

IDW

SIR SOUNDWAVE

SOUNDWAVE 

**"I HAVE NO MOUTH,
YET I MUST ROCK"**

Once per game, instead of taking a turn with Soundwave, you may have all enemy figures within 3 spaces of Soundwave become affected by this special power until the end of your player turn. Move all affected figures up to 1 space each.

Figures affected by this special power consider all figures enemy figures, and must make leaving engagement attacks when able to.

CALLING IN THE CAVALRY

After an enemy figure takes a turn, you may choose 1 figure you control that has not been attacked or chosen by an enemy figure during this player turn. You may move that figure as long as it ends that movement adjacent to a friendly figure that was attacked or chosen by an enemy figure during this player turn.

EJECT!

After taking a turn with Soundwave, if you did not attack with Soundwave, you may choose one friendly figure with the Cassette Storage special power on this card. Place the chosen figure on any unoccupied space within 2 clear sight spaces of Soundwave and take an immediate turn with that figure.



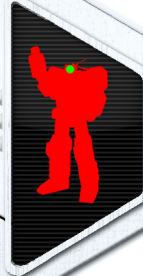
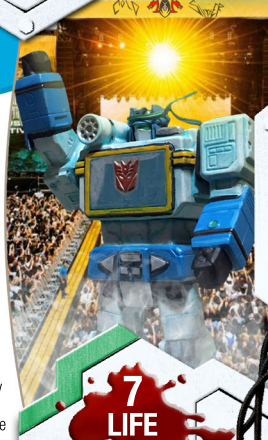
CYBERTRONIAN

UNIQUE HERO

ENTERTAINER

ENTHUSIASTIC

HUGE **15**



7
LIFE

MOVE **7**

RANGE **5**

ATTACK **5**

DEFENSE **5**

320

POINTS