









IF WE CAN GET
CLOSE ENOUGH TO THE
WARUDER COMMANDER,
WE CAN EXTRACT ITS
VENOM AND THE DEVICE
WILL CREATE AN
ANTI-TOXIN FOR THIS
HIVE'S PARTICULAR
POISON.

ALTHOUGH
WITH THEIR LEADER
CORNERED, THE DRONES
WILL GO BERSERK AND
TEAR EVERYTHING TO
SHREDS.

IT'S WORTH THE
RISK TO CURE THE
TRANSTECH AND
BRING THEM BACK
INTO THIS FIGHT.

DRIVE THESE
INSECTS INTO A
FRENZY AND NOT
EVEN THE TRANSTECH WILL TURN
THE TIDE.















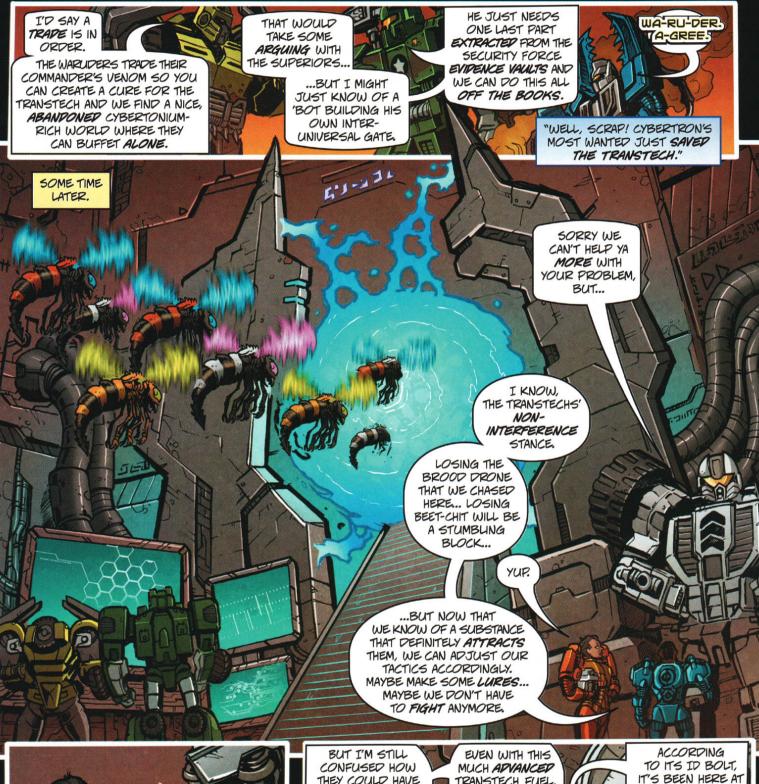














LEAST 20,000

YEARS.

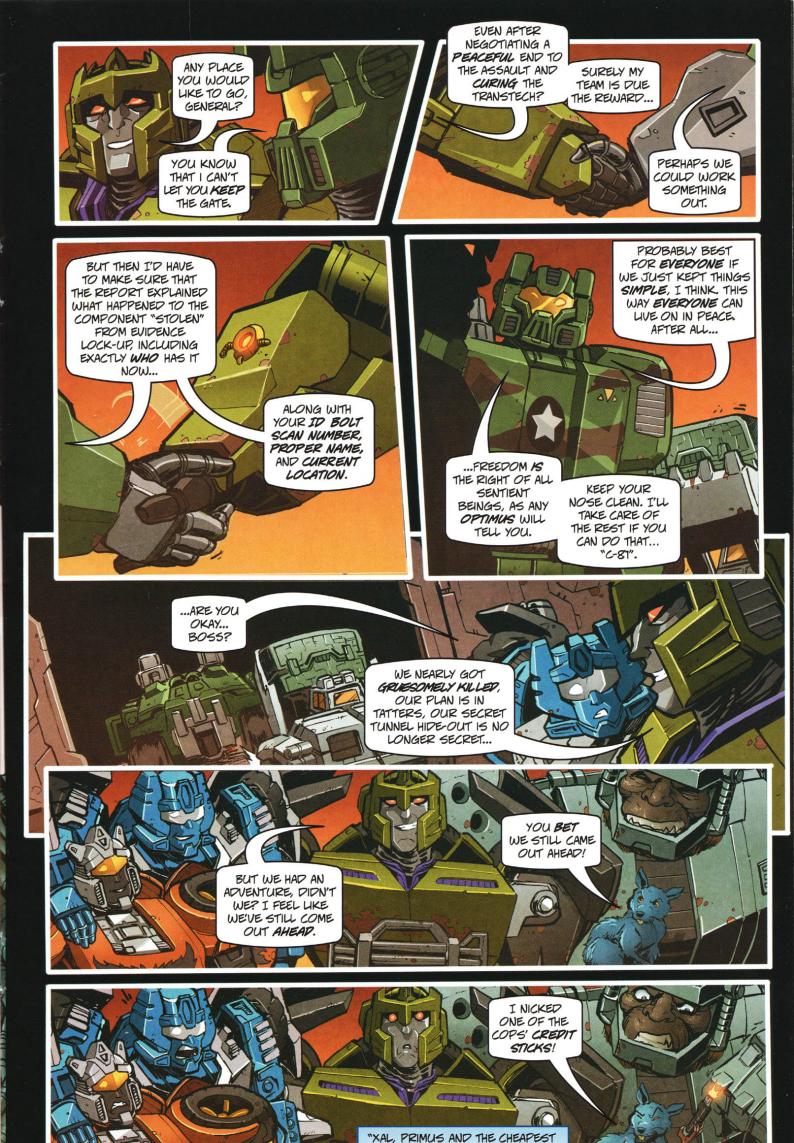
THAT'S THE TROUBLE

WITH TRAVELING

UNCONTROLLED

THROUGH THE

GULF.



SEVENTEEN PUBS IN THIS CITY, GIVE ME GLITCHIN' STRENGTH."

END.







## **DECEPTICON®**

# Battletrap

**Function: The Muscle** 



### BIO

Battletrap occasionally mulls the coincidence that his split Duocon forms were once an early attempt in Shockwave's "Triple-Changer" process and how, years later, that very process became his savior after being diagnosed with Machanimus Disjunctus. The two halves of his brain located in his sep arate vehicle modes were developing an immunity to each other, preventing them from fully merging when attempting to combine into robot mode. Now with both parts of his brain reunited, Battletrap is rediscovering the full depths of his processors. He is still a Decepticon excited by the rough and tumble rather than intellectual pursuits, but he now possesses creativity and cunning that he was unable to access in

Perhaps still not comfortable in his new brain, Battletrap finds himself content in the most mundane activities, everything from hauling cargo for his team to standing guard for Megatron or providing the muscle needed to subdue opposition. This does not mean that he lacks intelligence. Battletrap prefers to chronicle the events of his life. As his criminal record is already quite long, he has no plans to submit his memoir to the Cybernet Infocore.

### WEAPONS / ABILITIES

his Duocon body.

Battletrap is prepared for battle in each of his three modes, but his most formidable offensive capabilities are in his robot mode. There he is armed with a double-barreled missile launcher for ranged attacks and a Night-Fire Blade for melee attacks. Although not traditionally trained in any of Cybertron's many sword-fighting forms, Battletrap's physical strength makes every swing or jab of his sword a potentially lethal attack.

While robot mode provides his fiercest ability to strike, his alternate modes provide measures for more defensive combat. It is in his ground mode that his armor is the thickest, and in his helicopter mode that he is most agile.

#### WEAKNESSES

Battletrap has a big mouth. He isn't insubordinate or snide, he just won't stop talking or dictating the events in his life. Perhaps it is due to once having two distinct consciences. He can get too wrapped up in telling a story to maintain awareness of his environment.





# WARUDER"

# Zaptrap and Beet-Chit

**Function: Field Commander** 



### BIO

Leaving nothing but empty husks of planets in their wake, the Waruder race is a threat unrivaled in the Cymond Universal Cluster. One of the many Field Commanders chosen by the King Waruder himself to spread across the galaxy and devour, Beet-Chit had his sights set on the Earth of his dimension, but after a brief battle on the blue planet things went awry.

Since being separated from his High Command and thrust into another universe Beet-Chit sought out a new body to pilot. Coming across a lost Insectioon drone named Zaptrap in the lower layers of the Axiom Nexus Off-Worlder Zone. Beet-Chit noted his similarity to his original Kuwagatrer mech unit and took haste to strike - in a geological sense of the term that is. Over the next 20,000 years, Zaptrap's body was re-engineered into the part organic, part metal bodies that the Waruders race are known for using. Additionally, Beet-Chit's own bio-metal body allowed him to secrete a life-givino substance into a simplistic brood of drone followers constructed from the rare metals and ores he digested deep within this Cybertron. As is common with the Waruder species, each drone produced its own techno-organic host shell through an extrusion of specialized enzymes that break down and recombine raw materials

After their departure from the Axiom Nexus, Beet-Chit and his race find themselves in a new fertile Cybertron in another dimension believed to be devoid of life. The question remains, will they be satisfied with their hunger met, or does a deep call to war start to grow within.

## WEAPONS / ABILITIES

per the drone's function in

the hive.

While mostly relying on his hands to claw at his enemies in robot mode, his insect mode Kuwag Horns are able to create bursts upwards of 40,000 volts to shock any threat to his kind into submission. Due to Zaptrap's more Cybertronian origins, he does not harbor the weakness that all WARUDER mech bodies possess, in which the larger controlled body slowly breaks down when separated from its host pilot.

### WEAKNESSES

Being part of the Waruder race leads to Beet-Chithaving a one-track mind; consume, Although he is smarter then most, the genetic needs remain. As a result, any Cybertronian worth half his metal can take advantage of this primal demand and work itinto his favor. Beet-Chit does not fear much, but he does possess an inner fear for the Guts Blocker Multiforce team from his home cluster of Cymond. "We swarm. We consume. We depart..."

