

**IDW**

**SKYWARP**

**BOMBING RUN  
SPECIAL ATTACK**

Range Special. Attack 5.  
Instead of moving and attacking normally with Skywarp, you may have Skywarp move up to 10 spaces in a straight line. Choose up to 3 figures on or within 2 spaces of the spaces passed over to be affected by this special attack. Affected figures never gain height advantage.

**TELEPORTATION AMBUSH**

Once per round, instead of moving Skywarp normally, you may place Skywarp on any empty spaces between 4-5 spaces of his current placement. If you do, figures attacked by Skywarp this turn roll 2 fewer defense dice. When Skywarp moves with Teleportation Ambush, he will not take any leaving engagement attacks.

**SEEKER ASSAULT**

After revealing an Order Marker on this card and making a normal attack with this figure, you may target and attack normally a new figure with any Seeker you control.



**CYBERTRONIAN**

**UNIQUE HERO**

**SEEKER**

**MISCHIEVOUS**

**HUGE 15**

**6  
LIFE**

**MOVE 7**

**RANGE 6**

**ATTACK 4**

**DEFENSE 6**

**280  
POINTS**

