



# **Transformers: The Unofficial War Game**

# Transformers: The Unofficial Wargame

What happens when a group of highschool gamers fall in love with Transformers toys but feel they are a little old to playing in the sand box with them? They make a wargame. Heck, the Transformers even have stats printed on the box, how could we not?

Back in the late 80s that is exactly what myself and some good friends set about doing. Rich, Scott, Joey, and I all put our love of games and transforming plastic robots together to create Transformers: The War Game.

After hours at a daycare center became ground zero for the war for Earth and Cybertron. This is my best effort to recall and record the rules we played by that you might undertake your own epic battles.

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# Basic Game Rules

These are the basic rules for playing Transformers: The Unofficial Wargame. It gives you enough to play a very basic game based on the Transformer's Tech Specs and serves as a framework for the Advanced Rules we provide here or those you create for yourself.

The spirit of this game is not so much deep tactical combat. It is about having a good time playing out a battle with your Transformers. Remember, it all started as an excuse to play with cool toys!

## Materials needed

**Dice:** One ten sided dice for each player. Extras are handy but you can share in a pinch.

**Pencil and Paper:** To keep track of health for the Transformers and make other notes.

**A Tape Measure:** To measure distances for movement and shooting weapons.

**Transformers:** Ideally with their stat sheets. The more you have, the happier you will be!

**A Battlefield:** You can play wherever you like, but the more Transformers you have the more room you will want.

## Terms

To keep the writing quick and easy, here are some abbreviations we use.

- **d10:** Roll one ten sided dice.
- **x2, x3:** times two, times three, and so on. When you should multiply a number in the game.
- **TN:** Target Number, a number you want to roll equal to or lower than when rolling a d10
- **Spec:** one of the 8 Tech Specs
- **In Play:** A Transformer is in play if it is not defeated, destroyed or otherwise ruled Out of Play.
- **Inches & Feet:** These rules are using standard measures. To convert to Metric we recommend using 3 centimeters & 30 centimeters respectively to get similar distances.

## Tech Specs

Most transformers come with Tech Specs that give you ratings on how awesome they in numerical form. We call them Specs for short. These are as they originally appeared.

**Strength [STR]:** A measure of a Transformer's physical power. It is most useful in hand-to-hand combat.

**Intelligence [INT]:** A Transformer's computing capacity and his knowledge of the universe. This Spec is not used in the basic rules.

**Speed [SPD]:** How fast a Transformer moves as well as how agile they are in robot form. This is a very powerful Spec.

**Endurance [END]:** This is how tough a Transformer is and determines how much punishment they can take before they are defeated.

**Rank [RNK]:** A Transformer's standing within the organization they are a part of. This Spec is not used in the basic rules.

**Courage [CRG]:** A measure of how brave the Transformer is. This Spec is not used in the basic rules.

**Firepower [FPW]:** The power of a Transformer's ranged weapons. Sometimes called Fireblast instead of Firepower.

**Skill [SKL]:** This measures a Transformer's skill in combat. It is essential for most attack actions.

## SETTING UP

### Where to Play

You can play Transformers wherever you like. We most often played in a daycare which had all sorts of interesting obstacles and terrain for the Transformers to fight on. A good battlefield should have places where Transformers can hide from one another's line of sight and enough room to move a few feet in any given direction. You will want to establish the boundary of the play area to prevent the game from sprawling out too far.

If you are totally awesome, or want to be, build a model of Cybertron or New York City for your Transformers to do battle in.

### Choosing Your Teams

**Basic Draft:** The simplest method for a Transformer's free for all is to do the following.

1. Line up all the Transformers to be used for the game
2. Each player rolls a d10 with the highest going first, and the lowest last
3. Players take turns selecting a single Transformer of their choice for their team until all are selected.

**Autobots vs Decepticons:** Same idea, but more in keeping with the story

1. Split players between Autobot and Decepticon teams

2. Each team of players take turns selecting Transformers of their faction for their team until one of the teams has no Transformers of their faction to pick from. Both teams then stop.
3. Within each team, follow the Basic Draft rules to divide up the Transformers.

## Starting Positions

After dividing up the forces, it's time to get your transformers on the field. In draft order, each player takes one of their transformers and places them on the battlefield in the form they want them to start in.

You cannot place one of your Transformers less than two feet from an opponent's Transformer.

## How to Win

If you, or your team, has the last Transformer(s) In Play, you have won the game.

## Sequence of Play

Play in Transformers is divided up into Rounds. A round is however long it takes to complete the three phases of a round: Initiative, Actions, and Cleanup. Most of the play happens during the Action Phase. The action phase itself is divided up into segments and turns. It's all pretty intuitive once you get going.

### Phase 1: Initiative

Each round, every player rolls a d10 for initiative for the round. If there is a tie, the tied players must all roll again until there are no ties.

### Phase 2: Actions

During this phase, every Transformer in play will get a chance to take a turn during which they take actions. The order they act in is determined by first by the Transformer's speed, then by player Initiative.

Divide the action phase into 10 segments. To do this, grab a 10 sided dice, and set it so 10 is face up. Each player, in order from highest initiative to lowest, chooses one Transformer they control with 10 SPD that has not yet taken a turn this phase, and takes a turn with it. This continues until every Transformer with 10 SPD has taken a turn. If a player has none left, they simply pass to the next player.

When all the 10s have gone, change the dice to read 9 and do the same for SPD 9 transformers, against starting with the highest initiative player, and going round in initiative order.

Keep doing this until SPD 1 by which every Transformer should have taken an action unless they were rendered Out of Play before their turn came up.

### Phase 3: Cleanup

For the basic game, the only thing to do during the Cleanup phase is to check if anyone has won the game. If not, it's time for another round of Transformers action!

## Turns and Actions

When a Transformer's turn comes up in the action phase, it's time for them to act. There are three basic types of actions a transformer can do: Move, Attack, and Other. They can do each of these types of actions only once during a turn.

### Moving

Transformers don't have to move if they don't want to. If they do want to, they can only move once during their turn. To keep things simple, they have to do all their moving at once, they can't move, then attack, then move some more.

Transformers can move a distance up to their speed in inches. Just grab a tape measure and figure out where you can go. The direction is totally up to you, though there are restrictions on going up or down. You must end your movement somewhere your Transformer can stand/sit and not fall over constantly.

A transformer in Robot or Animal form can move up any steep obstacle shorter than their own height with their arms up, and down any ledge up to twice their height even if they can't fly. It doesn't even slow them down! But, if it is too tall, they simply can't move over it unless they have some special movement. Sloped surfaces are not an obstacle.

### Driving, and Flying

In addition to running around as robots, Transformers are well known for turning into cars, boats, planes, animals and all sorts of other things that have advantages or disadvantages in moving around. These rules cover special kinds of movement.

#### Driving

Transformers with wheels (be it car, bike, or train) can move x2 SPD in vehicle form. They must however travel on a relatively smooth surfaces.

## Robot Flying

Some transformers can fly around in robot form, some can't. It's up to you to know from lore which can, and which can't. If you and another player can't agree you have two options. Cite an episode or comic story where that Transformer flew, or failing that roll off and the higher player wins the argument.

Flying robots get to ignore the rules for going up and down obstacles but they don't move any faster and don't stay in the air like flying vehicles and animals can.

## All other Flying

Planes, winged critters, helicopters, space shuttles and the like are all treated the same in the basic rules. If a Transformer in one of these forms, they are assumed to be flying unless you specifically state otherwise.

Flying Transformers move at x3 SPD. They are up in the air, so they are not bothered by any terrain or obstacles. You will still set them on the ground when you finish moving them, but they are considered to be up in the air nonetheless.

Flying Transformers cannot be attacked hand-to-hand or attack hand-to-hand with Transformers that are not flying. They can engage hand-to-hand (or wing to whatever) with other flying Transformers. More on this in the attacking section.

See the advanced rules for more special types of movement you can incorporate into the game.

## Attacking

Fighting is what Transformers seem to do most and that's the heart of this game. There are two basic types of attacks a Transformer can make: Hand-to-Hand and Shooting. They can only do one or the other each turn, not both. They can attack before or after they move, your choice.

Before we get into the details, we need to cover some core game mechanics.

## Target Rolls

A Target Roll is a roll of the d10 where you are trying to roll a Target Number [TN] or **lower** on the dice. So if a Target Roll has a target of 6 you need to roll 6 or less to succeed. A Roll of 1 always succeeds, and a roll of 10 always fails.

## Damage Rolls

A Damage Roll is much like a Target Roll but with an extra twist. Roll a d10 against the Target Number given. If the roll is equal or lower, the value on the dice is the damage taken. If the roll

is higher, no damage is taken. Unlike Target Rolls, a 10 is still a success, provided the TN is 10 or higher.

## Modifiers

Modifiers are adjustments to a Target Number on roll. A positive modifier makes the TN higher, and thus easier, while a negative modifier makes the TN lower and thus harder. TNs can never be higher than 10 or lower than 1.

## Hand-To-Hand

To fight hand-to-hand your Transformer needs to be roughly adjacent to the Transformer you are attacking. If you can touch some part of their Transformer with your Transformer without it actually moving, that should be good.

Your Transformer also need some plausible way to fight Hand-to-Hand. Any transformer in robot form can punch and kick. Beasts and monsters can use their claws, tails, and so on. Swords, saws, clubs and the like are all fair game. Vehicles can ram, but that requires they have moved first. (see Ramming for details.) A cassette tape, a shoe, and so one cannot attack anyone, sorry cassette tapes!

Flying Transformers can't fight Hand-To-Hand with non-Flying transformers and vice versa.

When you want to attack Hand-To-Hand you make a Target Roll to hit your opponent. Your TN is your Transformer's SKL value. Modify this TN by -2 if your target has a higher SKL value than you do.

If you hit your target, it's time to do some damage. Make a Damage Roll with your Transformer's STR Spec as you're TN. If it succeeded, the damage you do is equal to the number you rolled. We will talk about how damage works a little later in this section.

## Ramming

Ramming is how Vehicles do hand to hand combat. The only real difference is that a Vehicle that want's to ram, must move up to its target in vehicle form on the same turn that it attacks and must stop touching your target. The Vehicle cannot start its turn next to the target it wants to ram: aka no backing up and then driving forward in the same turn. Other than that requirement, it is exactly like normal Hand-To-Hand.

## Shooting

For a Transformer to make a shooting attack, it has to have some kind of weapon capable of ranged combat. Most transformers have something they can do, though not all do.

For the basic game, every kind of shooting attack works pretty much the same. To shoot at a target, you need to be able to see them. Just eyeball from your Transformer's perspective and if

you can see a target, you can shoot at it. If your Transformer is flying, you can raise it up to the height of your own head to try and see your targets. If you are not sure, you can use the tape measure, or a string to try and draw a line to the target. If you can see it, your Transformer can shoot it.

To hit, make a Target Roll with a TN equal to your Transformer's SKL. If the target has a higher SPD than your Transformer, you get a -2 penalty to the TN.

If you hit, it's time for damage. Make a Damage Roll with a TN equal to your FPW. If you succeed the number you roll is the amount of damage you deal on the attack.

## Damage

When a Transformer takes damage, the player controlling them needs to keep track of how much they took. If they already have some damage, the new amount is added to the total. If the damage they have taken exceeds their END score, they are defeated and are removed from play.

## Other Actions

In the basic rules, there are not a lot of Other Actions you can do. In general, an Other Thing should not involve moving or attacking since those types of actions are already covered.

## Transforming

You can transform once during your turn. When transforming your Transformer can repair up to 2 points of damage they have taken.

If a transformer is flying and transforms into a non-flying form, it lands safely as part of the transformation.

In the basic game, the advantages of transforming are primarily to change your movement mode. In the advanced rules, there are a number of other advantages, sometimes unique to a given Transformer.

It should go without saying, but, you should actually Transform your Transformer when Transforming! Just be thoughtful and do it ahead of time or while the next player is taking their turn to keep the game moving along.

## Surrender

If you like, you can have a Transformer surrender on their turn. Typically Autobots accept Decepticon surrender peacefully, while Autobots find a clever means to escape the battle when surrendering.

# Advanced Rules

Most advanced rules have one of the following purposes.

1. To make play more strategic and complex
2. To better simulate the unique capabilities of Transformers
3. Help the game have better play balance

Good advanced rules should **not** do the following

1. Greatly slow down play (unless that is your specific goal)
2. Directly contradict the basic rules
3. Try to be realistic (this is Transformers we are talking about here)

Advanced Rules are not intended to be all or nothing. You are encouraged to pick and choose which rules you want to use in your game. Whomever is organizing the game should make it clear to all players which rules will be used.

## Contest Mechanic

In a number of situations you may need a mechanic that pits one transformer against another in a contents to strength, speed, or wits. This mechanic is to be used in such situations.

Each Transformer in the contest will make a Target Roll with their appropriate Tech Spec as a TN. The Transformer with the Highest Successful Roll is the winner. If neither succeeds, there is no winner.

In the event of a tie, or if the contest requires a winner and neither succeeded, a re-roll is performed until a winner emerges.

## Luck Rolls

A Luck Roll is simply a Target Roll with a TN of 5. It can be used to determine the outcome of any random event with a roughly equal chance of a good or bad outcome. If the Luck Roll succeeds, the outcome is good for the Transformer/Player making the roll.

# Advanced Team Selection

## Energon Auction

The Energon Auction is a good method for adding a strategic element to choosing Transformers. It only works well if all the players are roughly familiar with the play strength of the Transformers available in the auction.

- Every player is granted 100 Energon with which to bid for Transformers.
- Players roll off to determine bidding order using d10 (re-roll all ties to get a definitive order)
- The first player picks a transformer for auction from those available and places a starting bid of Energon they are willing to pay for the Transformer.
- Each player, in bidding order can either make a higher bid, or pass. Once a player passes on a Transformer, they may not bid again on that Transformer. Bidding proceeds until no player chooses to exceed the current high bid.
- The player who has the winning bid selects the next Transformer for auction and sets the initial bid.
- The minimum Bid on any Transformer is 1 Energon.
- Players with no Energon are “Exhausted” may not bid, Auction selection passes to the next player in order if a now exhausted player won the last bid.
- If all players are out of Energon, the Auction is over and any remaining Transformers are not used.

## Special movement Types

There are lots of different transformers out there that can move around in cool ways. These rules help you simulate that. With all of these, it will be largely up to you to determine which types of movement a given Transformer can perform and in what form they can perform it.

### Space Flight / Orbiting

Some transformers are space vehicles of one kind or another. Others are simply known to be able to fly into orbit and to other planets under their own power (such as city transformers). Such transformers can “go into orbit” or “come out of orbit” as a move action during their turn.

A Transformer that goes into orbit or comes out of orbit cannot attack on the same turn they perform this special movement. Transformers in orbit cannot interact in any way with Transformers not in orbit and vice versa. Transformers in Orbit can make Shooting attacks at any other Transformers in Orbit but cannot make Hand-To-Hand attacks.

When a Transformer goes into Orbit, take them off the battlefield and set them aside somewhere. When they return from Orbit, they can arrive at any point on the battlefield. A transformer that is deemed to be able to fly, will be considered flying when it returns from orbit unless it then transforms.

## Hyper Movement

This is a special type of movement only certain transformers can perform. Blurr is one example. A Transformer that can hyper move can simply move to any place on the battlefield during their turn. This also works as a rule for any Transformer that can teleport at will.

## Digging

A transformer that can dig into the ground can effectively protect itself from attacks while underground. To dig underground, the player must declare their Transformer will Dig when they start a move. They will remain underground until they declare they are Surfacing during a move. A transformer that is underground cannot be attacked, and cannot attack other Transformers.

A Transformer cannot Dig after it has made an attack in the same turn. It can attack after it has decided to Surface.

## Watercraft

Boats and submarines can be a little tricky to work into a typical game of Transformers: The Unofficial Wargame.

For surface craft, you can simply designate part of the play area as water, and only watercraft are allowed to move there. Typically water craft will move at x2 speed on the water.

Under-Water craft can only perform Shooting attacks at other Under-Water Transformers or at watercraft on the surface. Surface craft can perform shooting attacks at under-water craft. Under-water craft cannot attack Transformers not in or on the water and vice versa.

A Transformer in Robot Form can travel under water, but cannot perform any shooting attacks while under water. They can only perform Hand-to-hand attacks on other robot from Transformers adjacent to them and also under water. Any Robot Form Transformer in water is considered under the water unless they are City Sized or larger.

## Transformer Size Rules

Different transformers are different sizes, and these rules are here to help simulate that if you so desire. They can add considerable complexity to the game and dramatically increase the power of very large transformers compared to smaller ones.

One thing that can complicate this simulation is that some transformers clearly can change size and mass when they Transform. Megatron can turn into a pretty small gun while Astrotrain can turn from an average sized robot into a Space Shuttle that all the other Decepticons can ride around in.

Finally, knowing what size a Transformer is can be tricky. They are often portrayed somewhat inconsistently in the cartoons and comics. The relative size of the toys is rarely a match for their size in the shows. Ultimately it is up to the players to agree on the size of a given transformer. When in doubt, just go with Standard.

## Scale

- 1: **Tiny** Transformers (the size of a typical dog or smaller)
- 2: **Small** Transformers (about human sized)
- 3: **Standard** Transformers (The size of an auto, tank or jet plane)
- 4: **Large** Transformers (the size of a semi truck or transport vehicle)
- 5: **Huge** Transformers (Combiners, and similar sized transformers)
- 6: **City** sized Transformers (On a scale of city blocks in size, cities and aircraft carriers etc...)
- 7: **Planetary** scale Transformers (Moons and planets and such.)

In general, the larger a transformer is, the stronger it is, and the tougher it is. On the other hand, the bigger it is, the easier it is to hit. Here are some rules to use to simulate this.

**Tiny:** -4 penalty on Hand-To-Hand damage rolls, suffers +2 damage on all hits, attackers get -4 penalty on to-hit rolls.

**Small:** -2 penalty on Hand-to-Hand damage rolls, suffers +1 damage on all hits, attackers get a -2 penalty on to-hit rolls.

**Standard:** No modifiers

**Large:** x2 END, +2 bonus to Hand-to-Hand damage rolls, attackers get +2 bonus on to-hit rolls.

**Huge:** x4 END, x2 Hand-to-Hand damage, attackers get +4 bonus to-hit rolls, can make shooting attacks at 2 targets

**City:** x10 END, x4 Hand-to-Hand damage, attackers always hit, can make shooting attacks at 4 targets.

**Planetary:** x100 END, x10 Hand-to-Hand damage, attackers always hit, can make shooting attacks at 10 targets

When playing with these rules, you will need to be careful to try and balance the teams you are using. Note that END increases are only applicable to how much damage they can take. Any TN rolls for END would still be at the base value. It may also make sense for larger Transformers to be totally immune to some effects or abilities from much smaller foes.

Size Changing can be tricky when it comes to Damage and END. If using these rules, multiply or divide the current damage by the multiplier when changing size. Thus if a Transformer goes from standard to huge, multiply their damage by x4. If a huge transformer goes down to standard size, divide the damage they have by 4. Basically you want them to be just about as hurt no matter what size they change into. Apply any Transformation repairs after adjusting damage.

## Transports

When one Transformer can carry another around, we call that Transporting. This is how it works in the game.

During a Transformer's turn, it can Embark as an Other Action if it is adjacent to a Transformer that can act as a Transport, and is on the same team. You cannot Embark if you have made an attack during the same turn. (This is to prevent exploiting the Transport rules for free attacks.)

An Embarked Transformer is considered to be inside the other Transformer and is removed from the battlefield. The only action an Embarked transformer can perform is to Disembark.

During an Embarked Transformer's turn they can use an Other Action to Disembark. The transformer will then enter the battlefield at the Transporting Transformer's location. If a non-flying transformer disembarks from a flying transformer they will fall to the ground. (see advanced rule for Falling)

If a Transport is defeated, all Embarked Transformers must an Target Roll with a TN equal to their INT. If they succeed, they simply Disembark. If they fail they must make a Damage Roll with a TN of 5 and then Disembark.

## Gun Transformers

Megatron, and a few other transformers can turn into a gun that other transformers can use as a weapon. When Transforming into a gun the acting transformer can select a nearby ally who receives the gun. While in gun form, the Gun Transformer cannot take any action other than Transforming.

The Transformer who has the Gun can use it to make Firepower attacks during that Transformer's turn. Special rules apply to this attack.

- The Target Roll to hit can use either the Gun Transformer's or the Acting Transformers SKL as the TN for the roll. The SPD comparison is done using the Acting Transformers SPD.
- Damage rolls from the attack use the Gun Transformer's FPW as the TN for the roll and does x2 damage!

A Transformer in Gun Form cannot be attacked by other Transformers while it is in the possession of an ally. If an ally is defeated the Gun Transformer falls onto the battlefield and can be attacked normally. Other Allies can pick up the Gun Transformer on their turn as an Other Action. Non-Allies cannot use a Gun Transformer as a weapon unless the controlling player decides to allow it.

When a Transformer in Gun form transforms out of gun form, they appear on the battlefield next to the transformer carrying them, or wherever the gun was on the battlefield. They are prohibited from taking an Attack Action on the turn they Transform out of Gun form. (This is to prevent exploiting the gun form to avoid being attacked and to balance the mechanic.)

## Hidden Transformers

Any Transformer that has a form with no obvious mobility or weaponry can use these hiding rules. They can also be used for Transformers that can become Invisible or otherwise undetectable. Treat being invisible as a form for these purposes.

A Transformer in a Hidden form cannot be attacked by other Transformers. A Transformer cannot Attack and Transform into a Hidden form on the same turn. A Transformer in Hidden form can not take any action other than to transform into another form. A Transformer in Hidden form is considered out of play for purposes of victory conditions.

As an optional version of this rule, Transformers who are in a form that blends in with the presumed location of the battlefield. (for instance an ambulance in an Earth city) can be deemed to be Hidden but may still perform actions normally. Once they make any Attack or Transform, they can no longer use that form to become Hidden for the remainder of the game.

## Combiners

Combiners are Transformers that are created by the joining of multiple individual Transformers into a single entity. Devastator is a prime example of a Combiner Transformer.

### Combiner Transformation

The creation of a Combiner can be initiated on the turn of any Transformer which is part of the Combiner team as an Other Action. All Transformers in the Combiner team must be roughly within 1 foot of each other and considered In Play to perform the Combiner Transformation. This Transformation does not offer the usual healing benefit.

After a Combiner Transformation, the the individual Transformers on the team are replaced by the Combined Form Transformer which has it's own Tech Specs. While the Combined Form is in play, the individual members are considered Out of Play. The newly Combined Transformer

acts in its own initiative order and does not continue the turn of the Transformer than initiated the Transformation.

A Combined Form Transformer can Uncombine as an Other Action on it's turn. The Combined Form is then considered Out of Play while it's members become In Play and are placed at the former location of the Combined Transformer. This Transformation does not offer the usual healing benefit. The Member Transformers then act in their normal initiative order during the remainder of the round. Each may enter play in any chosen Form.

## On Defeat

If a Combined Transformer is defeated it combines immediately. All member Transformers enter play at the combiners last location in any chosen form. All member Transformers make a Damage Roll with a TN of 5. When a Combiner Transformer is defeated, it may not be re-formed for the remainder of the game.

## Disrupters

Some Transformers can perform a disrupting attack that forces Combiner Transformers to Uncombine. Disrupting is considered to be an Attack Action. It can affect all non-friendly Combiner Transformers within 2 feet of the Transformer performing the Disruption. All affected Combiners immediately uncombine. Members of the affected Combiner teams cannot perform a Combiner Transformation for the remainder of the current Round.

## Falling

If a Transformer that cannot fly in it's current form ends up dropping from a height more than twice its own height for any reason, it is considered to have fallen. A transformer that falls must make a Damage Roll with a TN of 8.

If a Transformer is falling, and has a form that can fly, it is allowed to instantly transform into its flying form to save itself from falling. This special transformation does not grant the usual healing effect.

## Giving Speeches

Transformers do quite a bit of talking while fighting. Decepticons are fond of ridiculing their opponents, while Autobots are prone to moralizing lectures. To perform an effective speech, you must do a little bit of Role Playing and actually speak some words on behalf of the Transformer in question.

Each Speech requires an Attack Action to perform and creates a Contest. Different Speeches have different outcomes, though, the typical result is the opponent is temporarily disabled in some fashion.

Once a Transformer has been successfully attacked with a Speech during a game, they may not be target of the same Speech attack again for the remainder of the game.

## Deception

Using lies and trickery to confuse your foes is a Decepticon favorite. The attacker initiates a Contest pitting their INT vs. the target's INT. If the attacker wins, the target loses their next turn trying to figure out what just happened.

## Intimidation

The attacker initiates a Contest pitting their RNK vs. the target's CRG. If the attacker wins, the target must move as far as possible away from the attacker during their next turn and may not make an Attack Action that turn.

## Moralizing

A favorite of Autobots the universe over. The attacker initiates a Contest pitting their CRG vs. the target's INT. If the attacker wins, the target loses their next turn laughing at the attacker's weak will and ridiculous notions of morality.

## Grappling

One Transformer can attempt to grapple with another in order to hold them in place. A transformer must have hands, tentacles, or other limbs appropriate for grabbing and restraining another Transformer to make a Grapple. The Transformer performing the Grapple must be within one size category of the Target.

Trying to Grapple another Transformer is an Attack Action and follows most of the same rules as a Hand-To-Hand attack. The Grappling Transformer must be near the target transformer, and must make an attack roll based on SKL to hit exactly as with Hand-To-Hand.

If you do hit with your Grappling Attack, instead of doing damage, you initiate a Contest pitting the attacker's STR vs. the targets STR. If you win the contest the target is Grappled.

A Grappled Transformer cannot perform Transformations or Move Actions while they remain Grappled. On the Grappled Transformer's turn, they may to break the Grapple either as an Attack Action or an Other Action. They may choose either, but may not try both in the same turn. This action initiates a Contest pitting Victim's STR vs. the Grappler's STR. If the Victim wins, they are no longer Grappled.

A Transformer that has another Grappled cannot make any attack except for a Hand-To-Hand attack against the Grappled Transformer. The Grappling Transformer must free the Grappled Transformer before performing a Transform action. If the Grappling Transformer wishes to move, they must first win a STR vs. STR contest, in which case they drag the Grappled Transformer with them. A Grappling Transformer can release a Grappled Transformer at any time they choose during their turn without using an action.

## Morale

This advanced rule makes CRG a much more important Spec. Whenever a Transformer is hit and damaged by another Transformer's attack they must make a Target Roll with their CRG as a TN. If they succeed, there is no further effect. If they fail, they become Shaken.

A Shaken Transformer must use their turn to try and escape the battlefield. They must assume their fastest form and move the maximum allotted movement towards the nearest battlefield boundary. If they cross the boundary they are considered Out of Play for the rest of the game. Transformers capable of Spaceflight automatically go Out of Play on their turn.

A Shaken Transformer with a Hidden form may transform into that form, but must remain in hidden form until they can regain their courage.

At the end of their turn, a Shaken Transformer may make a Target Roll with their CRG as a TN to try and regain their courage. If successful they are no longer considered Shaken.

## Repair

Some Transformers are known for being good at making field repairs to other transformers in the midst of battle. Such transformers may make a Repair Action as an Attack Action during their turn.

The Repairing transformer must be roughly adjacent to the Transformer they are repairing. The Repairing Transformer makes a Target Roll with their INT as a TN. If successfully they remove damage from the target up to the number they rolled on their Target Roll.

## Area Attacks and Explosives

Some Transformers are known to have attacks that affect multiple foes within a given area. Before you start play, you need to determine which transformers have such an attack and what area it covers and at what range it can be deployed.

Ideally, you should create a template for the effect, often a cone, or sphere to show what area is impacted by the attack. Cardboard templates are a good way to go, but you can use a tape

measure in a pinch. Because these attacks are fairly powerful, we recommend you also decide upon a limitation to how often the attack can be used.

Activating an area Attack uses an Attack Action. Place the template within the attack's range and make a separate damage roll with a TN of the Attackers FPW against each target touched by the template.

## Want to help?

This is intended as a fan product and if you would like to contribute to the game rules, I'd welcome the assistance.

You can contact me by email: [Sigfried@gmail.com](mailto:Sigfried@gmail.com)

Be sure to let me know what you are contacting me about. No compensation is offered for contributions, but you will be listed as a contributor in the credits section. Let me know how you would like your credit to appear if your contribution is used.

## Things I'd like

Additional Advanced Rules

Tech Specs for Transformers in Tabular format

Photos of people playing Transformers: The Unofficial Wargame

Errors and Typos in the current rules document

Feedback from having played the game

Scenarios

Suggestions to improve the current game rules