IDW
SOUNDWAVE
OPERATION: DISRUPTION
Once per game, immediately after initiative is rolled, you may reveal an "X" Order Marker on this card. If you do, for the rest of the round, opponents' Common and Unique figures that are within 7 spaces of Soundwave can only be activated when Order Markers are revealed on their cards, cannot use any special powers on their cards to activate another figure, and may not roll for leaving engagement attacks.
RELAY ORDERS
At the beginning of your turn, if Soundwave is within 7 spaces of a Conqueror or Strategist Hero you control that has the Super Strength special power, you may move an unrevealed Order Marker from that Hero's card to this card or the card of any Hero you control within 7 spaces of Soundwave. Before taking a turn with Soundwave, you may take a turn with a figure you control that has the Cassette Storage special power. If you do, Soundwave may not move during his 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
SPY
CALCULATING
HUGE 15
7 LIFE
MOVE 5
RANGE 5
ATTACK 5
DEFENSE 6
340 POINTS