

IDW

THUNDERCRACKER

SONIC BOOM 10

Immediately after initiative is rolled for the first round, you may move all Seekers you control 10 spaces in a straight line. If you do, then one at a time, roll the 20-sided die for every opponent's Order Marker. On a roll of 10 or higher, that opponent must remove the Order Marker.

AERIAL ADVANTAGE

While Thundercracker can use his Flying special power, he is always considered to have height advantage on non-flying figures.

SEEKER ASSAULT

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



CYBERTRONIAN

UNIQUE HERO

SEEKER

CONFLICTED

HUGE 15

6 LIFE

MOVE 7

RANGE 6

ATTACK 4

DEFENSE 6

260 POINTS

