

IDW
PROWL

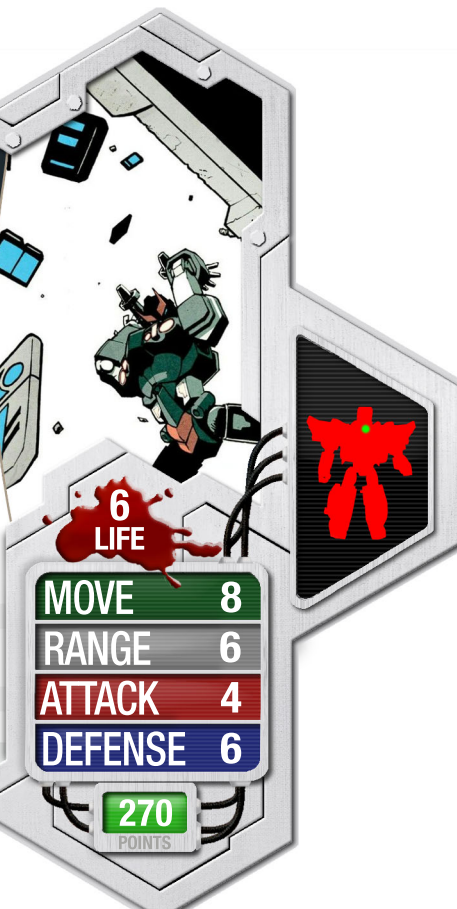
MILITARY COORDINATOR
If there are no more than two Order Markers on any one card in your army, you may add or subtract 1 from your initiative roll for each Order Marker on the card of a Unique Hero you control that is a Commando, Leader, Scout, or Soldier, up to a maximum of 3.

CYBERTRONIAN
UNIQUE HERO
STRATEGIST
CALCULATING

HUGE 14

ACID PELLET RIFLE
Immediately after a non-adjacent figure rolls defense dice against Prowl's normal attack, you may subtract a shield from the results.

GUIDED MISSILE STRIKE 15
At the end of the round, if there is at least one revealed Order Marker on this card, you may choose any space within 4 spaces of a figure you control and roll the 20-sided die. If you roll 15 or higher, any figure occupying the chosen space and within clear sight of a figure you control receives one wound. After using this special power, you may use it one additional time.



6 LIFE

MOVE	8
RANGE	6
ATTACK	4
DEFENSE	6

270
POINTS

