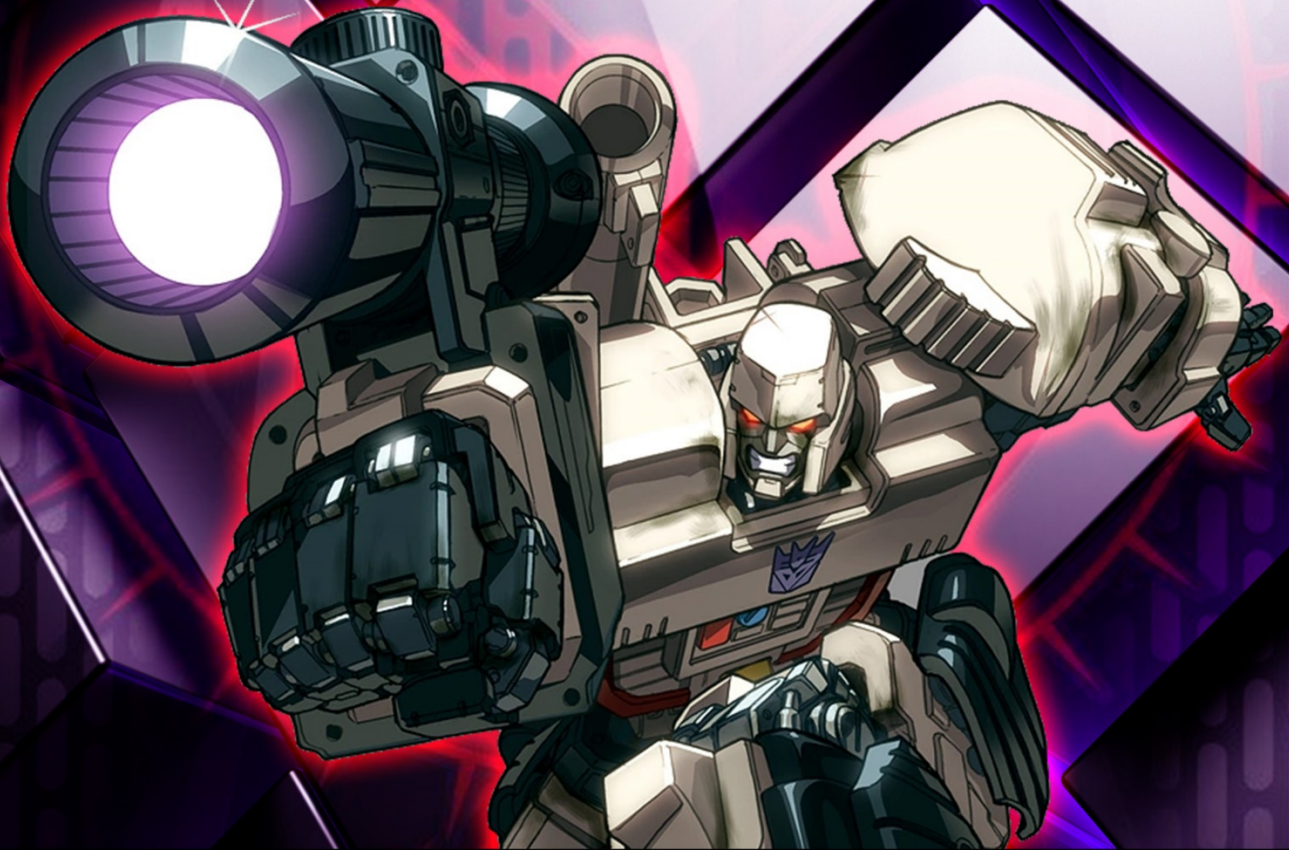
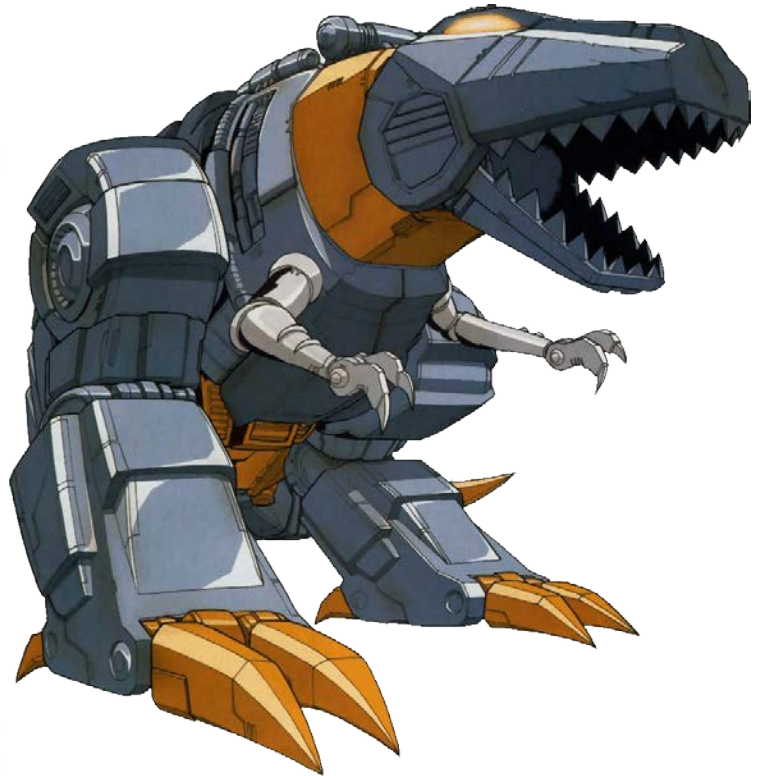




THE **TRANSFORMERS** 
ENERGON WARS™





ENERGON WARS



The World of Transformers: Energon Wars

Transformers: Energon Wars is the epic tabletop strategy game pitting players head to head in a battle of wits, skill, luck, and determination to score victory points in an effort to secure victory for either, the heroic Autobots or villainous Decepticons.

The Autobots are trying to prevent the Decepticons from obtaining Energon that will be used to destroy the Earth and conquer the galaxy. The Decepticons are trying to destroy the Autobots, who are their only resistance to domination.



In Transformers: Energon Wars, the battles represented on the table are designed to make the players FEEL like they are participating in the never-ending battle between the two Cybertronian armies. The game is played by two opposing players taking turns activating characters until all characters have been activated in a round. The game ends after six rounds if neither player has reached the winning total of victory points in that time frame. A projected game time is roughly 90 minutes on average from setup to completion.

In this instruction manual, you'll find the rules to play the Transformers: Energon Wars. Here's what we'll cover:

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What's Included?

Here's a list of items included in the Transformers: Energon Wars Starter Box

- 5 Autobot and 6 Decepticon resin models (on sprues to be put together).
- 10 50mm bases and one 25mm base for the included models
- 11 character cards
- 25 Hit Point and Energon Tracker pieces for character cards
OR (2 dry erase markers)
- 4 D6 and 2 D3 dice
- 3 Movement tools for Small, Medium, and Long moves
- 10 Measurement sticks for 1, 2, 3, 4, 5, 6, 7, 8, 9, and 10" measurements
OR two small tape measures
- Game tokens for effects and abilities
- 3 buildings (resin or cardboard construction) One large, two medium buildings
- 4 cars (resin or cardboard construction)
- 4 lamp posts (resin or cardboard construction)
- 4 trees (resin or cardboard construction)
- 1 Game instruction Manual

Additional recommended purchases are:

- 36"x36" Transformers: Energon Wars game mats
- Additional terrain (packs)
- Additional tokens (packs)
- Additional model kits for play
- Model glue for assembly
- Paint and brushes for painting models



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Character Card Breakdown

Transformers Energon Wars is a miniature based strategy game that utilizes the models available from Renegade Games.

HEALTH 1

OPTIMUS PRIME
AUTOBOT COMMANDER

ENERGON

4

5

7

2

6

STORAGE: 2
TRANSFORM: 1
VICTORY POINTS: 3

ATTACKS

Attack	Cost	DMG	FX
PUNCH	1	14	1
ENERGY AXE	2	16	2
ION CANNON	10	16	1

ABILITIES

1 **Transform n Roll Out:** All autobots in \rightarrow 6 transform to Alt modes without spending energon.

M **Matrix:** This model gains one extra \square to its energon score.

One Shall Stand: When Optimus Prime is the only player on the field in his army, this model gains +2 to its fist , fist DMG, and fist score.

Each character has a unique set of stats, abilities, weapons, and alt modes designed to set them apart from other members of their faction. Each character can showcase the abilities they share with their on-screen or printed representations.

1. First, each character lists their name, faction, and affiliations at the top of the card. Some abilities or rules may only affect friendly or enemy models of a certain type. For example, if an effect targets an Autobot commander model, Optimus prime would meet both criteria. If the effect only targeted an Autobot minibot model, Optimus Prime would not fit the full criteria, so would be unaffected.



On the right, the symbol here shows what mode the model is currently in. A robot symbol represents this model in their robot mode, where a vehicle icon represents the Alt Mode for the model. Depending on the mode of the model, various abilities, weapons, and model stats can change. The mode the model is currently in is represented by the facing of the card of the character. The robot modes and Alt modes are on opposite sides of the character card. When a model transforms, players will flip the card to the appropriate side, face up, for the players to read.

2. On the left side of the card is the characters hit points represented in boxes that are set vertically. The boxes on the right side of the card are the characters available energon points. Using HP and Energon tracking clips will allow the player to see how many hit points and energon points available


in either mode, as the clips show the same number on both sides as they track down the card during the game.


3. Energon points are restored at the beginning of every round. However, if the character's life tracks down into the red and purple boxes, this is considered the model's critical health zone. Depending on where the character's health is, the negative numbers represent how many fewer energon points the model replenishes at the beginning of the round. So if Optimus Prime's health is at the -2 box in the critical health zone, Optimus replenishes only 4 of his total 6 energon boxes at the beginning of the round.


Each model will always replenish at least one energon box per round. This energon can be used in a variety of ways, which we will address throughout these instructions. Now let's take a look at the characters traits.


4. Each section located in the top right of the card represents the skill and power levels of each model.


» Speed of the character. Each model can move up to the full distance of the three included movement tools. S for small, M for medium, and L for long movements. When moving a character, place the correct movement tool at the base of any model. The character may move and stop at any point along the movement tool as long as it is touching the tool at the end of its movement.


 Melee attack score. This is how good the character is at hitting things with its hands or handheld melee weapons.

 Ranged attack score. This is how good the character is at hitting things with ranged weapons and abilities, like blasters, rifles, cannons, slingshots and more.

 Size of the model in its current mode. This may vary from mode to mode, and can affect how abilities and attacks are resolved, such as being thrown, knocked down, carried, and more.

 Energon points the model receives at the beginning of the round. A model cannot exceed this maximum energon score unless an ability or effect increases or decreases this number.

 Defense score. This is how hard the character is to hit with attacks and abilities. The higher the number, the less likely they are to be hit by slower opponents. This number is always compared to an attacking model's melee or ranged attack score. For example, if Optimus Prime's defense is 13, and he is being attacked by Starscream's null ray, Starscream would take his ranged attack score of 7 and compare to Optimus's defense score of 13. Using two dice, Starscream would take the total of his number rolled, added to his attack score, needing a combined total of 13 or greater to successfully hit Optimus Prime.

 Armor score. This is how hard the character is to damage. In the before mentioned attack from Starscream, the player would take the damage score from the null ray, which is 13 and add the number rolled by two dice to see the total damage inflicted by this attack. The total number is then compared with the armor score of the model hit, in this case, Optimus Prime whose armor score is 18. Any number above 18 is added as damage to Optimus, decreasing his Health total one point per point of damage inflicted.



◆ The last box is the character's point value. When building your army list, each scenario will require players to include a number of characters with point values totaling no more than the scenarios allowance. Both Decepticon and Autobot armies included in the starter box total 25 character points for each side.

5. The next section is for the characters attacks. The top of the attack section details the information in the columns below.


🔫 Rate of fire. Some weapons or attacks can only be used a limited number of times in an activation. This is represented by the number listed next to the weapon. If there is no number next to the attack, then that weapon may be purchased as many times as the character has energon to purchase the attack.

✊ 🖱️ Weapon. Firstly, the icon denotes if the attack is a melee or ranged attack, determining if the attack uses the characters melee or ranged attack score when making the attack. Then the weapon or attack is named. Some weapons may be tied to abilities in the Abilities section, so don't forget to read your character's card to make sure you're accounting for all included effects of the attack.

















📏 Range of the attack, measured from the edge of the base of the model in inches. If the defending model's base is anywhere within the range of the attack, the enemy model is considered 'in range' of the attack.

☀️ Damage. This is the base damage of the weapon before dice are rolled to add to the total number of damage being compared to the armor score of the defending model.

📦 Energon points needed to spend in order to make the desired attack. The higher the number here, generally the more devastating the attack damage will be if the defending model is hit.

 FX applied to the model after the defending model is hit by the attack. Additional effects could be continuous fire or corrosion, a model being knocked down, or thrown, or the attack including models encircling the attacking model. All FX are defined in the instruction manual and easy reference cards included in the starter box. Often additional FX are denoted by tokens placed near the model affected for representation.

A list of effects that can be applied are listed on the right:

	Knockdown - Models hit are knocked down.
	Drag - Models hit are pushed directly toward attacking model. Attacking model may make melee attacks after this push.
	Repair - Model removes damage # indicated.
	Slow - Model's movement is Slow (S)
	Throw - Model hit is thrown based on size score.
	360 Degree Effect - Attack or ability hits all models in Range of attack. These attacks are simultaneous.
	Continuous Fire - Model suffers continuous fire effect. At beginning of round, roll a D6. If you roll a 1 or 2, the effect is removed. If not, model suffers a  12 roll.
	Immunity: Character suffers no damage or effects of the type designated.
	Transform - Character transforms as part of effect.
	Cold - Models suffering cold cannot make move actions. This effect can be shaken by spending energon during its activation.
	Continuous Acid - Model suffers continuous Acid effect. At beginning of round, roll a D6. If you roll a 1 or 2, the effect is removed. If not, model suffers one  acid damage.
	Shock - The model hit loses one energon.
	Trample - This model moves over all smaller models the movement assigned to the attack. Then make one melee attack assigned trample. All attacks are simultaneous.
	Push - Model hit is pushed assigned distance.

6. At the bottom of the card, in the blue box, each model will have three items. First is the storage capacity of a character. This is the total number of items or item size that can be carried by a model. Models cannot carry more items than the number listed (whether friendly models, objectives or scenario tokens) Optimus Prime, for example, can carry two size 1 objective tokens, or one size 2 objective token. Anything size 3 or more cannot be carried by this model during its activation.

If a character loses storage points when transforming into a different mode. That model must place any token or objective marker base to base with itself until it is only carrying tokens equal to the size of its storage capacity.

The second item is the characters transformation cost. This is how many energon points the character must spend to transform into the mode on the opposite side of the card.

Lastly, each character has a number of victory points awarded to the opposing player, should this character be defeated. Commander models and models above 5 point value are worth 3 victory points. Characters 5 value points are worth 2 victory points and characters under 5 value points are worth 1 victory point. Each character defeated moves your opponents total victory points closer to the overall total needed to win the game.

7. The last section is the Abilities section of the character card. Each ability that makes your character stand out from all other characters are found here. Each ability will have a name and in some cases, an energon cost associated with it.

Our example of Optimus Prime has three abilities included on his robot mode. The first ability is a one energon cost ability that allows all friendly Autobots within 6 inches of this model to transform if you wish without spending energon to do so. The second ability adds one energon to the total number able to be spent in a round. Should an ability or scenario remove the matrix ability from Optimus, the box noted with the letter M would not be available to Optimus during the round. The last ability, One Shall Stand, is activated when Optimus is the only model left in your army on the field, making his armor and melee attack and damage score raised to help give him a greater fighting chance for the rest of the game.

Energon Points

Finally, we'll discuss how else energon can be used to help your character out in the game. During your characters activation, that model may spend its energon in the following ways:

- To remove damage from a character, one point per energon spent.
- Allowing the character to run, adding an additional movement to the characters activation, though doing this ends the characters activation immediately after the additional movement.
- Additionally, characters can jump 3" or climb obstacles.
- Activating abilities noted in the abilities section.
- Pick up or carry objects (this doesn't need to be done again once the object is carried)
- Purchasing attacks
- Energizing helps increase the likely hood of a model hitting or damaging its target, at the expense of potentially buying additional attacks or using abilities.
 - o Energizing attacks – Once per attack, the attacking model may spend an energon to include a D3 to the 2D6 rolled to determine an attack score.
 - o Energizing damage – Once per attack, the attacking model may spend an energon to include a D3 to the 2D6 rolled to determine a damage score.
- Utilizing a throw attack against another model or throwing terrain.
- Preventing Damage – The character may spend one energon to prevent one damage per energon spent when attacked by an enemy model. Spending energon can also prevent damage from any effect that may cause damage outside of attacks, such as continuous corrosion or fire damage.
- Transform – A character can spend energon to transform before movement, after movement, before attacking or after attacking.
- Shake effects such as the cold condition, knockdown, etc.



Game Setup

Here are the steps to getting your Transformers: Energon Wars game started.

1. Set up your 36"x36" gaming area set up. Make sure each player has enough room for tokens and templates needed to play.
2. Setup Terrain. Place terrain on the table and establish terrain heights before the game begins. Any disputes during organized play should be decided by the Tournament Organizer.
3. Players roll 2D6. Whichever player rolls the highest gets to deploy and activate first. The player that rolls the lowest selects the scenario taking place this game.
4. Starting with the activating player, players deploy their characters one at a time, alternating between the players until all characters are deployed. Models must start the game completely within 7" from the edge of the mat closest to the player. This area is considered their "Friendly Deployment Zone." This may come in to play for the scenario scoring purposes.
5. Place objective tokens or models in their appropriate layout for the selected scenario. Adjust terrain as necessary.
6. Resolve any effects that take place before the game begins.
7. The players alternate activating characters until each model has activated.
8. Resolve any end of round ability or effects.
9. Resolve Victory Point Scoring
10. Advance to the next round.
11. The player who activated a character last must let the opposing player activate a character first this round.
12. Resolve all continuous effects before activating any characters.
13. Begin activating characters for the current turn until 6 rounds have passed or until a player scores the winning amount of victory points. This concludes the game being played.



Character Activations

This section will take you through the steps of activating a character during the game.

1. **Resolve Effects from previous turn** – Resolve effects on each character as described by either you or your opponent’s abilities. Conditions such as fire/corrosion/disruption/stasis are also resolved at this time. Characters that are knocked down may spend one Energon to stand up and suffer no negative effects.

For fire and corrosion, roll a d6 and if you roll a 1 or a 2, the effect is removed from that character. Otherwise, **add a 12 DMG roll for fire** or **one damage point for corrosion/acid** still on the character. No character can have more than one of each type of effect applied to their character at a time unless stated in the character’s rules. Stasis effects can be shaken by spending one energon at the beginning of that models activation.

2. **Energon Replenishment** – Add the number of Energon listed in the Energon section of your Character Card. Some abilities may add or decrease the number of Energon a character may have or start out with at the beginning of the turn.
3. **Movement** – The character activated must move first unless otherwise stated on their character card. It can do this in a few ways.
 - a. **Walk** – moving the character’s current speed (SPD) their mode allows. This may be followed up by attacks or abilities.
 - b. **Run** – Spend one Energon to move this model’s speed (SPD) their mode allows again. This may change depending on the mode your character is in when they start their activation and when this second movement is done. Once a player has moved twice, their activation ends. (They may still transform after this move but before their activation ends)
 - c. **Jumping or climbing** – A character may jump or climb before or after their initial movement from one elevation to another 3” height difference by spending 1 energon. A character can

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jump 3 inches over gaps in 3d terrain as long as after the 3" the model can stand on the platform it jumped to without falling off physically. If a character is pushed, slammed, or thrown off a 3d terrain piece, that model is knocked down and suffers 1 damage point. Jumping and climbing can only be done in robot mode unless stated on the model's card.

A character can move past other models if it meets these criteria:

1. The moving model has flight and has enough movement to move completely past the model it is flying over
2. The model has an ability or effect that allows them to move completely past the model they are moving over, such as trample attacks.
3. It is not necessary for the entire base of the model to fit between models to pass through them. The movement tool can be placed around stationary models without overlapping the base of any model. The moving model must be able to finish its move without stopping on top of any other models bases.

If the model does not meet these criteria, then the model cannot pass the model on the board and must stop at any point up to base to base contact with the intervening model.

4. **Transformation** – To transform, flip the Character Card to the correct side and note with a token to represent this Mode on the game table. A character may transform:
 - a. Before they move
 - b. After their first move
 - c. Before attacking
 - d. After attacking
 - e. Or after their second movement.
 - f. If another character's ability allows them to transform (usually no cost)
 - g. If character is dropped from storage by another character (usually no cost)
5. **Attacks** – The character may choose to use any of the attacks located on their character card or allowed by an item/character they may be carrying. The character must spend the amount of Energy to attack listed on the character card next to the selected weapon. Players may utilize melee and ranged attacks in the same turn. Attacks with no number in the Rate of Fire column can be done as many times as the character can spend Energy to use.

Attacks are made when the attacking player rolls 2 d6 and adds either their MAT value for melee attacks or RAT value for ranged attacks. If this number equals or exceeds the defending player's DEF, then the model is hit. Next, roll 2 dice and apply that model's weapon attacked with to the roll and for each number exceeded the defending character's armor, that model suffers 1 point of damage.

Spray attacks count as ranged attacks and ignore stealth, concealment, and clouds when determining damage.



Characters may also spend Energon to add an additional D3 (on a D6, 1 or 2 = 1, 3 or 4 = 2, and 5 or 6 = 3) dice to hit or to damage roll at the cost of one Energon unless noted by the character's abilities. This may only be done once per attack and damage roll.

Attacks with fire/corrosion/cold/stasis abilities will apply after the defending character is hit with the attack but before the damage is rolled. Place a token next to the model hit to denote these effects being added to the defending character.

Critical attacks are when any two dice match numbers in an attack roll.

Throwing Models – If a character wants to throw another model or an object, such as a parked car, the character must first spend an Energon and then make a melee attack roll against the target. An attack against an item such as a parked car automatically hit. If the attack against an enemy model is successful, then the model is thrown and can be thrown (moved) up to 3" away in any direction the attacker chooses. Objects can be thrown 6". If you are throwing a model or object **AT** another model, then make a Ranged attack roll against the model being thrown at. If the attack is successful then the thrown model moves directly at the model until the models are base to base and both models are knocked down.

If the model ends its movement due to hitting another model or a building, then the model hit suffers damage equal to the size of the model being thrown and is knocked down unless the model thrown is smaller size than the target hit. The model thrown takes one point of damage and is also knocked down. If the model being thrown is not AT another model, only the thrown model suffers one damage point and is knocked down.

Throwing Exceptions - Minibot models cannot throw non-minibot models or terrain that has a larger size score. They can throw other minibot models and models size 1. Those models or terrain are both thrown 3 inches. Cassette models can only throw other cassette models or models with a size of 1.

Attacking and Flight - A character with Flight ability cannot be attacked with melee weapons while this ability is active. A character loses flight when they make a melee attack. Characters that can purchase flight with Energon can purchase this ability after making their initial attacks.

Line of Sight – A model that has complete line of sight can draw a straight line from any point of its base to another model's base in its entirety. If the model is partially obstructed by an obstacle or terrain feature that is equal size to the character in its current mode, then the model has cover from ranged attacks, (cover adds 2 to the defense of the defending model). If the defending model is on a terrain feature that is higher than the size of the attacking model, the model gains cover from ranged attacks.

Models attacking characters with a greater size score than models between the attacker and defending model do not block line of sight. Characters attacking models with equal or smaller size score do block line of sight if the attacking model cannot draw a line from its base to any point on the smaller or equal size model's base.



If a model is in on a terrain piece that is taller than the attacking models size plus the range of their attack, then the attacking model is considered out of reach from the defending model. If that model is in range of the attack and the model is not on a terrain piece that's size is greater than the height of the attacking model plus the range of the attack then the attack can proceed as normal.

Knockdown - Some attacks or abilities can knockdown a character. Characters, while in alt mode, cannot be knocked down.

When attacking a knocked down character, the attacker only needs to roll more than two 1's to hit the knocked down character with either melee or ranged attacks. A knocked down character should have a token or marker to denote being knocked down. A knocked down character cannot attack unless they spend an Energon to shake the effect at the beginning of their activation or give up either their movement or attack actions to shake the effect.

A slam or throw attack will also move a character from their location before being knocked down. A character slammed will stop moving directly away from the attacking model if they come to base contact with another character or structure. The model slammed into another model of equal or smaller size will knock both models down. Damage rolls assigned to the attack is dealt to the model slammed and the model slammed into will take damage equal to the size of the model that was thrown into them. A larger model hit by a smaller model that is slammed does no damage and does not knock down the contacted model.

Models that are slammed into obstructions or other models suffer 1 damage point automatically.

Trample – Some models have the Trample ability. To activate this, the model trampling must move in a straight line in any direction up to their movement total and have to stop without their base overlapping with an obstruction or other model. After moving, the trampling model makes one melee attack (attached to the attack) against all models moved over during the trample movement.

- 6. Abilities** – Characters with special abilities can activate them at any time the character card states is allowed. Some abilities can only be done during the character's activation and some can be played or are applied during the opponent's character's turn.

Storing Items – Some items can be purchased with character points when creating your army before the game. No character can hold more items than their storage score will allow. Acquired items such as characters in alt modes or scenario objectives can be placed back into play using tokens or models base to base with the character carrying the item. Other items not character or scenario based are removed from the game when dropped. Characters within one inch of each other can pass items to each other without being removed from play or placed back into play as long as the receiving player has enough storage to hold the item/character. Trading items can be done before moving after moving, before attacking, or after attacking.



Huge Base Models – Some rules apply to Huge Base Models such as many Combiners that do not apply to other models. These rules are as follows:

This model is immune to slow, knockdown, push, throw, slam and drag effects. This model may not climb and may only make one move action per turn.

This model may make melee attacks targeting characters with the flight ability.

When transforming, place all members of the combiner base to base with this model then remove this model from play. Any damage applied to this model must be applied divided any way you choose to the combiner models. Models brought into play come into play with whatever amount of energon they can hold after damage is applied. These models may activate the round they come into play.

This model may use a punch attack to destroy interactive terrain features smaller than its size score. This attack does not count as a declared attack. This model may use this ability before movement, after movement, before attacking, or after attacking.

To transform into the Gestalt, all members of the combiner must be healthy and able to transform. Each member must be base to base and spend one energon during the leader's activation. Replace the leader model with the Gestalt and remove all other members from the table. This model comes into play with full energon.

Any damage applied to any member of the combining models is applied to the Combiner model. The Combiner model may not activate this round.



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Terrain

Terrain are various obstacles placed on the playing field that characters can interact with or maneuver around during the game. Here are the types of terrain available.

1. **Buildings or Structures** – Buildings and structures block line of sight to characters. If a character's base is not completely visible by the base of another model while the defending model is 1" from the structure gains +2 DEF against ranged attacks.
2. **Elevation** – A player whose base is completely on an elevated positions gain +2 DEF against ranged attacks.
3. **Climbable Terrain** – Some terrain is climbable as long as there is room for the model to stand on the terrain without assistance. Climbable terrain and climbable directions should be noted before the game begins between both players. Players on higher locations than other players gain the elevation bonus.

For competitive play, all terrain should be clearly defined for scale and location before a game begins. If there are any questions or disputes regarding terrain, please address it with a tournament organizer before the game begins.



Scenarios

Many games are not ended just because a commander is destroyed or removed from play. Each game is played with a scenario selected before the game begins. With the six included scenarios in the starter box, a roll of a D6 can help decide which scenario to play if both players agree to the outcome.

Each scenario has its own layout, objectives, and ways to score victory points as outlined in the included scenario cards. Layouts define the location of objectives or zones required to play the selected scenario.

The six included scenarios are:

1. Energon Siphon (example below)
2. Kremzeek!
3. You've Got the Touch!
4. Escalation
5. Spark Plug
6. Portal Play

SCENARIO 1: ENERCON SIPHON





SCENARIO LAYOUT: A
ARMY POINTS: 25

VICTORY CONDITIONS: FIRST TO 15 MISSION POINTS OR MOST POINTS AFTER 6 ROUNDS

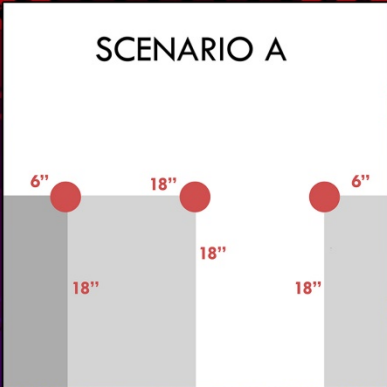
SCORING CONDITIONS: FOR EACH OBJECTIVE SECURED, GAIN 1 VICTORY POINT.

LIST RESTRICTIONS: NONE

Objective: Energon Stockpiles - Pockets of energon reserves have been ruptured and energon is freely available for the taking! When a Transformer ends its activation within 1" of the objectives it gains 1 energon to its maximum.


SCENARIO LAYOUTS


SCENARIO A



Theme Lists and Benefits

Any list can be comprised of models from their respective factions. To encourage specific models being played together or included, once a scenario is selected, certain lists can yield benefits for your army when the game begins.

Below are included themes.

Season1 – Autobots List – 25pt total

- Optimus Prime (Commander Option)
- Grimlock (Commander Option)
- Ratchet
- Bumblebee
- Ironhide
- Wheeljack
- Jazz
- Cliffjumper
- Sideswipe
- Sunstreaker
- Prowl
- Bluestreak
- Brawn
- Huffer



- Gears
- Mirage
- Windcharger

Bonuses: Minibots gain 4" advanced deployment, Gain +1 to start roll, Minibots gain stealth Round 1

Season1 – Decepticons – 25pt total

- Megatron (Commander Option)
- Soundwave
 - o Laserbeak
 - o Rumble
 - o Frenzy
 - o Buzzsaw
 - o Ravage
 - o Ratbat
- Starscream
- Thundercracker
- Skywarp
- Bombshell
- Shrapnel
- Kickback
- Constructicons/Devastator
- Shockwave (Commander Option)



Benefits: Seekers gain +4" deployment, Tapes can run without spending energon turn 1.

