

General

If a Boss Reveal Attack happens at the start of the game before all players are in the Matrix, are the players who have not yet placed their standee in the Matrix affected by the attack?

No. Boss Reveal Attacks only hit all applicable characters in the Matrix. If you have not yet placed your standee, you are not in the Matrix.

Do Bosses that say "Then resolve an Ambush" in their Reveal Attack result in two Ambushes? One from the Reveal Attack, and one from turning an adversary face up?

Bosses function under slightly different rules than Robots. They only resolve an Ambush if their card text instructs you to do so. Typically, this means they only resolve one Ambush, though there are a few Bosses that do *not* resolve an Ambush at all as there is not one included in their Reveal Attack (Devastator is not very good at being sneaky). This was clarified in the *A Rising Darkness* and *War on Cybertron* rules.

Does Power or Move on your character card remain if you Convert?

You may only use resources that are inherent to a side (such as the Move on most Alt Modes or the Power from most Combiner Modes) when you are in that Mode. If you Convert before you use it, you would not be able to use it until you Converted back to the appropriate mode. If you use some of the Move from Alt Mode, Convert, and later in the turn Convert back, you would be able to use any remaining Move, but not the Move you'd previously used.

Do abilities that trigger off of playing certain card types take effect when you Block with a card of the appropriate type?

Blocking is not playing a card, and the two actions are distinct. Abilities that trigger off of played cards do not work when you Block. Likewise, when you play a card, you do not trigger the Block ability text.

Are Energon abilities tagged "Confront" the only ones you can use during a Confrontation?

No, you can use any normal Energon abilities during a Confrontation. The Energon abilities that say "Confront:" can *only* be used when Confronting, however. Similarly, when you are Assisting, you can use any appropriate Energon abilities, not just ones that say "Assist:," but when Assisting is the only time that Energon abilities that say "Assist:" can be used. The same principle applies to other types of Energon abilities, such as "Command:" from *War on Cybertron*.

If a card says "Teleport 1 space," is that diagonal or orthogonal? What if the card has Flight?

This would be equivalent to "Teleport to an adjacent space" and therefore must be orthogonal, regardless of whether the card has Flight or not.

What happens if the Damage stack and discard are both empty?

In such a situation, no Damage may be gained. Any time a card would cause any player to gain Damage, that effect is ignored until Damage are returned to the stack, at which point any future effects could cause players to gain Damage again as normal. In the unlikely event that all the Damage are destroyed by card effects, no Damage can be gained for the rest of the game!

Can you Convert on another player's turn?

Yes, as long as you can afford to do so, you can Convert on any player's turn, but you cannot do so in the middle of another effect or resolution.

Core Set

Does Spike Witwicky only trigger off of Courage starter cards, and not Wrath cards (A Rising Darkness) or Bold cards (War on Cybertron)?

Bold, Wrath, and Courage are considered equivalent for card effects such as Spike's. He would work no matter which set of Starters you are using.

Does the Power bonus from Optimus Prime's Alt mode and Bot Mode abilities remain when he Converts? What about Bumblebee's?

These are two different kinds of effects. Optimus Prime's are both triggered effects. When he is in Alt Mode and the effect triggers, he gets +1 Power which remains in your "pool" for the rest of the turn until spent. His Bot Mode ability is also triggered, though it is granting the +1 Power to the played Autobots. Since the Power bonus is added to those cards, it also stays if you Convert. Bumblebee's Bot Mode, on the other hand, is a passive ability. He gains the Power bonus for as long as he is in Bot Mode (until it is spent). If you Convert without spending it, you lose access to it until you Convert back.

Can the Reveal Attack Ambushes of Astrotrain (Boss) be Blocked with a single Block?

The intent is that he performs two Ambushes, both independent of one another, and both requiring a separate Block to avoid.

A Rising Darkness

What happens if you use Desert and the top card is another Site?

This card has received an errata to "Reveal the top card of the main deck. If it costs 2-5, gain it. If it's an Adversary, destroy this Site, place the Adversary in this space instead, and resolve an Ambush. Otherwise, leave it."

There are no Cooperative Schemes in this set. Should you use the ones from the Core Set (or another set) or none at all when playing Cooperative?

The Autobot Initiatives fill the role of both Decepticon Schemes and Cooperative Schemes from the Core Set. You can play a Decepticon Cooperative game using just the Autobot Initiatives (though you are welcome to customize as you see fit as well).

Infiltration Protocol

Do Springer and Six Shot get Move from each Alt Mode they switch to during a turn?

No. The -1 Move tokens indicate this. If you spend 3 Move from Springer's helicopter Alt Mode, you would not be able to use any Move from his card Alt Mode, for example.

Dawn of the Dinobots

Is Devastator affected by cards that refer to Alt Mode and Bot Mode?

Yes. Any reference to Bot Mode applies to Combiner Mode, while any reference to Alt Mode applies to Team Mode.

Can a Decepticon stay on Fortress Maximus (boss) if they block his Reveal Attack?

Yes, since the Ongoing effect does not forcibly move adversaries (it only prevents them from entering the space), blocking the Reveal Attack would allow them to stay. However, if they move away, the Ongoing effect prevents them from coming back.

Can a player attack themselves with Me Smash Brains?

While cards that say "target character" include you, if it is an attack, you cannot attack yourself. Grimlock has some limits to his aggression! You also cannot Block your own attacks.

When an attack, such as Me Smash Brains, forces a player to destroy a card, who picks the card?

The player targeted by the attack gets to choose the card in most situations. A card will specify otherwise when that is not the case.

Does Devastator's Combiner Mode's Power have Range 0 or Ranger 1?

It has Range 1. The card is correct, and the rulebook is in error.

Should Shockwave's Alt Mode have 3 Move?

This was a misprint. He should have 0 inherent Move.

Does it require 1 Move to Teleport off of Tar Pits?

No. Teleporting is leaving the space, but it is not considered moving off the space.

War on Cybertron

What does the non-Block effect on Deep Cover mean?

It should read "If you are in Alt Mode, you may draw 1 Mission, then discard 1 Mission you control."