformer’s Alt.Mode.
- The Partner’s Beast.Mode is always capable of Flight regardless of the Beast.Mode chosen, ex. a flying tiger.
- For an additional point, the Partner Unit gains another Alt.Mode - a Weapon.Mode that must be a Blaster, which includes anything with ‘Blaster’ in its name.

#### Laser Cycle

You are part of a highly specialised team of flashy motorcycle road-ripping daredevils. Your Alt.Mode lights up in strange ways and its wheels glow. Because of the excess energy stored in such a flashy display, you gain +1d damage to one Assault-based weapon. Req: Motorcycle Alt.Mode.

#### Laser Rod

After eons of duels, membership has been bestowed upon you to a group of hardcore melee fighters whose swords glow like lasers. This grants your Robot.Mode +1d damage with any Melee Weapon that is specifically a sword. The sword glows and sparks and can cut through nearly anything. Req: Sword, Muscle Car Alt.Mode.

#### Lightformer / Trakkon

You are part of a Subgroup of Transformers known for sticking large unwieldy turrets on top of their Vehicle.Modes. For an Autobot Lightformer or a Decepticon Trakkon any Turret mounted on top of their Alt.Mode will fire as an Auto-Turret using Primary Weapon (the Firepower Statistic of the Transformer’s Robot.Mode). This method does not add the damage bonus given to Turrets, but the Turret can also

be taken off for regular use. Req: Vehicle or Heavy Vehicle Alt.Mode, Turret.

#### Powerdasher

You are a new form of Autobot whose power is still growing, but you are very helpful. A Powerdasher gains +1d Teamwork. Req: Cybertronian Design, Vehicle.Mode.

- If you make no other Action during that Turn, you can roll Teamwork for every ally within Short Range.
- Also, because you manipulate various levels of unstable kinetic energy, your Alt.Mode is able to Move +1 in any effort of Dig, Flight or Wheels.

#### Technorganic

You have achieved the perfect balance between machine and nature. Add an additional Action and Ability to each of your Robot.Mode and Alt.Mode, maintaining one as a principally Organic Mode and one as a Technological Mode. These additions must make sense for each Mode. Req: Beast Shell (T), and either Transmetal or Transmetal II.

- Your Beast.Mode can never be detected by complex electronic sensors.
- Once per round when you are angered, frightened, injured, stunned, or < 1 HP, you will automatically revert to Beast.Mode and rise to 1 HP.

#### Triggerbot / Triggercon

Your Vehicle.Mode can draw out hidden twinned cannons. An Autobot Triggerbot or a Decepticon Triggercon gains Primary Weapon for the use of twinned cannons (they can use their Robot.Mode’s Firepower Statistic to attack if it is higher than their Vehicle.Mode Firepower.) You may need to roll Espionage to maintain the disguise of being an ordinary vehicle. Req: Vehicle Alt.Mode.



## Unaligned (N.A.I.L.)



You are an unaligned Cybertronian Robot, not part of any faction. This makes you either a loner or part of another (possibly secret) group altogether.

- Start every battle positioned away from any known faction in play.
- Upon choosing this a Nail may choose again their Alt. Mode using the Rank requirements of either Autobots or Decepticons, whichever they prefer.

## Subgroup Special 5 Points per

### Leadership



You are in charge of your own small Subgroup and have 3 followers that will obey 1 order each per Turn. The followers look identical to each other. See “Companions” for more information.

### Pretender

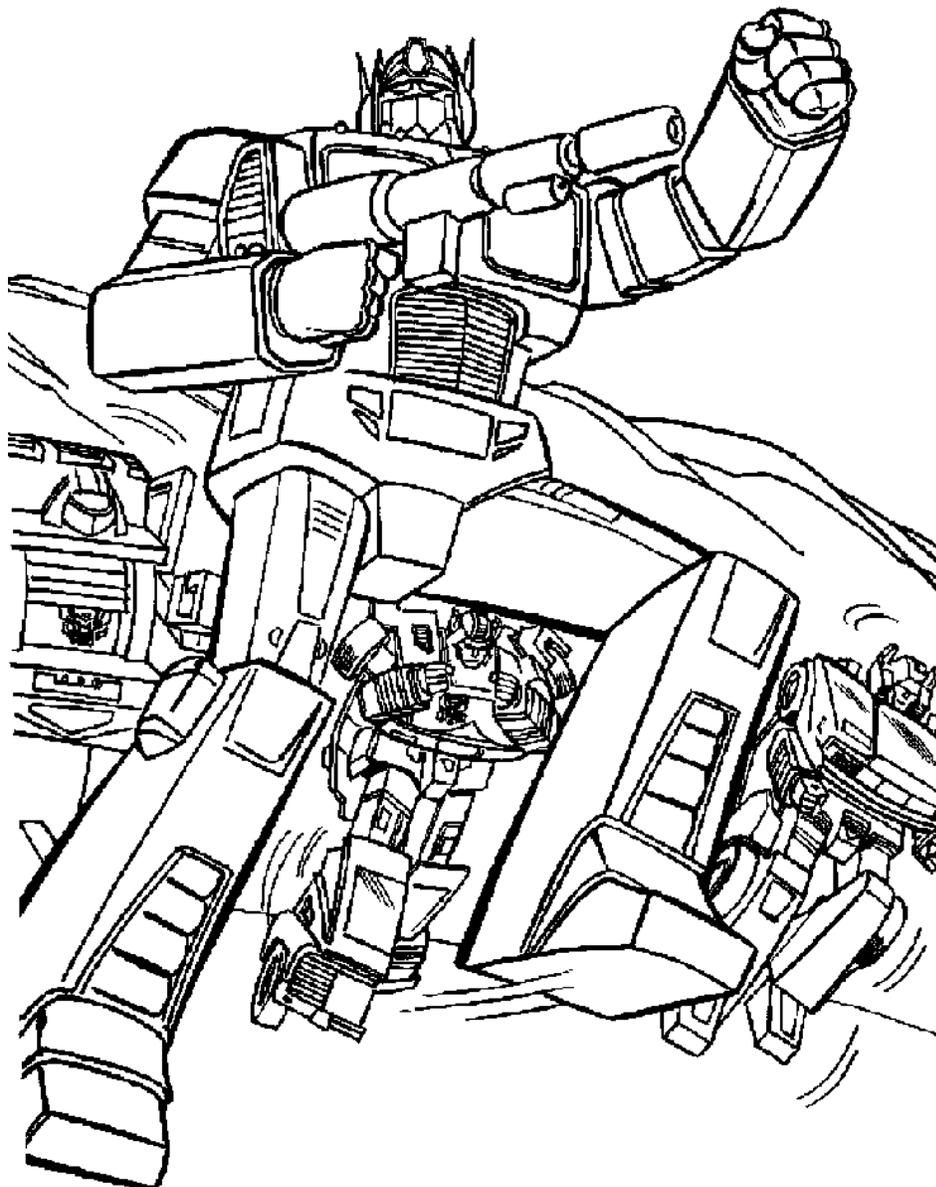


A semi-organic shell wraps around your Transformer’s Robot. Mode, disguising you. The shell can split from the main Transformer and walk around doing other things. See “Companions” for more (and very detailed) information.

### Transtech

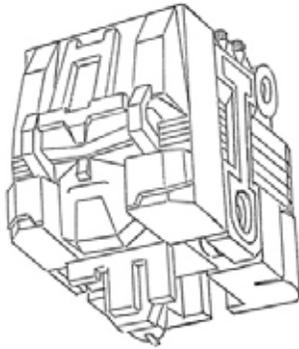


The benefits of Technorganic for Vehicle Alt. Modes.



## Companions

Advanced players of the Transformers RPG sometimes enjoy a greater degree of book-keeping. Another set of hands on the battlefield is an attractive prospect, but remember that your Partner Unit is more vulnerable to damage and death than you are as the main Transformer.



### Partner Units

A Partner Unit is the companion of any Brainmaster, Breastforce, Headmaster, Powermaster, or Targetmaster. Here is a quick summary of different Subgroups that attract Partner Units, and what happens when the Partner Unit is attached to the main Transformer:

Subgroup	Main TF Robot.Mode
<b>Actionmaster</b>	-1d6 DMG / 2
<b>Brainmaster</b>	1 Stat to 10
<b>Breastforce</b>	+6 HP
<b>Headmaster</b>	+ 1, 2, 3 to Str, Spe, Int
<b>Powermaster</b>	+1 EN / 3 rnds
<b>Targetmaster</b>	+1d Assault

“Actionmaster” on this table assumes you paid the additional point and have a Partner, which works the same way as a Partner Unit.

### Conflicting Continuity

There is some conflict in this matter. You must choose if your Partner Unit is a Human or a Nebulon (Human-like alien) both of whom are Size 1, or if the Partner Unit IS your character, and the larger Robot is an Inanimate Drone called a “Transector”.

Partner Units have and can do the following:

- Partner Units are issued 1 order per Turn, each. Note that they cannot both Move and Act with only one command per Turn.
- Through ‘binary bonding’ the main Transformer is always aware of what a Partner Unit is doing and what they are seeing, and can communicate freely through electronic telepathy.
- Statistics are all 5. Partner Units can take on the Primitive Partner Technology for 1 point, but their Statistics do not change.
- Hit Points are 6.
- Energon is unlimited. If the main Transformer is destroyed, the Partner Unit inherits its remaining Energon. This replaces the unlimited Energon.
- Size is always 1.
- Partner Units have no Function and only the Universal Actions available to all Robots. In addition to this in their Robot.Mode they can pull triggers, set bombs, fire pistols, and use computers.
- All point purchases on the Partner Unit’s behalf are made by the main Transformer, from their points.
- Partner Units cannot join any Subgroups.
- They are capable of using Technology, but it must be purchased for them specifically.
- If a Partner Unit is instead controlled by another player, they are a full character with rolled Statistics and issued points regularly.

### Human Companions

Humans obey all regular rules of Partner Units, with the following exceptions and additions:

- All Statistics for a Human companion are 1. It does not matter to a Transformer if the Human is a professional athlete or in a wheelchair, all Stats are 1.
- In their chosen field, Humans can perform Actions for 1 Success and with 1 effect (or damage).

### Types of Humans

Mechanic	Repair, Salvage, Teamwork
Reckless Youth	Espionage, Surveillance, Teamwork
Scientist	Data, Construction, Teamwork
Soldier	Assault, Intercept, Teamwork

## Deployers

A Robot becomes a Deployer Superior with the so-named 3 point Technology. Deployer Superiors gain 2 Deployers at character creation plus one additional for every point they invest thereafter. Deployer Units are a part of the character of the Deployer Superior, but can be ejected forth from it as separate units. In the Deployer Superior's Alt.Mode there must be some way to store a number of Deployer Units no greater than the sum of their Size. All other Deployer Units stay at home and can be swapped out next battle.

### Deployer Units

All regular rules for Partner Units apply for Deployers, with a few exceptions.

- Deployer Units transform from a Robot.Mode into a standard object that is congruent with the idea of flying out of the Deployer Superior. The Deployer Unit's Alt.Mode must relate directly to their Superior's Alt.Mode. (For instance, two cassette tapes that relate to an audio cassette deck.)
- All Deployer Units under one Deployer Superior must have the same Alt.Mode.
- The Deployer Unit gains the advantages of this Alt.Mode, both +1d Gain and Abilities, but all of their Statistics in this Mode are 5.
- Combat begins with the Deployers stored in their Deployer Superior.

### At Creation

Please identify the following to individually create each Deployer Unit.

- For one Action while in Robot.Mode each Deployer Unit gets +2d, or +1/+1d split between two Actions. These bonus Action dice cannot apply to Actions under Rank or Firepower.
- Deployer Units each have 3 points to spend on Weapons or Technology. Subgroups are still prohibited.
- All other facts about a Deployer Unit are the same as Partner Units - HP:6, unlimited Energon, all Statistics: 5.



## Leadership

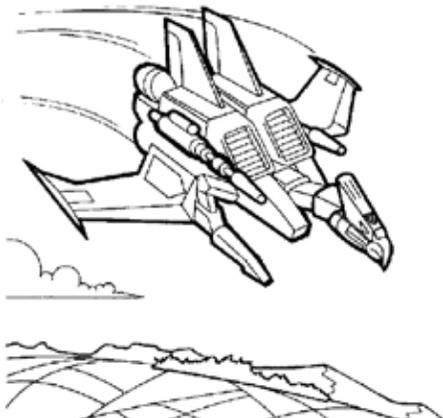
You lead a group of Transformers that think you're the best. Followers are nearly full characters; many aspects of them are summarised to make it easier for you to keep track of what they can and cannot do. You become their leader with the 5 point Subgroup of Leadership.

- There 3 followers under the Leader's command per battle. Even if they all die, in the next battle the compliment will be replenished to 3.
- In combat, the Leader issues each follower 1 order per Turn. Note that a follower cannot both Move and Act with only one command per Turn.

## Followers

All regular rules for Partner Units apply for followers, with a few exceptions and additions.

- Followers must all have the same Alt.Mode, colour scheme, Size, and general appearance as their Leader.
- If the Leader Transformer dies, each follower inherits as many Energon as the Leader had / 3, rounded up. (Or divided by the number of living followers.)
- Followers have a proper Alt.Mode, the Statistics of which are generated uniquely. All Alt.Mode Stats are 5, and then add or subtract the number of rolls as if you were generated an Alt.Mode, using the dice as raw numbers instead of as a number of dice. This simplifies bookkeeping. For instance, a Beast.Mode follower would have a 7 Strength, a Car.Mode follower would have a Speed of 9 and a Firepower of 2, and so on.
- Followers have no Function, but because they have an Alt.Mode they do Gain whatever Actions and Abilities are given to them by virtue of their Alt.Mode. (A jet still has Flight, etc.)
- Each follower gets 1 point to spend on a Weapon or Technology of their choice. Additional Points may be donated by their Leader.



## Pretenders

A semi-organic shell wraps around your Robot. Mode, disguising you, poorly, as a human (albeit a gigantic one) or an animal or monster. This Subgroup is recommended only for players well-versed in the rules of the Transformers RPG.

### When Occupied

Your Transformer is considered to occupy the Pretender Shell in the same Mode every time. The additional Actions and Abilities given to that Mode stack with those of the Shell. The Mode chosen and the Shell must have the same, or similar appearance. In addition:

- Being in the shell grants +1d Defence
- When taking damage the Shell is not affected. Damage goes directly to the main Transformer inside.
- The Shell Auto-Repairs the main Transformer 1 Hit Point each round if HP is less than 1/2 total.
- Any Repair issued while the Transformer is in the Shell will affect both the Shell and the Transformer.
- The main Transformer can step in or out of the Pretender Shell once per Turn freely.

### When Unoccupied

The Shell splits down the middle or side and the main Transformer can exit from it. From that point the Shell and main Transformer act independently.

- Like Partner Units the Shell is 'binary-bonded', so the main Transformer is aware of what the shell is doing and seeing at all times via electronic telepathy.
- The Shell responds to mental commands from its owner - wherever they are - one command per Turn. Note that the shell cannot both Move and Act with only one command per Turn.
- Just like a Partner Unit, the Shell's Statistics are all 5, their HP is 6 and they have unlimited Energon. Unlike a Partner Unit, if the main Transformer is destroyed, the Pretender Shell becomes inert. It has no life of itself.
- Any damage done to the Shell while not being worn by the Transformer is repeated on the Transformer immediately. No distance or barrier can block the signal of damage.
- Any Repair issued to either the shell or the main Transformer will not be repeated on the other while they are separated.
- A Pretender Shell has no Function and only the Universal Actions available to all Robots. All point purchases on the Shell's behalf are made by the main Transformer, from their points.

- The main Transformer can climb back into the Shell once per Turn freely, but it must be in Melee Range to do so, and it cannot be on the same Turn that they climbed out.

There are several different kinds of Pretenders, and you must pick one:



### 1. Classic Pretender

A semi-organic shell wraps around your Robot. Mode, disguising you, poorly, as a human - albeit a gigantic one.

- The Shell's Statistics are all 5, however for 1 more point you can generate new Statistics by rolling 10d10 and placing 8 of the resulting numbers where you want them to be, one for each Statistic.
- This kind of Shell has the Function of a Warrior, and all the Function Actions associated.
- Only a Robot. Mode fits inside a Classic Pretender Shell.
- Because of their human-like design Shells of this type can they can do human-like things such as pull triggers, set bombs, and use computers.
- The Rubsign Technology can be purchased and apply to the Shell. The Shell's disguise is entirely ineffective as far as local life-forms are concerned, but it may fool other Transformers.

### 2. Pretender Beast

The Pretender Shell around your Transformer looks like an animal or a monster of some kind, just as if you had the Beast Shell Technology. Decepticon Pretender Beasts often assume the Shell appearance of hideous monsters. You must meet the Rank requirements of whatever Beast. Mode you choose.

- The Shell gains whatever +1d Gain and Abilities are given to the Beast. Mode to which it corresponds.
- The Shell's Statistics remain 5, but you can take the Primitive Partner Technology for 1 point and



have the Statistics changed to reflect a Beast Alt. Mode.

- The animal form of your Beast Shell must wear some kind of armour, for instance a face-mask or shoulder spikes, to represent the increased defence of being in the shell. Weapons can be attached to the Pretender's armour.
- The Mode that fits inside the Pretender Beast Shell is a Beast.Mode
- The Pretender Shell is encouraged to have the Technology "Beast Shell", because visually there is no difference and the advantage is great.

### 3. Pretender Vehicle

The Pretender Shell is instead a non-organic Vehicle or Heavy Vehicle. You must meet the Rank requirements of whatever Vehicle.Mode you choose.

- The Shell gains whatever Actions and Abilities are given to the Vehicle.Mode or Heavy.Mode to which it corresponds.
- The vehicle Shell's Statistics remain 5, but you can spent 1 additional point and have the Statistics changed to reflect a Vehicle or Heavy Vehicle Alt.Mode.
- Any Mode of the main Transformer can fit inside this kind of Shell, but no Actions or Abilities apply from the main Transformer to this Shell when occupied.
- Any Technology that applies to Vehicle or Heavy Vehicle Alt.Modes can also apply to this Pretender Shell.

### Pretender Variants

Here are some other, stranger ways of using the Pretender Shell Subgroup. Each of these variant options are mutually exclusive with each other.

#### Double Pretender

For an extra point 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 -1. (For instance, two Size 2 Robots occupy a Size 3 Shell. Two Size 3 Robots occupy a Size 5 Shell.) This is really just for a player with a Pretender character can have two characters in play.

#### Mega Pretender

For two additional points, the Pretender Shell can Transform into its own Alt.Mode and have newly generated Stats accordingly. The Shell gains whatever Actions and Abilities are given to the Alt. Mode to which it corresponds.

#### Ultra Pretender

This Subgroup can be taken twice, wrapping the

first Pretender Shell around a second layer of a new Pretender Shell, however the outer-most layer must be a Pretender Vehicle. All normal rules for Pretenders apply, except:

- Being in the Shell grants +1d Defence each shell.
- The outermost Shell auto-Repairs the inner Shell as well as the main Transformer inside.
- The main Transformer can step in or out of both Shells in one motion once per Turn freely.



### Pretender vs. Beast Shell

The Subgroup of Pretenders and the Technology of Beast Shell probably have similar origins, because they come off looking almost the exact same way on a Transformer's body.



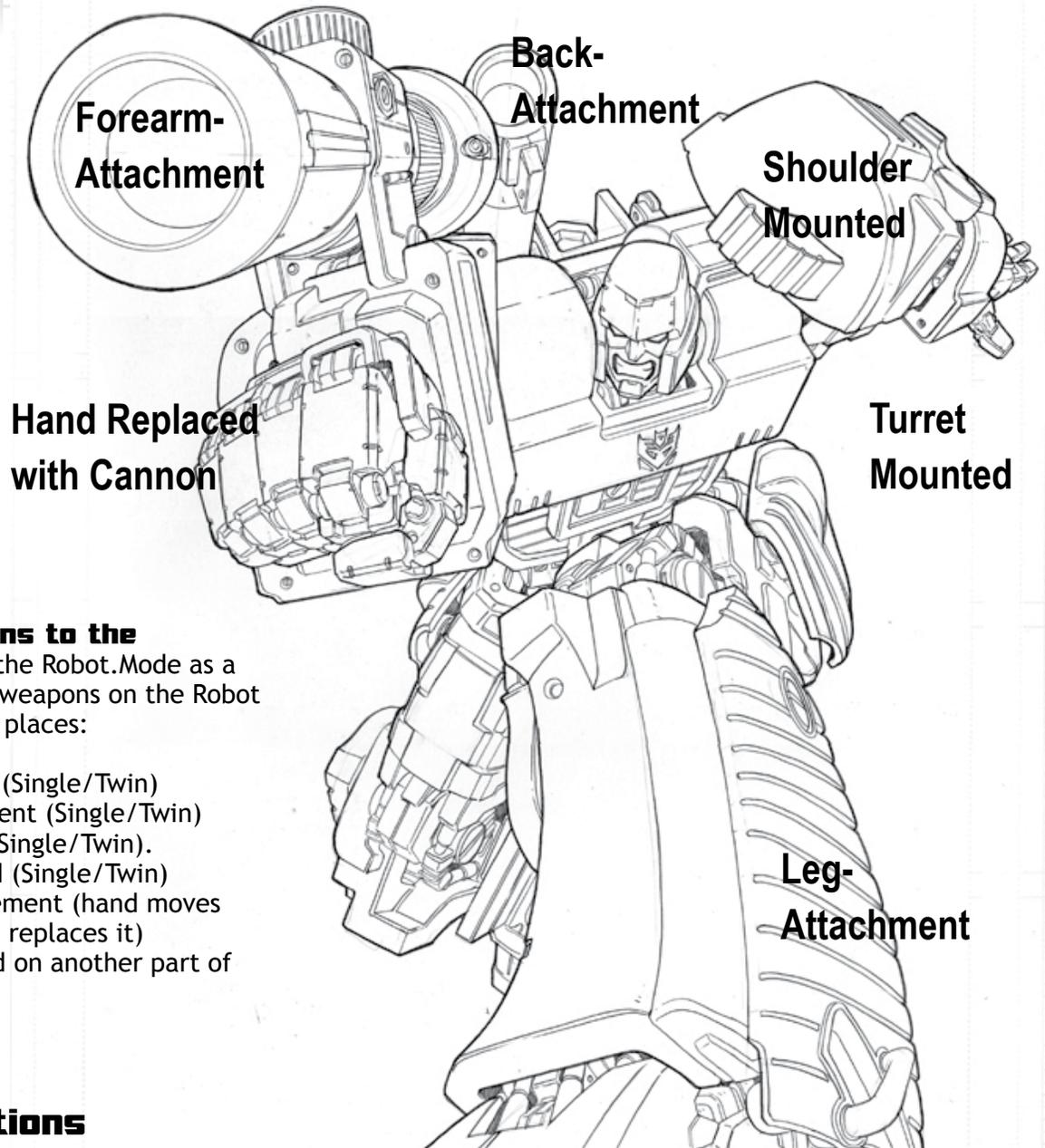


# 07. Weapons

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 immediately and automatically unless otherwise stated in the Weapon or Effect's description. 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	Pos.	Explanation
Bombs / Mines / Grenades	-	1d6 charges per battle	Set or Thrown	Mines must be Set. Grenades must be Thrown. Bombs can be either Set or Thrown
Cannon	Medium	2d6 charges per battle	Attached	Can also be represented as hand-replacements
Blaster / Gun	Medium	3d6 charges per battle	Held or Attached	Standard issue Weapons of most factions
Laser	Long	1d6 charges per battle	Attached	Cutting tool creates beam of energy
Missiles / Rockets	Long	2 per battle	Attached	Launched from an attached position on the Robot's body, usually the shoulders
Pistol	Short	Unlimited charge	Held	Small damage Weapon, but reliable. Requires to be grasped in Robot.Mode hands
Rifle	Medium	4d6 charges per battle	Held	Staple of Robot.Mode weaponry, Rifles must be grasped in a Robot.Mode hand to fire
Shells	Medium	1d6 charges per battle	Shot or Thrown	Explosive cartridges in Cannons or Guns or Thrown in Robot.Mode. In order to shoot them out of a Cannon or Gun, a weapon of that type is required
Sword (and other Melee)	Melee	Unlimited charge	Held	Swords and other melee weapons must be grasped in a Robot.Mode hand. Two Weapons can be used for Twin effects. All Melee Weapons listed hereafter count as swords, even if they are not designed as weapons, such as Buzzsaws or Arm Piledrivers. Using a Melee Weapon does not consume Energon.



### Attaching Weapons to the Transformer:

Use the Robot.Mode as a reference, attaching weapons on the Robot body in the following places:

- Back-Attachment (Single/Twin)
- Forearm-Attachment (Single/Twin)
- Leg-Attachment (Single/Twin).
- Shoulder-Mounted (Single/Twin)
- As a Hand replacement (hand moves aside and weapon replaces it)
- Or Turret Mounted on another part of the body

### Weapon Positions

Type	Stat	Mode	Use
Attached	Firepower	Robot.Mode or Alt.Mode	Can be added to the superstructure of the Transformer, transforming with them to be usable in both Modes. Must identify Attachment location
Beast	Strength or Skill	Beast.Mode	A kind of weapon only usable in Beast.Mode, uses either Strength or Skill to attack. There will be notes with each weapon listed
Dropped	Skill	Robot.Mode or in Flight	At any time in Flight or when up high enough to let go, drop one charge as an Action
Held	Firepower or Melee Att.	Robot.Mode	The weapon must be gripped in a Robot.Mode hand to use
Set	Skill	Robot.Mode	The weapon will activate in 1 to 6 rounds after a Transformer in Robot.Mode has activated it manually. If Skill roll is failed, it will go off in 1d6 rounds
Shot	Firepower	Robot.Mode or Weapon.M	Must be fired out of a Cannon or Gun. If the Transformer does not have a Cannon or Gun handy, the Shell can be Thrown
Thrown	Strength	Robot.Mode	As with the normal rules for Throwing, a Strength roll is made and it is Thrown 1/2 that many areas, rounded up, before landing

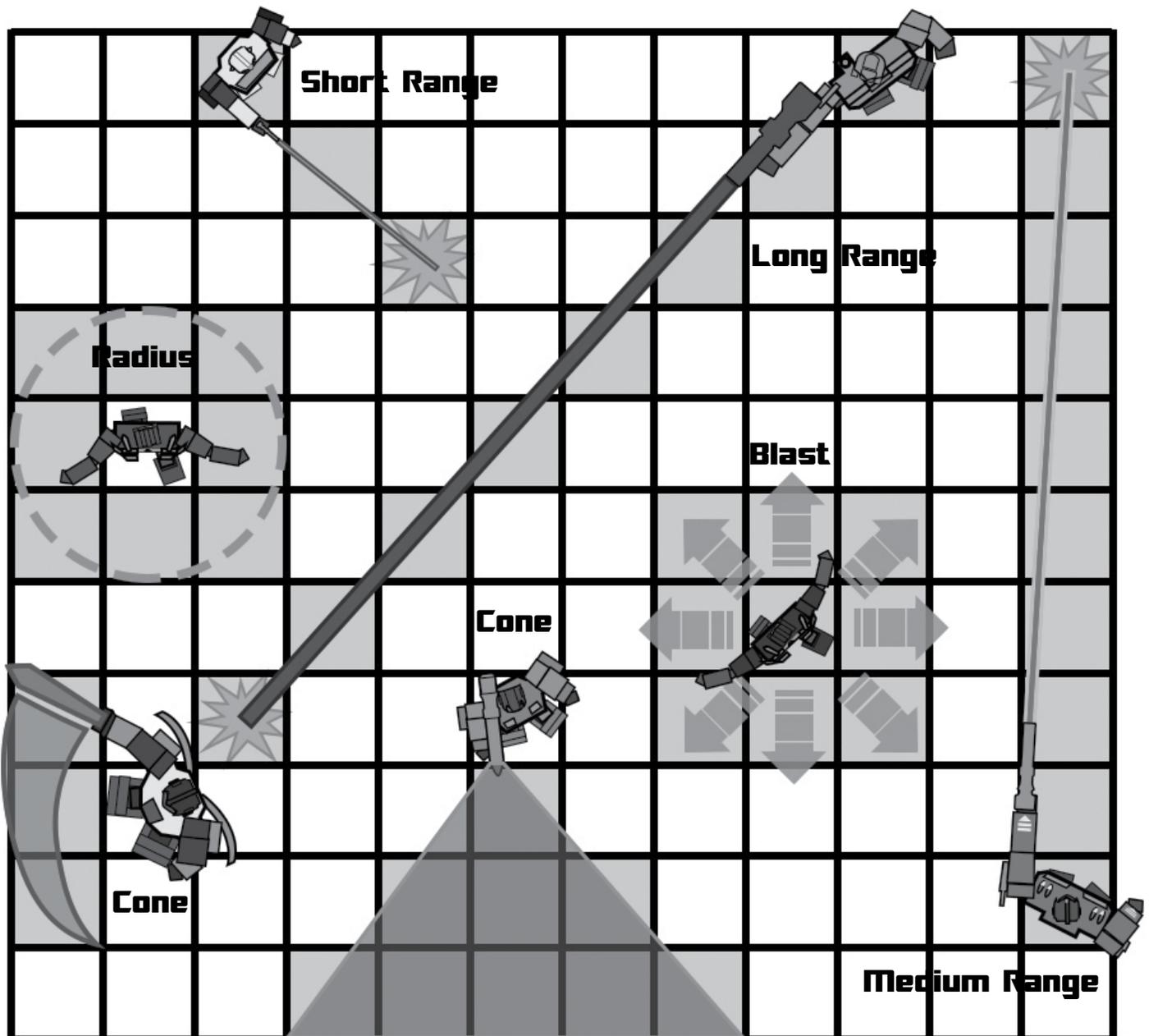
## Range in Areas

Range	Area Distance
Melee	1
Short	5
Medium	10
Long	15

**Twin:** For any weapon you buy you can instead have two of them and use them both in one Action, but for 1/2 the effect, rounded up. The number of charges used remains the same. Think of it like this - the weapon itself is part of the Transformer, and 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. You then label it "Twin Laser Swords" or "Twin Kill Guns".

**Arch:** Rockets, Shells, and anything Thrown 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 Reference Table



Some Weapons have additional Effects that are game affecting, signified on the weapons tables with a “+” sign.

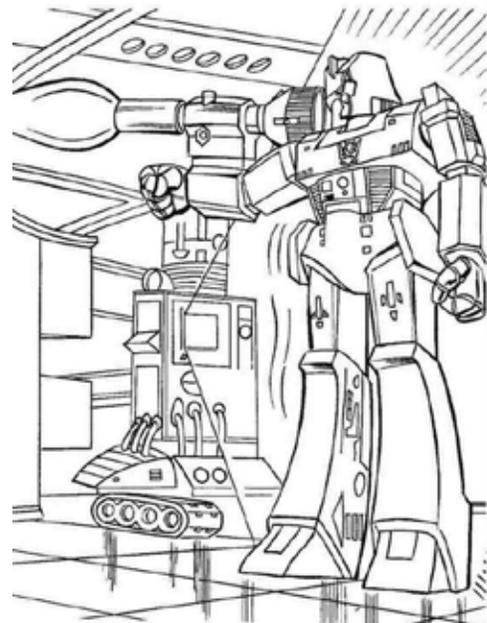
Effect	Explanation	Saves
<b>2x Map</b>	Twice regular damage is done to Objects or Map areas.	-
<b>Burn</b>	Save or be strained by the damage’s lingering effects on the metal of your body and lose 1 HP at the end of each Turn for 1d6 rounds.	Courage or Trooper
<b>Blast</b>	The weapon’s effect spreads 1 areas for every 2 DMG in every direction, rounded up. When constructing custom weapons, the cost of the Blast Effect is greater than all other Weapon Effects by 1 point. (If you’re using squares for areas, count diagonal squares as 2).	-
<b>Cone</b>	The weapon’s effect occurs in a V-shape rather than a straight line. This is not a 45 Degree angle, but one area on either side of the target and a V-shaped line back to the fired weapon. If the weapon is a Melee weapon then the attack simply extends to the 3 horizontal forward areas.	-
<b>Fall</b>	Save or be unable to Move on your next Turn, although you can still Act. If you are Falling from a height, then when you hit the ground you will suffer 1d6 HP damage for every 2 areas fallen, rounded up.	Skill or Acrobatics
<b>Glue / Ice</b>	Save or be encased, unable to use Function Actions or Move more than 1 area until it is destroyed. Glue and Ice have HP:6.	Strength or Transform
<b>Line</b>	The weapon’s effect extends to all areas in a straight line until the maximum of the weapon’s Range or an environmental barrier disrupts the line.	-
<b>On Fire</b>	Save or catch flame and suffer 1d6 DMG / round at the end of every Turn until snuffed by Repair or you are submersed in water.	Skill or Acrobatics
<b>Push</b>	Move the opponent in a direction at a rate of 1 area for every 2 HP damage +1 area for every Size the attacker is larger than the defender. If the attacker is smaller, then there is no bonus. If the Push distance is interrupted by an Object then the subject suffers 1d6 damage for every 2 areas remaining in the Push, rounded up.	-
<b>Radius</b>	The weapon’s effect extends 1 area around the point of impact, both adjacent and diagonal.	-
<b>Rust</b>	Save or suffer 1d6 vs. HP damage at the end of each Turn. If submerged underwater, damage is automatic. Rust can only be removed by Repair.	Courage or Trooper
<b>Size DMG</b>	For every Size the attacker is larger than the defender, 1 additional HP of damage is applied.	-
<b>Special</b>	Something different happens with the operation of this weapon - check its Notes. This is sometimes referred to as “(spec)”	-
<b>Stall</b>	Save or be unable to Act on your next Turn, although you can still Move. This is caused by circuit damage, overloading your system. If you are Stalling while in mid-air, then also suffer Fall. Repair will fix the Stall effect if you are Repaired before your Turn begins.	Courage or Trooper
<b>Temp</b>	The Weapon damage or Effect fades at the end of your next Turn. What this applies to is specified in the Notes of the Weapon using a brackets around the damage or Effect that is temporary	-

# Weapons Minor - 1 Point per

Weapon	DMG	Explanation
Arm Piledrivers	Best 2 of 3d6 vs. HP + 2x Map	Melee. May also attack straight down on the same area. Only used in Robot.Mode or applicable Alt.M. Charges = Robot.M Courage Stat
Buzz saw	1d6 vs. HP + 2x Map + Radius	Melee. Hand-replacement. Can also be a Chainsaw, an aeroplane's Propeller, or the cutting blades of a kitchen blender
Cannon, Drill	Best of 2d6 vs. HP & Map + 2x Map	Melee. Robot.Mode or applicable Alt.Mode only
Cannon, Light	1d6 vs. HP + Line	Long Range
Cannon, Water	Push + Fall + Rust + Line	Temp (Rust). Shoots water, which is wet and slippery
Chainsaw scales	Best 2 of 3d6 vs. HP	Bst. Scales rotate like a chainsaw. Attacks only in a grapple situation
Fire-extinguisher	6d6 vs. Flame + Blast	Cannon with unlimited charge. Cancels On Fire and Burn Effects
Grenade, Magnetic	Best of 2d6 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	+1d for charges per battle
Gun, Mega-gun	1d6 vs. Object	Beam can crumble an Object to dust (HP: 5)
Gun, Scattershot	1d6 vs. HP + Cone	-
Gun, Sub-machine	Best of 2d6 vs. HP	Standard Decepticon Seeker Weapon
Laser, Musket	1d6 vs. HP + Burn	Considered a Rifle. Shoots old fashioned acid pellets
Laser, Thermal Beam	Best of 3d6 vs. HP + Burn	Short Range
Mine, Sonic Land	Best of 3d6 vs. HP + Stall	Stall also causes affected Robots to lose their audio receptors
Missiles, Laser	2d6 vs. HP + Radius	Standard Cybertronian Missile
Pistol, Laser	1d6 vs. HP + Line	Possibility of boring with focused beam
Pistol, Photon	1d6 vs. Energon	Standard Autobot pistol. Bright lights dazzle opponent
Rifle, Armor-piercing	Special 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	Sometimes called an "Ion Blaster" or a "Laser Blaster", this weapon is actually a Rifle. This common weapon is used by Optimus Prime, Roadbuster, Slag, and many others
Rifle, Particle Beam	1d6 vs. Energon + Line	Line of photon particles
Rifle, Photon	Best of 2d6 vs. Energon	Small bursts of photon particles. Long Range. -1d6 charges per battle
Rifle, Torque	1d6 vs. HP + Push	Basic training rifle

### Weapons Minor – 1 Point per

Weapon	DMG	Explanation
Shell, Acid	Best of 3d6 vs. HP + Burn	Standard issue Shell. Part of Warpath's arsenal
Shell, Cryogenic	Best of 3d6 vs. HP + Stall	Standard issue Shell. Part of Warpath's arsenal
Shell, Explosive	Best of 3d6 vs. HP + Radius	Standard issue Shell. Part of Warpath's arsenal
Shell, Sonic	Best of 3d6 vs. HP + Push	Standard issue Shell. Part of Warpath's arsenal
Shell, Thermal	Best of 3d6 vs. HP + On Fire	Standard issue Shell. Part of Warpath's arsenal
Shell, TNT Equivalent	Best of 3d6 vs. HP + 2x Map	Standard issue Shell. Part of Warpath's arsenal
Steel Beak	Best of 3d6 vs. HP	Bst. When successful may enter a Grapple
Steel Claws	Best of 3d6 vs. HP	Bst. When successful may enter a Grapple using Skill
Steel Foot	1d6 vs. HP + Blast + Blast + Fall	Bst. Stomp the ground with an appropriately heavy Beast.Mode foot for a Range of 1d6 areas, forcing every Robot within that Range to make a check not to Fall. Charges = Robot.Mode Courage Stat
Steel Horns	Best of 3d6 vs. HP + Push	Bst. Smash enemies into each other with the push of Horns
Steel Fangs	Best of 3d6 vs. HP + Size DMG	Bst. When successful may enter a Grapple
Steel Talons	Best of 3d6 vs. HP	Bst. Skill attack. (A Beast.Mode's +1d Melee Attack still applies)
Steel Tail	Best of 3d6 vs. HP + Radius	Bst. Can shatter 20' concrete cube or one Map area per round
Sword, Thermal/Thermo	Best of 3d6 vs. HP	Basic metal/energy sword
Wrecking Ball	1d6 vs. HP + Size DMG	Short Range, from 2 to 5 areas away. Can be hand-replacement or tied to applicable Alt.Mode



# Weapons Standard - 2 Points per

Weapon	DMG	Explanation
Blaster, Electro	1d6 vs. Transform	Can disrupt transformation operations
Blaster, Ionic	Best of 2d6 vs. Energon + (spc)	Disrupts electrical charges, stealing charges from one weapon and giving them to your own
Blaster, Plasma-energy	1d6 vs. Energon + Push (spc)	Reverse gravity Throws target forward, not back
Blaster, Shatter	Best of 2d6 vs. Surveillance	Pellets shatter into small shards that cause all Radars to go berserk and hurt their user. Target is immune if they do not have Surveillance or a Radar (T)
Blaster, Slime	1d6 vs. Courage	Shoots globs of disheartening gelatinous goo
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 + Stall	Cluster bomb explosion shoots out in all directions
Bomb, Concussion	Best 2 of 3d6 vs. HP + Blast + Push + (spec)	Pushes for the number of areas = Size DMG
Bomb, Megan-ton Proton	Best 2 of 3d6 vs. HP + Blast + 2x Map	-
Cannon, Atom-Smasher	1d6 vs. Skill	Discombobulates
Cannon, Concussion	2d6 vs. HP + Push	Common cannon of both the Autobots and the Decepticons
Cannon, De-crystaliser	3d6 vs. Map + Blast + Radius	Weakens metals and other Salvage to make them vulnerable to fracture
Cannon, Dehydration	Special vs. HP + 2x Map	Absorbs moisture in a Radius around the attacker, doing damage = Assault Success. Fired moisture stays where it lands as a crater in a Radius
Cannon, Electro-disrupter	1d6 vs. Energon + (spc)	If successful, opponent must make an Intelligence check. If they fail, they believe you are anyone else for 1d6/2 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, Mortar	Best of 2d6 vs. HP + Blast	The weapon of Decepticon Buzzsaw
Cannon, Plasma-Pulse	Best of 3d6 vs. Energon	Shoots packets of energy that explode on contact
Cannon, Proton-Pulse	1d6 vs. Energon + Cone	-
Cannon, Sonic	Best of 3d6 vs. HP + Cone + Fall	-
Cannon, Track-Mounted	Best of 3d6 vs. HP + Push + Radius	Blitzwing's weapon of choice
Cannon, Triple Crusher	1d6 vs. HP + Glue (spc)	Bands wrap around target for 1d6 rounds. Can break them earlier if Str success > rounds remaining
Energon Shuriken	2d6 vs. HP	Short Range Skill Attack. Charges = Robot.Mode Courage Statistic
Energon Bow	1d6 vs. Energon + Burn	Medium Range Skill Attack. 2 independently targeting attacks per charge. Charges = Robot.Mode Courage Statistic

### Weapons Standard - 2 Points per

Weapon	DMG	Explanation
Fire Breath	Best of 2d6 vs. HP + Burn	Bst. Short Range Skill Attack. Not necessarily fire based, could be electrical, cold, etc. Charges = Robot.Mode Courage Stat
Flamethrower	1d6 vs. HP + Burn + Line + On Fire	Short Ranged Skill Attack. Charges = Robot.Mode Courage Stat
Grenade, Custom	Best of 3d6 vs. HP + Effect + Effect	Blast, Glue, On Fire, and Rust count as 2 effects. Stack on new effects at 1 point each
Gun, Compressed Air	Best of 2d6 vs. HP + Push + Size DMG	-
Gun, Gravito-gun	2d6 + Push + Push + Fall	Enchants gravity effects, Pushes in random direction (GM rolls to see which way the target flies)
Gun, Gyro	1d6 vs. Accuracy + Fall	Disturbs the balance centre of Robots. Target immune if they do not have Accuracy
Gun, Laser	2d6 vs. HP	Must be Held
Gun, Nega-gun	Best of 2d6 vs. Object	Beam cancels forces holding molecules together, destroying item. (Objects have 5 HP)
Gun, Photon Displacer	Best of 3d6 vs. Surveillance	Distorts the target's perception. Only works if target has Surveillance, otherwise does nothing
Gun, Plasma-Pulse	Special + Stall	High frequency vibrations knock all attachments and mounts (every weapon not held) loose. Roll and succeed in Skill for each dropped item individually
Gun, Sandblaster	Best of 2d6 vs. HP + Push + Burn	High speed stream of silicon particles that erodes
Gun, Scatter-blaster	Best of 2d6 vs HP + Push + Cone	-
Gun, Sonic Stun	Best of 2d6 vs. HP + Stall	-
Gun, Thruster	Best of 2d6 vs. HP + Push	Favourite weapon of Frenzy and Rumble
Gun, Water	1d6 vs. HP + Cone + Push + Fall	By spending 3 charges, the gun can manufacture supercooled liquid nitrogen (add "Ice"), superheated liquid lead (add "Glue"), or petro-chemical fluid that is flammable when ignited (add "Blast"). The weapon of the Autobot Ironhide
Laser, Acid Ray	2d6 vs. HP + Burn	Standard metal melting acid
Laser, Electro-laser	Best of 3d6 vs. Energon + Stall	Reduces target's polarity, leaving them motionless
Laser Eyes	2d6 vs. HP	Shoots beams from the eyes. Medium Range Skill Attack. Charges = Robot.Mode Courage Statistic. Can be used in Beast.Mode also
Laser, Freeze Beam	Best of 3d6 vs. HP + Ice	Maximum damage underwater
Laser, Head-light Heat	Best of 2d6 vs. HP	Vhc. Fires lasers from Vehicle.Mode headlights as though it were a Primary Weapon
Laser, Null-Ray	2d6 vs. HP + (spec)	Starscream's weapon. Disrupts electricity. 1/6 chance for target to drop Weapon when hit
Laser, Particle Beam	Best of 3d6 vs. Energon + Stall	-
Laser, Photon	2d6 vs. Energon	Electro-magnetise target's microcircuits

# Weapons Standard - 2 Points per

Weapon	DMG	Explanation
Laser, Volt Beam	Best of 2d6 vs. Accuracy	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. HP + Push + Push	-
Mecha Fangs	1d6 vs. Energon	Bst. Bite attack. Latches onto victim and drains Energon into self. Charges = Robot.Mode Courage
Melee Energon Weapon	1d6 vs. HP & Energon	Costs 1 Energon to create; replaces one hand
Mine, Custom	Best of 3d6 vs. HP + Effect + Effect	Blast, Glue, On Fire, and Rust count as 2 effects. Stack on new effects at 1 point each
Missiles, Air/Ground	2d6 vs. HP + Blast	+1 or -1 success to die results (you choose) for one of: Air to Air, Air to Ground or Ground to Air
Missiles, Concussion	Best 2 of 3d6 vs. HP + Radius + Radius	Radius stack to cause a larger explosion
Missiles, Fire-Fog	Multiplier to DMG by 1d6 + Blast	Mist of flammable liquid rises 1 sq / rnd until dissipates
Missiles, Heat-seeking	2d6 vs. HP + Radius	Attracted to heat. (Robots are usually cold.) +/-1 success to hit anything very hot or On Fire.
Missiles, Incendiary	Best of 3d6 vs. HP + Radius + On Fire + On Fire	On Fire stacks to provide a 1/3 chance the subject will be engulfed in flames
Missiles, Motion	2d6 vs. HP + Radius	+/-1 success (your pick) to hit a target that has already Moved this round
Missiles, Shatter	Best of 2d6 vs. Surveillance + Blast	Missiles shatter into small shards that cause all Radars to go berserk and hurt their users. Target immune if they do not have Surveillance or a Radar (T)
Obscure Melee Weapon	Best of 3d6 vs. HP + Effect	Tridents, Maces, Hammers, Axes, etc. Stack on new Effects for 1 point each
Pistol, Custom	Best of 2d6 vs. HP + Effect	Blast, Glue, On Fire, and Rust count as 2 effects. Stack on new Effects for 1 point each
Pistol, Stress	Best of 2d6 vs. HP & Map + Size DMG	Induces counter-rotational forces in whatever Object it hits. Damage through metal fatigue
Rifle, Acid Rainmaker	Best of 3d6 vs. HP + Burn	-
Rifle, Adhesive	Glue + Radius	Stream of glue that cements to HP 6 until shattered
Rifle, Crustacean	2d6 vs. Speed	Temp (Speed). Fires hard shells as well as a minor adhesive
Rifle, Disruptor	Best of 2d6 vs. Energon + Radius	Web of energy disruption
Rifle, Extinguisher	10d6 vs. Flame + Blast + (spec)	Can also stop other all opposing beams with its own by dampening. Also prevents all future fires in those Map area
Rifle, Friction	Special + On Fire	Friction of the target is amplified. Target Moves no more than standard Move (3 areas) or has a 1d6 chance of On Fire, with no Courage roll to avoid

## Weapons Standard - 2 Points per

Weapon	DMG	Explanation
Rifle, Heat-ray	Best of 2d6 vs. HP + On Fire + Line	Heats Object
Rifle, Ion-Charge Disperser	Best 2 of 3d6 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. Energon + Push	Less effective against larger Objects
Rifle, Rocket-dart	Best of 3d6 vs. HP + Radius	Explodes on contact
Rockets, Blaster	Best 2 of 3d6 vs. HP + Radius + Radius	-
Rockets, Drone	3d6 vs. HP + Blast	Independent rocket like a cruise missile. Can all be fired at once, without use of a Turn. Aims self with a Firepower Stat of 5, rolled by the GM
Rockets, Mega-ton Proton	3d6 vs. HP + Radius	Medium Range
Shell, Glass Gass	1d6 vs. Endurance	Temp (Endurance). Makes metal brittle like glass until after the target's Turn
Shell, Gyro-inhibitor	Fall + Fall + Fall	Destroys balance of its victims. All 3 rolls must be successful, or the target Falls
Shell, Heat-Mounted Mortar	1 vs. Endurance + Radius	Grenade-like tossing or a shoulder attachment
Shell, Magnetic Inducer	Best of 3d6 vs. HP + Blast + (spc)	Douses enemies in magnetising dust, attracting all metals in the Blast
Shell, Shrapnel Needle	Best of 3d6 vs. HP + Blast + (spc)	Explodes into thousands of small damaging needles in Radius that stay on the Map, causing 1d6 vs. HP damage if touched
Shell, Vaporators	Best 2 of 3d6 vs. HP + Glue	Fine mist of liquids for oxidising, freezing or corroding
Sonic Boom	1d6 vs. HP + Push	When you start Dash it attacks all enemies in Short Range using Courage. If successful, enemy audio receptors do not work for 1 Turn. Charges = Robot.Mode Courage Stat. Req: Jet.Mode.
Sword, Dis-fraction	1d6 vs. HP & Intelligence	Temp (Intelligence). Bends nearby light to obscure vision and confuse
Sword, Electro	Best of 3d6 vs. Energon	Energy-based sword that passes through objects
Sword, Electron	Best of 2d6 vs. Endurance	Temp (Endurance). Short circuits electrical devices. Aka. "Electron Scimitar"
Sword, Energo	2d6 vs. HP + Burn	Grimlock's blade
Sword, Laser-Guided	Best of 2d6 vs. HP	Also fires a Long Range beam, 1d6 vs. HP. Beam charges = Robot.Mode Courage Statistic
Sword, Rotating	2d6 vs. HP + Radius	The rotating drill sword of Maximal Dinobot
Sword, Sonic	Best of 3d6 vs. HP + Cone + Push	-

# Weapons Major – 3 Points per

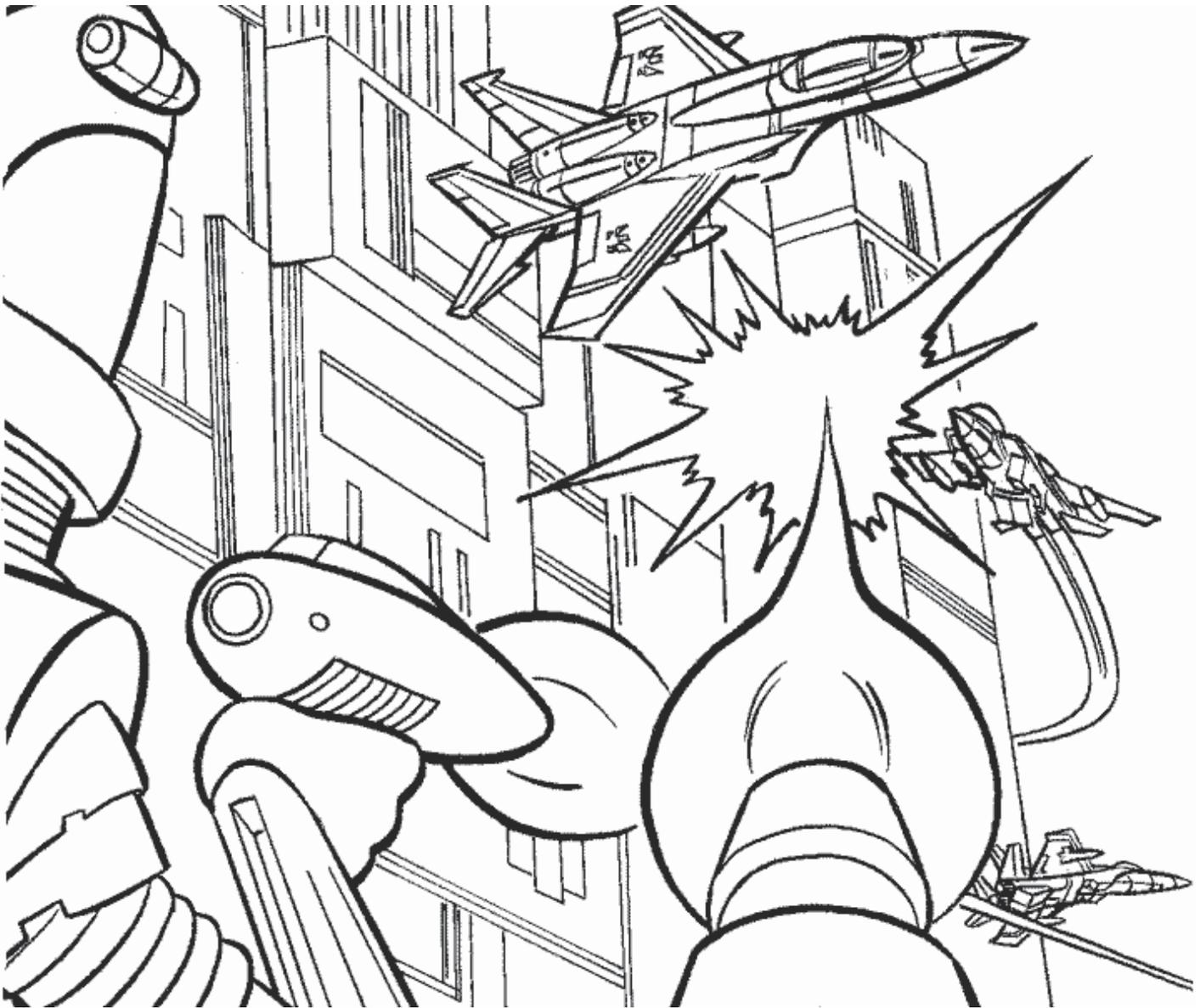
Weapon	DMG	Explanation
Blaster, Hip Winged	Best of 2d6 vs. HP + Line	Bst. Attaches wings to hips of Primitives, granting Flight in Beast.Mode
Bomb, Custom	3d6 vs. HP + Blast + an Effect	Create your own bomb
Bomb, Kamakazi	10d6 vs. HP + Blast	Explode self and everything around you. 1 charge only
Cannon, Fireball	Best 2 of 3d6 vs. HP + Blast + On Fire	-
Cannon, Fusion	Best 2 of 4d6 vs. HP + Fall	Megatron's weapon of choice, uses particle beam fusion
Cannon, Particle	2d6 vs. HP & Energon	Galvatron's laser fires a hemically produced, direct-current electricity beam at Short Range. A 5 point weapon
Cannon, Vibro	1d6 vs. Assault	Sonic Damage vibrates on contact
Gun, Acid-pellet	1d6 / 2 vs. Endurance	-1d6 charges
Gun, Blot's	1d6 vs. Intelligence + Stall	Shoots awful smelling corrosive liquid; softens metals
Gun, Cyclone	Best of 3d6 vs. Dash	Target immune if they do not have Dash
Gun, Electro-Scrambler	Best 2 of 3d6 vs. Energon	Blaster's Gun. Shuts down Computer Banks automatically
Gun, Magnetiser	1d6 / 2 vs. Firepower + (spec)	Roll 1d6 vs. the opponent's weapon (as chosen by the shooter) or other object tearing itself apart from reversed magnetic force. Firepower damage only applies to current Mode
Gun, Overload	1d6 to Strength	Exceed system potential. Shuts down Strength for 1d6 rounds if it brings Strength above 10. Can be Repaired
Gun, Semi-automatic Glue	Best 2 of 3d6 vs. HP + Glue	Shoots capsules of high-adhesive liquid at all targets in range and cements each
Gun, Sonic Concussion	1d6 vs. Couarge & Skill	Sonic powered concussion blaster of Soundwave
Laser, Decelerator	1d6 vs. Intelligence	Makes the target less Intelligent
Laser, Oxidising	1d6 / 2 vs. Endurance	Fuses target's internal mechanisms
Laser, Ray-gun	2d6 vs. Energon + Cone + Line	Shockwave gun issues a beam of is energy in all forms
Laser, X-Ray	5d6 vs. HP	When hits, has 1 / 6 chance of doing damage
Mine, Magnetic Blast	3d6 vs. HP + Blast + Blast	Draws all metal objects (and Robots) in the Blast Range to the point of impact, then Pushes them out again
Missiles, Invisible	1d6 vs. HP	Auto-hits. Hits unaware. Cannot be blocked or avoided
Missiles, Photon	Best of 2d6 vs. Energon + Radius	+1 charges (you get 3 missiles instead of 2)
Pistol, Semi-auto. Sonic	1d6 vs. Assault + Cone	-
Rifle, Accelerator	1d6 to Speed	Raises speed on the target to uncontrollable levels. Shuts down Speed for 1d6 rounds if it brings Speed above 10. Can be Repaired
Rifle, Arc-welder	1d6 / 2 vs. Endurance	Short Range. Used by Autobot Grapple for Construction

**Weapon**

**DMG**

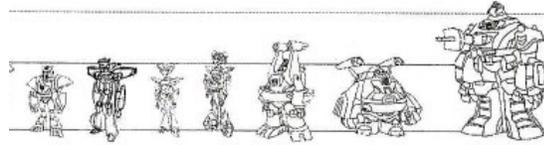
**Explanation**

Rifle, Electrostatic Discharger	Best 2 of 3d6 vs. Energon	Weapon of the Arielbot Silverbolt
Rifle, Liquid-nitrogen	Best of 2d6 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	4d6 vs. HP + Blast + Radius	Can only hit targets in Orbit or in Escape Velocity
Shield, Junkion	Best of 2d6 vs HP + Push	Also provides +1d Defence as a physical shield
Shell, Cerebro	1d6 vs. Intelligence	If target's Intelligence is < 0 then they are mentally dominated for the next 1d6 rounds or until the mental control is disrupted or Repaired. This was Bombshell's gun
Sword, Metallikato	3d6 vs. HP	The cyber-samurai space-sword of Decepticon Bludgeon

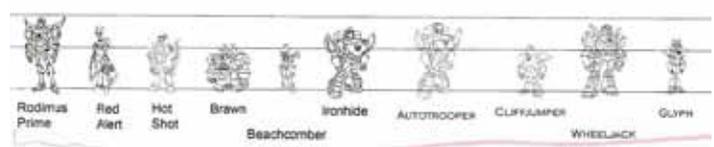
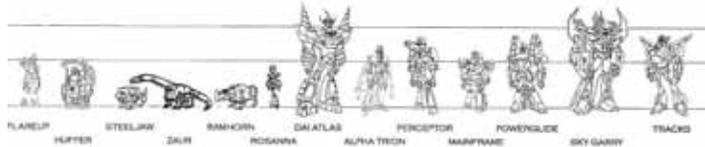


# 08. Size

Size dose not need to be earned by Rank or points; it is an arbitrary choice made by you the player. However, the Size of your Robot.Mode must be consistant with the Size of its Alt.Mode. There are some limitations. Size 0 Robot.Mode is too small for a Robot.Mode, and it cannot be targeted for attack except by the Function Action "Accuracy". Similarly, Size 8 is too large for a Robot.Mode.



#	Category	Examples	HP	Eng.	Height	Areas of Space
0	Object	Gun, Tape Deck, Insect, Microscope	-6	+6	1/5sq	Not targetable unless by Accuracy
1	Human	Humans, Cassettes, Micromasters	-4	+4	1/3sq	Fit in / move freely in quarter-areas
2	Small	Beachcomber, Bumblebee, Gears, Huffer	-2	+2	1/2sq	Fit in / move freely in half-areas
3	Standard	Hot Rod, Jazz, Prowl, Ratchet, Sunstreaker, Tracks	-0	+0	1sq	-
4	Leader	Megatron, Optimus Prime, Soundwave	+2	-2	1sq	Requires full area with adjacent half
5	Voyager	Jetfire/Skyfire, the Dinobots	+4	-4	1.5sq	Takes up two areas of space
6	Combiner	Omega Supreme, Fort. Maximus, Bruticus	+6	-6	2sq	Takes up a block of four areas
7	Citybot	Trypticon or Metroplex	+10	-10	4sq	Takes up block of 3 x 2 areas
8	Planet	Unicron or Primus	+30	-30	Map	You cannot be a planet. Forget it!



## HP & Energon Changes with Size

For this crazy universe to work, all Transformers must have some form of the Technology "Mass Displacement". When they transform wheels shrink, heads enlarge, and generally things do not fit together in the same proportions as their Alt.Mode. This is fine - with Mass Displacement Technology being so common (with only the most extreme version requiring a point cost) makes sense of the bizarre physics of the universe, and allows us to better approximate the proportions of Transformers against each other using the quick summary that is Size.

The relationship between HP and Energon essentially takes care of physics and the issue of weight in the Transformers Universe, and although the Size system represents something of a warped sense of scale, it is in all essential points accurate to the scales represented in the Transformers US cartoon, comic books, and for most part even the toy line.

## Example of Size Damage

Grimlock here up above is Size 5, larger than Hot Rod's Size 3. Let's say Grimlock has Size Damage on his Melee Attack "Steel Teeth". If Grimlock attacks and is successful with his attack, he gets a +2 to his damage rolled, because of their Size difference.





## 09. Personality Programme

Fill in the rest of the information on the Character 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 modifications)
<b>Energon:</b>		(10 + Intelligence in Robot.Mode, +/- Size modifications)

### Hit Points (HP)

The calculation of Hit Points (aka HP) is 10 + Endurance in Robot.Mode, +/- Size modification. This is the hardness of your armour and general defensive capacity. At 0 HP your body enters "Stasis Lock" and is inoperable. Below 0 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 - which offers only a slightly greater chance they will survive better than Objects.



### Energon

The calculation of Energon is 10 + Intelligence in Robot.Mode, +/- Size modification.

- Each round you fire a Weapon, use a Function Action or a Technology, it drains 1 Energon at the end of the round.
- Any other Action does not take an Energon, such as Defensive Actions (not on your Turn) or regular movement.
- At 0 Energon your spark recedes into hibernation and your body enters "Stasis Lock", and shuts down.
- Energon can be recovered by rest and resources, at a rate of your Robot.Mode's Endurance per stellar week.

### Points

The points allotted to a character at character creation are the average between the Robot.Mode's scores in Skill and Courage, rounded up. Points are used to buy Weapons, Technological 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 Technology, or they may choose to have none of these and increase their Stats, and so on and so forth.

### Quote

Write your Transformer's favourite Quote. Quotes need to be a sentence. A word will not suffice. A Quote is also used for re-rolling in the game - when the dice have turned out unfavourable, and you feel the situation applies to your Quote, then utter the Quote aloud and re-roll however many dice were just involved in that one decision.

The number of times the Transformer's can re-roll is calculated by taking the difference between the Transformer's Rank and their Alt.Mode's Rank requirement (to a minimum of 1). This is the only incentive for a character like Optimus Prime, with a Rank of 10, to choose an Alt.Mode like a Transport Truck (with a Rank requirement of 4). Optimus Prime's Re-roll number is then 6, meaning he can re-roll whatever he just rolled 6 times per scenario (which may be multiple Maps worth, or just one) whenever he finds an excuse to say "Freedom is the right of all sentient beings!"



# Example Character Sheet

A Quote makes your character seem full and interesting. It can also be used for re-rolling bad rolls, dependant on your Rank.

Know who's team you're on

Name your Transformer here

This is YOUR name

What's your Function?

Artistic Talent not required to draw box-like robots

Keep track of HP and Energon here.

It is not necessary to have a Subgroup, but it can make you feel special

Distinct colours help other players keep track of who you are

Size is important for context on the Map

Allegiance:	<b>Name:</b>	Subgroup:
	<b>Function:</b>	Prime.Colour:
	Quote: " _____ " Re-roll: _____	Secd.Colour:
	Bio: _____	

How many areas you Move per Turn.

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

HP:	
Energon:	

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

Robot. Mode Statistic numbers

Universal Actions	Function Actions	Robot.Mode		Alt.Mode:	
		Size: _____	Move: _____	Size: _____	Move: _____
		Robot. Statistics	+1d Gain	Alt.Mode Statistics	+1d Gain
Strength					
Intelligence					
Speed					
Endurance					
Rank					
Courage					
Firepower					
Skill					
<b>Alt.Mode Abilities &amp; Tech:</b>					

Space for extra info, like second Alt.Modes or Partner Units

Abilities and Technology, anything one Mode can do that is not an Action should be listed here. Otherwise, it's hard to keep track.

Weapon	DMG	Structure	Range	Charges	Notes

Alt. Mode Statistic numbers

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

**Technology & Character Notes:**

+1d Actions you can do in your Alt.Mode that maybe you can't do in your Robot.Mode

The damage done by the weapon.

Where the weapon is on the Transformer's body.

Melee, Short, Medium or Long

List charges per battle.

### Example Character

Okay, let's make a character from start to finish.

**Step # 1 - Allegiance** - My GM has told me that this game will take place in the Generation 1 continuity, sometime around the Earth year 1986. The Autobots and Decepticons are warring for resources sometime after the events of the cartoon. Okay. Hmmm...

I decide to play a heroic Autobot.

**Step # 2 - Statistics** - I'm taking out 10 dice that are all 10-sided and I'm going to roll them all at once. This probably isn't necessary - I could just roll 2 of them 5 times, but I find this more fun. These will be my Robot.Mode Statistics.

I roll: 1, 3, 1, 7, 5, 7, 4, 9, 10, and 6.

Of these I only want to keep the 8 greatest, so that makes my Statistics 3, 7, 5, 7, 4, 9, 10, and 6. (I cut out both 1's.) At this point I decide to distribute them as follows, but I may change that later.

Strength: 9  
Intelligence: 7  
Speed: 5  
Endurance: 7  
Rank: 4  
Courage: 10  
Firepower: 3  
Skill: 6

That looks pretty good.

**Step # 3 - Function** - Looking at my Statistics, I can see that I'm strong and courageous, but I'm going to have trouble shooting the broad side of a barn. Hmm...I choose to be a Gunner. The Function Actions I write on my character sheet are:

Strength: Crash  
Intelligence: Teamwork  
Speed: Support  
Endurance: Defence  
Rank: Transform  
Courage: Trooper  
Firepower: Assault  
Skill: Accuracy

**Step # 4 - Alt.Mode** - Okay, I've been thinking about this a while - and was reminded of it when I typed out 'broad side of a barn'. I really want to play a bright red Tractor. A farming tractor, named "Hoe-Down". I think that would make a great Autobot. It's a vehicle, and it's something we haven't really seen before. Actually - it's a Heavy Vehicle under "Farming or Industrial Vehicle".

To be a Framing / Industrial Vehicle I need a Rank of at least 3. There is no higher Rank requirement for being a Tractor, thank goodness.  
My Size must be between 3 and 5.

Okay. Seeing that the Rank requirement is only 3, and knowing that my Firepower is only going to DROP when I roll my new Statistics, I'm going to swap my Robot.Mode Stats for Rank and Firepower. Let's see what else I might want to move around. Strength, Intelligence and Endurance are likely to go up, and Speed, Firepower and Skill are likely to go down. The smartest thing would be to put Statistics in areas where they might be most drastically affected - like putting a low number where it's likely to go up, or a high number where it's likely to go down, so you get the best out of each Mode. With this in mind I'll renovate my Stats thus:

Strength: 9 (In case I want to use a melee weapon?)  
Intelligence: 7 (I like to use Teamwork, so it stays.)  
Speed: 7 (Most likely to go down.)  
Endurance: 6 (Vulnerable? Hopefully goes up.)  
Rank: 3 (Swapped out with Firepower)  
Courage: 10 (I want to be courageous!)  
Firepower: 4 (Swapped out with Rank)  
Skill: 5 (This is probably going down, anyway.)

Okay, now I can apply the rolls to generate Alt.Mode Statistics. Once I do this, there's no going back. Dum, dum, dum.

Strength: I have a Robot.Mode Strength of 9. Now I'm rolling 2d, taking the greatest number. The results are...6 and 10. Hurrah! I was hoping for a 10, but it was unlikely. Since 10 is greater than 9, 10 will be my Alt.Mode's Strength.

Intelligence: I have a Robot.Mode Intelligence of 7. Now I'm rolling 3d, taking the greatest number. The results are...7, 5, and 4. Okay, none of the results were higher than 7, so my Alt.Mode's Intelligence is also 7.

Speed: I have a Robot.Mode Speed of 7. Now I'm rolling only one dice, and taking the lesser number of the two. The result is...4. I'm a bit slower in my Alt.Mode. My Alt.Mode's Speed is 4.

Endurance: My Robot.Mode's Endurance is 6. Now I'm rolling 2d and taking the greatest number. Here's hoping. The results are...1, 8, and 9. Yes! My Alt.Mode's Endurance is 9.

Rank: 3. This Statistic does not change twix Modes.

Courage: 10. This Statistic does not change for a Heavy Vehicle Alt.Mode, so my Alt.Mode's Courage is 10.

Firepower: My Robot.Mode's Firepower is 4. Now I'm rolling 2d, taking the least result. Things do not look good for my Firepower. The results are...4 and 1. Yikes! My Alt.Mode's Firepower is 1. In my Tractor Mode I really won't be able to hit the broad side of a barn.

Skill: My Robot.Mode's Skill is 5. Now I'm rolling 3d, taking the least result of all those dice. The results are...5, 8, and 3. 3's okay. My Alt.Mode's Skill will be 3.

Here are my new Stats for my Tractor Alt.Mode:

Strength: 10  
 Intelligence: 7  
 Speed: 4  
 Endurance: 9  
 Rank: 3  
 Courage: 10  
 Firepower: 1  
 Skill: 3

Now I need to write down all the things I get for being a Tractor. I see that I get +1d to the Actions: Crash, and I get the Alt.Mode Abilities of Wheels and Off-Road, and also I get bonus dice to any Push, Pull, and Lift. I'm going to write that stuff on my character sheet before I forget it all. It looks something like this:

Strength: 10 +1d Crash., +1d Push/Pull/Lift  
 Intelligence: 7  
 Speed: 4  
 Endurance: 9  
 Rank: 3  
 Courage: 10  
 Firepower: 1  
 Skill: 3

Alt.Mode Abilities: Off-Road, Wheels

Let's calculate my Move while we're here. As a Robot I'll be able to Move 3 areas in a Turn, so that's easy. Having BOTH Off-Road and Wheels makes my Move in Alt.Mode a little tricky. On roads and flat, easy surfaces I can go my Speed, so with Wheels my Move is 4. Off-Road I can go 1/2 Speed, which results in 2. At that point I'd do better just to use my standard 3 Move, so I'll write in for my Alt.Mode Move 4 / 3, letting me know it's 4 on roads and 3 otherwise.

**Step # 5 - Points** - My Robot.Mode's Courage is 10 and Skill is 5. Averaged together that makes 7.5. Rounded up that's 8 points to spend on this character. Here's what I picked:

Tracking Sensor, 1 point Technology. I want to be able to see the changes in the dirty like a Robo-farmer, and I can use that to track enemies.

Terrain Support, 1 point Technology. I've specified "ground support". I love the ground, apparently.

Brawn, 1 point Technology. I want to smack things well in my Robot.Mode, even unarmed.

Energ Sword 2 point Weapon. This is what I'll smack them with when I am armed. Other swords have fancy effects, but I like this one because it just does a lot of damage.

Ground-to-Air Missiles, 2 point Weapon. My Firepower is no good, so I chose a weapon I could use in either Mode that grants me +1 success. Therefore, even if I miss I know I have at least a slight chance to hit.

Photon Pistol, 1 point Weapon. Just in case I wanted to get something cheap and light that can do Energon damage. The Photon Pistol is probably the best for this because I don't have to worry about charges.

**Step # 6 - Size** - Next I need to decide Size. I don't want to be a HUGE tractor, and for reference a car is usually Size 3. I want to be any bigger than a car, though, so I'll choose Size 3. This will also be the Size for my Robot.Mode, unless I choose Mass Displacement Technology with my points, but I haven't and I don't really want it, sooo...

I choose for my Tractor to be Size 4, just bigger than average. Not the biggest Tractor on the block, but I pull my own weight!

**Step # 7 - Personality Programme** - Let's finish this up so we can get "Hoe-Down" into action.

Hit Points = 10 + Robot.Mode Endurance +/- modifications from Size. That's 10 + an Endurance of 6 + 2 for being Size 4. That totals 18 HP.

Energon = 10 + Robot.Mode Intelligence +/- modifications from Size. That's 10 + an Intelligence of 7 - 2 for being Size 4. That totals 15 Energon.

Name your Transformer: "Hoe-Down".

Give them a nifty Quote: Hmm.."The ground is my ally!" or "Good things come from the ground!". Yeah, I like that second one. He's such an agrarian.

Calculate your Quotes re-rolls: My Alt.Mode Rank Requirement was 3, and my Rank is only 3, therefore I can only use my quote 1 time per situation.

Primary & Secondary Colour: Red is the primary colour, obviously, and for trim I'll choose Black.

RPG Character Sheet  
**THE TRANSFORMERS**

Player: James Kerr

	<b>Allegiance:</b> Autobot	<b>Name:</b> Hoe-Down	<b>Subgroup:</b>
	<b>Function:</b> Gunner		<b>Prime Colour:</b> Red
	<b>Quote:</b> "Good things come from the ground." * Re-roll: 1		<b>Secd. Colour:</b> Black
	<b>Bio:</b> Ho-Down loves earth and agriculture. His happiest moment is when he gets a 4th cut of hay. It is only with great reluctance he fights this terrible war!		

<b>HP:</b>	18
<b>Energon:</b>	15

Universal Actions	Function Actions	Robot Mode		Alt. Mode: <u>Tractor</u>				
		Size: <u>4</u>	Move: <u>3</u>	Size: <u>4</u>	Move: <u>4/3</u>			
		Robot Statistics	+1d Gain	Alt. Mode Statistics	+1d Gain			
Strength	Demolition	9	+1d Melee	10	+1d Demo, +1d Push/Pull/Lift			
Intelligence	Teamwork	7	+2d Surv.*	7				
Speed	Support	7	+1d Support*	4				
Endurance	Defence	6		9				
Rank	Transform	3		3				
Courage	Trainer	10		10				
Firepower	Assault	4		1				
Skill	Accuracy	5		3				
<b>Alt. Mode Abilities:</b>		Brawn (1d6x)		Off-Road Wheels				
		Tracking Sensor						
		Terrain Support						

Weapon	DMG	Structure	Range	Charges	Notes
Photon Pistol	1d6 vs. Energon	Held	Short	∞	Muffler?
Energio Sword	2d6 vs. HP + Burn	Held	Melee	∞	Kirby dots
Ground-to-Air Missiles	2d6 vs. HP + Blast	Attached	Long	2	Shoulder-sided ↕ +1 Success ↕

**Technology & Character Notes:**

- \* Tracking Sensor (Robot.M) + 2d surveillance to find trail + print
- \* Terrain Support (Robot.M): +1d Support, ground support only.

# **TRANSFORMERS**

## **Game Mastery Guide**

**Players Denied Entry**





## Steps for Preparing a Game

- Make sure you have a story ready.
- If your story involves combat, prepare the Map or Maps ahead of time.
- Make sure your players know what faction they are - if they are Autobots or Decepticons or what. Another way to play: If you are running an adversarial game - good for a one-off night of gaming, then divide your players between opposing factions before character creation. If one team is larger than another then allow the Autobots the added advantage.
- Distribute character sheets or scrap paper and make sure your players are aware of the character creation steps.
- Another-another way to play: If you want to run a giant sweeping mega-game over many, many session, it can be a lot of fun for each player to start off with one Autobot and one Decepticon, even if the two characters never had anything to do with each other. Run Autobot and Decepticons essentially as separate games that sometimes crash together in dramatic ways.
- Acquire game markers to represent characters on the Map, or encourage your players to come up with something equivalent. 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

When you are ready to play, ask each of the players the following introductory questions:

- What are your Functions? (What do you do?)
- Who is in Command? (The highest Rank Transformer)
- What are your Priorities? (In this Universe...)

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..." Usually the Robots begin a game by consulting Teletraon I, Soundwave, or Spike, all of whom are great story hooks.

## Character Goals

Players 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.

## 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 with the native life-forms (Data)
- Communicate with Cybertron (Communication)
- Repair the ship (Repair + Salvage, if at all possible)
- Repair other Robots (Repair, sometimes + Salvage)
- Scouting mission to find a Map structure (Surveillance)
- Scouting mission to overhear conversation (Espionage)
- Guard or Sentry Duty (Defence)
- Invent new gadgets, weapon, or plot item (Construction)
- Get to a location first (Intercept)
- Follow human newscasts (Data)
- Race (Dash)
- Scan the environment for anomalies (Data)
- Plan ambush, rescue, or mastermind some event (Strategy)
- Disassemble tech for use (Salvage)
- Interrogate a prisoner (Espionage)
- Establish another base / outpost (Construction)
- Set traps around the base (Sabotage)
- Establish a perimeter (Strategy)
- Find a weakness in enemy base (Espionage)
- Go on patrol around your perimeter (Surveillance)
- Help the Engineer finish something on time (Support)
- Man the battle stations (Assault)
- Spy on the enemy (Espionage + Surveillance)
- Have a personal crisis (Courage)
- Pace uneasily, restless for some action. (Trooper)

## Fifty-Fifty Rule

If something crazy is happening, like the lighthouse has a good chance of toppling over in the earthquake, there will usually be either 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!

## The Larger Campaign

Games can be strung together by a succession of events, Maps, and dramatic twists and turns. Once an object is stolen, the next thing 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. The more clever and well-thought-out the process on behalf of the GM, the better roleplaying experience it will be for everyone.

## Timeline

The Transformers Universe has the advantage of not only being a rich and colourful setting, but the fact that there are so many contradictory Transformers continuities means the aspects of the Transformers Universe can be reinterpreted into almost any way.

Transformers RPG Games generally take place in one of four situational Eras. Different Eras may have different available Technology, different 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. For the sake of having a working basis, I suggest using the toy line as the lynchpin for the entire Universe to decide when new Technology and Subgroups are introduced. It was the toy line that simultaneously inspired the US cartoon and the original Marvel comic book, two continuities that never reconciled, but share legitimacy. On that basis, any structure is legitimate! Make up your own!

Era	Cybertronian Era	Beast Era	The Great War	The Far Future
Teams				

Scope	Cybertronian Era	Beast Era	The Great War	The Far Future
	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 Energon 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 over resources.	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, Energon 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 of 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.

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

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

**Decepticons (War Within):** 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.

**Clench:** The faction of gladiators that some say 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 Energon-use conscious former-senator Ratbat.

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

**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 try not to 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

**Autobot (G2):** Ammo belts, bandoliers, pockets!

**Decepticon (G2):** Bullet-casings, thigh-belts, pockets, pockets, neon, the 90's!

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

**Maximal:** These descendants of the Autobots and in control of Cybertron. They use Primitive Alt. Modes to explore strange worlds in a time of peace, but occasionally crash land, and some of them may even be stranded in time on energon-rich prehistoric Earth.

**Mutant:** Primitives of the Beast Era and the far future who have no Robot. Mode, instead two Primitive Alt.Modes, and wish to be left alone.

**Maximal (Ff):** Of the Beast Machine times in the far future.

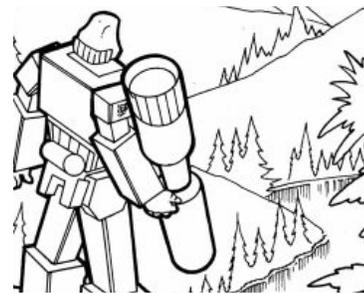
**Predacon (Ff):** Of the Beast Machine times in the far future.

**Autobot (Ff):** The surviving Autobots on far future techno-organic and peaceful Cybertron.

**Decepticon (Ff):** The surviving Decepticons on the techno-organic and oppressive Cybertron in the far future.



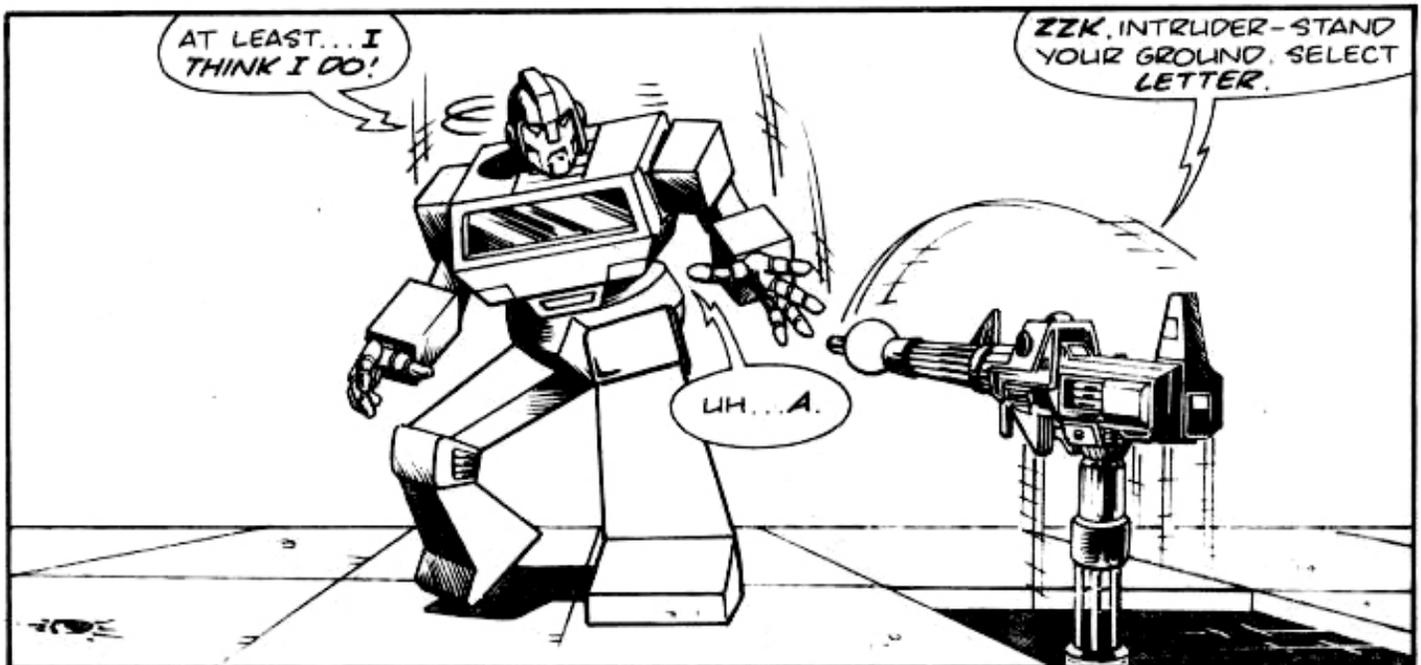
### Sample Missions



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.

<p>1 Human Scientist, Dr. _____ is giving a symposium and unveiling a new invention</p> <p>2-3 Opening of a new power-source / plant on Earth is celebrated by the humans</p> <p>4-9 Unknown Cybertronian power-signature found on Earth</p> <p>10 Human politics have a favourable upswing in their opinion towards Robots</p> <p>11 Robots are being targeted by human politicians as unfeeling evil machines</p> <p>12-16 Cybertron is desperate for energy!</p> <p>17 A local human Military base has a new experimental weapon</p> <p>18-20 One of your close and very vulnerable human allies has been captured or lost</p> <p>20-23 Your NPC Scout has not returned from patrol</p> <p>24-26 Your human ally wants to educate you about human culture by going to the Zoo, 3-4) Museum, 5-6) Art Gallery, 7) Park, 8) Parade, Speedway, or 9-10) local Stadium</p> <p>27-30 There is dissatisfaction, 3-4) descent, 5-6) insurgencies, 7-8) complaints or 9-10) rebellion in the ranks; expressed by secret transmissions or sabotage!</p> <p>30-35 Severe environmental incident: Flood, 3-4) electrical storm, 5-6) tornado, 7-8) rain, 9-10) Energon poison. Humans are in danger and resources are vulnerable for plunder</p> <p>36 A member of the opposite faction defects</p> <p>37 New information is discovered about the history of the Cybertronian race</p> <p>38 The planet-eater Unicron approaches Cybertron</p> <p>39 A Technology is introduced for the first time, and a Subgroup is formed around it</p> <p>40 The ultimate-knowledge god-like library "Underbase" approaches Earth</p> <p>41 Time Travel to Cybertron's distant past</p> <p>42 Time Travel to Earth's distant past</p>	<p>43 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?</p> <p>44-46 The opposing faction has nearly completed construction of a Space Bridge</p> <p>47-49 A powerful artefact of great energy is discovered somewhere in rural Earth</p> <p>50 A splinter-group of Cybertronians are discovered, with very different motives!</p> <p>51 Challenge of a one-on-one battle where the loser is exiled into deep space</p> <p>52 Both factions are plugged into a video game and must fight each other electronically to survive, with the losers exploding in real life!</p> <p>53-55 The other faction is building a new base on the moon 3-4) under water 5-6) on an asteroid 7-8) on a mountain, 9-10) other</p> <p>56 Flashback to the pre-war days on Cybertron, and war's eruption</p> <p>57 An alien trap leaves everyone helpless, except for a few from each faction. Can they work together to overcome the alien menace?</p> <p>58-59 Outbreak of Cosmic Rust!</p> <p>60 A robot thought long dead returns and has a story to share that may well turn the tide of the war</p> <p>61-62 Decepticon Civil War...again</p> <p>63-64 Opposing faction's Scout has been captured. What do you do with them?</p> <p>65-66 Human military is not targeting all Robots regardless of faction</p> <p>67-72 A stasis pod lands on Earth containing one unknown Robot in Stasis Lock. Race to get there and free the Robot before the opposing faction gets there first and reprogrammes them!</p>
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- 73-74 One of your team is infected with a virus that makes them cowardly, 2) opposite in personality, 3) constantly transforming, 4) enter a berserker rage, 5) ill
- 75-80 A remote outpost of your faction is under attack, somewhere in the badlands, 2) snow, 3) sands, 4) island, 5) underground. Why is it under attack? Investigate!
- 81-82 A common enemy comes from space, forcing warring factions to work together for a common goal
- 83-84 Your faction's best Engineer has created something that will make everyone's life easier...but its gone haywire!
- 85-86 Establish an outpost to help against attacks from other factions
- 87 Go undercover, pretending to be another faction so to sabotage them from the inside
- 88 To boost moral, your leader has decided on contests among your faction, a kind of "Robo-Olympics"
- 89 Urgent distress call: province \_\_\_\_\_ on Cybertron needs liberated from the oppression of your enemies
- 90 In space or while travelling in space: you land on the distant planet "Nebulon", where their idyllic peace is disrupted by your war
- 91 In space or while travelling in space: you land on the distant planet "Beast" where the benevolent mammals are enslaved by the powerful lizards and amphibians
- 92 In space or while travelling in space: you land on the distant and desolate planet "Charr" and are marooned there with no resources
- 93 In space or while travelling in space: you land on the distant planet of "Junk" where the natives are hostile but naïve
- 94-96 In space or while travelling in space: you land on the distant planet of \_\_\_\_\_ where its denizens find you hostile
- 97-98 In space or while travelling in space: you land on the distant planet of \_\_\_\_\_ where its denizens greet you peacefully and welcome you until your opposing faction follows you there and brings the war with them
- 99 In space or while travelling in space: your ship is attacked by space pirates bend on harvesting you for parts on the black market
- 100 In space or while travelling in space: you fall through a whirling vortex in space and are marooned on a strange unknown alien planet, unable to contact Cybertron - and your enemies have landed in nearly the same place





## Maps

When the positions of characters needs to be defined more clearly - usually for combat - the game then takes place on a Map, which acts as a situational play area. On the next few pages are example Maps. The Map width and length is up to you - sometimes you want only an 8 x 8 square Map (as the examples are) and sometimes you may want to make a giant table-sprawling Map. Other measurements are standard.

**Map Height:** The height of every Map is 6 areas. If anyone goes higher than 6 areas in Flight, they are entering escape velocity, and beyond that is outer space. If a character enters orbit and does not have the 'Escape Velocity' Technology, then they are STUCK there and now helplessly drifting off into space. Flight in the air of an atmosphere does not necessarily mean flight in outer-space.

**Map Depth:** Below the 0 height of the Map is exactly 6 areas deep. Each area that is below the Map - either underwater, underground, or a string of metal catacombs, cannot exceed 6 areas deep.

**Structures:** Building and Object height and depth (a snowbank, a city tower, a rent in the earth, a hole in the ground) is, when undetermined or just unconsidered, 1d6 areas up or down. This could mean your building reaches up to the very heights of Orbit.

**Off The Map:** 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 - they have run back to base or to some other place, away from the situation.

**Special Areas:** Different areas on the Map sometimes affect play, usually in regards to movement and special objectives. See the notes on the charts to the side.

### Special Areas

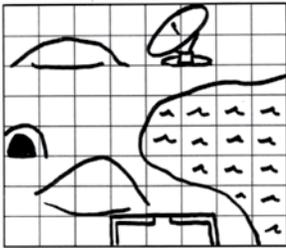
Computer Bank	Access information and interaction with technology at 1 Turn per task.
Ice / Slick Surfaces	Ground movement slides by 1.5 x Move unintentionally. Roll Acrobatics to control or gain extra unintentional Move.
Objects	Walls & normal objects are hit with 1 success and have HP: 5.
Roads	Alt.Modes with Wheels can use their Speed Stat as maximum movement.
Sand / Snow	There may be hidden objects under the reach of the ground surface, undetectable. A bear trap? A small enemy?
Turret	This positioned gun fires in Short Range at the closest enemy spark signature once per Turn using Firepower 5 for 1d6 vs. HP. The Turret has HP: 5.
Water	Sink 1d6 areas to the bottom and begin Rusting at the end of the Turn. Flight is not Swim. Transformers must walk along the bottom until they can find a way to climb out of the water. Those with Swim can simply swim along
Wild	Forrest, swap and jungle areas hamper movement, depending on its density. Usually this cuts down Movement to 1/2, and you are not allowed to use Wheels or Flight through this. Off-Road works normally through such areas.
Wreckage	This may be excellent cover; may be flammable, but will always be a location for the use of Salvage

### Special Map Interactions

Cover	Seek partial shelter vs. Size. If the cover's Size is >= (or close enough to) the character's Size, then the Object is hit first, and only overflow damage could affect the Transformer targeted.
Energon "E"	At some Map locations Energon can be gathered at a rate of 1 cube per Turn. An Energon gathering area 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 areas are always identified by the GM. You must have the Decepticon Technology of "Energon Cube" in order to do this.
Reinforcements	At a computer bank either 3 successful Intelligence rolls or 1 Communications roll to call your faction's leader if they are elsewhere on the planet. They may not help. If they agree to, and plan to, then 1d6 of them will be there in 1d6 rounds, starting one round after the call.

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.

## 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.

This is a great Map to play with elevations and having Robot's accidently slide down the hills of snow after failing their Acrobatics rolls.

Also, goodness knows what's in that cave over there. (Possibilities!)

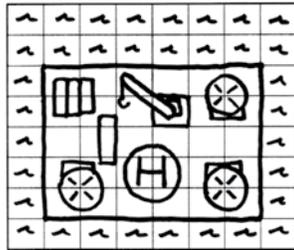
This is the only Map where I've ever known a snow-mobile as a successful Alt. mode.

### Suggested Missions

**Autobots:** Get to the dish and warn Optimus about Megatron's evil scheme (3 rounds Intelligence 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 may be harvested by Decepticons. The crane in the middle can lift one Size 4 Robot. The crates to the north east are piles of large pipes, which can be used as weapons, obviously, and are Size 3 each. Remember that there are posts under the rig holding it up that are climbable.

This is a very tight Map without a lot of manoeuvrability for Vehicle.Modes, and will be an uphill battle for any Autobots fighting Decepticons with Flight.

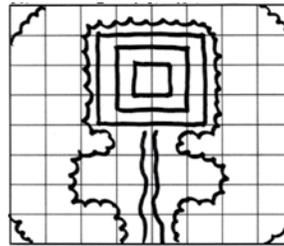
This is the first Map I ever made for the Transformers RPG, and the first one I ran. It serves as a great introduction to the game, especially since it recalls player's memories so vividly of meeting Spike and Sparkplug from the 1984 cartoon.

### Suggested Missions

**Autobots:** Protect the oil rig. Obviously.

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

## S. American Temple



There is a shabby road leading up to an ancient three-step temple at 1, 3, and 5 areas in height. It is surrounded by dense forest.

Alternatively, this Map could represent a hole in the ground where an object was excavated, such as an ancient Insecticon ship.

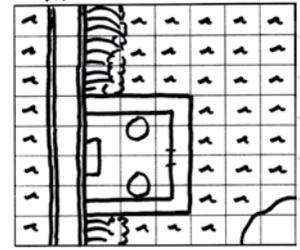
Normally I would pair a Map like this with a ruined village to it's south, and have the Decepticons plan an ambush for the Autobots before they can even reach the temple.

### Suggested Missions

**Autobots:** Stop Megatron who has constructed a super-laser to shoot the sun!...He seriously tried this once. / An ancient Autobot was found in the ruins - rescue!

**Decepticons:** Shoot the sun for 6 rounds to cause a super-nova. Hurrah! / Reprogramme the ancient Autobot into robo-slavery.

## Hydro-Electric Dam



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

The battle on the dam from the cartoon pilot becomes even more significant when you realise how bad water is for Robots. Players often like to dramatically confront each other on the one-area-width concrete walkway.

Invariably, someone falls in the water.

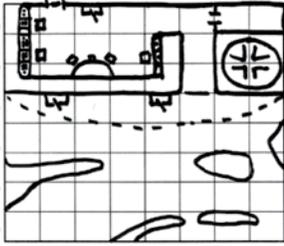
### Suggested Missions

**Autobots:** Protect the dam, and the human Power Plant workers, from harm.

**Decepticons:** Harvest 1d6 Energon Cubes and bring them back to Megatron.



### Front of the Ark



This is only one suggested configuration for the front of the Autobot's home base of the Ark. The dotted line in this case signifies the overhang of the roof (and the upper decks the buried ship. There are several Auto-Turrets here, a power generator, Computer Banks, and even a supply closet.

I have no idea how the levels of the ship have stayed level even as the ship itself is buried in the volcano at an angle, but, there you have it.

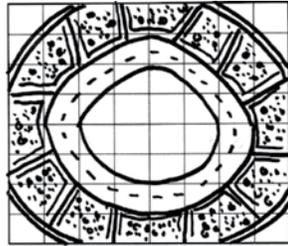
The Ark was never properly explored in any continuity, so feel free to make it as crazy and messed up inside as you want it to be. Who knows? It could be lorded over by a crazy supercomputer named Nanny.

#### 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.

What's fun about this Map is that the combat potential is not obvious, and the Map Areas are not as easy to define. Feel free to curve the squares, creating your own custom 'segments' for Movement on a Map like this.

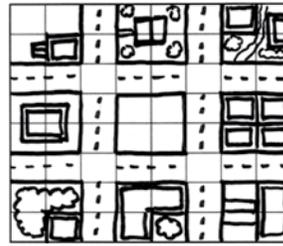
#### Suggested Missions

**Autobots:** Optimus Prime wants to increase the Autobot image by having all of you do a race for charity. Complete the race!

Alternatively, this is also a great Map for a friendly race among Autobots, entirely free of Decepticon interference.

**Decepticons:** Disrupt the stupid Autobot's charity race, making sure they do not complete the course! Bad guys. Yeah!

### Busy City Streets



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

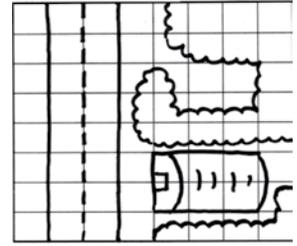
To keep such a design fresh and interesting each time, while the players are rolling charges for their weapon I roll random heights for the building tops and then draw in their heights in pencil. It can completely change how a Transformer needs to approach a Map when they have to fly around a gigantic Height 6 skyscraper.

#### Suggested Missions

**Autobots:** Protect the City. / Sam Witwicky is in danger from a Decepticon attack, protect at all costs, yadda, yadda. / The Autobots are having a parade in their honour - complete the parade route. / Investigate this mysterious downtown carwash that may or may not be brainwashing cars and/or people.

**Decepticons:** Destroy the City, of course. / 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



A double-lane highway runs North-South and beside it is a barn and a forest. Alternatively, this could be a hanger and a runway.

This is a balanced Map for just about everyone. The forest area represents good cover for Espionage and the roadway helps with Wheels.

I often pair this Map with a denser city or a denser forest and put a Map like this in the middle so that there is an open staging grounds for a final confrontation.

#### Suggested Missions

**Autobots:** The Autobot 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!

The game is usually "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 tends to be grumpy regardless.

# New Points

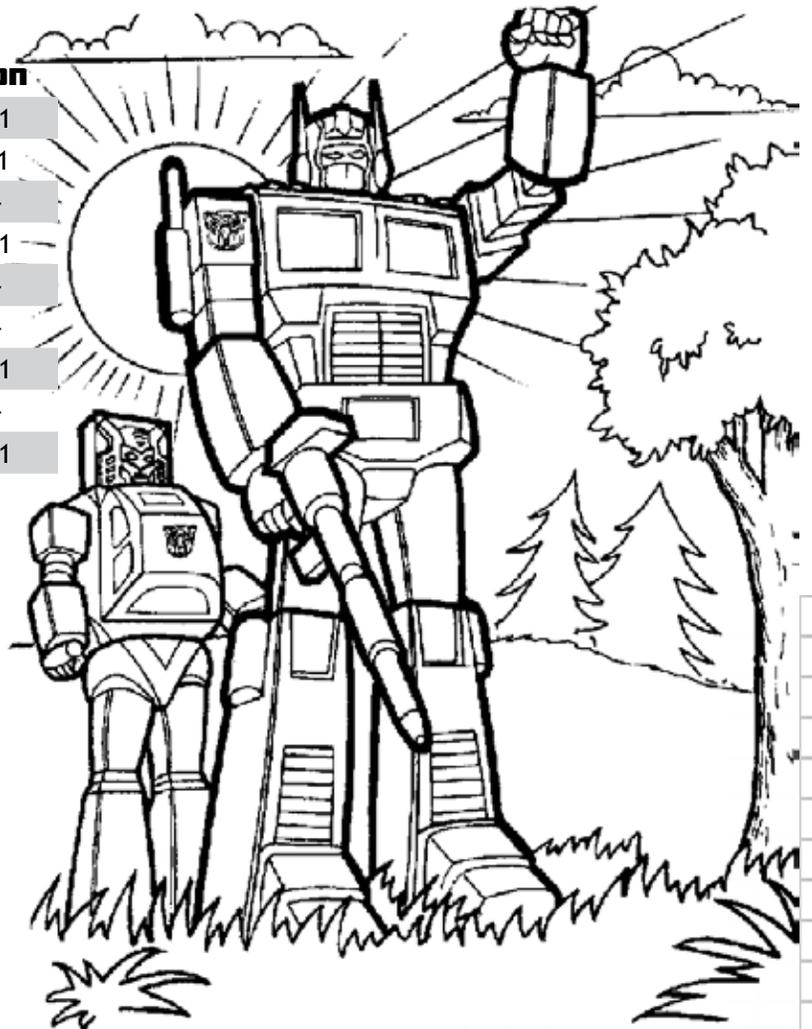
Upon completion of the night's game, you may choose to dole out points as a reward to players for certain exceptional efforts. Generally a player should expect to get a point to add to their character at the end of the 1st, 2nd, and 4th session of play, and every 3 thereafter. Added to this may be, under only the most exceptional circumstances, one other bonus point according to the behaviour of the character referenced on the chat below.

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 a 0 point gain.

After 10 sessions of play the character can gain no more points.

On the chart below "Bot" means Autobot, and "Con" means Decepticon. You can use the same listings for Maximals and Predacons.

Behaviour	Bot	Con
Avoid Human Detection	+1	+1
Betray Robot of Your Allegiance	-2	-1
Defeat a superior Enemy	+1	-
Defeat an inferior Enemy	-2	+1
Destroy Indigenous Life	-3	-
Inflict Massive Property Damage	-1	-
Play Character Accurately to a Fault	+1	+1
Protect Indigenous Life	+1	-
Secure Natural Resources	+1	+1





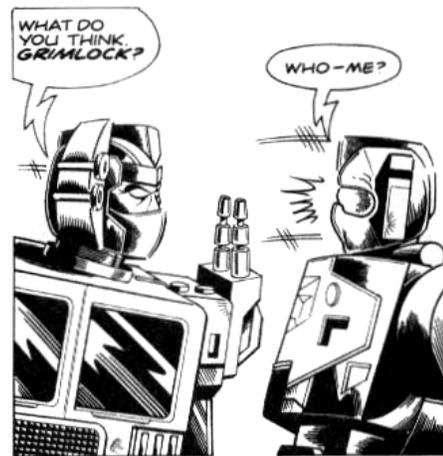
### Random.exe

Roll percentile dice (2d10, with one of them acting as 10's and the other as 1's) to determine things randomly about your character, then choose the sub-choice with 1d6 if necessary. The charts here are a good way to start the journey of random decision, but keep in mind that there is usually a point where you should jump off the random-bandwagon and try to make decisions for your character that make sense. Life, even for alien robots, is not entirely random.

Alt.Mode Type	Autobot	Decepticon
Object	1 - 14	1 - 16
Primitive	15 - 31	17 - 37
Structure	32 - 44	38 - 44
Vehicle	45 - 77	45 - 64
Heavy Vehicle	78 - 92	65 - 84
Weapon	93 - 100	85 - 100

Colours	Autobot	Decepticon
Black	1 - 9	1 - 10
Blue, Baby	10 - 15	11 - 17
Blue, Dark	16 - 19	18 - 25
Brown	20 - 24	26 - 27
Gold	25 - 32	28 - 29
Green	33 - 36	30 - 34
Green, Neon	37 - 39	35 - 40
Grey / Silver	40 - 48	41 - 46
Magenta	49 - 56	47 - 49
Orange, Neon	57 - 63	50 - 56
Pink	64 - 66	57 - 60
Purple	67 - 69	61 - 69
Purple, Neon	70 - 72	70 - 79
Red / Maroon	73 - 82	80 - 84
Teal	83 - 85	85 - 87
White	86 - 94	88 - 92
Yellow	95 - 100	93 - 100

Size	Category	Random
0	Object	1 - 10
1	Human	11 - 24
2	Small	25 - 35
3	Standard	36 - 51
4	Leader	52 - 60
5	Voyager	61 - 68
6	Combiner	69 - 84
7	Citybot	85 - 100



How to Spend Points	Autobot	Decepticon	Maximal	Predacon
1 Weapon	1 - 15	1 - 20	1 - 8	1 - 16
1 Technology	16 - 40	21 - 36	9 - 24	17 - 36
1 Subgroup	41 - 55	37 - 44	25 - 56	37 - 68
2 Weapons	56 - 65	45 - 64	57 - 60	69 - 76
2 Technology	66 - 80	65 - 76	61 - 76	77 - 84
1 Weapon + 1 Technology	81 - 100	77 - 100	77 - 100	85 - 100

# Alt.Modes

Object.Mode	Bot	Roll	Con	Roll	1	2	3	4	5	6
Analysis Equipment	2	1 - 23	5	1 - 16	Microscope	Hardware Scanner	Targeting System	Hand-scanner	Microscope	Microscope
Computer Hardware	3	24 - 35	4	17 - 27	Home Computer	Military Computer	Industrial Computer	Tablet	Space Server	Mainframe
Data Storage Device	1	36 - 55	1	28 - 43	Cassette Tape	Cassette Tape	Flash Drive	Flash Drive	Compact Disc	Vinyl Record
Media Player	8	56 - 75	6	44 - 67	Cassette Deck	Radio	Digital Media Player	Cassette Deck	Radio	Digital Media Player
Surveillance Equipment	5	76 - 87	3	68 - 83	Film Camera	Film Camera	Photography Camera	Photography Camera	Listening Device	Tracking Device
Tele-communications	4	88 - 99	4	84 - 99	Telephone	Cell Phone	Cell Phone	Pay Phone	Walkie-Talkie	Modem
Toy & Misc. Household Objects	1	100 - 100	1	100 - 100	R.C. Toy Car	Toy Robot	Smoke Detector	R.C. Toy Car	Toy Robot	Smoke Detector

Beast.Mode	Bot	Roll	Con	Roll	1	2	3	4	5	6
Amphibian	6	1 - 4	4	1 - 7	Frog	Toad	Newt	Salamander	Frog	Toad
Arachnid	7	5 - 9	5	8 - 14	Ground Spider	Deathstalker Scorpion	Trap Door Spider	Black Scorpion	Tarantula	Black Widow Spider
Bird	4	10 - 23	6	15 - 17	Hawk	Eagle	Owl	Condor	Crow	Falcon
Dinosaur	5	24 - 34	6	18 - 25	Brontosaurus	Pterodactyl	Stegosaurus	Triceratops	T-Rex	Velociraptor
Insect	6	35 - 39	1	26 - 40	Ant	Cricket	Grasshopper	Preying Mantis	Water Strider	Centipede
Insect, Flying	6	40 - 43	4	41 - 48	Wasp	Bee	Fly	Butterfly	Beetle	Dragonfly
Mammal, Carnivore	3	44 - 57	3	49 - 60	Bear	Tiger	Wolf	Monkey	Gorilla	Lion
Mammal, Herbivore	1	58 - 72	5	61 - 65	Rat	Horse	Mole	Beaver	Elephant	Cow
Mammal, Prehistoric	6	73 - 76	6	66 - 69	Doedicurus	Giant Sloth	Mammoth	Terror Bird	Giant Elk	Sabre-Toothed Tiger
Monster	4	77 - 85	4	70 - 80	Steel Beak	Steel Claws	Steel Horns	Steel Beak	Steel Claws	Two Heads
Myth	7	86 - 90	7	81 - 85	Dragon	Unicorn	Giant Lizard	Griffon	Medusa	Cyclops
Reptile	6	91 - 94	4	86 - 91	Tortoise	Snake	Alligator	Crocodile	Turtle	Cobra
Sea Creature	7	95 - 99	5	92 - 99	Shark	Dolphin	Crab	Whale	Carp	Octopus
Swarm	8	100 - 100	8	100 - 100	Swarm	Swarm	Swarm	Swarm	Swarm	Swarm

Base.Mode	Bot	Roll	Con	Roll	1	2	3	4	5	6
Base	8	1 - 29	8	1 - 25	Assault Base	Defence Base	Battlefield Fort	Battle Station	Micro-base	Repair Base
Building	6	30 - 37	5	26 - 44	Car Wash	Laboratory	Mechanic Shop	Power Station	Commercial Building	Office Building
City	9	38 - 48	9	45 - 61	Military Compound	Resort	Park	Banking District	University	Space City
Orbiting Structure	8	49 - 78	6	62 - 82	Satellite	Satellite	Satellite	Space Station	Space Station	Asteroid
Small Plant	1	79 - 80	1	83 - 85	Shrub	Fern	Flower	Fern	Vine	Flower
Stationary Structure	2	81 - 98	4	86 - 98	Wall	Telephone Pole	Street Lamp	Ranger Tower	Gate	Totempole
Tree	3	99 - 100	2	99 - 100	Oak	Maple	Pine	Willow	Birch	Apple

Vehicle.Mode	Bot	Roll	Con	Roll	1	2	3	4	5	6
Aeroplane	5	1 - 8	7	1 - 4	Seaplane	Fighter Plane	Fighter Plane	Bomber Plane	Drone	A-10 Thunderbolt II
Car	1	9 - 30	4	5 - 14	Car	Antique Car	Muscle Car	Policecar	Racecar	Sportscar
Dirigible	7	31 - 32	7	15 - 18	Blimp	Hot Air Balloon	Zeppelin	Weather Balloon	Parade Float	Airship
Helicopter	5	33 - 40	6	19 - 22	Rescue Helicopter	TV News Chopper	Military Helicopter	Tiltrotor	Transport Chopper	One-man bubble Helicopter
Hovercraft	4	41 - 44	7	23 - 26	Airboat	Hovercraft	Hovercraft	Hovercraft	Hovercraft	Hydroplane
Jet	6	45 - 48	3	27 - 55	Dassault Rafale	F-4 Phantom	F-14 Tomcat	F-15 Eagle	F-16 Fighting Falcon	F-22 Raptor
Motorcycle	4	49 - 56	5	56 - 66	Standard	Cruiser	Sport Bike	Sport Touring	Dual-Sport	Off-Road
Small Off-Road Vehicle	2	57 - 64	4	67 - 69	Moon Buggy	ATV	Snowmobile	Dune Buggy	Dune Buggy	Dune Buggy
Space Vessel	7	65 - 68	6	70 - 80	Rocket	Lunar Module	Space Shuttle Orbiter	Space Shuttle Orbiter	Spaceship	UFO
Truck, Pickup	4	69 - 80	6	81 - 87	Tow Truck	Flatbed Truck	Half-ton Truck	Panel Truck	Pickup Truck	Pickup Truck
Van	3	81 - 92	6	88 - 93	Camper Van	Full-Sized Van	Minivan	Nissan Onebox	Nissan Onebox	Ambulance
Watercraft	5	93 - 100	6	94 - 100	Tug-Boat	Speedboat	Tallship	Aircraft Carrier	Yacht	Fishing Boat

Heavy Vehicle.M	Bot	Roll	Con	Roll	1	2	3	4	5	6
Armoured / Military Vehicle	5	1 - 19	5	1 - 28	Mobile Gun Tank	Mobile Gun Tank	Mobile Gun Tank	Anti-Aircraft-battery	Flamethrower Tank	Missile Truck
Construction Vehicle	7	20 - 32	4	29 - 60	Bulldozer	Cement Mixer	Crane	Dump Truck	Front-end loader	Power Shovel
Farming or Industrial Vehicle	3	33 - 49	4	61 - 68	Tractor	Drill	Deforester	Combine	Harvester	Tractor
Jeep & Heavy Off-Road Vehicle	3	50 - 64	4	69 - 76	1943 Willys Jeep	M715 Jeep	Jeep CJ-7	1943 Willys Jeep	M715 Jeep	Jeepney
Train & Human Transport	6	65 - 73	5	77 - 92	Bus	Subway Car	Locomotive	Locomotive	Locomotive	Locomotive
Truck, Heavy	4	74 - 100	6	93 - 100	Garbage Truck	Monster Truck	Firetruck	Oil Truck	Transport Truck	Semi-Trailer Truck

Weapon.M	Bot	Roll	Con	Roll	1	2	3	4	5	6
Cannon	5	1 - 33	3	1 - 18	Cannon	Cannon	Cannon	Cannon	Cannon	Cannon
Explosive or Trap	2	34 - 47	4	19 - 28	Proximity	Timed	Pressure	Heat	Timed	Proximity
Hand Gun	8	48 - 56	2	29 - 55	Blaster	Cannon	Gun	Pistol	Rifle	Walther P-38 Pistol
Melee Weapon	6	57 - 75	5	56 - 69	Sword	Axe	Hammer	Spear	Sword	Tool
Platform	4	76 - 100	7	70 - 83	Repair Platform	Weapons Platform	Weapons Platform	Weapons Platform	Weapons Platform	Drilling Platform
Space Gun			10	84 - 100						

# Technology

Technology Type	Autobot	Decepticon	Maximal	Predacon
General	1 - 10	1 - 9	1 - 6	1 - 6
Alt.M. Specific - Beast	11 - 20	10 - 22	7 - 31	7 - 31
Alt.M. Specific - Vehicle	21 - 33	23 - 30	32 - 32	32 - 32
Attachments	34 - 38	31 - 34	33 - 36	33 - 35
Combat - Defence	39 - 46	35 - 43	37 - 43	36 - 48
Combat - Offence	47 - 51	44 - 52	44 - 51	49 - 55
Fields & Shields	52 - 60	53 - 60	52 - 57	56 - 64
Flying Robot	61 - 69	61 - 66	58 - 68	65 - 67
Sensors	70 - 79	67 - 76	69 - 79	68 - 79
Sneaky	80 - 87	77 - 92	80 - 87	80 - 93
Tools	88 - 100	93 - 100	88 - 100	94 - 100

Alt.Mode Specific - Beast	Cost	Autobot	Decepticon	Maximal	Predacon
Adhesive Tires	2	1 - 4	1 - 7	1 - 3	1 - 5
Animal Rage	2	5 - 36	8 - 36	4 - 24	6 - 24
Beast Shell	2	37 - 44	37 - 44	25 - 67	25 - 67
Hull, Armored Hide	2	45 - 58	45 - 58	68 - 82	68 - 74
Natural Primitive	2	59 - 79	59 - 79	83 - 89	75 - 85
Solar Collectors	2	80 - 91	80 - 80	90 - 92	86 - 90
Two-Heads	2	92 - 99	81 - 89	93 - 99	91 - 99
Walk on Land	1	100 - 100	90 - 100	100 - 100	100 - 100

Alt.Mode Specific - Vehicle	Cost	Autobot	Decepticon	Maximal	Predacon
Adhesive Tires	2	1 - 12	1 - 4	1 - 10	1 - 16
Cybertronian Design	1	13 - 45	5 - 26	11 - 31	17 - 35
Escape Velocity	1	46 - 56	27 - 43	32 - 52	36 - 52
Magnetic Intercept	1	57 - 63	44 - 51	53 - 57	53 - 56
Oil Slick	2	64 - 71	52 - 65	58 - 65	57 - 67
Rear Rocket Thrusters	2	72 - 83	66 - 75	66 - 81	68 - 82
Rear-mounted Ailerons	1	84 - 86	76 - 79	82 - 86	83 - 86
Single-Jet Levitation Wing	1	87 - 89	80 - 85	87 - 91	87 - 90
Smoke Emissions	1	90 - 97	86 - 97	92 - 96	91 - 96
Two-Heads	2	98 - 100	98 - 100	97 - 100	97 - 100

Attachments	Cost	Autobot	Decepticon	Maximal	Predacon
Attachment, Armour	3	1 - 20	1 - 9	1 - 25	1 - 20
Attachment, Battle-skiff	2	21 - 43	10 - 24	26 - 44	21 - 37
Attachment, Drone	1	44 - 51	25 - 40	45 - 63	38 - 63
Attachment, Medical Pad	2	52 - 62	41 - 48	64 - 74	64 - 68
Attachment, Trailer / Sidecar	1	63 - 81	49 - 64	75 - 75	69 - 69
Attachment, Turret	3	82 - 92	65 - 84	76 - 94	70 - 86
Attachment, Vehicle	3	93 - 100	85 - 100	95 - 100	87 - 100

Combat - Defence	Cost	Autobot	Decepticon	Maximal	Predacon
Hull, Heat-shielding and Ceramic-plated Armor	2	1 - 13	1 - 8	1 - 13	1 - 16
Hull, Tough Polymer-steel	3	14 - 26	9 - 16	14 - 26	17 - 31
Hull, Trithyllium-steel	2	27 - 41	17 - 24	27 - 39	32 - 44
Hypnosis	1	42 - 46	25 - 39	40 - 47	45 - 53
Inanimate Magnetisation	2	47 - 53	40 - 47	48 - 57	54 - 61
Low-frequency Ground-wave Hammers	3	54 - 60	48 - 62	58 - 66	62 - 70
Scream	2	61 - 66	63 - 77	67 - 76	71 - 82
Stereo Speakers	2	67 - 76	78 - 83	77 - 80	83 - 84
Terrain Support	1	77 - 100	84 - 100	81 - 100	85 - 100

Combat - Offence	Cost	Autobot	Decepticon	Maximal	Predacon
Brawn	1	1 - 23	1 - 16	1 - 23	1 - 15
Circuit Rage	1	24 - 43	17 - 39	24 - 48	16 - 40
Circuit-Su	3	44 - 48	40 - 46	49 - 53	41 - 47
Hulk	3	49 - 57	47 - 55	54 - 68	48 - 56
Metallikato	2	58 - 66	56 - 71	69 - 75	57 - 73
Sharpshooter	2	67 - 76	72 - 81	76 - 86	74 - 86
Solar Collectors	2	77 - 81	82 - 84	87 - 89	87 - 87
Two-Hand Grip	1	82 - 100	85 - 100	90 - 100	88 - 100

Fields and Shields	Cost	Autobot	Decepticon	Maximal	Predacon
Field, Electric	1	1 - 12	1 - 11	1 - 9	1 - 8
Field, Gravitational Energy	2	13 - 32	12 - 28	10 - 18	9 - 14
Field, Magnetic	2	33 - 40	29 - 33	19 - 23	15 - 17
Shield Generator	3	41 - 48	34 - 42	24 - 36	18 - 25
Shield, Deflect-o-Shield	2	49 - 67	43 - 61	37 - 45	26 - 34
Shield, Force-Field Projector	3	68 - 75	62 - 68	46 - 51	35 - 41
Shield, Physical	1	76 - 96	69 - 89	52 - 80	42 - 72
Shield, Rotor	2	97 - 100	90 - 100	81 - 100	73 - 100

<b>Flying Robot</b>	<b>Cost</b>	<b>Autobot</b>	<b>Decepticon</b>	<b>Maximal</b>	<b>Predacon</b>
Comp. Air Cushion Boots	2	1 - 16	1 - 15	1 - 12	1 - 22
Hover Feet	1	17 - 28	16 - 35	13 - 28	23 - 36
Rear Rocket Thrusters	2	29 - 34	36 - 42	29 - 45	37 - 49
Robot.Mode Flight Ability	5	35 - 37	43 - 75	46 - 46	50 - 57
Rocket Arms	1	38 - 55	76 - 82	47 - 53	58 - 85
Rocket Back-Pack	1	56 - 78	83 - 97	54 - 82	86 - 87
Spring Legs	2	79 - 100	98 - 100	83 - 100	88 - 100

<b>General</b>	<b>Cost</b>	<b>Autobot</b>	<b>Decepticon</b>	<b>Maximal</b>	<b>Predacon</b>
Combiner / Gestalt	2	1 - 10	1 - 11	1 - 8	1 - 9
Cybertronian Design	1	11 - 25	12 - 27	9 - 13	10 - 14
Deployer Superiour	3	26 - 29	28 - 37	14 - 19	15 - 24
Human Companion	1	30 - 38	38 - 38	20 - 20	25 - 25
Low Fuel Consumption	1	39 - 50	39 - 46	21 - 43	26 - 43
Mass-Displacement	1	51 - 59	47 - 59	44 - 48	44 - 52
Multiple Functions	3	60 - 61	60 - 62	49 - 51	53 - 57
Search & Rescue	2	62 - 76	63 - 67	52 - 65	58 - 65
Teleportation	3	77 - 78	68 - 77	66 - 70	66 - 73
Triple-changer	6	79 - 88	78 - 90	71 - 86	74 - 86
Waterproof	1	89 - 100	91 - 100	87 - 100	87 - 100

<b>Sensors</b>	<b>Cost</b>	<b>Autobot</b>	<b>Decepticon</b>	<b>Maximal</b>	<b>Predacon</b>
Full-spectrum Beacon	2	1 - 13	1 - 7	1 - 13	1 - 9
Infrared Radiation Collector	1	14 - 19	8 - 11	14 - 17	10 - 15
Light-matrix Data Storage System	1	20 - 25	12 - 16	18 - 28	16 - 18
Radio Jamming Broadcaster	2	26 - 34	17 - 34	29 - 35	19 - 30
Recon Circuit	2	35 - 45	35 - 51	36 - 49	31 - 48
Sensor, Circuit Reading	2	46 - 49	52 - 59	50 - 51	49 - 57
Sensor, Infrared Visual	1	50 - 63	60 - 66	52 - 59	58 - 73
Sensor, Radar / Sonar	1	64 - 77	67 - 77	60 - 76	74 - 85
Sensor, Radio-wave	2	78 - 85	78 - 89	77 - 82	86 - 91
Sensor, Tracking	1	86 - 100	90 - 100	83 - 100	92 - 100

<b>Sneaky</b>	<b>Cost</b>	<b>Autobot</b>	<b>Decepticon</b>	<b>Maximal</b>	<b>Predacon</b>
Hologram Generator	2	1 - 5	1 - 6	1 - 7	1 - 7
Inanimate Vibration	2	6 - 11	7 - 12	8 - 17	8 - 10
Optical Distortion Projector	2	12 - 24	13 - 22	18 - 29	11 - 18
Photon-disruptor	3	25 - 31	23 - 27	30 - 42	19 - 26
Rubsign	1	32 - 61	28 - 45	43 - 49	27 - 29
Saboteur	1	62 - 76	46 - 68	50 - 75	30 - 65
Shield, Electro-Magnetic	2	77 - 90	69 - 83	76 - 83	66 - 72
Soundless Walk	2	91 - 100	84 - 100	84 - 100	73 - 100

Tools	Cost	Autobot	Decepticon	Maximal	Predacon
Ammo Capacitor	1	1 - 5	1 - 7	1 - 3	1 - 3
Electronic Couplers	1	6 - 15	8 - 12	4 - 13	4 - 13
Energon Cube Production	1	16 - 19	13 - 24	14 - 17	14 - 20
Energon Net	1	20 - 28	25 - 34	18 - 35	21 - 37
Ferro-cobalt Magnet	2	29 - 34	35 - 39	36 - 38	38 - 39
Flares	1	35 - 44	40 - 46	39 - 50	40 - 52
Grappling Hook	1	45 - 55	47 - 53	51 - 59	53 - 61
Hook Hand	1	56 - 63	54 - 66	60 - 64	62 - 72
Logic Center	1	64 - 70	67 - 74	65 - 71	73 - 80
Mechanics	1	71 - 79	75 - 90	72 - 81	81 - 91
Med Pack	1	80 - 92	91 - 97	82 - 94	92 - 97
Medical Tools	2	93 - 100	98 - 100	95 - 100	98 - 100

## Weapons

Types of Weapons	Autobot	Decepticon	Maximal	Predacon
Beast.Mode Specific	1 - 10	1 - 12	1 - 31	1 - 25
Damaging Energon	11 - 24	13 - 30	32 - 38	26 - 33
Damaging Explosive	25 - 35	31 - 42	39 - 45	34 - 45
Damaging Hit Points	36 - 51	43 - 57	46 - 67	46 - 65
Damaging Shells	52 - 60	58 - 63	68 - 69	66 - 68
Damaging Statistics	61 - 68	64 - 75	70 - 75	69 - 76
Environmentally Affecting	69 - 84	76 - 83	76 - 79	77 - 79
Melee & Skill-Based	85 - 100	84 - 100	80 - 100	80 - 100

Beast.Mode Specific	Cost	Roll
Blaster, Hip Winged	3	1 - 1
Blaster, Tail	2	2 - 6
Chainsaw scales	1	7 - 8
Fire Breath	2	9 - 17
Mecha Fangs	2	18 - 22
Steel Beak	1	23 - 33
Steel Claws	1	34 - 49
Steel Fangs	1	50 - 64
Steel Foot	1	65 - 69
Steel Horns	1	70 - 79
Steel Tail	1	80 - 93
Steel Talons	1	94 - 100

Damaging Energon	Cost	Roll
Blaster, Ionic	2	1 - 1
Blaster, Plasma-energy	2	2 - 3
Cannon, Flash Explosion	2	4 - 7
Cannon, Plasma-Pulse	2	8 - 12
Cannon, Proton-Pulse	2	13 - 17
Gun, Electro-Scrambler	3	18 - 21
Gun, Ray-gun	3	22 - 26
Laser, Electro-laser	2	27 - 30
Laser, Particle Beam	2	31 - 37
Laser, Photon	2	38 - 42
Pistol, Photon	1	43 - 60
Rifle, Disruptor	2	61 - 66
Rifle, Electrostatic Discharger	3	67 - 72
Rifle, Ion-Charge Disperser	2	73 - 73
Rifle, Lightning	2	74 - 77
Rifle, Low-gravity rod	2	78 - 78
Rifle, Particle Beam	1	79 - 88
Rifle, Photon	1	89 - 100

Damaging Hit Points	Cost	Roll
Cannon, Concussion	2	1 - 3
Cannon, Electro-disrupter	2	4 - 4
Cannon, Fireball	3	5 - 8
Cannon, Fusion	3	9 - 15
Cannon, Laser	2	16 - 24
Cannon, Light	1	25 - 29
Cannon, Mortar	2	30 - 30
Cannon, Particle	5	31 - 32
Cannon, Sonic	2	33 - 34
Cannon, Track-Mounted	2	35 - 35
Cannon, Triple Crusher	2	36 - 36
Gun, Black Beam	1	37 - 37
Gun, Blaster	1	38 - 50
Gun, Compressed Air	2	51 - 51
Gun, Laser	2	52 - 53
Gun, Sandblaster	2	54 - 54
Gun, Scatter-blaster	2	55 - 57
Gun, Scattershot	1	58 - 58
Gun, Sonic Stun	2	59 - 60
Gun, Sub-machine	1	61 - 64
Gun, Thruster	2	65 - 65
Laser, Acid Ray	2	66 - 66
Laser, Head-light Heat	2	67 - 67
Laser, Musket	1	68 - 68
Laser, Null-Ray	2	69 - 69
Laser, Thermal Beam	1	70 - 70
Laser, Venom	2	71 - 71
Laser, Wind-funnel	2	72 - 72
Pistol, Custom	2	73 - 73
Pistol, Laser	1	74 - 86
Pistol, Stress	2	87 - 87
Rifle, Acid Rainmaker	2	88 - 88
Rifle, Compressed Air	1	89 - 89
Rifle, Heat-ray	2	90 - 90
Rifle, Laser	1	91 - 97
Rifle, Rocket-dart	2	98 - 98
Rifle, Solar Energy	3	99 - 99
Rifle, Torque	1	100 - 100

Damaging Explosive	Cost	Roll
Blaster, Slime	2	1 - 3
Bomb, Cluster	2	4 - 7
Bomb, Concussion	2	8 - 14
Bomb, Custom	3	15 - 16
Bomb, Kamakazi	3	17 - 17
Bomb, Megan-ton Proton	2	18 - 20
Grenade, Custom	2	21 - 22
Grenade, Magnetic	1	23 - 26
Mine, Custom	2	27 - 28
Mine, Magnetic Blast	3	29 - 32
Mine, Sonic Land	1	33 - 35
Missiles, Air/Ground	2	36 - 45
Missiles, Concussion	2	46 - 52
Missiles, Heat-seeking	2	53 - 58
Missiles, Incendiary	2	59 - 61
Missiles, Invisible	3	62 - 64
Missiles, Laser	1	65 - 74
Missiles, Motion	2	75 - 78
Missiles, Photon	3	79 - 82
Rocket, Sky	3	83 - 84
Rockets, Blaster	2	85 - 93
Rockets, Drone	2	94 - 96
Rockets, Mega-ton Proton	2	97 - 100

Enviro. Affecting	Cost	Roll
Cannon, De-crystaliser	2	1 - 5
Cannon, Dehydration	2	6 - 7
Cannon, Water	1	8 - 19
Fire-extinguisher	1	20 - 25
Gun, Adhesive	1	26 - 36
Gun, Gravito-gun	2	37 - 42
Gun, Plasma-Pulse	2	43 - 49
Gun, Semi-automatic Glue	3	50 - 53
Gun, Water	2	54 - 64
Laser, Freeze Beam	2	65 - 71
Missiles, Fire-Fog	2	72 - 73
Rifle, Adhesive	2	74 - 77
Rifle, Armor-piercing	1	78 - 83
Rifle, Extinguisher	2	84 - 87
Rifle, Friction	2	88 - 89
Rifle, Hunting	1	90 - 93
Sonic Boom	2	94 - 100

Damaging Shells	Cost	Roll
Shell, Acid	1	1 - 12
Shell, Cryogenic	1	13 - 18
Shell, Explosive	1	19 - 42
Shell, Magnetic Inducer	2	43 - 48
Shell, Shrapnel Needle	2	49 - 56
Shell, Sonic	1	57 - 66
Shell, Thermal	1	67 - 78
Shell, TNT Equivalent	1	79 - 94
Shell, Vaporators	2	95 - 98
Shell, Gyro-inhibitor	2	99 - 100

Melee & Skill-Based	Cost	Roll
Arm Piledrivers	1	1 - 5
Buzz saw	1	6 - 12
Cannon, Drill	1	13 - 18
Energon Bow	2	19 - 19
Energon Shuriken	2	20 - 20
Flamethrower	2	21 - 27
Laser Eyes	2	28 - 34
Melee Energon Weapon	2	35 - 39
Obscure Melee Weapon	2	40 - 43
Shield, Junkion	3	44 - 45
Sword, Dis-fraction	2	46 - 47
Sword, Electro	2	48 - 51
Sword, Electron	2	52 - 53
Sword, Energo	2	54 - 62
Sword, Laser-Guided	2	63 - 68
Sword, Metallikato	3	69 - 71
Sword, Rotating	2	72 - 78
Sword, Sonic	2	79 - 83
Sword, Thermal/Thermo	1	84 - 94
Wrecking Ball	1	95 - 100

Damaging Statistics	Cost	Roll
Blaster, Electro	2	1 - 1
Blaster, Shatter	2	2 - 6
Cannon, Atom-Smasher	2	7 - 9
Cannon, Vibro	3	10 - 12
Gun, Acid-pellet	3	13 - 20
Gun, Blot's	3	21 - 22
Gun, Cyclone	3	23 - 26
Gun, Gyro	2	27 - 31
Gun, Magnetiser	3	32 - 32
Gun, Mega-gun	1	33 - 34
Gun, Nega-gun	2	35 - 36
Gun, Overload	3	37 - 37
Gun, Photon Displacer	2	38 - 41
Gun, Sonic Concussion	3	42 - 46
Laser, Decelerator	3	47 - 49
Laser, Oxidising	3	50 - 54
Laser, Volt Beam	2	55 - 59
Laser, X-Ray	3	60 - 62
Missiles, Shatter	2	63 - 67
Pistol, Semi-auto. Sonic	3	68 - 70
Rifle, Accelerator	3	71 - 71
Rifle, Arc-welder	3	72 - 79
Rifle, Crustacean	2	80 - 82
Rifle, Liquid-nitrogen	3	83 - 84
Shell, Cerebro	3	85 - 86
Shell, Glass Gass	2	87 - 94
Shell, Heat-Mounted Mortar	2	95 - 100

## Sub-groups

Predacon	Cost	Autobot
Clone	3	1 - 5
Dinobot	2	6 - 16
Double Agent	2	17 - 21
Fuzor	2	22 - 34
Insecticon	1	35 - 47
Junkion	2	48 - 48
Leadership	5	49 - 49
Mutant Head	1	50 - 75
Pretender	5	76 - 76
Transmetal	1	77 - 85
Transmetal II	2	86 - 90
Unaligned (N.A.I.L.)	3	91 - 91
Vehicon	1	92 - 100

Autobot	Cost	Autobot
Actionmaster	1	1 - 3
Aquaspeeder	1	4 - 4
Axelerator	2	5 - 5
Brainmaster	1	6 - 9
Clone	2	10 - 11
Dinobot	2	12 - 17
Double Agent	2	18 - 19
Fuzor	2	20 - 20
Headmaster	2	21 - 27
Jumpstarter	1	28 - 30
Junkion	2	31 - 32
Laser Cycle	3	33 - 34
Laser Rod	3	35 - 36
Leadership	5	37 - 37
Lightformer	3	38 - 39
Micromaster	1	40 - 46
Mini-Vehicle	2	47 - 54
Monsterbot	2	55 - 58
Powerdasher	3	59 - 60
Powermaster	2	61 - 67
Pretender	5	68 - 71
Quintonson Product	2	72 - 72
Rotor Force	2	73 - 74
Sparkdash	2	75 - 77
Spy Changer	1	78 - 79
Targetmaster	2	80 - 86
Throttlebot	1	87 - 94
Triggerbot	3	95 - 96
Turbomaster	1	97 - 97
Unaligned (N.A.I.L.)	3	98 - 98
W Cassettebots	1	99 - 100

Autobot	Cost	Autobot
Actionmaster	1	1 - 3
Battlecharger (Jumpstarter)	1	4 - 4
Breastforce	3	5 - 7
Clone	2	8 - 9
Cobalt Sentry	1	10 - 12
Constructicon	1	13 - 18
Dinoforce (Dinobot)	2	19 - 21
Double Agent	2	22 - 23
Duocon	1	24 - 25
Firecon (Monsterbot)	2	26 - 29
Fuzor	2	30 - 30
Headmaster	2	31 - 35
Horrorcon	1	36 - 38
Insecticon	1	39 - 44
Laser Cycle	3	45 - 46
Laser Rod	3	47 - 48
Leadership	5	49 - 50
Micromaster	1	51 - 56
Powermaster	2	57 - 60
Predator (Turbomaster)	1	61 - 63
Pretender	5	64 - 67
Quintesson Product	2	68 - 68
Rotor Force	2	69 - 71
Seeker	2	72 - 83
Skyscorcher (Axelerator)	2	84 - 85
Stormtrooper (Aquaspeeder)	1	86 - 86
Targetmaster	2	87 - 91
Trakkon (Lightformer)	3	92 - 93
Triggercon (Triggerbot)	3	94 - 95
Unaligned (N.A.I.L.)	3	96 - 96
W Cassettecons (W Cassettebots)	1	97 - 100

Maximal	Cost	Autobot
Dinobot	2	1 - 14
Double Agent	2	15 - 16
Fuzor	2	17 - 33
Leadership	5	34 - 35
Mutant Head	1	36 - 61
Pretender	5	62 - 62
Technorganic	3	63 - 68
Transmetal	1	69 - 84
Transmetal II	2	85 - 97
Transtech	3	98 - 99
Unaligned (N.A.I.L.)	3	100 - 100



Player:

<b>Allegiance:</b>	<b>Name:</b>	<b>Subgroup:</b>
	<b>Function:</b>	<b>Prime.Colour:</b>
	<b>Quote:</b> " _____ " Re-roll: ____	<b>Secd.Colour:</b>
	<b>Bio:</b> _____ _____ _____	

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

Universal Actions	Function Actions	Robot.Mode		Alt.Mode: _____				
		Size: _____	Move: ____	Size: _____	Move: ____			
		Robot. Statistics	+1d Gain	Alt.Mode Statistics	+1d Gain			
Strength								
Intelligence								
Speed								
Endurance								
Rank								
Courage								
Firepower								
Skill								
<b>Alt.Mode Abilities &amp; Tech:</b>								

Weapon	DMG	Structure	Range	Charges	Notes

**Technology & Character Notes:**