



# TRANSFORMERS

# CHAOS UNLEASHED

RULEBOOK

# CHAOS UNLEASHED

## INTRODUCTION

Unicron, the Planet Eater, threatens the multiverse! One by one, planets fall prey to the mighty Chaos Bringer, who gains more and more power as he consumes or destroys everything in his path. Both Autobots and Decepticons must put aside their differences to face this doom together and stop it, before Cybertron itself is devoured!

In this new expansion for the *Transformers Deck-Building Game*, you can play the likes of Rodimus Prime, Wreck-Gar, and Galvatron, and can join forces against the all-powerful Unicron in two exciting modes of play: Co-op and One versus Many! Automaton-Unicron gives up to 4 players a menacing threat to overcome in a fully cooperative or solo experience, while player-Unicron comes with his own set of dangerous Starter cards and a massive Character card, ready to take on all comers in an epic One versus Many battle.

*Transformers Deck-Building Game: Chaos Unleashed* requires at least one of the *Transformers Deck-Building Game* standalone sets to play: the *Core Set*, *A Rising Darkness*, or *War on Cybertron*, and integrates with all previously released expansions.

## CONTENTS

Ages 14+ 1-4 Players 45-90 Minutes



42 Main Deck Cards



10 Unicron Starter Cards



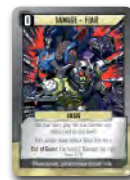
9 Boss Cards



6 Oversized Character Cards



1 Giant Character Card



5 Damage Cards



5 Planetary Ruins



8 Herald Tokens



1 Unicron Turn Marker



1 Unicron Tile



6 Player Standees with bases



1 Giant Standee with base



3 Reference Cards



## NEW CARDS & COMPONENTS

### PLAYABLE UNICRON

Unicron is a giant-size, fully playable character that offers you the chance to unleash unrivaled power against your foes in a One versus Many game. He may be played in a fashion similar to other characters, except he has his own set of 10 Starter cards and the unique option to eat Planets to gain additional VP. His Bot Mode features 3 Eragon abilities and a “battle an Adversary” bonus of +3 Power. His Alt Mode has bonuses for Consuming Planets. Punny Robots are of no consequence, so when in Bot Mode, Unicron avoids Ambushes by Robots with a cost less than 4. Playing Unicron in a 1vM game is explained in detail on page 8.



**Unicron Starters:** Unicron comes with his own set of 10 Starter cards that replace the normal Starters in a 1vM game.



### HERALD TOKENS

Herald tokens are double-sided and used in both 1vM and Co-op games. Any Robot or Boss with a Herald token on it is an Adversary to all non-Unicron players, and will increase the cost to defeat them if the +2 Power side is faceup.



### AUTOMATON UNICRON TILE

The Unicron tile is used in Cooperative games to track the cost to defeat Unicron using the Cost marker, as well as to provide rules for how to manage his turns. One side is for 1-2 players, while the other is for 3-4 players. When not playing cooperatively, you can return this tile to the box.

Once Unicron is active in a game, you resolve the Start of Unicron's Turn effects at the end of each round. More on how to set up and manage the Unicron tile in a Co-op game can be found on page 5.



### CHAOS CARDS

Automaton-Unicron uses a set of 8 Chaos cards that remain in a facedown stack below the Unicron tile. Throughout the game, you will draw these to resolve Unicron's movement, Planet Consumption, and reactions to your attempts to Confront him. These have the following elements:



- A. Move Value** – This is the number of spaces Unicron will move when this card is drawn during Unicron's turn or when a new Planet is revealed. See Chaos Card Resolution (page 7).
- B. Consume Value** – This is the Power Unicron generates when eating a Planet. You compare this value with the Power of any Assists played against it. This value may scale based on player count, such as +1 PP (per player), as shown.
- C. Confrontation Text** – When a player Confronts Unicron, this is the text you resolve. This replaces the typical Confrontation text found on Encounter cards.



## PLANETS

Planets are Sites unique to games that feature Unicron. When they are revealed in the Matrix or the main deck, treat them like a Boss. Each Planet has a one-time Reveal effect that is triggered in Co-op mode. If this is the first Planet to be revealed, Unicron also becomes active. See *Activating Unicron* on page 6. If Unicron is already active, then you resolve a Chaos card as outlined in *Chaos Card Resolution* on pages 6-7.



Like Sites, Planets have effects that activate or become available when your character is on that card. Most Planets have some means of producing Energon, as well as other useful benefits, but some can be dangerous to visit. Once a Planet is faceup, it becomes a target for Unicron to eat, so you must use these Sites quickly before they get Consumed. Unlike other Sites, Planets have a cost associated with them. In 1vM mode, this is the cost for the player-Unicron to Consume the Planet. In Co-op, this is the value Unicron uses to decide which Planet to eat first, if 2 or more are the same distance away: He will always opt for the lowest value.

If automaton-Unicron consumes a Planet, the Cost marker on his tile advances 1 space, increasing the cost to defeat him. If he consumes Cybertron, it advances all the way! If a player-Unicron eats a Planet, he gains the reward listed at the bottom of the card. When Unicron attempts to Consume a Planet, you can try to defend the Planet with Assists. This is explained under *Consuming a Planet* on page 7 (Co-op) and 8 (1vM). In 1vM, Planets remaining in the Matrix at the end of the game may earn the “Many” team VP. When a Planet is Consumed, you fill that space with a Planetary Ruin card.

## PLANETARY RUINS

Planetary Ruins are a special kind of Ruin card, which is a card type first introduced in *War on Cybertron*. Unlike those Ruins, these get placed when a Planet is Consumed, showing the remnants of what’s left after Unicron devours a world. Ruins may pose some challenges

to your movement in the Matrix, but may also provide an opportunity to gain some valuable Energon. Cards from previous expansions that refer to Ruins also apply to Planetary Ruins.



In games that include Planets, the 5-card Planetary Ruin deck should be shuffled and placed facedown next to the Matrix at the start of the game.

When Unicron consumes a Planet, immediately fill that space with the top card from the Planetary Ruin deck, then flip it faceup and resolve the Reveal effect. If a Ruin is cleared, place it in a discard pile next to the Ruin deck, but do not refill the empty space until the End of Turn Phase. If the Ruin deck is ever empty, shuffle the discard pile to create a new deck.

**Note:** Ruins are always faceup in the Matrix and cannot be flipped facedown. They can only be cleared, destroyed, or relocated. If a Ruin is destroyed, remove it from the game.

If playing with Ruins from *War on Cybertron* or *Clash of the Combiners*, do not mix these Planetary Ruins with the Ruins included in those games. Form separate decks. Once in the Matrix, you treat them the same.

## SPECIAL DAMAGE

There is a new *Damage* type called *Fear*, which is put into your discard pile when gained. When played, you cannot move onto a Boss during your turn, making it harder to defeat them, since you would have to Confront them at range 1 or greater. Add all 5 of these new *Damage* cards to the game, shuffling them into the *Damage* stack.





# UNICRON COOPERATIVE GAME

## OVERVIEW

In a Cooperative game, 1-4 players from any faction take on Unicron, who is controlled by a deck of Chaos cards that dictate his movement, attack values, and Confrontation effects. There are 5 Planets seeded in the game in a manner similar to Bosses. Once the first Planet is revealed, Unicron becomes active and will begin hunting for Planets to eat, or else go after the players. With each Planet he consumes, the cost to defeat him goes up on a sliding scale. If he eats Cybertron, the game accelerates and the end quickly approaches. You must defeat Unicron before the main deck runs out to win the game!

## Setup

Follow these steps to set up a Co-op game:

1. Place the Unicron tile above the area where you plan to build the Matrix, flipped to the side that matches your player count: 1-2 players on one side, 3-4 players on other. Place an Energon cube (as a cost marker) on the value highlighted with a red diamond. This is the starting cost to defeat Unicron.

**Note:** Until the first Planet is revealed in the Matrix, this tile is not active.

2. Place the Unicron standee and Herald tokens near this tile.
3. Choose a first player and set the Unicron Turn marker to the right of the first player. Unicron will take his turn at the end of each round.
4. Shuffle and set the Chaos cards under the Unicron tile, facedown.
5. Players can choose non-Unicron characters from any faction, and may even play a mixed-faction game if they wish. No matter which faction you play, all players are Adversaries to Unicron, as well as to his Bosses and Heralds.

## Matrix Setup

1. Set Attack of the Sweeps and the 2 Autobot Matrix of Leadership Technology cards off to the side.
2. Add up to 3 random Relics to the main deck.
3. **Seed the Planets:** Place Cybertron in Stack 3, then 1 random Planet in Stack 2, 2 random Planets in Stack 1, and 1 random Planet shuffled into the top 16 cards of the main deck BEFORE creating the starting Matrix. There should be 5 Planets in all.
4. When creating the Matrix, it should be 4x4, regardless of player count.
5. Seed the 3 Bosses as normal. They can be Autobots and/or Decepticons in any combination—They are all Adversaries.
5. Seed the Race to the Matrix Scheme in Stack 2. Then seed 1 random Scheme each in Stack 1 and Stack 3.
6. Shuffle the 5 Planetary Ruins and set them facedown nearby.





## How to Play Unicron Co-op

Unicron is an automated “player-Boss” that is represented by both a standee in the Matrix and a large tile outside the Matrix, and controlled by a deck of 8 Chaos cards. Similar to a player, automaton-Unicron takes a ‘turn’ at the end of each round, going last in turn order. Game text that refers to a “turn” applies to Unicron’s turn as well. However, when resolving card effects, remember that effects on cards like Bosses do not trigger on Unicron’s turn, since they are not Adversaries to Unicron.

Once activated, Unicron’s tile has “Start of Unicron’s Turn” effects as well as other effects that govern his actions in the game, and the standee is his embodiment in the Matrix. Unlike typical Bosses, he moves around the Matrix causing mayhem, and you must track him down and Confront him (often many times) in order to defeat him. Luckily, even a failed attempt to defeat Unicron can inflict persistent damage that will make it easier to defeat him later.

**Adversary Rules:** All players are Adversaries to Unicron, the 3 Bosses (regardless of faction), and any Robots with Herald tokens on them. Otherwise, you play by normal rules with regards to dealing with opposing faction’s robots without Herald tokens (i.e., only Autobots can buy Autobots, but they get ambushed by Decepticons). However, unlike normal Co-op games, you don’t need to defeat all Adversary Robots before Confronting a Boss; you only need to defeat the Robots with Herald tokens. If you are Confronting Unicron, you must also defeat all faceup Bosses.

## Activating Unicron

Before activation, Unicron is dormant and his tile is ignored. However, the first time a planet is revealed in the Matrix or main deck, Unicron becomes active and you do the following:

1. Place the Unicron standee in the Matrix on any edge space not occupied by a character.
2. Resolve a Reveal Attack against all players: All players gain 1 Damage.
3. Then resolve a Chaos card as outlined in Chaos Resolution below.
4. At the end of each round, activate Unicron’s Start of Turn effects.

**Unicron’s Turn Effects:** Unicron has Start of Turn effects that trigger on this turn, as follows:

- He will attempt to Consume a Planet he is on, or else resolve a Chaos card to move toward a nearby Planet or Adversary character. This also happens when a new Planet is revealed in the Matrix, or placed like a Boss from the main deck.
- Add a Herald token to the highest cost, faceup, unoccupied Robot in the Matrix (if any), expanding Unicron’s army. If a character is on the highest cost Robot, add a Herald token to the next-highest cost card that is NOT occupied. If all are occupied, or there are no Robots in the Matrix, ignore this effect. See more on Heralds below.

On the bottom of the tile is a scale from 10 to 26 for 3-4 players or 10-22 for 1-2 players. The Cost marker designates the current cost to defeat Unicron. This will move left or right throughout the game, based on his actions and those of the players. Whenever Unicron eats a Planet, the marker advances to the right, making him tougher to defeat. Whenever you defeat a Boss or attack Unicron directly, you can lower that cost.

Defeating a Boss will lower the cost by 1 space for each Level of the Boss (e.g., defeating a Level 2 Boss will move the marker 2 spaces to the left). If you confront Unicron, for every 7-9 Power you generate (depending on player count), you move his cost down 1 space. So, even when you fail, you can damage Unicron, making him easier to defeat next time. **Note:** In a 3-4 player game, 1 space represents a reduction of 2 cost, whereas in a 1-2 player game, it represents a reduction of 1 cost.

**Heralds:** Robots get Herald tokens as the result of Unicron’s tile effect, marking them as Adversaries to all players. Herald tokens are placed on Robot cards with the non-Power value side up. Any Robot with a Herald token on it must be defeated (or bought, if a Relic or Ally) before you can Confront a Boss, including Unicron. You cannot buy Autobot or Decepticon Robots with Herald tokens on them, and you must resolve an Ambush if you move onto a Herald. However, you can still buy Relic and Ally Robots like Rung and Wreck-Gar, even if they have tokens on them, since they are also Relics and Allies. For an added challenge, you can place the token with the +2 Power side up instead, increasing the cost of that Robot.

## Chaos Card Resolution

Whenever an effect asks you to resolve a Chaos card, you draw the top card of the Chaos deck (don’t reshuffle unless the deck runs out), and move Unicron accordingly. He will move 0-4 orthogonal spaces in the direction of a Planet or Adversary character. He will always



move toward the nearest Planet along the most direct path, or else toward the Planet with the lowest value if there is more than 1 equally distant. If Unicron moves onto a Planet, he will attempt to Consume it—See Consuming a Planet below.

If there are no Planets, then Unicron will move toward the nearest character. Whenever Unicron occupies a space with another character during this action, resolve this attack before continuing his movement (if any): **Attack:** Characters in Unicron's space must move to an adjacent space, then resolve an Ambush.

The players can choose both the target Planet/character and the path he takes in cases where there is more than one option. Finally, if Unicron ultimately ends his movement on a non-Planet card, he will flip 1 adjacent facedown card faceup, if any.

**Note:** If a Planet would be destroyed from the main deck, place it like a Boss instead, then resolve a Chaos card as you would when a Planet is revealed.

## Consuming a Planet

Whenever Unicron moves onto a Planet (or if he is already on a Planet during the 'Start of Unicron's Turn' or new Planet reveal), he will attempt to eat it. He does this by drawing the top card from the Chaos deck and comparing its Consume value to the combined Power of any Assists played by characters in range. If no Assists are played, he automatically Consumes the Planet, but you must still draw and discard a Chaos card to cycle his deck.

Follow these steps when resolving Unicron's Planet Consumption:

1. Any characters in range may play a defensive Assist, faceup.
2. Draw the top Chaos card (if the deck is empty, shuffle the discard pile). Compare the Consume value against the combined value of all Assists, taking note of any per player (PP) bonus for Unicron, as shown under the Consume value.
3. If Unicron's number is equal to or greater than the Assists, or if there are no Assists, he eats the Planet. Remove it from the game and fill that space with a Planetary Ruin, faceup. Then move his Cost marker 1 space to the right. **Important:** If Unicron eats Cybertron, move Unicron's Cost marker all the way to the right (maxing it out) and destroy the top 5 cards of the main deck.
4. If Unicron fails to eat the Planet, the players must move Unicron 3 spaces away in any direction they choose, then flip an adjacent facedown card faceup (if any).

## Confronting Unicron

Whenever you wish to Confront Unicron, do so in the same manner as you would a Boss: move into range, resolve an ambush if in his space, play cards to generate Power, and ask for Assists. However, instead of drawing an Encounter card, you will shuffle all 8 Chaos cards and draw one, then resolve the Confrontation text at the bottom.

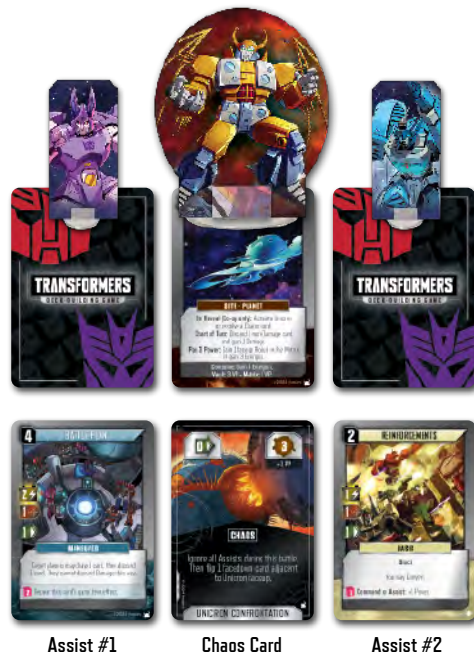
If you defeat Unicron, you win!

If you don't, move Unicron's Cost marker 1 space to the left for every 7 power (1-2 player) or 9 power (3-4 player) you generated during that battle, if possible. Then end your turn.

**Note:** You cannot Confront Unicron if any Heralds or Bosses are faceup in the Matrix. You may ignore any Robots that do not have a Herald token on them, regardless of faction. If Unicron is in the space of another Adversary, you would resolve two ambushes when moving onto that space, one for each Adversary.

**Losing the Game:** If any single player controls 5+ Damage, or if the main deck runs out before you defeat Unicron, you lose!

In the example below, Unicron would consume Quintessa, as his Chaos card value equals or exceeds the Assists played.



Assist #1

Chaos Card

Assist #2



## UNICRON ONE VERSUS MANY GAME

### OVERVIEW

In a One versus Many (1vM) game, 2-3 players from any faction take on Unicron, who is played by another player. This is similar to a normal 1vM or Team versus Team (TvT) game, except the Unicron player will have the opportunity to eat Planets to gain additional Victory Points, and the Many players can opt to defend those worlds.

**Note:** The Unicron tile and Chaos deck are not used in this mode, but the Herald tokens are.

This mode is set up in the same manner as a TvT game (page 9), and follows the same general rules, with the following modifications:

### SETUP

- Give the Unicron player the giant Unicron character card, planet side up.
- Replace the Unicron player's 10 normal Starter cards with Unicron's unique set.
- Unicron's starting Energon is 3.
- The Many players may choose Autobots or Decepticons to play, including a mix of both, and it must be 2 or 3 characters against Unicron.
- Seed Planets as you would for a Co-op game (page 5), but always include either Earth or Junkion in Stack 2, along with Cybertron in Stack 3. The other Planets can be random.
- Seed 3 Bosses as you would for a Co-op game. These Bosses can be either faction.
- Unicron's starting hand size is 6 in 2v1 and 7 in 3v1. The Many players' hand size remains 5.
- Unicron's Damage threshold is 7 instead of 5.
- Unicron goes last in turn order, and turn order is clockwise, with each player getting one turn per round.



### HOW TO PLAY

- All the other players (the Many) are Adversaries to the Unicron player and his Heralds, and friendly to each other.
- When a Boss is revealed in the Matrix, put a Herald token on it with the +2 Power side up. That Boss is now an Adversary to the Many, regardless of faction, and it costs 2 more Power to defeat them.

**For Example:** If the Perceptor Boss is revealed, you must place a Herald token on him with the +2 Power side up. Perceptor is now the Many's Adversary, even if they are Autobots, and they must resolve the Reveal Attack. The Many treat Perceptor as a Boss as normal, and Unicron may play defensive Assists if he is in Range when the Many Confront him.

- Unicron has the ability to place Herald tokens on Robots in the Matrix when he is in Bot Mode. Robots with Herald tokens are Adversaries to the Many, but not to Unicron. Like Boss Heralds, Robot Heralds cost 2 additional Power to defeat (or to buy, in the case of Ally or Relic Robots like Wreck-Gar or Rung). Unicron ignores this increase when buying his own Heralds.
- Any Robot *without* a Herald token is an Adversary to Unicron, including hybrid cards like Rung. The Many treat Robots without Herald tokens the same as they would in other games: only Autobots can buy Autobots, but get ambushed by Decepticons, etc.
- If a Planet would be destroyed from the main deck, place it like you would a Boss instead.
- **Consuming a Planet:** Unicron can consume a Planet in 1vM in a manner that is similar to Confronting a Boss, by generating sufficient Power while on the target Planet. Other players may attempt to defend the Planet with Assists, same as they would when defending a Boss. The Planet also defends itself with the Encounter deck (see more on Consuming a Planet below).
- If Cybertron is consumed, that triggers the final round. Unicron's turn ends, then each player (including Unicron) gets one more turn.
- **End of Game scoring:** For each revealed Planet still in the Matrix, the Many players earn VP as shown on the bottom of that card. Any Planets in Unicron's Vault earn VP for Unicron. All other scoring rules still apply.

### CONSUMING A PLANET IN 1vM

Consuming is like battling, and game effects that mention battling (like -1 Power penalties) apply to Consuming as well. Consuming is not Confronting. Power limited to the Confront keyword has no effect when Consuming a Planet.





However, like any other battle, 'Assisting' does apply when defending a Planet, and you resolve the Confrontation text on an Encounter card.

To Consume a Planet (as Unicron only), move onto it and then carry out the following steps in order:

1. Play cards to generate Power and activate any desired, legal Energon abilities (including those with the keyword "Consume"). Convert to Alt Mode if you want to get its Consume bonus. Then, declare your intent to Consume the Planet.
2. In turn order, Adversary players within range may play Assists facedown to help defend the Planet. If no Assists are played, skip to step 4.
3. Flip over and resolve defensive Assists, adding that Power to the cost to defeat this Planet. Players may activate any Energon abilities on defensive Assist cards they have played that offer a Power boost, including those with the keyword "Assist." See more on Defensive Assists below.
4. Shuffle all 10 Encounter cards together, then draw the top card and resolve the Confrontation text. If a card you control is destroyed during this step, you lose the Power generated by that card.
5. If you still need additional Power, you may activate legal, unused Energon abilities.
6. If your collective Power total is equal to or greater than the Planet's cost (including defensive Assists or Encounter modifications), you have Consumed it. You gain the reward listed at the bottom of the card, then place the card into your Vault, facedown.
7. If the Consumption is not successful, the Planet remains in play and you do not earn any reward.
8. All Assist cards are discarded.
9. End your turn. If this battle results in Cybertron being eaten, you play 1 more round and then the game ends.

## TEAM VERSUS TEAM

TvT mode can be played by combining most cards from this expansion with any combination of standalone *Transformers Deck-Building Game* sets, offering players a chance to play on opposing teams. Players choose a faction and team up to battle the opposing faction in a 1v1 or 2v2 contest.

**Note:** You cannot play with Unicron in TvT mode, only in Co-op and 1vM. These setup instructions are for games that do not involve Unicron or Planets. However, many of these steps apply to a 1vM game as well. If you have never set up a TvT game, read this before modifying it for 1vM games.

If you own *War on Cybertron* and plan to use it as the base set, follow the normal setup instructions and rules as outlined in the rule book for that game. If you own the *Core Set* and *A Rising Darkness*, follow the normal TvT setup instructions as outlined in *A Rising Darkness*, but feel free to swap out cards with this expansion.

Otherwise, if you only have access to the *Core Set*, or if you don't plan to combine the first two sets, follow the steps below:

### TVT WITH A SINGLE BASE SET

1. Choose whichever standalone game you want to play with. You will use all the tokens, cubes, Basic, Encounter, Starter, and main deck cards from that game and set them up as usual. Leave Schemes/Initiatives in the box.
2. Customize your game by swapping out any number of Bosses, Robots, Technologies, Maneuvers, Allies, and/or Relics with cards from this expansion (and from any other game you have) of a similar type and cost. For example, you can replace a cost 3 Technology from the Core Set with a cost 3 Technology from this expansion. Feel free to swap out Robots with similar cards that have subtypes your characters care about (Mini-Cassettes, etc.).
3. Do not include Planets in a TvT game, or the Planetary Ruins. But you may include the Site "Unicron's Head."
4. If playing with only the *Core Set*, you will need to add 3 Autobot Bosses from this expansion. Likewise, if you are playing with only *A Rising Darkness*, you will need to add 3 Decepticon Bosses from this expansion.
5. Follow the normal setup rules for shuffling in Bosses, but add 2 Boss cards per stack, 1 from each faction.
6. Shuffle in the 5 new special *Damage* cards (*Fear*) with the existing *Damage* cards and place the stack facedown. If you are playing with *A Rising Darkness* or other expansions, be sure to also include the 5 special *Damage* cards from those sets as well. You may add these in without swapping out existing cards.
7. Teams must consist of an even number of players: 1v1, or 2v2. Players choose 1 character from their chosen faction, along with 10 Starter cards. **Note:** If playing with only one game, both factions will use the same set of Starter cards from the available game.



- Decepticon and Autobot players sit in alternating positions, so turns alternate between factions when going in clockwise order.

## TVT RULES

Most of the rules for a friendly Competitive game apply here, with the following exceptions:

- Only the active player gains the reward when defeating an Adversary. Assisting players earn nothing.
- Adversary players can play “defensive” Assists to aid their faction’s Boss who is under attack (see more on defensive Assists below).
- Similar to Co-op mode, your teammates can always assist you regardless of Damage. Unlike Co-op mode, Assists are played facedown.
- Standard *Damage* does not force Assists to resolve.
- If playing with both the *Core Set* and *A Rising Darkness*, then only Decepticon players may purchase *Rise Up!* and only Autobot players may purchase *Roll Out!*. Otherwise, any player can buy either Basic card, whichever is available.
- If a single player ever controls 5+ *Damage* (including special *Damage* like *Fear*), the game ends immediately and players calculate their combined team VP to determine the winning team. **If the player who controls 5+ *Damage* is the active player, then their team loses 3 VP.**
- Otherwise, the game ends when 1 team has defeated all 3 Adversary Bosses, the main deck is empty when a card needs to be drawn from it, or all 10 Ruins are either destroyed or in the Matrix.
- Then the team with the most VP wins!

## DEFENSIVE ASSISTS

During the Assist step of a Confrontation (not battling Robots), Adversary players within range may play a “defensive” Assist, facedown, to defend their Boss by adding their card’s Power to the cost of the Boss being battled by their opponents. Defensive Assists are played facedown during the same step that offensive Assists are played, all in turn order, except that they **always** resolve automatically after the Encounter’s Confrontation text, just **before** offensive Assists are resolved.

## CLARIFICATIONS

### THE GOLDEN RULE

If a card’s text contradicts these rules, the card takes precedence. Consider every rule in the game to also have the text “unless a card says otherwise.” If two cards contradict each other, the “can’t do it” takes precedence over the “can do it.”

**Perceptor:** When you choose to “cancel” the Reveal effect on a Site or Boss you reveal, that effect does not trigger. Other game text, like Ongoing or Start of Turn effects, is still active.

**Rodimus Prime (Character):** You can only use Rodimus Prime’s passive Bot Mode ability on cards you control, not for Energon abilities on the Character card itself.

**Rung:** Rung is both a Relic and a Robot. Rung’s ‘Robot’ status applies when an effect targets Robots, such as for Power bonuses or Unicron placing Herald tokens. As a Relic, any player can buy Rung, even with the Adversary status. If Unicron places a Herald token on Rung, other players can still buy him at +2 cost. You cannot defeat hybrid Relic- and Ally- robot cards, even if they are Adversaries.

**Starscream’s Ghost:** You do not control the target card in the Matrix. This ability does not trigger “play” effects.

**Trial of the Quintessons:** The ongoing text on this card only affects new main deck cards placed in the Matrix when a player refills it at the end of their turn.

**Unicron’s Head:** This Site should not be included in any game that also includes automaton- or player-Unicron. However, it can be swapped out for another Site in any game not involving Unicron.

**Wreck-Gar (Ally - Robot):** Wreck-Gar is both an Ally and a Robot. See Rung above for how to handle hybrid card types like Wreck-Gar.

**Wreck-Gar (Character):** Wreck-Gar is an Autobot-allied Junkion, and an adversary to Decepticons and Unicron. Any rules and game text references regarding Autobot characters apply to Wreck-Gar as well.



## CREDITS

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