

BUMBLEBEE

If Bumblebee does not attack a non-adjacent figure on his turn, you may take one additional turn with Bumblebee, during which he may not attack a non-adjacent figure and he does not take leaving engagement attacks. After taking the additional turn, you may move one Order Marker from this card to another Cybertronian card you control.

Before moving Bumblebee, you may choose an unengaged friendly small or medium figure adjacent to Bumblebee. After you move Bumblebee, place the chosen figure adjacent to Bumblebee.

Friendly Cybertronians with a Range of 4 or more may add 2 to their Range numbers when targeting a figure within 8 clear sight spaces of Bumblebee.



5
LIFE

DEFENSE 5

200

POINTS