



ATP-2 Faq (This Page will be updated with Questions and Answers as more come in.)

KEYWORD(S) –

Sturdy

1. Does **Sturdy** work for attack damage or non-attack damage or both?

Sturdy works for both attack damage AND non-attack damage. So whenever a **Sturdy** character of yours would take damage from an opponent's character or battle card, regardless of when or how, that would be reduced by 1.

2. If I have a **Sturdy** character and I use **Survive** on them, do they take 2 less damage?

No, a character that is **Sturdy**, cannot become or gain **Sturdy** again. The ability is binary; you either are **Sturdy** or are not, so a character can't even have multiple instances of the ability.

3. When does **Sturdy** work? Can I use **Survive** on my own turn?

Sturdy is applied anytime you would take damage in the game. Yes, you can reveal **Survive** on your turn if your character would take damage from an opponent's character or battle card during your turn for any reason (for example: **Rumble's Revenge** effect)

TRAIT(S) –

Seeker

1. What does the **Seeker** tag mean? Why is it on them? Is it referenced anywhere outside these characters in the set?

Seeker is a new **Trait** created for **ATP-2**, as well as potential future design space to create additional **Seeker** characters or abilities/cards that key off of the trait.

There are only three characters in the set with the **Trait**, and zero battle cards that reference the new **Trait** (currently).

Note: Any older characters that are traditionally considered “Seekers” in Lore are NOT **Seekers** for this **Trait’s** purposes..for now..

CHARACTERS --

Dirge, Feared Fighter

1. Why can't I bring Dirge back from my KO area?

Dirge has the ability to bring back a Blank card when KO'd, we did not want to create any “infinite loop” type scenario with the character due to cards like **I Still Function** and **Involuntary Promotion**.

2. **Dirge** has the ability to bring back a **Blank** pip card, does that mean **Action** or **Upgrade**?

Yes, any battle card that is **Blank** is a card you may bring back from the scrap pile.

Drift, Noble Warrior

1. Why does he deal himself a damage at the start of the game instead of starting with 1 less HP?

We elected to give him the ability to do damage to himself for 2 core reasons. The first being a nod to the “lore” aspect of the **character**. The second being the potential of expanded future design space. **Characters** starting with damage on them open up many Battle card interactions.

2. My opponent has a **Fangry** with **Parsec**; does **Drift** have **Stealth** from him in alt mode?

Yes, **Fangry** may have the **Autobot** Tag, but is still a **Decepticon** and **Drift’s** Ability will grant him **Stealth** against him. This is in line with the WotC ruling of inclusivity of Faction;

having “**Stealth** against **Decepticons**” might as well read “**Stealth** against **Decepticons+**”. If there were ever a situation in the future where a dual-faction Decepticon-Mercenary was available to your opponent, **Drift** would have **Stealth** from that **character**, as well.

3. My opponent has a **Perceptor** with **Grax**; does **Drift** have **Stealth** from him in alt mode? **Perceptor** may have the **Autobot** Tag but is still a **Decepticon** because of the **Grax** head. Thus, **Drift’s** Ability will grant him **Stealth** in this scenario.

4. Can I flip **Drift** to alt mode and not do him 2 damage?

Yes, you only need to do the damage if you choose to use the ability.

5. My opponent has a tapped **character** and an untapped **Fangry** with **Parsec**; if I flip **Drift** to bot mode and deal him 2, can I attack the **Fangry/Parsec**?

Yes.

6. My opponent has a tapped **character** and an untapped **Perceptor** with **Grax**; if I flip **Drift** to bot mode and deal him 2, can I attack the **Perceptor /Grax**?

Yes.

7. If my opponent has a tapped **character** with **Brave** and I flip **Drift** to bot mode and do 2 to him, can I attack one of my opponent’s untapped **characters** and ignore the **Brave** guy?

No, since the target with **Brave** is still a legal target for **Drift** to attack, even after the ability (you are not forced to attack an untapped **character** after all), the **Brave** forces you to attack that character as long as it is among the possible **characters** available to select in combat. Since **Drift’s** bot mode ability essentially adds your opponent’s untapped **Decepticons** to the normal list of characters available for him to attack, the **Brave** would still apply.

Huffer, Construction Engineer.

***See KEYWORD Section on **Sturdy** above.

Raider Overkill, Spy Patrol Havoc Wrecker

1. If I start with **Overkill** on my team, can I put an **Overkill** from outside the game into my **KO** area?

No, this will be more covered in a Tournament Rules Doc. You may only ever have one of each named **character** on your battlefield or in the **KO** area. This concept is further emphasized by the word “different” among the many abilities in this same vein.

Ramjet, Hellish Hooligan

1. How does **Ramjet’s** can’t flip ability work? Can I flip him for my turn? Can I flip him with **Rapid Conversion** or **Showing Off**?

No, he can not be flipped as part of your ‘designated phases’ per turn NOR battle cards. The only way he can flip at any time is his own start of turn ability.

2. For **Ramjet’s** bot mode defends ability, is that each battle? Does the damage get dealt before combat flips?

Yes, the ability triggers each time Ramjet defends in a turn. However, the damage is only dealt after the attack finishes and attack damage is calculated. If there are multiple attackers, he will deal 1 damage to each at the end of each individual battle.

Soundwave, Intelligence Coordinator

1. Can I put two of the same character into my KO area with **Soundwave** (i.e. **Frenzy**)?

No, will be Covered in a Future Tournament Doc. The word “different” essentially means “a character that satisfies the requirements who is not already on your battlefield or in your KO area.” This is in reference to the character’s full name as well.

2. Soundwave only gets up to 3 ATK and 3 DEF; can I put a 4th bot into the KO with his bot mode attack trigger?

Yes, for each time he attacks, you draw a card and then may add another Spy Patrol or Cassette to your KO, as long as it satisfies the “different” definition in the question above.

Thrust, Boisterous Brawler

1. What happens if I have both **Thrust** and **Dirge** in their **Brave** modes?

The attacker chooses which **character** with **Brave** they would like to attack.

2. For **Thrust’s Revenge** ability, can I play the **Upgrade** on a **character** like **Dreadwing** or **Raider Tailwind**?

Yes, you may play an **upgrade** on a **Plane** or **Seeker** provided the **character** being **upgraded** meets the requirement of the **upgrade**.

3. If **Thrust** is KO’ed on my opponent’s turn, can I still play the **Upgrade** from his **Revenge** ability?

Yes.

COMBINERS REDUX –

Motormaster, Stunticon Don – (Article Link Here)

1. Can I play this **Motormaster** with the old **Motormaster** on my starting team? His start of the game ability says I can't put the original **Motormaster** into my KO, but it doesn't say anything about his teammates.

Yes, you can, but you will not be able to combine if you have both because they represent the same piece for the Combiner. For example, you could have a 12/8/5 team consisting of both.

2. Does the bot mode ability on **Motormaster** still trigger when my opponent reveals an **End Hostilities**?

No, it would be unable to trigger cause your oranges would be blues so your attack will not meet the flipped icons requirement. Note: Your own **Belligerence** would also cause the ability to fail.

3. So this **Motormaster** has the damage prevention ability on both sides?

Yes.

Silverbolt, Aerialbot Commander. (<https://www.youtube.com/watch?v=rwcUMj8vc-E&t=2s>)

1. Can I play this **Silverbolt** with the old **Silverbolt** on my starting team? His start of the game ability says I can't put the original **Silverbolt** into my KO, but it doesn't say anything about his teammates.

Yes, you can, but you will not be able to combine if you have both because they represent the same piece for the Combiner. For example, you could have a 12/8/5 team consisting of both.

2. Does the bot mode ability on **Silverbolt** still trigger while my opponent has an Autobot Jazz and Here's the Thing in play?

No, all **Black** pips would be considered as **White** and the **Silverbolt, Air Commander** ability would not be able to trigger due to lacking the minimum flipped icons requirement.

STRATAGEMS --

Bow Before Me

1. Does the flip to bot mode trigger count Lord Megatron himself?

Yes.

2. If I have a Scoundrel's Blaster AND a Terrifying Resilience (more than one Decepticon Upgrade) on my Megatron, does he get +2 ATK and DEF?

No, it only counts the first Decepticon upgrade for the ability.

3. When players scrap cards from the top of their deck for this ability, can they swap for Green pip cards?

No. You may only swap for a Green icon card after battle flips resolve. Flipping and scrapping are different actions in-game.

Coordinated Aerial Tactics

1. If I have 30 damage on my **Superion** AND a Pocket Processor, will I draw two additional cards to start each of my turns on top of my normal draw?

Yes.

2. If I have **Superion** plus the back-**Stratagem** and my opponent has **Defensive Driving**, what happens?

The abilities would cancel each other out, and just do the printed damage from the effect of the character or battlecard.

Drop' Em

1. What does it mean that "my deck can have up to 1 extra STAR of cards?" Does that mean characters or battle cards?

Your Battle deck may include 1 Star card and still be considered a Legal Deck. Examples include **Mounted Missiles**, **Energized Field**, **Leap of Faith**, etc.

2. Do these abilities apply to both modes for Arcee?

Yes, Alt and Bot Mode will gain the benefit.

3. This is legal to play in Junkion, but what common star cards even are there to play?

There are now 3 Star cards at the Common rarity for Junkion with the addition of ATP-2: **Hands-Free Artillery**, **Bullseye Aegis**, and **Spotlights**.

High-Speed Chase

1. I repair 1 from **Menasor** on my 2nd action for turn. What about my 3rd? Or 4th?

No, you only heal from the 2nd action played.

2. What happens if I reveal the new ATP-2 **Secret Action** “**Survive**” while my **Menasor** has 30+ damage? Do I take 2 less?

No, **Sturdy**, does not stack with itself; you can't have multiple instances of Sturdy on a **character** or battle card. (See KEYWORD Section on **Sturdy**)

3. If I repair damage to go below 30, do I lose the **Sturdy** ability?

Yes. The damage threshold trigger on Menasor uses the trigger word “while” which is constantly checking to see whether its criterion is met. Anything after the arrow would be turned off as soon as the criterion before the arrow is no longer met.

Master Builder

1. If I flip more than four colors of Battle Icons while in combat, do I still get the Grapple ability?

No, you must flip EXACTLY four colors of Battle Icons, no more, no less.

Whatever it Takes

1. What does it mean that “my deck can have up to 1 extra STAR of cards?” Does that mean characters or battle cards?

Your Battle deck may include 1 Star card and still be considered a Legal Deck. Examples include Mounted Missiles, Energized Field, Leap of Faith, etc.

2. Do these abilities apply to both modes for Barricade?

Yes, Alt and Bot Mode will gain the benefit of Tough 1.

3. This is legal to play in Junkion, but what common star cards even are there to play?

There are now 3 Star cards at the Common rarity for Junkion with the addition of ATP-2: **Hands-Free Artillery**, **Bullseye Aegis**, and **Spotlights**.

BATTLE CARDS --

Aerial Defense Armaments

1. Does **Aerial Defense Armaments** still get its trigger if I don't have **Superion** in play?

The move 1 damage will trigger for placing it on an **Aerialbot**, you will not repair 1 damage, though.

2. What types of battle Icons are those?

They are faction stamped icons for **Aerialbots**, therefore only when an **Aerialbot** is battling can you gain benefit from the Blue or White icon(s). It will still count as both colors for abilities that check if you flip a certain type or number of colors.

Bullseye Aegis

1. What happens if I put **Bullseye Aegis** on a character with **Stealth**?

Your character would then have **Brave** and **Stealth** and they would cancel each other out.

Catch Off Guard

1. Does this “scrap” the Upgrade that is moved to the bottom of the deck?

No, this is a new way of interacting with Upgrades. Similar to returning an upgrade to a player’s hand, instead it is placed on the bottom of their battle deck. Abilities that prevent the **Scrapping** of an upgrade will not work to prevent **Catch Off-Guard** (similar to **Disarm**).

Hands-Free Artillery

Interrogation

1. Can this take an **Improvised Shield** from my opponent’s hand?

No, even though it is only Orange Pips, it's still more than one of them. The pure number of icons is the condition, not the number of colors.

2. Can this take blank pip cards from my opponent’s hand?

Yes, because blank, or zero icons, is less than one.

Ionizer Sword

1. Can I put an **Ionizer Sword** on one of my **Stunticons** before I combine?

Yes, but you will only gain the +3 attack. Only **Menasor** is granted the draw on attack flip ability.

2. What types of battle Icons are those?

They are faction stamped icons for **Stunticons**. Therefore only when a **Stunticon** is battling can you gain benefit from the Orange or Blue icon (s). It will still count as both colors for abilities that check if you flip a certain type or number of colors.

Lock On Lasers

1. Does this get the trigger against **Sky Shadow's** combined form?

Yes, Skyshadow is 17 Stars (14 for the body, 3 for **Ominus**) and this would trigger against him. Head mode stars are added to alt/body mode stars for 'multi-component' characters like Titan Masters per the WotC ruling.

2. What happens if I get the trigger, but my opponent reveals a Sabotaged Armaments?

The Trigger grants the ability to the **Character**; therefore you would keep +2 Attack and Pierce 2 for that Battle, similar to cards like **Kinetic Intensifier Whip**.

Spotlights

1. Does **Spotlights** work for my whole team? Or for my opponent's whole team?

While **Spotlights** is attached to a character on your team, it removes all **Stealth** from all enemies, which grants each of your characters the ability to attack whomever they wish (aside from **Brave**, which is unaffected by this card). You cannot "regain **Stealth**," if you had more than one instance of it either, it is a binary ability.

Survive

See Sturdy KEYWORD above

Take By Surprise

1. Does this "scrap" the Upgrade that moves to the top of the deck?

No, this is a new way of interacting with Upgrades. Similar to returning an upgrade to a player's hand, instead it is placed on the top of their battle deck. Abilities that prevent the **Scrapping** of an upgrade will not work on **Take by Surprise** (similar to **Disarm**).