

TRANS FORMERS™

S E R I E S B I B L E

May 10, 1984

Millions of years ago, in a galaxy many light years from our solar system, the planet of CYBERTRON supported a life-force of mechanical, electronic creatures--intelligent robots--which could think and feel. As this race of robots advanced, they continued developing new technologies to increase their intelligence and abilities to incredible levels.

But with their greater technology came greater evils, and Cybertron fell into a warring state with two groups of robots pitted against one another in mortal combat. One was a malevolent race of robot warriors known as -- the DECEPTICONS. The brutal Decepticons were driven by a single, undeviating goal--total domination of the universe. This was in bitter opposition to the more benevolent race of robots known as -- the AUTOBOTS.

In a war that raged between the forces of good and evil, devastating all in its path, the planet was drained of its once-rich sources of energy. On the verge of extinction, the Autobots finally left Cybertron in search of alternate sources of power. The Decepticons followed, still intent on destroying the last remaining Autobot forces.

It was in the wide void of space that a battle ensued and ended with both forces crashing into a small planet now recognized as Earth. The warring ships impacted into a live volcano, ending their battle with a thunderous eruption...
...followed by four million years of silence.

In the latter part of the Twentieth Century, the volcano erupted, releasing the two ships melded together into a single, twisted mass upon collision and swallowed so long ago. The earth's shock waves jarred the ships from their eons-long dormancy and awakened the Autobot craft's "brain," TELETRAAN I.

Probing the planet's surface, Teletraan I discovered the planet was not a desolate one but throbbing with mechanical activity. Teletraan's self-activating systems began to rebuild the shattered robonic bodies aboard the crafts, using the mechanical forms found on this new planet as models. All necessary alterations were accomplished in such a way as to preserve the robots' true, basic natures.

The Autobots, therefore, resemble Earth's peacetime vehicles of the present day: trailer truck, Volkswagon, police car, Datsun Z, ambulance, etc. The Decepticons were reformed into Earth's deadliest weapons, aircraft, and communication devices.

In addition, the former inhabitants of Cybertron had the ability to TRANSFORM themselves into their previous robotic forms and back again--at will. (This power of transformation was not unknown on their planet, but these new, Earth-related forms were.)

Once again functioning and free of the ship, the Decepticons grouped in battle formation and loosed their combined firepower on the Autobots still inside the volcano. Teletraan I, although weakened and running on low power threshold, managed to raise her defensive shields and blunted, one more time, the force of the attack. The Decepticon leader revealed to his forces that their energy levels were dangerously weakened, making them unable to mount a strong offensive. His forces regrouped to search for a new power source--energy to fuel themselves and to destroy the enemy.

The Decepticons found Earth rich in the very fuel sources they so desperately needed. Unlike on Cybertron, where there were no pristine resources, this planet was rich in coal and oil, oceans, a mineral-crust and a molten metal core. With Decepticon control of Earth, it would spell doom for the Autobots and all other peace-loving civilizations of the universe.

Soon the people of Earth learned of the evil Decepticons, and they fought valiantly to save their precious life support systems. But they could do nothing in the face

of this constant alien terror. Only the Autobots--those massive robots with their ethical computer "hearts"--stood between them and certain extinction.

Thus it was that the hostilities that swept Cybertron were renewed on Earth.

H U M A N S

Although only two human characters are established as series regulars, other humans should be included in the stories as "guest star" characters, and may later be repeated.

The illustration below is drawn in scale with those of the robot figures.



"SPARKPLUG" WITWICKY is a middle-aged widower, and a natural born mechanic who loves to take things apart or put them back together, and can fix just about anything. A rough, rowdy guy, Sparkplug has a deep, unspoken affection for his son, but cannot understand why his boy doesn't share his interest for the practical things in life. Sparkplug sees the Autobots as ultimate machines and is amazed by their abilities. He supports them in their battle against the Decepticons, although he is just as impressed by the evil robots' technical structures. Never formally educated, Sparkplug relies on his instincts and basic mechanical know-how to survive.

SPIKE WITWICKY is a fourteen-year-old boy who, like most boys his age, has big dreams about almost everything. Unfortunately, his lofty ambitions do not coincide with his father's more practical hopes for his son. Spike has no great interest in mechanics, and no natural inclination for learning how things work--he'd rather know why they work. He has an artist's heart, and he relates better with the Autobots' personalities than his father ever will. Spike has a great respect for Optimus Prime, and he shares the Autobots' intense hatred for the Decepticons because he understands their purpose and ideals more than he admires their powers and abilities.

H E A D Q U A R T E R S

AUTOBOTS---

The Autobot headquarters remains in their spacecraft which is partially buried inside a volcano, with access from outside at the volcano's base. (We are assuming the Autobots never left Earth after all at the end of the mini-series, due to Decepticon attack.) Inside the craft is Teletraan I, the mother computer of the Autobots. The Autobots need not consult too much with her--they, after all, have computer brains of their own--but Teletraan I is in charge of the headquarters, maintenance, and upkeep, as well as having an early warning system of Decepticon attacks. Much of the story action, including damage repair work, can take place outside of the craft and volcano. Although all of the Autobots use the mother ship as their headquarters, many of them are out on patrol in their trans-forms of Earth-related vehicles (to advance story action as well as to limit the number of characters in each scene).

DECEPTICONS---

The Decepticon base lies in the depths of the ocean, in a canyon deeper than the Grand Canyon. Located on a ridge at the mouth of a cavern that leads from the base of

the canyon, the Decepticon headquarters has been constructed around their space cruiser which crashed into the ocean after an aerial battle with the Autobots. One section of the complex is activated to telescope up through the waters and rise above the surface of the ocean where the Decepticons gain entrance. The top of this section is a radar/video scanner, constantly revolving to allow Megatron to keep watch on his global operations. (The "space bridge," which transports energy in the form of "energon cubes" is also located here.) Integrated within the complex are other sections, including an automated repair shop to reconstruct Decepticons injured in battle.

FURTHER NOTES

1. Although there will be occasional scenes on the planet Cybertron, most of the story action should take place on Earth, where the robots' transformations will seem more natural. (A Datsun Z looks strangely "out of place" on Cybertron!)
2. The use of many transformations in the episodes is greatly encouraged. Remember the series' title.
3. Avoid Godzilla-like destruction of cities and homes. Although the Decepticons care little about humanity, they are more interested in stealing energy supplies than in terrorizing the populace. (This does not mean writers should avoid urban areas--just step carefully.)
4. This is a "no-nuke" show; there should be no mention of nuclear energy in the stories.
5. Writers are encouraged to use elements of mystery, espionage, deception, confrontation, chase, and aggression in the stories. This series has strong boy appeal, and hard-edged action is emphasized over complicated plots.

A U T O B O T S

The Autobots are living proof that humanity's fear of the "computer-turned-monster" is not necessarily the inevitable end of electronic evolution. They are "user-friendly" machines whose "humming" hearts are as warm as any being who has fought to keep the dream of freedom alive. The Autobots seek to stop the cancerous growth of Decepticon tyranny. They are galactic good guys of sorts, determined to save the people of Earth, themselves, and the universe from Decepticon domination.

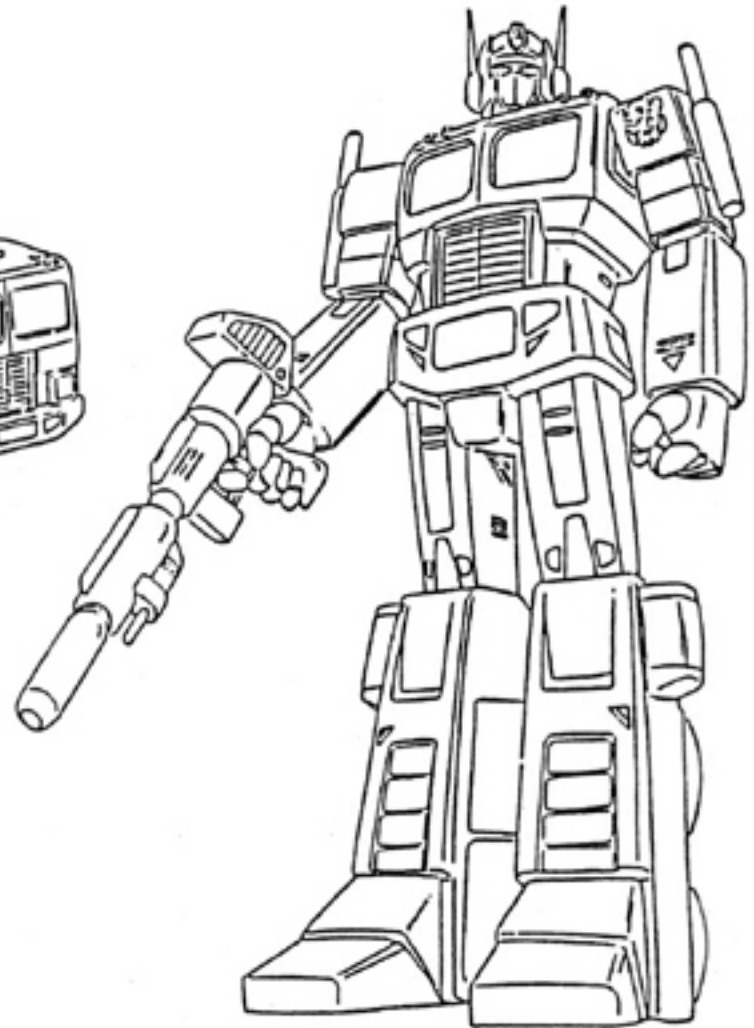
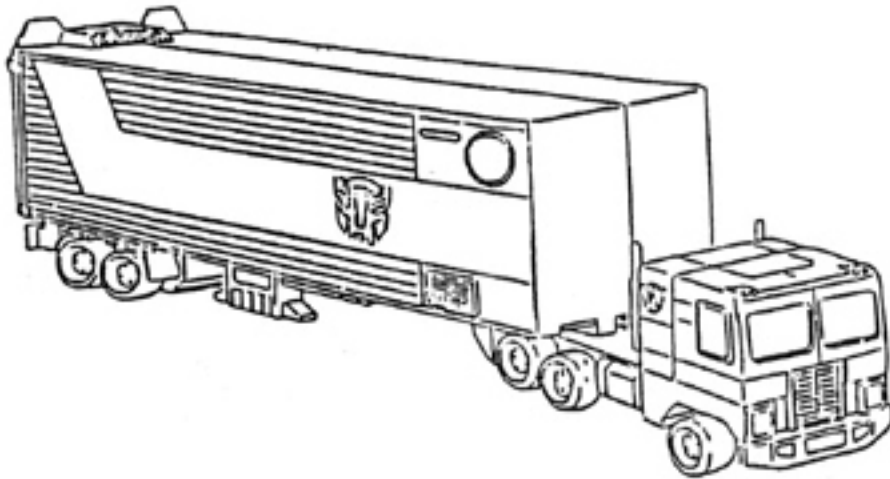
The character capsulizations on the following pages are meant to serve as starting points for developing their personalities within the stories. Due to time restrictions, the Autobots will not all appear in each episode; grouping of the personalities and their relationships will depend on the needs of the individual story, as well as maintaining a balance of characters in the series.

The accompanying illustrations of the robots are drawn in relative scale; their trans-forms are not.

AUTOBOT ROLLCALL

<u>NAME</u>	<u>PERSONALITY</u>	<u>TRANS-FORM</u>
OPTIMUS PRIME	leader	trailer truck
IRONHIDE	tough old guy	vanette (red)
RATCHET	repairman	ambulance
TRAILBREAKER	jokester	camper (black)
SIDESWIPE	streetfighter	Contach II (red)
SUNSTREAKER	egotist	Contach (yellow)
WHEELJACK	mad scientist	Lancia
PROWL	patient & logical	Z police car
JAZZZ	swinger	Porche
HOUND	close to human	jeep
MIRAGE	mystery man	Ligier
BLUESTREAK	hates war	Datsun Z
CLIFFJUMPER	go-getter	Porche (small)
HUFFER	pessimist	semi-truck (orange)
WINDCHARGER	impatient	sportscar
BRAWN	macho	van truck (olive drab)
GEARS	complainer	pick-up truck (blue)
BUMBLEBEE	little guy	Volkswagon
* JETFIRE	scientist/explorer	super jet
ROLLER	ATV (no transformation--part of OPTIMUS PRIME)	

*JETFIRE has been changed to SKYFIRE with a new model due to legal reasons.
Do not use the character unless necessary in small scenes.



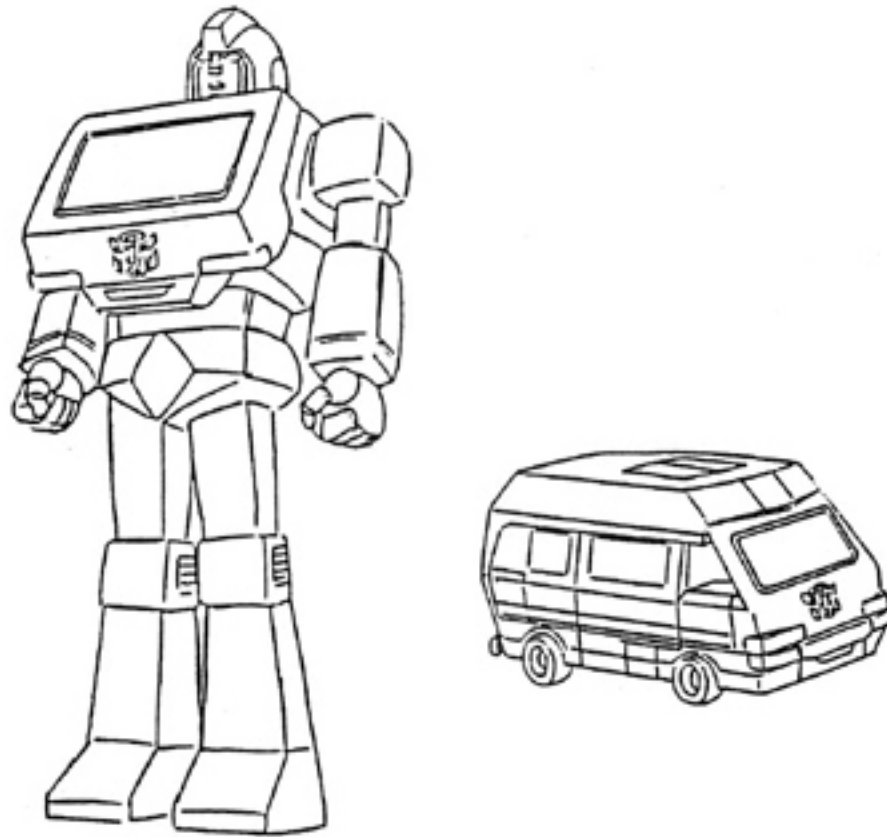
NAME: OPTIMUS PRIME

FUNCTION: Leader

TRANS-FORM: trailer truck

ABILITIES: Largest and most powerful of all Autobots; an awesome fighting machine. Splits into three autonomous modules: OPTIMUS, the brain center... imbued with amazing strength and laser rifle; ROLLER, the spy...operates up to 1200 miles away; COMBAT DECK...with artillery and communicators. Injury to one module is felt by the other two.

PROFILE: Wisdom is his main power thrust...motivated by immense kindness and compassion...personality might be likened to Abraham Lincoln. Feels his role is the protection of all life, including Earth-life. Fights unceasingly to defeat the Decepticons.



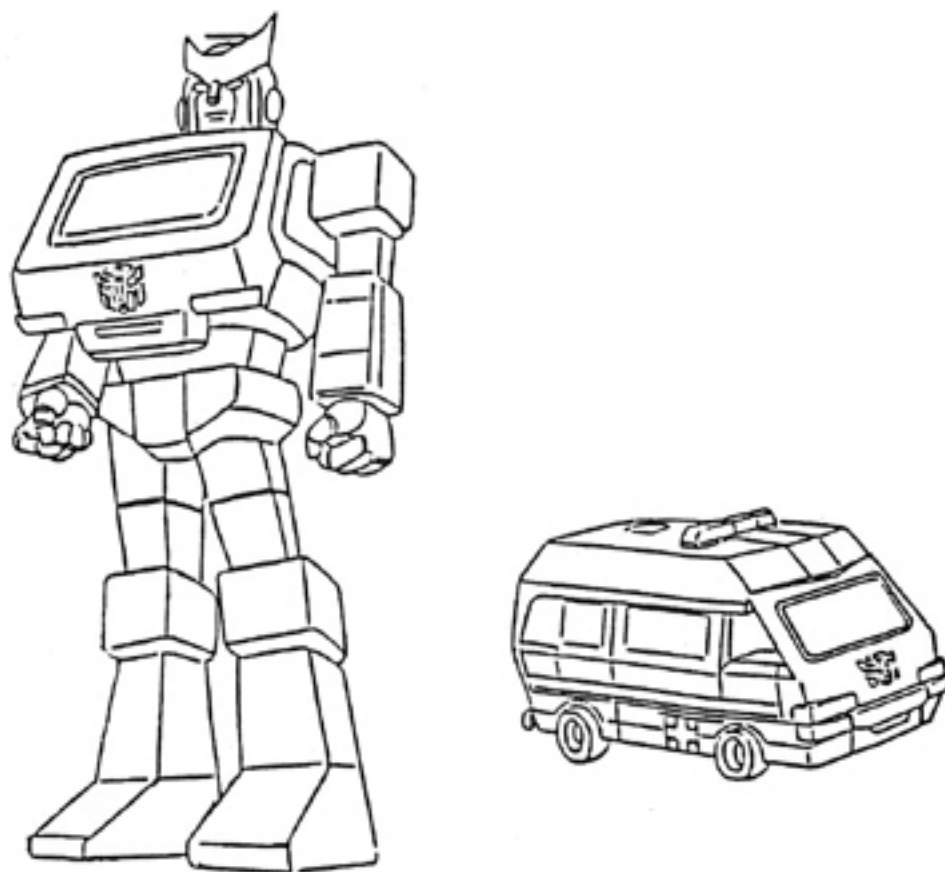
NAME: IRONHIDE

FUNCTION: Security

TRANS-FORM: vanette (red)

ABILITIES: Nearly invulnerable to attack, protected by a Trithyllium-steel skin. Shoots variety of liquids from supercooled nitrogen to superheated lead... Has sonar, radar, radiowave detector. Slowest, and breaks down more often than the others.

PROFILE: Oldest, toughest, most battle-tested, probably the meanest Autobot fighter. Prefers actions to words. Bodyguard to Optimus Prime; automatically in charge of guarding anything of extreme importance. Gruff but kind.



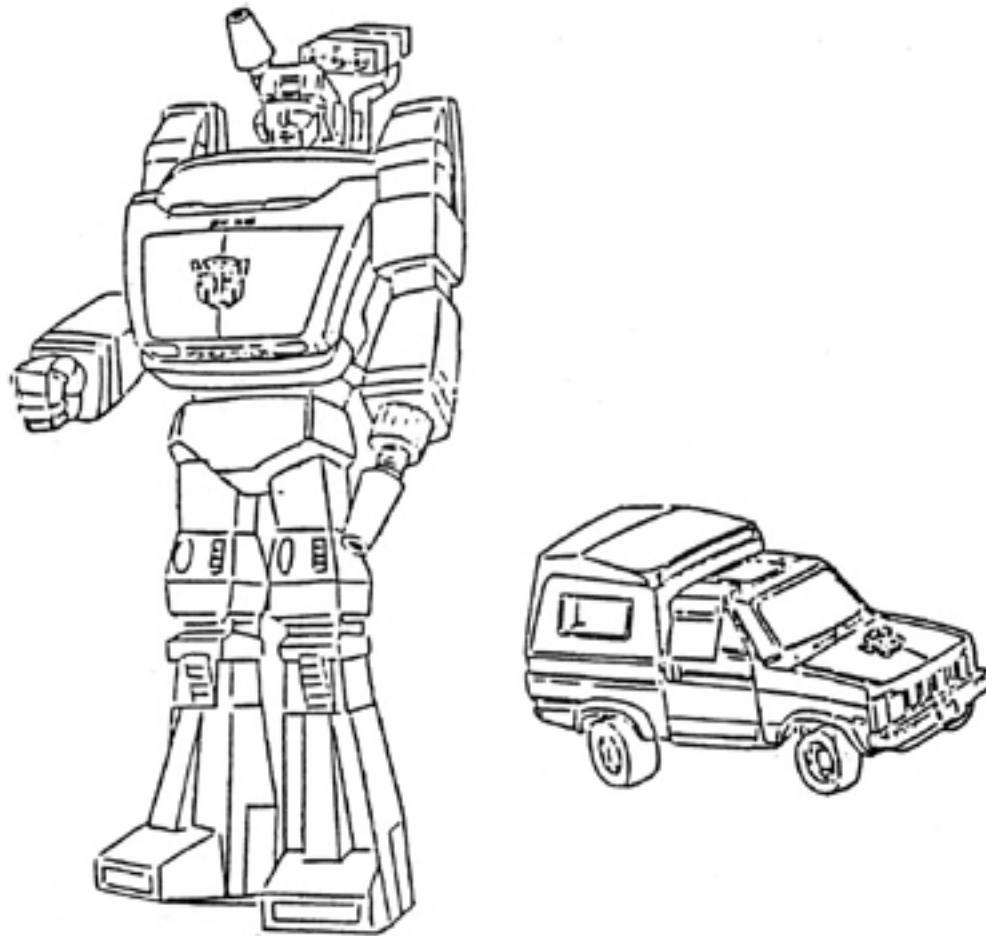
NAME: RATCHET

FUNCTION: Mechanical Engineer

TRANS-FORM: Lancia

ABILITIES: Tool-and-die genius. Makes excellent work of laser scalpels, arc-welders, electronic microscopes, circuit sensors, fluid dispensers at his disposal. Given the right parts, he can make anything from a pin to a cruise missile and usually repair any injured Autobot.

PROFILE: Likes to party, give backtalk, but does job as well as anyone. Sometimes his readiness to have a good time intereferes with effectiveness.



NAME: TRAILBREAKER

FUNCTION: Defense Strategist

TRANS-FORM: Camper truck (black)

ABILITIES: Can project a nearly impenetrable invisible force-field...jams radio transmissions.
Very slow.

PROFILE: Practical joker and cheerleader...makes light of any situation, no matter how serious.
Because he is most fuel-consuming member, considers himself a liability...often asks to be left behind. Often mopes about his handicaps, but his bravery and defensive prowess is unquestioned.



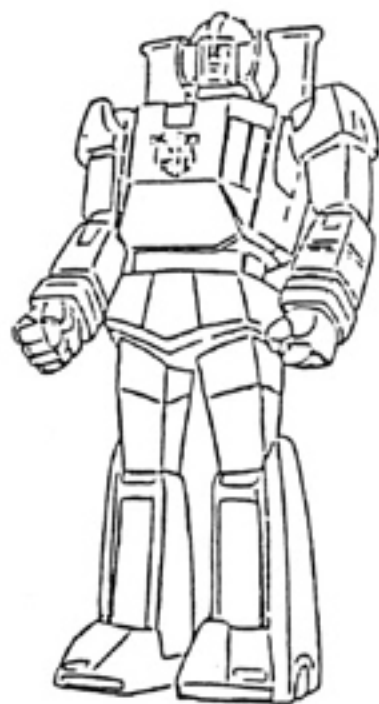
NAME: SIDESWIPE

FUNCTION: Warrior

TRANS-FORM: Contach II (red)

ABILITIES: Arms act as powerful piledrivers. Flies for up to 2 minutes with rocket back-pack. Fires flares visible for 18 miles.

PROFILE Nearly the equal of his twin brother, Spinout, in combat, but less cold-blooded. Relishes a fight to the finish...uses underhanded, dirty tactics when necessary. Rash actions often lead to injuries to himself...he takes them all in stride.



NAMES: SUNSTREAKER

FUNCTION: Warrior

TRANS-FORM: Contach (yellow)

ABILITIES: Fires laser-guided ground-to-air missiles and high-energy electron impulses at 300 bursts/sec. Tough polymer-steel skin resists artillery impact.

PROFILE: The complete egoist...considers himself the most beautiful thing in the galaxies. Admires his own sleek styling, contemptuous of other Autobots -- particularly his twin, Sideswipe. Not a team player...can be baited into dangerous situations, but a very calm, competent and ruthless war-machine.



NAME: WHEELJACK

FUNCTION: Mechanical Engineer

TRANS-FORM: Lancia

ABILITIES: Flying range of 800 miles propelled by solid-fuel rockets in arms. Shoots magnetic inducer, shrapnel-needle and gyro-inhibitor shells, among other armament, from his shoulder cannons.

PROFILE: "Mad scientist" of the Autobot forces, constantly inventing new weapons and gadgets. His own worst enemy...often injured while experimenting with new weapons.



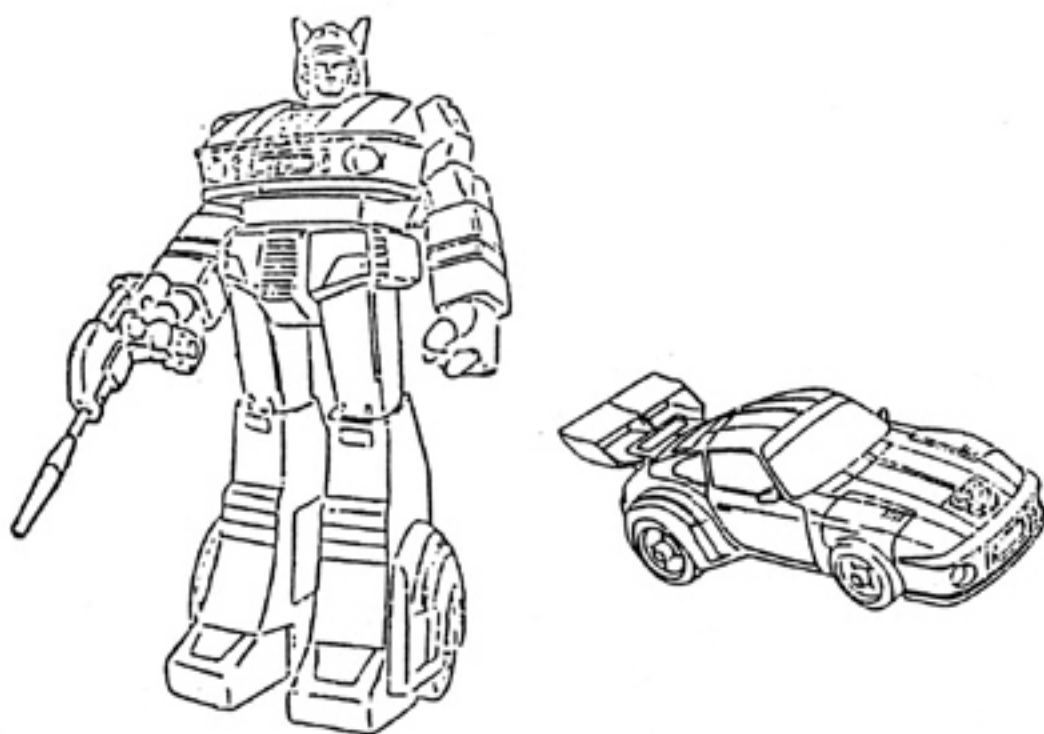
NAME: PROWL

FUNCTION: Military Strategist

TRANS-FORM: Datsun Z (police car)

ABILITIES: Has most sophisticated logic center of all Autobots...can analyze and advises on complex combat situations almost instantaneously. Fires wire-guided incendiary missiles and high-corrosive acid pellets. The unexpected often scrambles his circuits.

PROFILE: Quiet, competent, loyal, endlessly patient. Will not be deterred until the task is completed, regardless of the obstacles. Strives to find reason and logic in everything. A listener, not a talker.



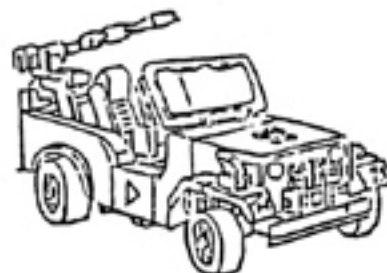
NAME: JAZZZ

FUNCTION: Special Operations

TRANS-FORM: Porsche

ABILITIES: Equipped with photon rifle, flame-thrower, full-spectrum beacon, 180dB stereo speakers... creates dazzling, disorienting sound and light shows. Superb gliding ability.

PROFILE: Greatly impressed with Earth culture...always seeking to learn more. His knowledge of Earth makes him indispensable to Optimus Prime. Volunteers for most dangerous missions...cool... stylish...extremely competent. Clever, daring, but prone to be distracted.



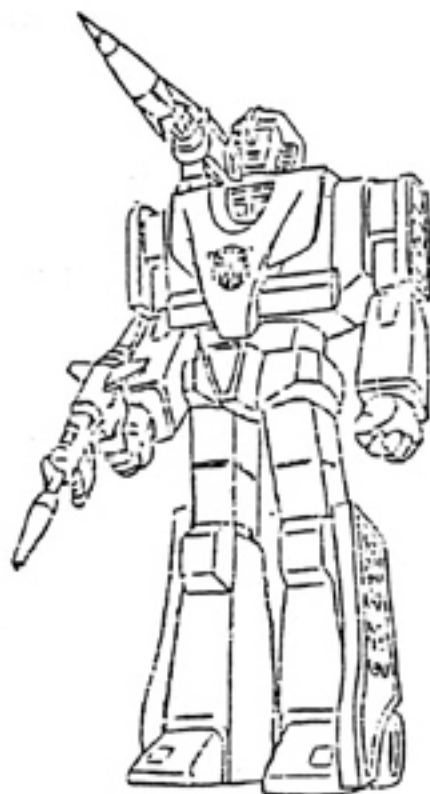
NAME: HOUND

FUNCTION: Counter-Intelligence

TRANS-FORM: Ligier

ABILITIES: Employs turret gun as radar scope, also infrared radiation collector...tracks machines as well as humans. Hologram gun projects three-dimensional grid laser-light topographical maps. Vulnerable to thermal and electro-magnetic interference.

PROFILE: Taken with the natural wonders of Earth, vastly preferring them to Cybertron. Brave, fearless loyal Autobot, but secretly desires to be human.



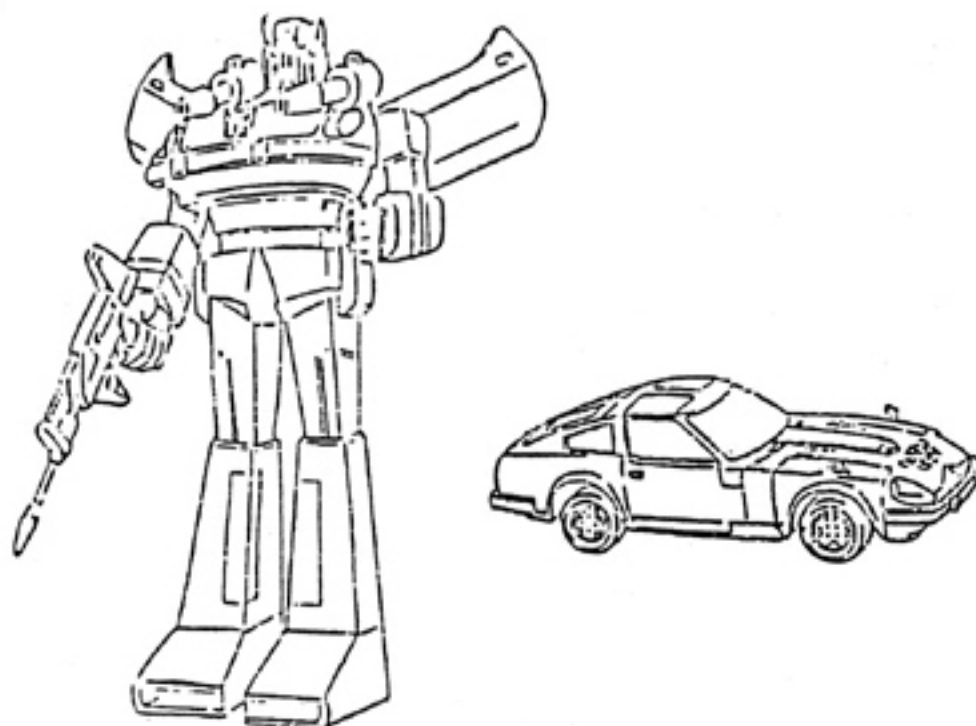
NAME: MIRAGE

FUNCTION: Counter Intelligence

TRANS-FORM: Ligier

ABILITIES: Photon-disruptor can make him invisible, or alter his physical placement or appearance. Can also project holographic images. Expert marksman with armor-piercing rocket-dart hunting rifle.

PROFILE: Enigmatic, a "mystery man." Does not share the group's enthusiasm. Others are uncertain of his dedication and are reluctant to trust him fully. Reserved...a loner...an effective fighter who prefers to penetrate enemy lines on solo missions to gather intelligence. Suspected as counter-spy.



NAME: BLUESTREAK

FUNCTION: Gunner

TRANS-FORM: Datsun Z

ABILITIES: Fires shell containing 4 independently targetable warheads up to 8.3 miles, and lightning-like 80,000 volt beam up to 12 miles of limited accuracy.

PROFILE: Often talks incessantly and inanely...lightens the situation for others with his gregarious manner. Despite formidable weaponry and blazing speed, he hates war. Haunted by the memory of Decepticons destroying his home city; often inhibited by his disdain for combat.



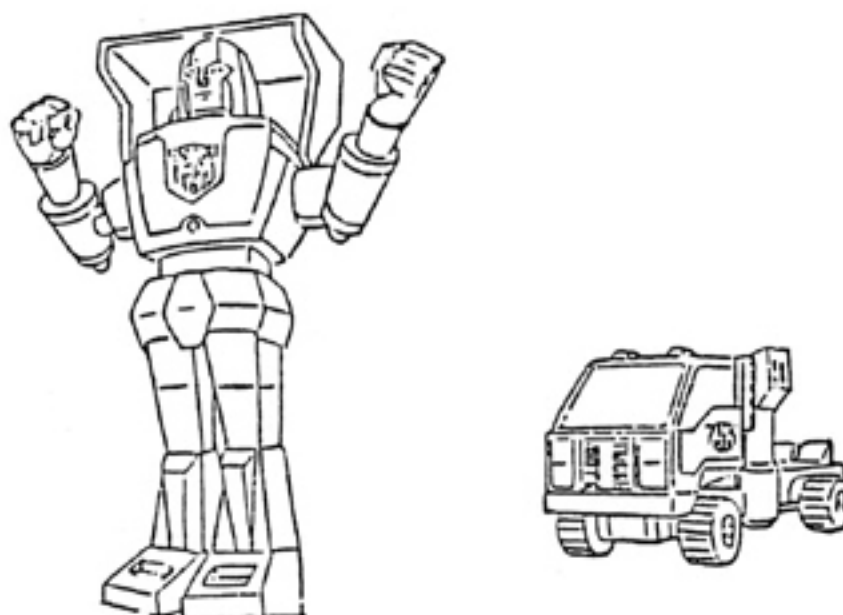
NAME: CLIFFJUMPER

FUNCTION: Warrior

TRANS-FORM: Porsche

ABILITIES: One of fastest Autobots...often uses his speed to draw fire away from others. Shoots "glass gas" which makes metal as brittle as glass.

PROFILE: His motto: "Let me at 'em!" His eagerness and daring -- unequalled. Good-natured. Driven by desire for vengeance on Decepticons...but his recklessness often leads to situations too dangerous for him to handle.



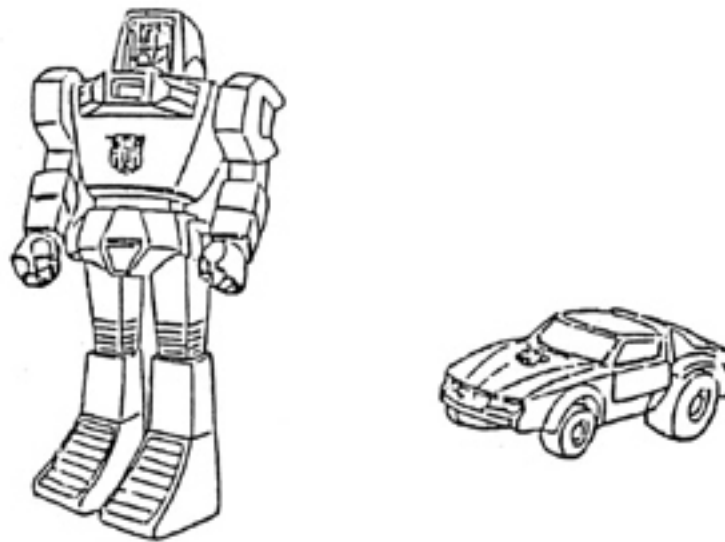
NAME: HUFFER

FUNCTION: Construction Engineer

TRANS-FORM: orange semi-truck (no trailer)

ABILITIES: Arm sensors can test materials for strength, heat resistance, elasticity, etc. Extremely strong. Superior mathematical and geometrical abilities.

PROFILE: Grumbly, dour, pessimistic... "He looks at the world through sludge-colored windshields." Says it can't be built, then builds it anyway. Not too sociable, but absolutely reliable.



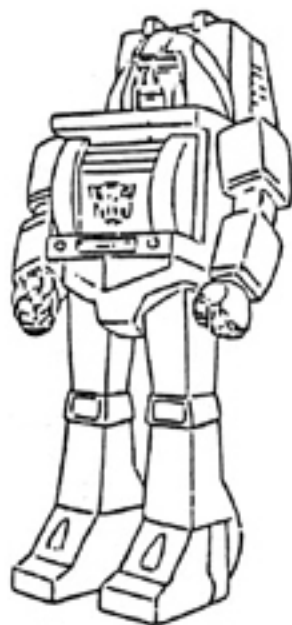
NAME: WINDCHARGER

FUNCTION: Warrior

TRANS-FORM: sports car

ABILITIES: Fastest Autobot over short distances. Casts powerful magnetic field which can attract or repel large metal objects, and smash them at closer distances. His power uses much energy.

PROFILE: Enthusiastic but impatient...short attention span. Good in situations requiring fast, decisive action. Often burns himself out due to carelessness.



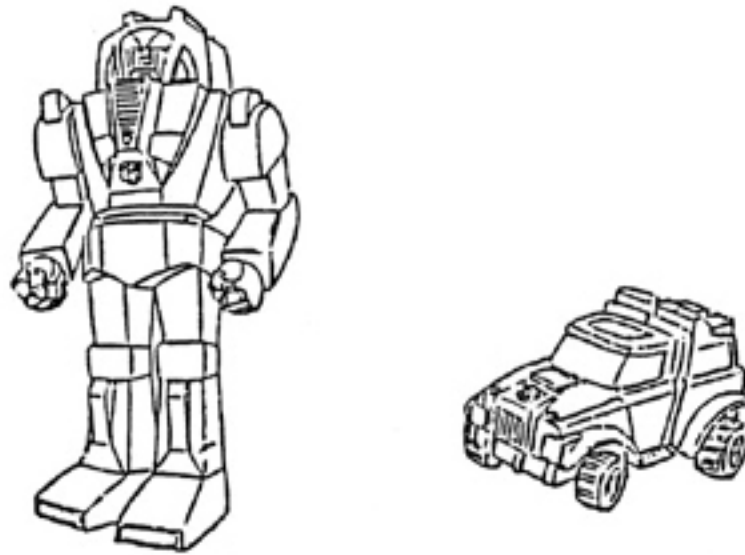
NAME: BRAWN

FUNCTION: Demolitions

TRANS-FORM: olive-drab van-truck

ABILITIES: Second strongest Autobot -- can lift 190,000 lbs., knock down a small building with one punch. High resistance to artillery fire. Vulnerable to attack by electromagnetic waves due to unsophisticated circuitry.

PROFILE: To him, Earth is essentially a hostile environment; and he loves it. Strong, rugged, agile -- most macho of all Autobots. Delights in challenges... contemptuous of those not as tough as himself.



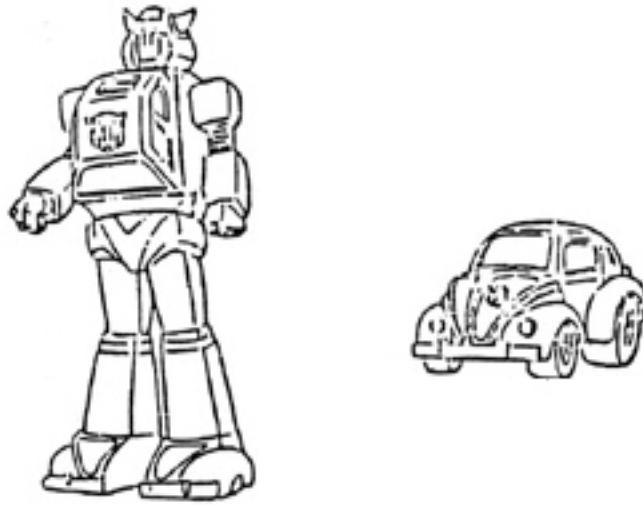
NAME: GEARS

FUNCTION: Transport, Reconnaissance

TRANS-FORM: blue pickup truck

ABILITIES: Tremendous strength, endurance...totes heavy loads long distances. Launches up short distances, floats down on compressed air...easy target due to limited maneuverability. Can detect infra-red.

PROFILE: The complainer of the group...hates everything about Earth. A self-proclaimed misfit...finds fault in everything and everyone. Acts this way to help cheer up others as they try to cheer him.



NAME: BUMBLEBEE

FUNCTION: Espionage

TRANS-FORM: Volkswagon

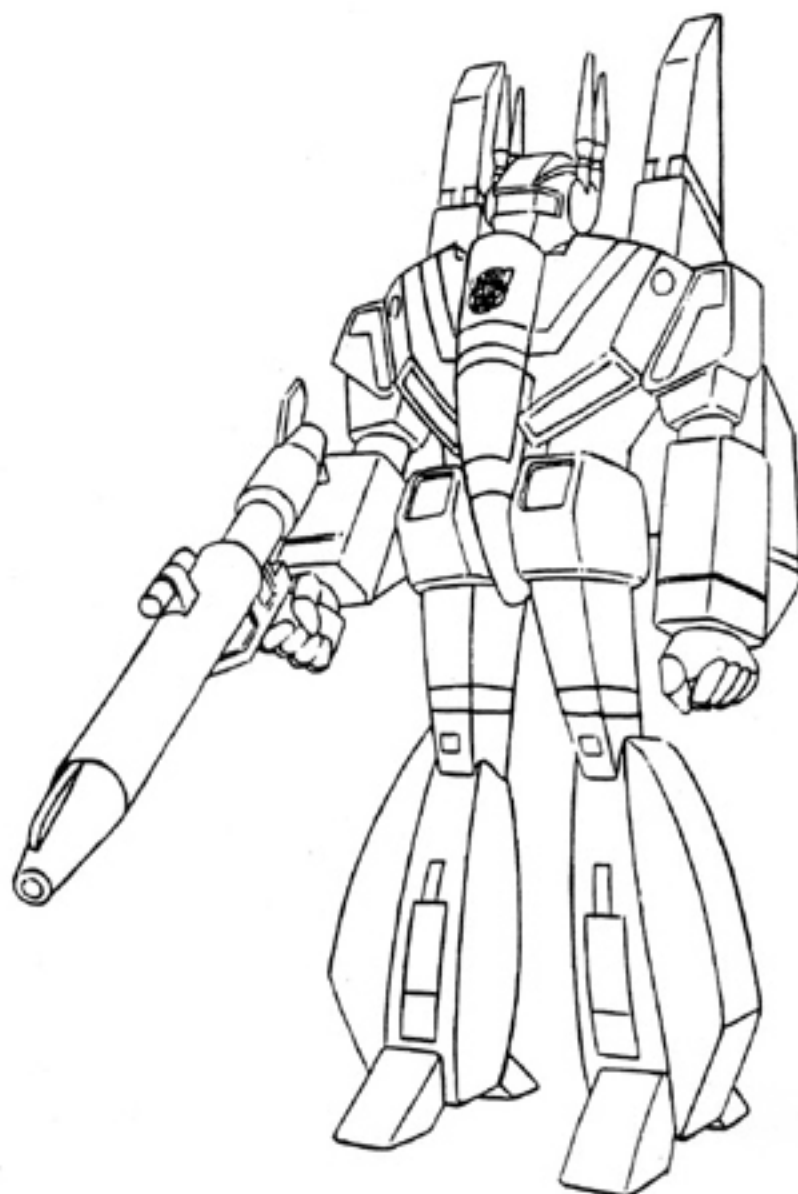
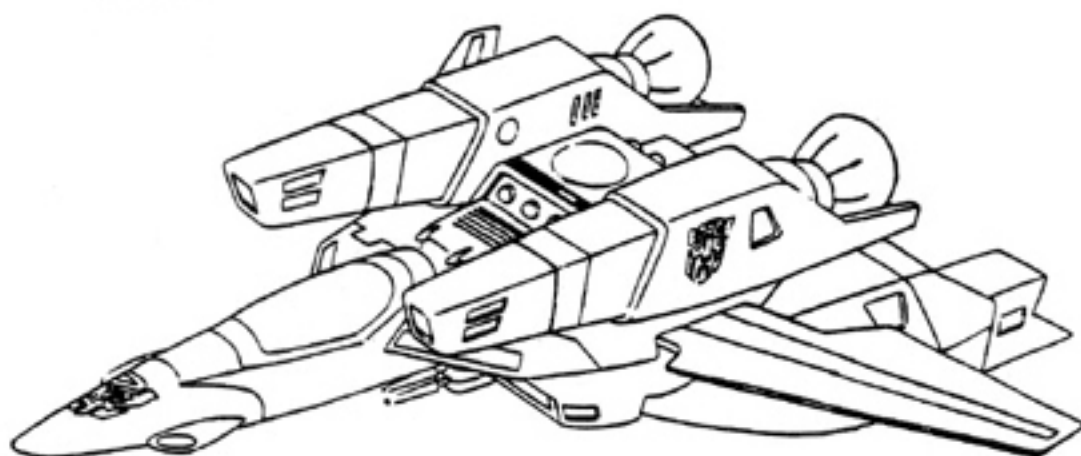
ABILITIES: Endowed with best vision of all Autobots and most energy-efficient. The weakest Autobot, but his stealth and impulsiveness more than compensates. No weapons.

PROFILE: Over-eager, feisty, brave...and inexperienced. The smallest Autobot, he tries to prove himself by daring to go where others can't--or won't--often getting in over his head. The youngest... he idolizes others, especially Optimus Prime and Ironhide.

THE TRANSFORMERS
MORE THAN
MEETS
THE EYE

700-05

"JETFIRE"



(NOTE: JETFIRE has been "transformed" into SKYFIRE -- with a different model--due to legal reasons. Do not use this character unless necessary.)

NAME: JETFIRE

FUNCTION: AUTOBOT AIR GUARDIAN

TRANS-FORM: SUPER JET

ABILITIES: Largest and swiftest Autobot...swing-wing design in jet mode--reaches speeds of Mach 4.2 with wings back. Orbital velocity and escape of Earth's gravity (speeds to Mach 29) achieved by adding twin scramjet modules... Can fly halfway around the world in 30 minutes, carrying other Autobots. Carries 4 particle-beam cannons and heat-seeking, armor-piercing missiles. Prone to mechanical failure due to advanced technology.

PROFILE: Originally a scientist-explorer on Cybertron before the Autobot-Decepticon wars, Jetfire crashed on Earth and was buried in the Arctic ice for millions of years. (Episode #4) He believes that victory over the Decepticons will come through advancements in Autobot technology. His allegiance to the cause is matched by his devotion to scientific research, and his intellectual curiosity and dedication to all life forms keeps him on the side of the Autobots.

D E C E P T I C O N S

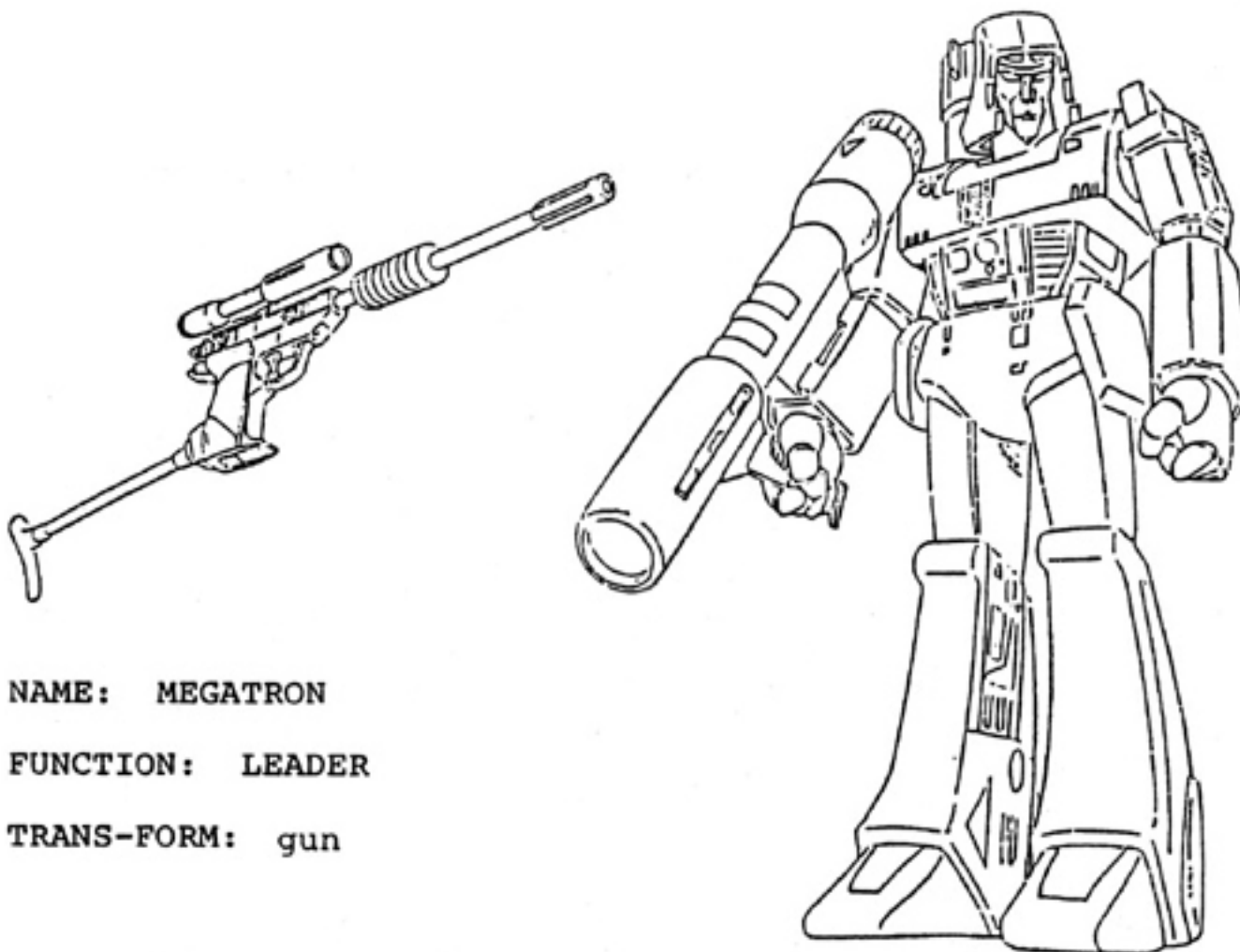
The Decepticons are an evil race of technologically advanced robots. They are on Earth looking for new sources of energy to defeat the Autobots and conquer the universe. Their transformation ability is used for the purposes of disguise--to spy without detection. Unlike the Autobots, the Decepticons have the power of flight. Although they have emotions of anger, greed, envy, and disgust, they prefer mechanical efficiency over human feelings, and consider human life to be inferior and unimportant.

The notes under "Autobots" referring to illustration scale and the characters' use in the series are applicable here.

DECEPTICON ROLLCALL

<u>NAME</u>	<u>PERSONALITY</u>	<u>TRANS-FORM</u>
MEGATRON	leader	ray gun
STARSCREAM	seeks power	jet plane (silver)
THUNDERCRACKER	not convinced	" " (blue)
SKYWARP	sneaky but dumb	" " (black)
SOUNDWAVE	opportunist	cassette recorder
LASERBEAK (condor)	cruel coward	mini-cassette
RAVAGE (jaguar)	night loner	" "
RUMBLE (red robot)	street punk	" "
* REFLECTOR		camera
SHOCKWAVE	(left on Cybertron)	ray gun

*Toy discontinued; do not use character



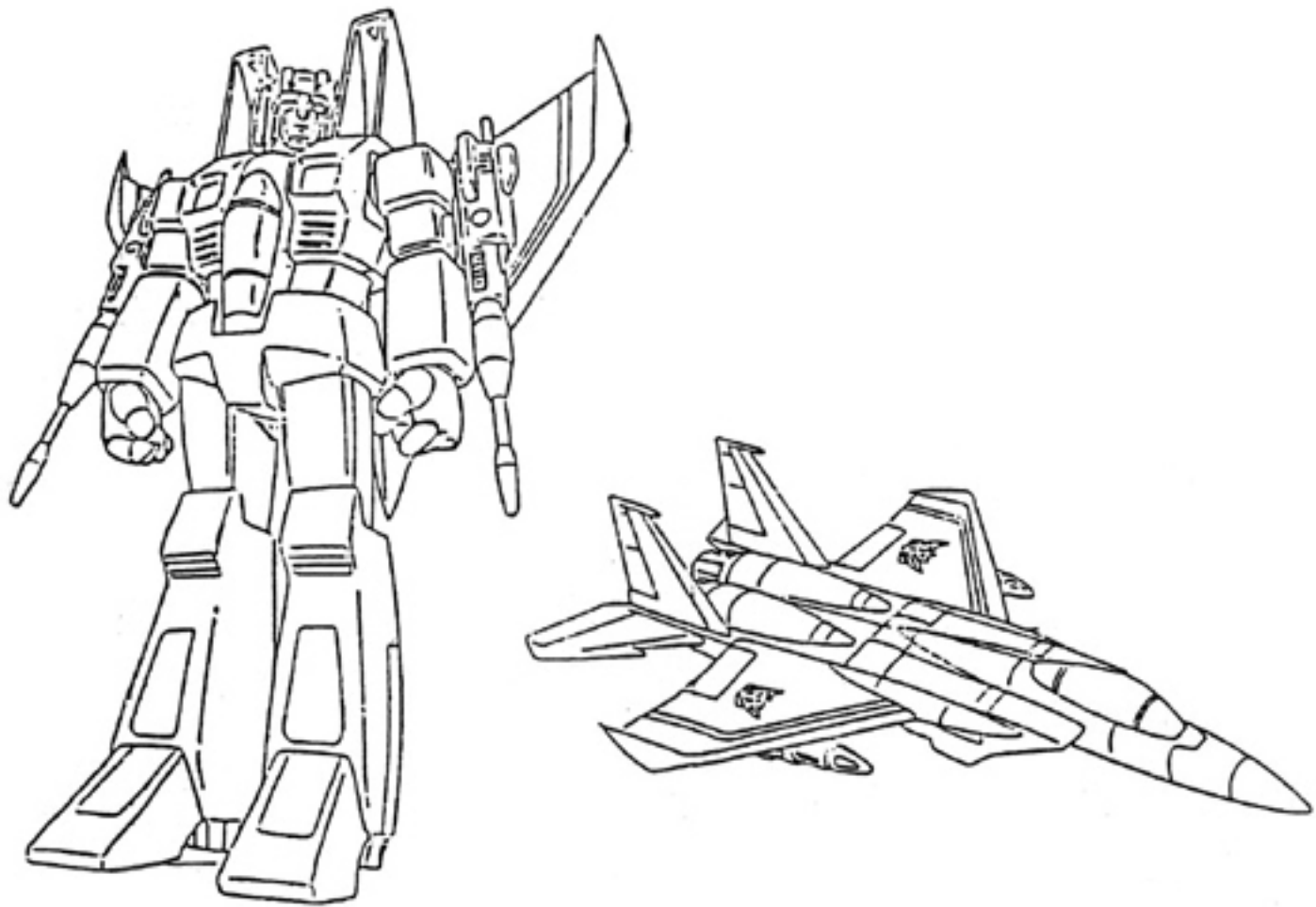
NAME: MEGATRON

FUNCTION: LEADER

TRANS-FORM: gun

ABILITIES: Incredibly powerful and maliciously brilliant, his intelligence equalled only by Optimus Prime's. Fires nuclear-charged Fusion Cannon. Able to interdimensionally link up with a black hole and draw from it anti-matter to exploit as awesomely destructive weapon. No known weakness; assumed to be totally impregnable.

PROFIEL: Totally lacking in compassion, no comprehension of mercy. A malignant combination of brute strength, ruthlessness and terror. Driven to cominate Cybertron completely plus complete subjugation of all other life-forms throughout the universe he arrogantly assumes inferior... total destruction of Autobot striking forces remaining on Cybertron and all Autobots on Earth. Determined to possess all of Earth's resources.



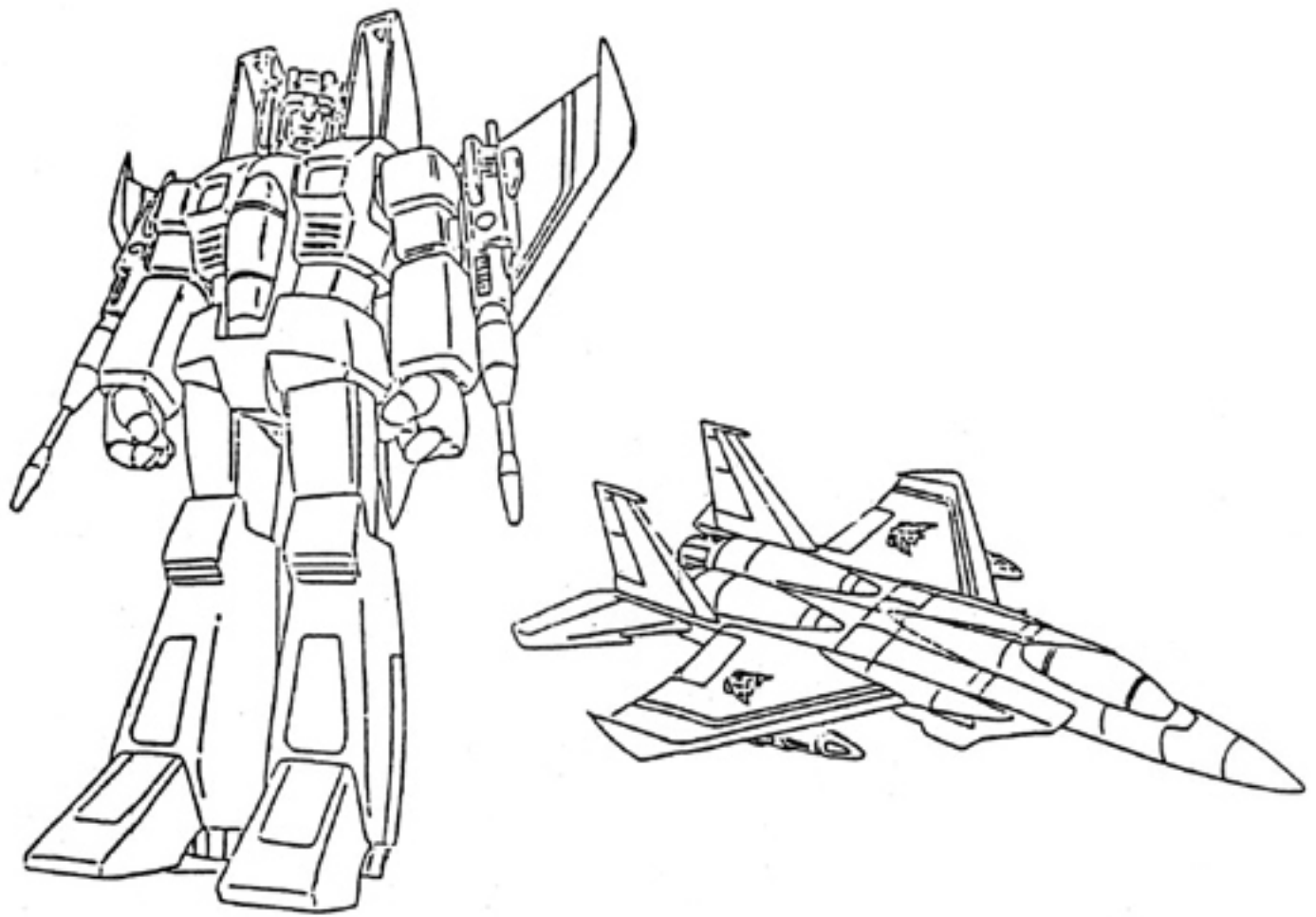
NAME: STARSCREAM

FUNCTION: Aerospace Commander

TRANS-FORM: jet fighter (silver)

ABILITIES: Fastest flyer of squad...can reach Mach 2.8, altitude of 52 miles. Shoots cluster bombs and null-ray which disrupts flow of electricity.

PROFILE: Driven by envy...seeks to replace Megatron as leader. Ruthless, cold-blooded, cruel... considers himself most sophisticated and handsome. Believes Decepticons should rely more on guile and speed rather than brute force in action against Autobots. Excels at what he does, but tendency to overrate himself.



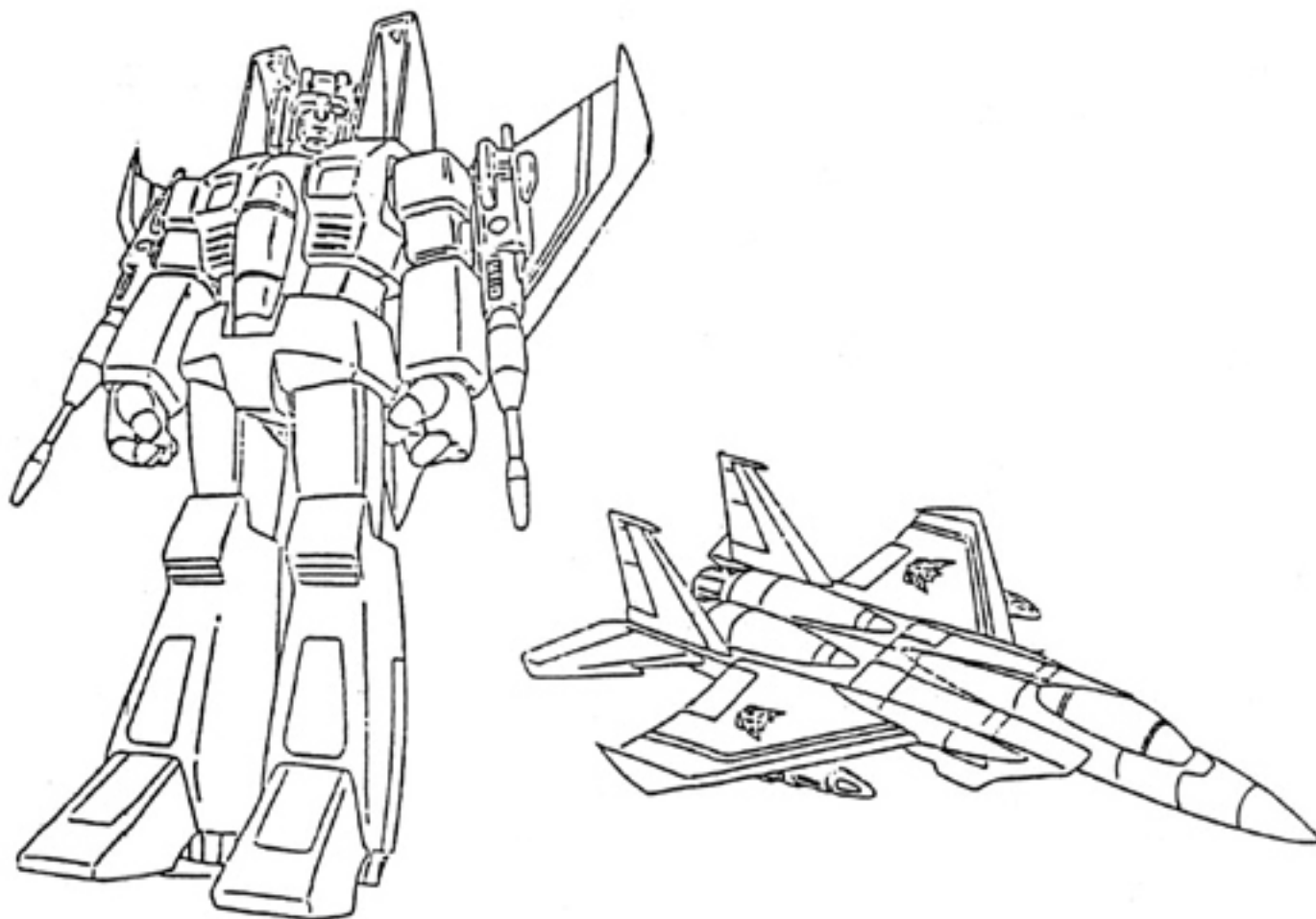
NAME: THUNDERCRACKER

FUNCTION: Warrior

TRANS-FORM: jet fighter (blue)

ABILITIES: Flies at speeds up to 1500 mph...produces controlled, deafening sonic booms heard for 200 miles. Equipped with powerful drone rockets and incendiary gun.

PROFILE: Dedicated to flight...contemptuous of anything that cannot fly. Not totally convinced of Decepticons' cause, but persuaded to continue battling Autobots. Doubts about the cause sometimes impedes effectiveness.



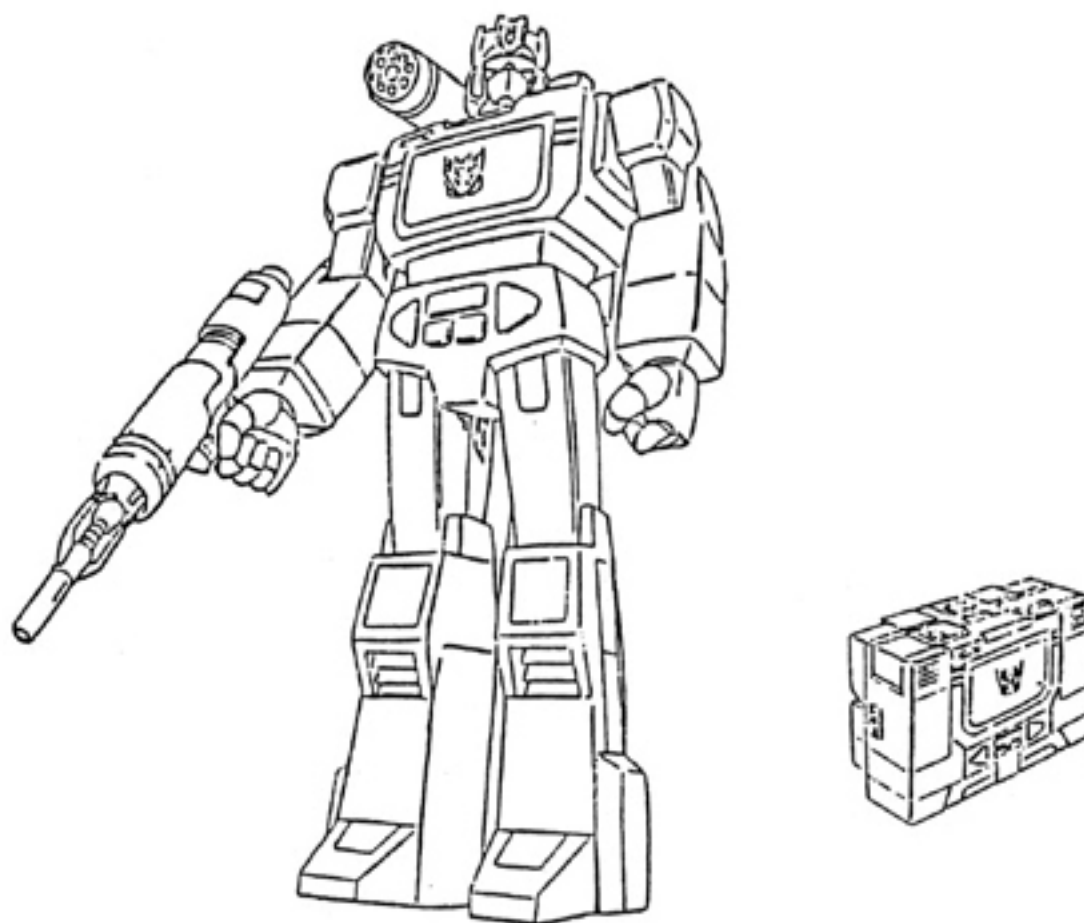
NAME: SKYWARP

FUNCTION: Warrior

TRANS-FORM: jet fighter (olive drab)

ABILITIES: Reaches top speed of 1500 mph. Can instantly teleport up to 2.5. miles. Carries heat-seeking missiles and variable-caliber machine gun. Sometimes crashes due to inaccurate reporting.

PROFILE: A sneak...maliciously enjoys playing cruel pranks on fellow Decepticons...relishes mounting sneak attacks on Autobots. Not the brightest... would be useless without Megatron's supervision.



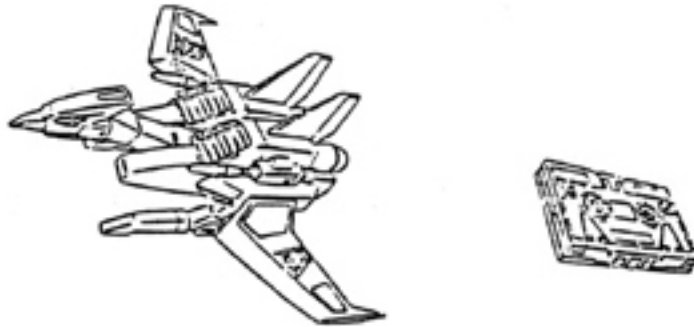
NAME: SOUNDWAVE

FUNCTION: Communications

TRANS-FORM: large format cassette recorder

ABILITIES: Sensors detect even lowest energy transmissions...
can "read minds" by monitoring electrical
brain impulses. Acts as radio link...carries
a concussion blaster-gun.

PROFILE: Opportunist...despised by fellow Decepticons.
It is said he can hear a fly sneeze...and will
use anything he monitors for blackmail to
advance him in the ranks.



NAME: LASERBEAK

FUNCTION: Interrogation

TRANS-FORM: Mini-cassette recorder

ABILITIES: Flies at speeds up to 250 mph...uses two independently targetable laser cannons with extreme precision to get information from captives.

PROFILE: Takes pleasure in hunting his prey, preferably straggling survivors of a battle. Tendency to cowardice...will turn tail and run for safety if threatened. Can panic his systems into shutting down when faced with shortage of ruby crystals that empower lasers.

(LASERBEAK's twin toy, BUZZSAW, should be used occasionally.)



NAME: RAVAGE

FUNCTION: Saboteur

TRANSFORM: cassette

ABILITIES: Can virtually escape detection -- electro-magnetic emission shield, soundless walk, disappears in subdued light or shadow.

Carries two powerful proton bombs. Light-sensitive...easily blinded.

PROFILE: A loner...a creature of the night. Craftiest Decepticon...adept at devising deadly new strategies. Aloof, but his deeds command respect.



NAME: RUMBLE

FUNCTION: Demolitions

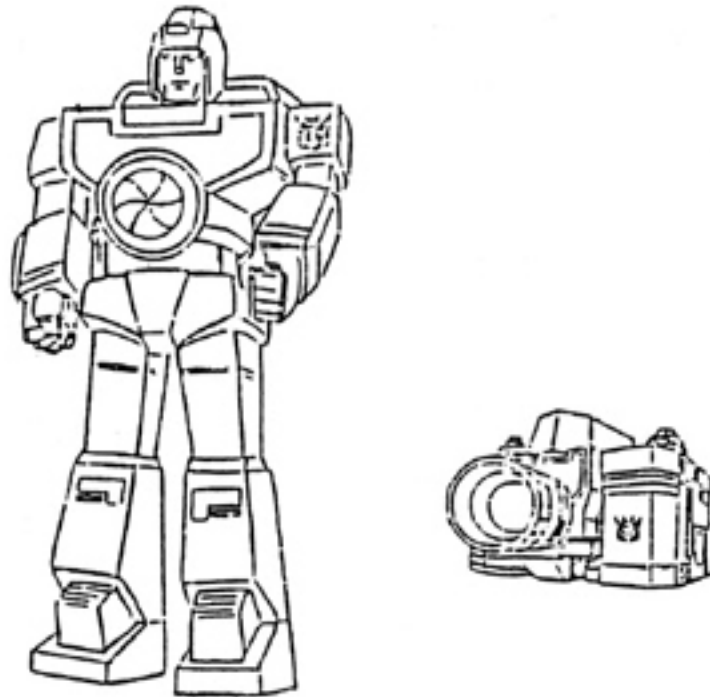
TRANS-FORM: Mini-cassette

ABILITIES: Transmits immense low frequency groundwaves to create powerful earthquakes. Physical strength limited by his small stature, but ability to shatter ground makes him difficult to approach in a fight.

PROFILE: Basic street punk...small but always acting tough. Quick temper and mean disposition... follows Megatron's orders eagerly.

[NOTE: RUMBLE's twin toy, FRENZY can serve as a replacement.]

NOTE: TOY DISCONTINUED: DO NOT USE CHARACTER



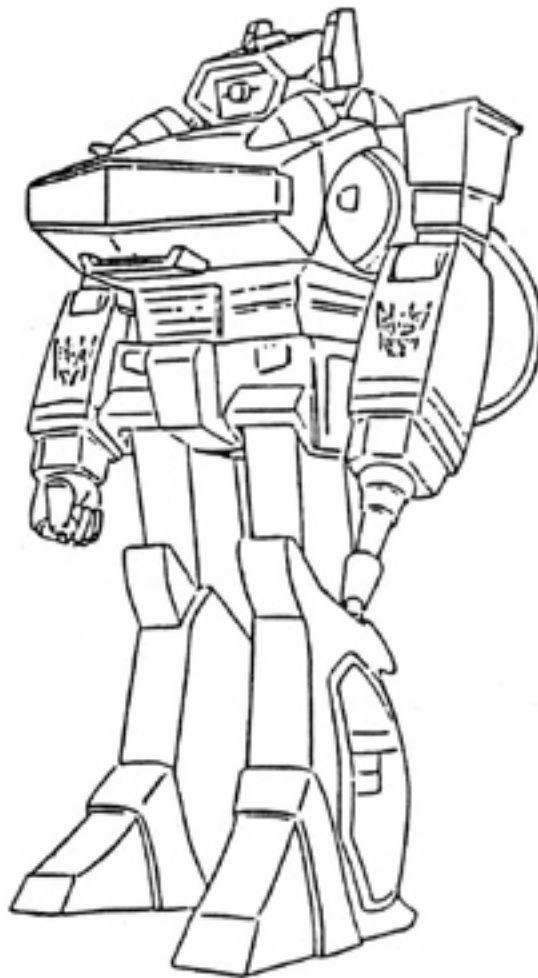
NAME: REFLECTOR

FUNCTION: Reconnaissance

TRANS-FORM: camera

ABILITIES: Highly-developed infra-red vision...enables him to record images in total darkness and through camouflage, as well as from great distances. Powerful flash explosion leaves enemy temporarily blinded and disoriented for maximum of fifteen seconds. (In his robot mode, Reflector is 3 robots that speak together, and combine as they transform into one camera.)

PROFILE: Tendancy to be distracted by visual complexities... intrigued with new challenges of Earth's topography. Impressed with his own ability...spies on comrades with probable intention of blackmail.



NAME: SHOCKWAVE

FUNCTION: Cybertron Guard

TRANS-FORM: ray gun

ABILITIES: Detachable video scanning for remote planetary coverage. Ability to project up to five holographic self-duplicates to any Cybertron location simultaneously. Disintegrator attachment for deadly accurate destructive power.

PROFILE: Caretaker of Cybertron...no greater ambitions. No emotions--undeviating in following Megatron's orders. Self-programmed to destroy any unidentified creature who attempts to penetrate boundaries for which he is responsible.

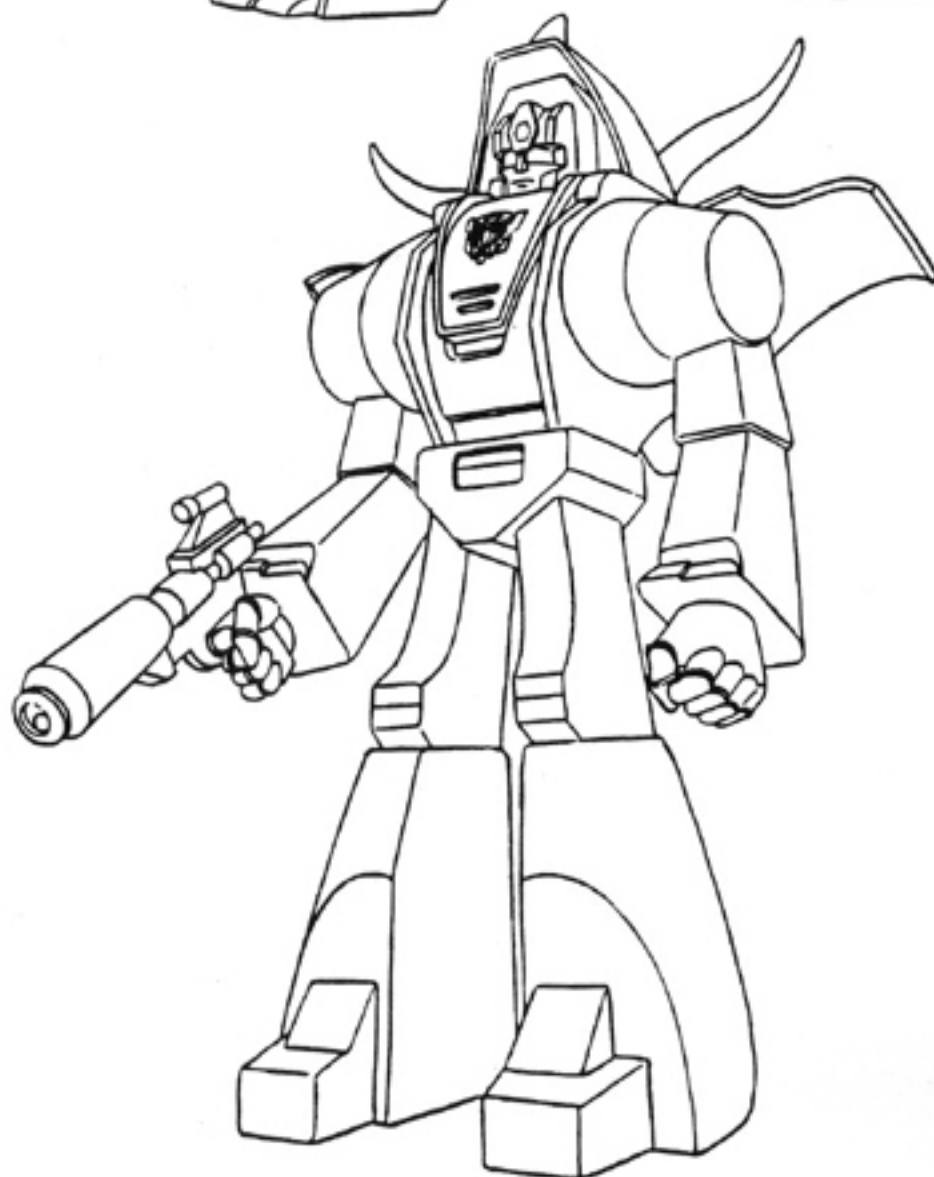
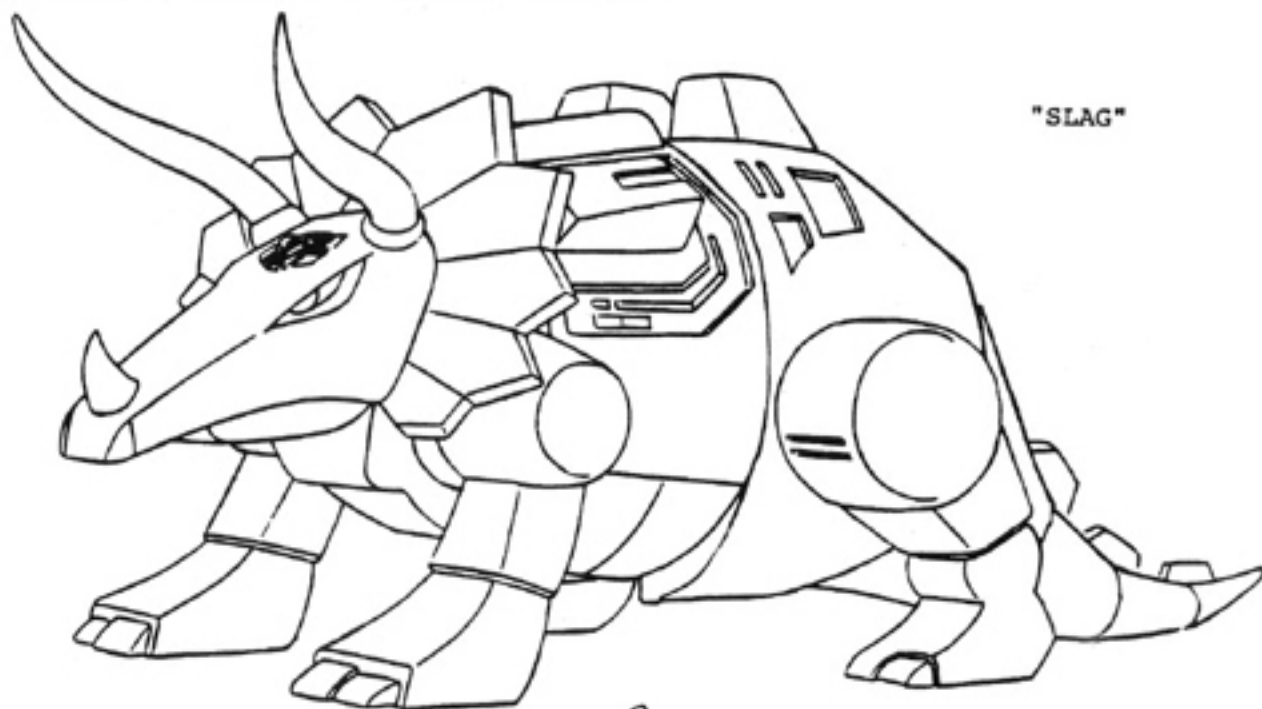
D I N O B O T S

The Dinobots were created by Wheeljack in Episodes #5 and #7 as an aid to the Autobots. Their huge size and strength can help move mountains, but their limited brainpower can cause problems and limit their effectiveness. The Dinobots' personalities are similar to that of young infants, with limited speech patterns and emotional outbursts. When not called into service, they remain inside the volcano of Autobot headquarters. Like the Autobots and Decepticons, they each transform between their dinosaur and humanoid robot modes.



700-05

"SLAG"



"TRICERATOPS"

AUTOBOT TRICERATOPS

CODE NAME: SLAG (TRICERABOT)

FUNCTION: FLAMETHROWER

Profile: Maybe Slag enjoys his job too much -- after all, a more sensitive Autobot might regret the waste involved in reducing an enemy to a smoldering pool of liquid metal. Not Slag. If his metal hide could take the heat, Slag would swim in the puddle to celebrate. Perhaps even more than his Dinobot brethren, Slag resents the authority of Optimus Prime, and he's not too keen on the other Autobots either. He's generally considered a disruptive force and has been known to get into brawls and turn his fiery breath against his comrades. Nasty and mean-spirited are perhaps the nicest things one can say about him.

Abilities: In Dinobot mode, Slag can spew from his mouth a bolt of 3,000 degrees Centigrade flame up to 80 feet. He possesses enormous strength and can shatter a brick building with a single blow from his armored head. In Autobot mode he carries a high-energy laser rifle.

Weaknesses: Slag is his own worst enemy. His misanthropic personality often persuades some of the other Autobots not to help him when he's in trouble. He's rash and not too bright, qualities which often put him in dangerous predicaments.

5/1/84

"TRICERATOPS"

AUTOBOT

SLAG

FLAMETHROWER

Enjoys melting enemies into pools of liquid metal. Like his fellow Dinobots, resents the authority of Optimus ^{Prime}. Disruptive -- often brawls with comrades. Shoots 3000° C flame up to 80 feet from mouth. Enormous strength -- can shatter a brick building with head. Uses laser rifle in Autobot mode. Rash, not too bright. Nasty, mean-spirited...often the other Autobots won't help when he's in trouble.

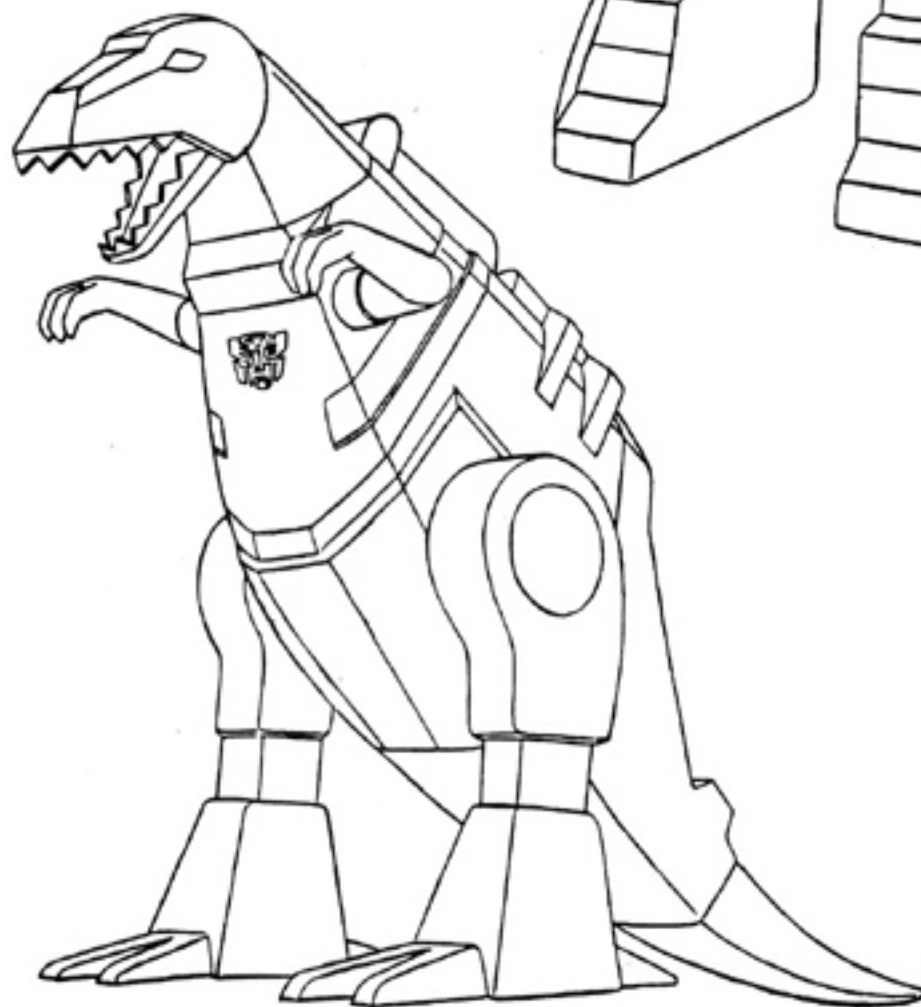
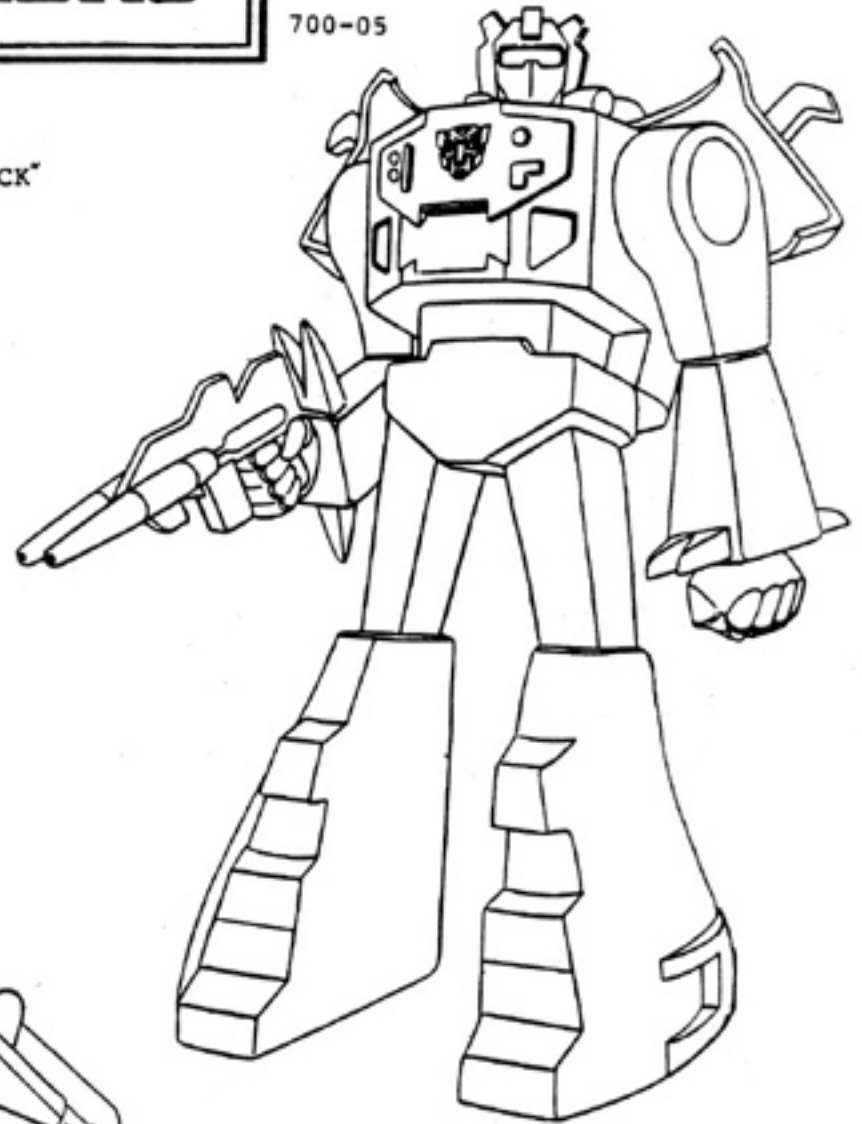
I have no need for friends, even less for enemies.

STR:9 INT:4 SPD:3 END:9 RNK:4 CRG:7 FRP:8 SKL:7



700-05

"GRIMLOCK"



"Tyrannosaurus"

4/30/84

AUTOBOT TYRANNOSAURUS

CODE NAME: ~~JAWBREAKER~~ ^{GRIMLOCK} (TYRANNOBOT)

FUNCTION: DINOBOT COMMANDER

Profile: The most fearsome and powerful of the Dinobots, Jawbreaker would gladly usurp Optimus Prime's role as Autobot Commander if he thought he could get away with it. For now, he's happy to tear into the enemy Decepticons whenever he can and wait for a more opportune moment to try for the leadership. He can be cold and merciless, and shows contempt for those he views as weak, such as humans and even some fellow Autobots. But he is a valiant warrior and his actions command respect from all who are witness to them, both friend and foe.

Abilities: Jawbreaker's strength is second only to Optimus Prime's, and even that is arguable. In Dinobot mode he can use his powerful jaws to snap in two virtually anything that comes between them---from a 4-foot diameter steel cable to a Decepticon leg. In Autobot mode he wields an energo-sword, which can slice a 2-foot thick concrete wall with one sweep of its crackling blade. He also uses a double-barrelled self-propelled rocket launcher.

Weaknesses: Other than arrogance and lack of speed, Jawbreaker has no significant weaknesses.

5/1/84

"TYRANNOSAURUS"

AUTOBOT

GRIMLOCK
~~TRAPJAW~~

DINOBOT COMMANDER

Most fearsome and powerful Dinobot.

Seeks to overthrow Optimus Prime as Autobot leader. Cold, merciless, but a valiant warrior. Has contempt for the weak, including all humans. Great strength, uses jaws to break almost anything in two. Carries energo-sword and double-barrelled self-propelled rocket launcher in Autobot mode. Other than arrogance and lack of speed has no real weaknesses.

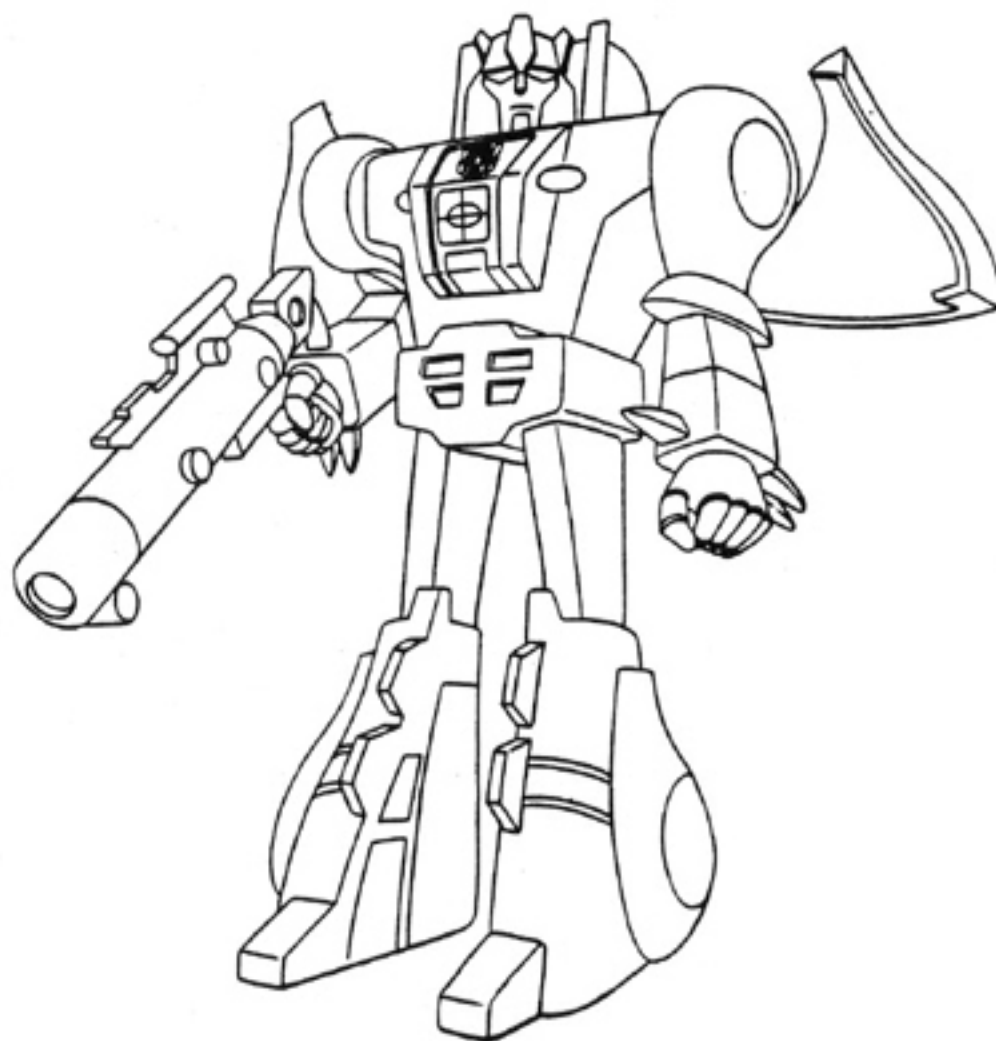
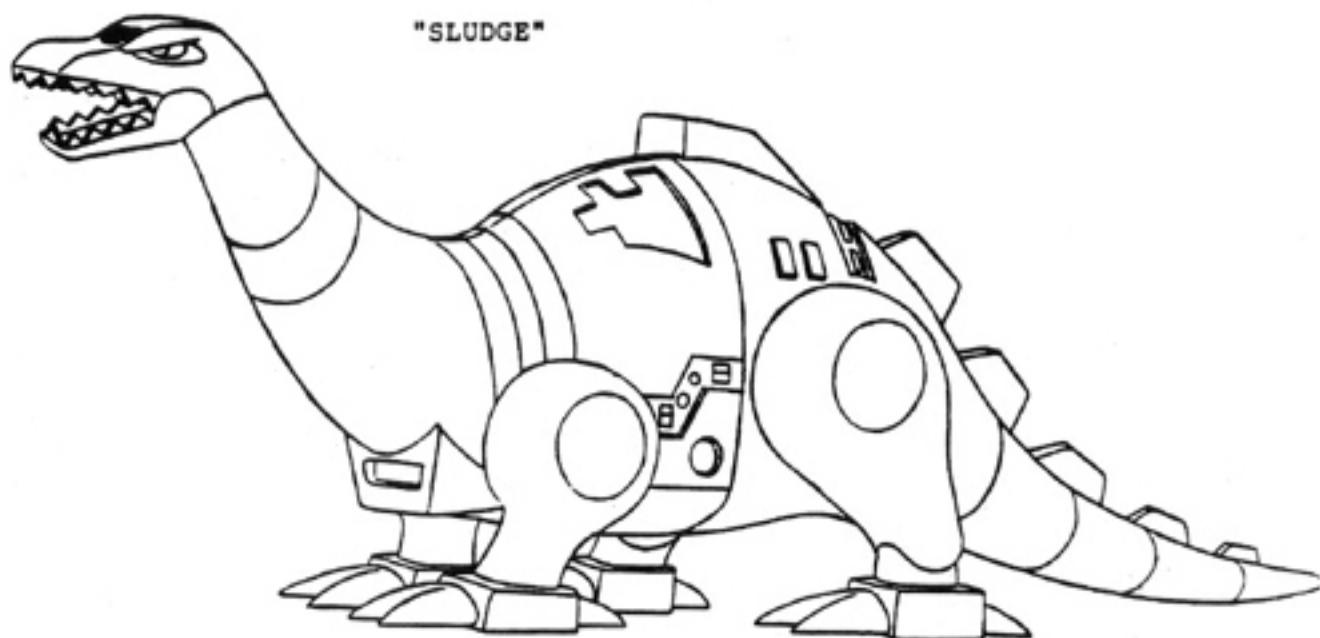
Among the winners, there is no room for the weak.

STR:10 INT:7 SPD:3 END:10 RNK:9 CRG:10 FRP:8 SKL:10



700-05

"SLUDGE"



4/30/84

"BRONTOSAURUS"

AUTOBOT BRONTOSAURUS

CODE NAME: ~~Piledrive~~ ^{SLUDGE} (BRONTOBOT)

FUNCTION: JUNGLE WARRIOR, DEMOLITIONS

Profile: Piledrive likes to make his presence known. A few steps of his incredibly lumbering legs and everyone within a three-mile radius can hear--and feel -- that he's about. But his awesome physical appearance belies his unusually gentle and shy nature. Like his fellow Dinobot Slag, he is not happy with the leadership of Optimus Prime. However, he feels the Autobot cause is more important than any personal misgivings and so rarely exhibits his feelings. Such is not the case when Piledrive is fired to battle -- he then becomes a terrifying, unstoppable force.

Abilities: In Dinobot mode, Piledrive can exert 40,000 psi with a single step, enough force to shatter a bridge or even crack a mountain. Only a handful of his comrades can match his immense strength and endurance. His armored hide can withstand all but the most powerful blasts. He's adept at operating in watery and swampy environments and in heavy jungle.

Weaknesses: Piledrive is often victim to the calamities he causes. Often his fellow Autobots must dig him out of the rubble he's brought down upon himself. Perhaps if he were more clever he'd figure out ways to avoid these predicaments. He's very slow due to his huge bulk.

5/1/84

"BRONTOSAURUS"

AUTOBOT

SLUDGE
~~PILEDRIVE~~

JUNGLE WARRIOR

Likes to make presence known -- a footstep
can be heard and felt in a 3-mile radius.
Gentle and shy, but terrifying and unstoppable
in battle. Like other Dinobots, dislikes Optimus *Prime*.
Can exert 40,000 psi via feet -- enough to shatter
a bridge. Immense strength and endurance. Adept
at fighting in water, swamp, and jungle. Slow,
not too clever -- often victim of the calamities
he causes.

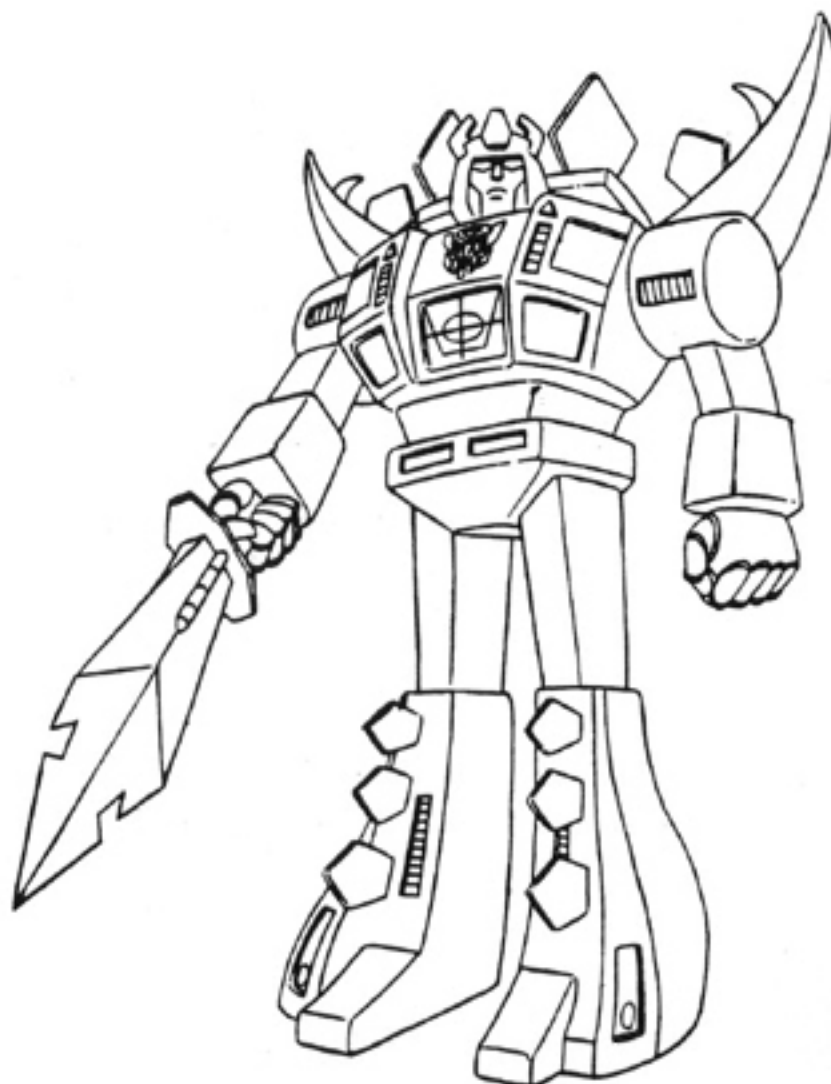
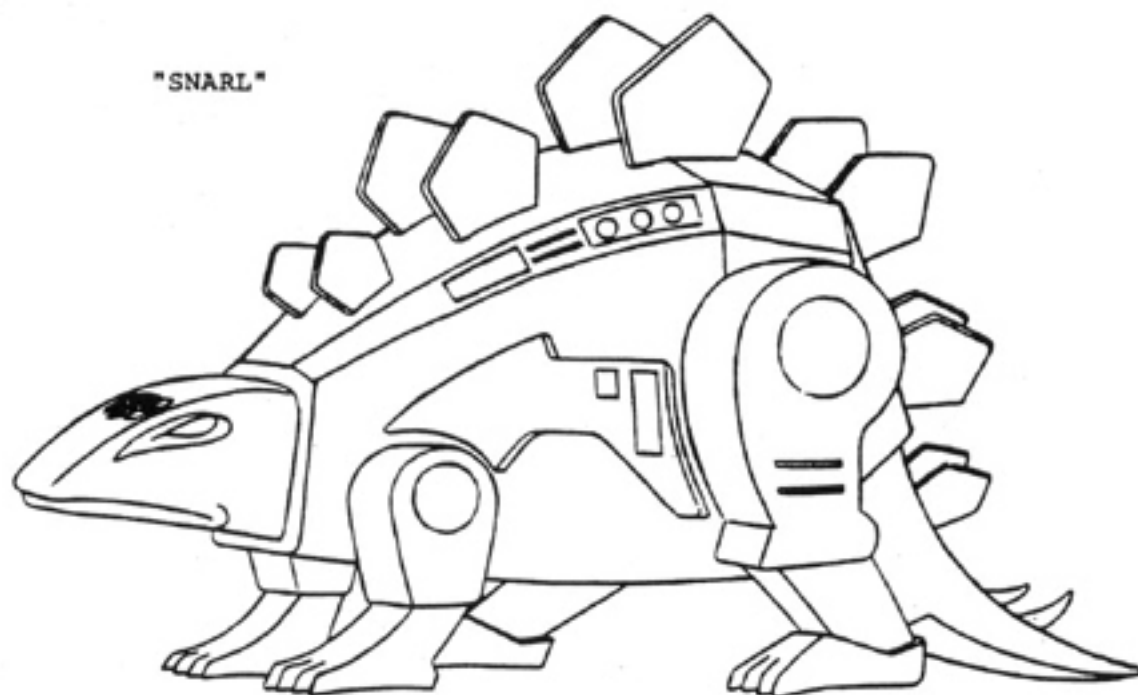
Stomp your enemy, crush him under your feet.

STR:9 INT: 3 SPD:2 END:10 RNK:4 CRG:9 FRP: 1 SKL:



700-05

"SNARL"



AUTOBOT: STEGOSAURUS

CODE NAME: SNARL (STEGOBOT)

FUNCTION: DESERT WARRIOR

PROFILE: An Autobot of few words and fewer opinions, Snarl grudgingly follows the orders of Dinobot leader Grimlock and leaves the thinking to others. He's generally unhappy and a loner, and his uncommunicative nature only adds to his feelings of isolation. Only the thrill of battle can elevate his spirits. In fact, few of his comrades experience the joyous heights that Snarl attains while locked in mortal combat. But for him war is an all too brief respite from the twin devils that haunt his miserable existence: the ungainly dinosaur form the Ark has bestowed upon him and the knowledge he may never see his beloved Cybertron again.

ABILITIES: His unique design makes Snarl particularly useful in sunny, arid environments. The large golden plates protruding from his spinal assembly are solar collectors. Although he can operate without sunlight, solar energy can increase his strength tenfold and his endurance to a virtually limitless degree. A swipe of his tail can shatter a 20-foot concrete cube. His heavily armored hide makes him resistant to most missile fire.

WEAKNESSES: Snarl's dependancy on sunlight makes him extremely vulnerable to attack at night. Although he can use the same fuel the Autobots use, he operates at only a fraction of his strength when he does. He is also very slow and his uncooperative nature hinders others from helping him in dangerous situations.

STEGOSAURUS

AUTOBOT

SNARL

DESERT WARRIOR

An unhappy loner of few words and fewer opinions. Finds joy only in battle. Hates his Dinobot form, longs to return to Cybertron. Large golden plates on spinal assembly are solar collectors...strength increases tenfold in sunlight. Tail can shatter 20 foot concrete cube. Armored hide resists most missiles. Vulnerable to nighttime attacks due to his weaker state. Slow... uncooperative nature hinders other from helping him.

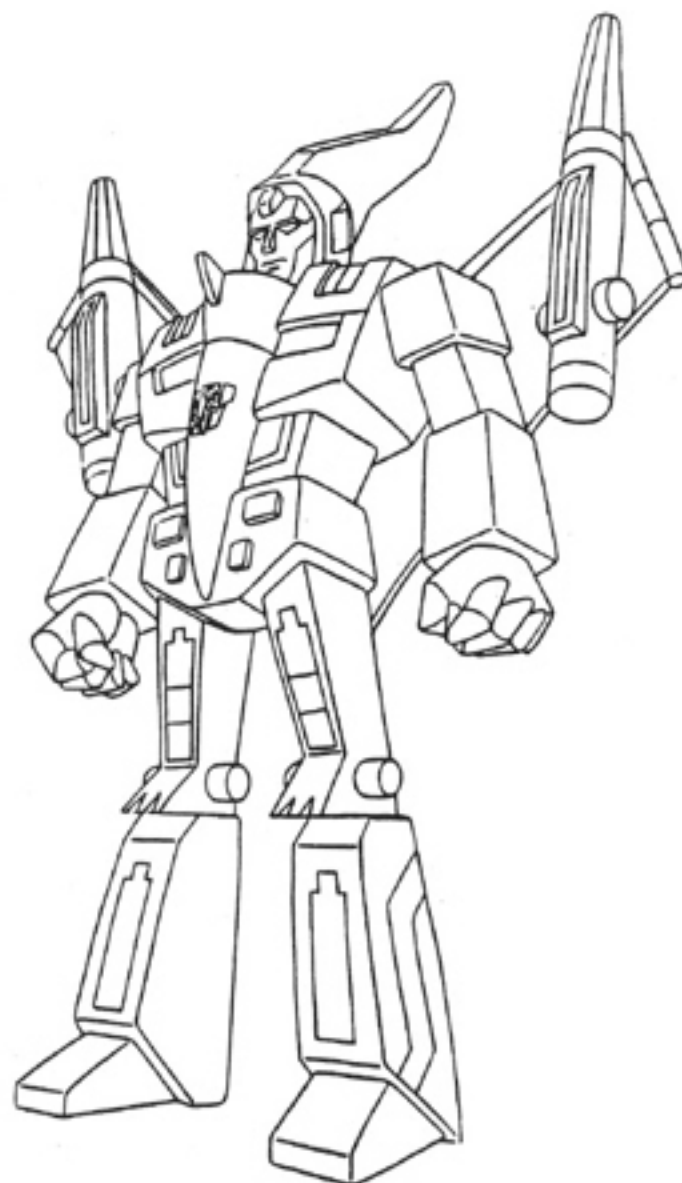
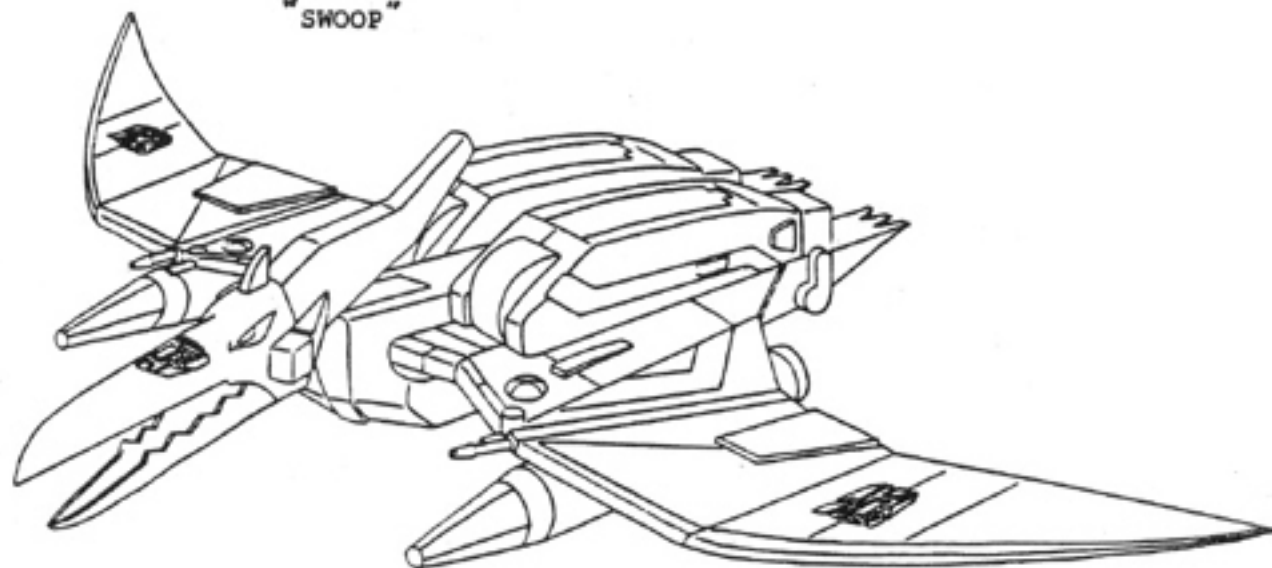
Only in war is there happiness.

STR: 9 INT: 6 etc.....



700-00

"SWOOP"



AUTOBOT PTERODACTYL

CODE NAME: ~~DIVEBOMB~~ SWOOP

FUNCTION: BOMBARDIER

Profile: Making a spectacular descent from the sky, ^{Swoop}~~Divebomb~~ watches with unhidden glee as his enemies scatter in terror before his looming presence. And that's just the way he likes it because he knows fear is a more effective weapon than any equipment he carries. Fear is also his greatest friend. His ability to cause it in others is the sole comfort he derives from the form generally considered the most horrifying of all the Dinobots. Even his comrades shy away from him. And that is ^{Swoop's}~~Divebomb's~~ tragedy. Four million years ago, when the Ark adapted his Autobot body to that of a pterodactyl's, he gladly accepted the disguise as his contribution to the Autobot cause. Little did he know back then that the good-natured, kind mechanoid that he was--and still is--would be disguised as well.

Abilities: In flying mode, ^{Swoop}~~Divebomb~~ can glide up to 250 mph. Under each wing he carries an air-to-air missile launcher. Each missile is the equivalent of 5000 lbs. TNT. Although the missiles have a range of 8 miles and are very accurate, ^{Swoop}~~Divebomb~~'s specialty is swooping down to low altitudes and releasing them virtually point blank at their targets, and then speeding away. In Autobot mode he can also use the launchers, as well as a thermal sword, which, by heating up to temperatures of 4000 degrees C., can slice through most materials by melting through them as it passes.

Weaknesses: Although he's extremely maneuverable and has great endurance due to low fuel consumption, ^{Swoop}~~Divebomb~~ is vulnerable to enemy firepower due to the relatively fragile nature of his wings.

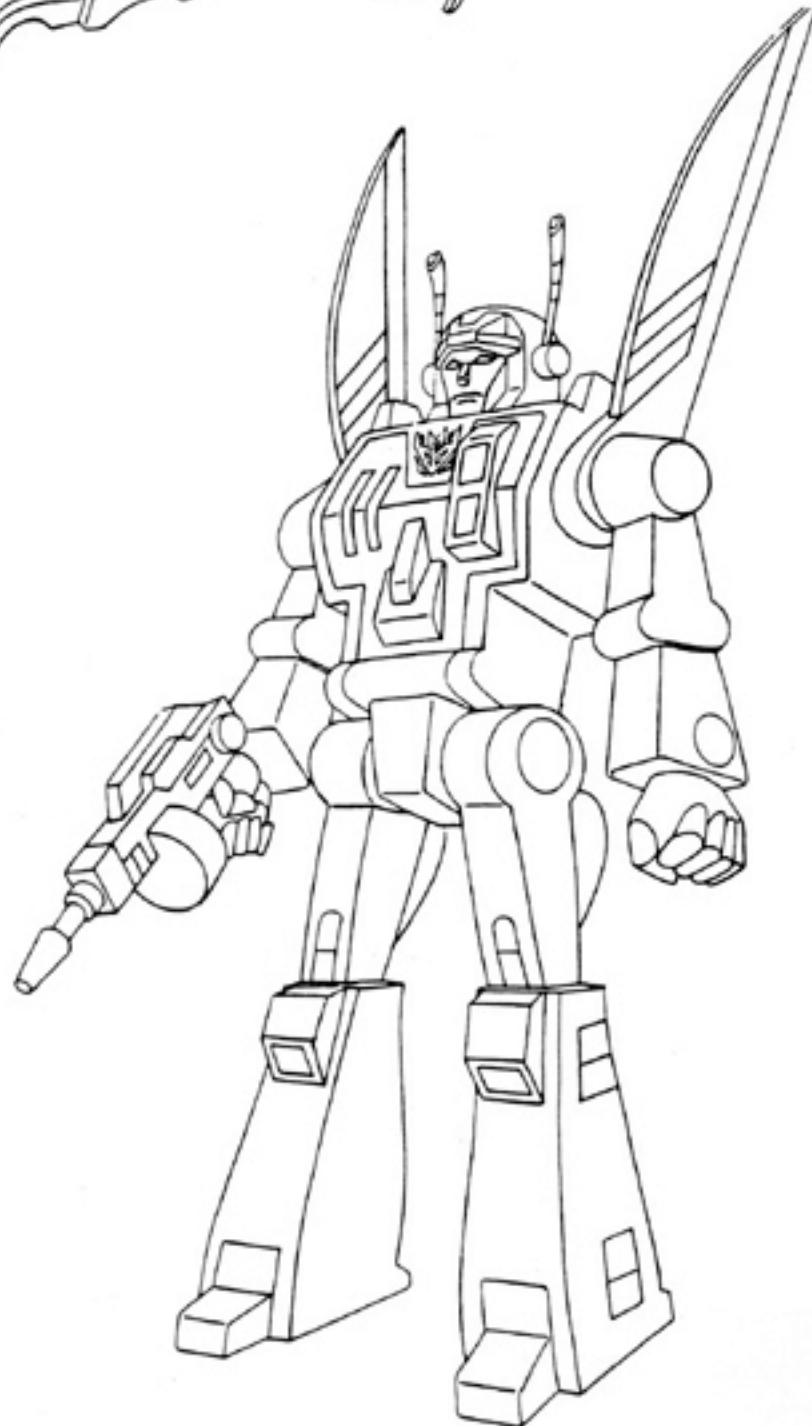
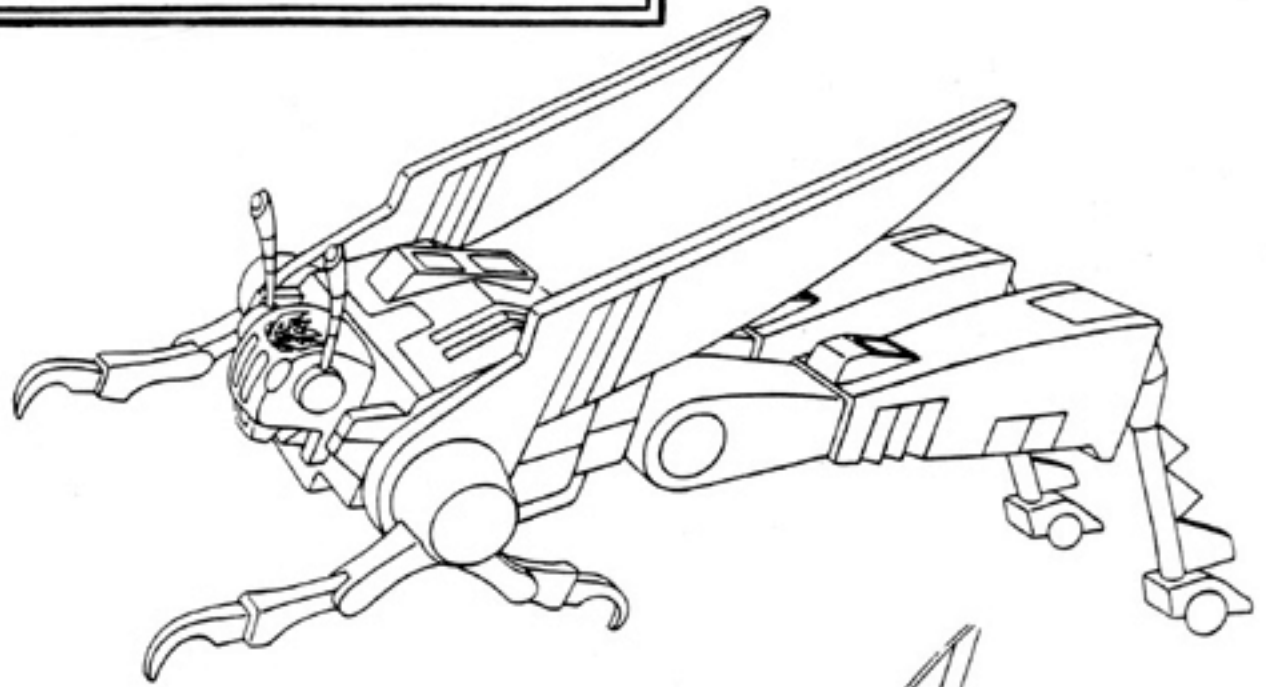
I N S E C T I C O N S

The Insecticons were originally Decepticons who escaped in a small spacecraft from the main ship before it crash-landed on Earth. During the four million years that followed, the computer system of the craft developed the robots to transform from robot to mechanical insectoid forms. Originally introduced in Episode #12, the Insecticons live in the former spacecraft in the Indonesian swamps. Although there are only three primary Insecticon characters, others of similar form (but non-speaking) join them in their mercenary march for energy sources. They wear the Decepticon symbol and may often join up with Megatron, but ultimately are concerned only with their own interests. (Correct scale for the Insecticons is currently undetermined, but at present they are only about the size of a sparrow.)

THE **TRANS**FORMERS
MORE THAN MEETS THE EYE

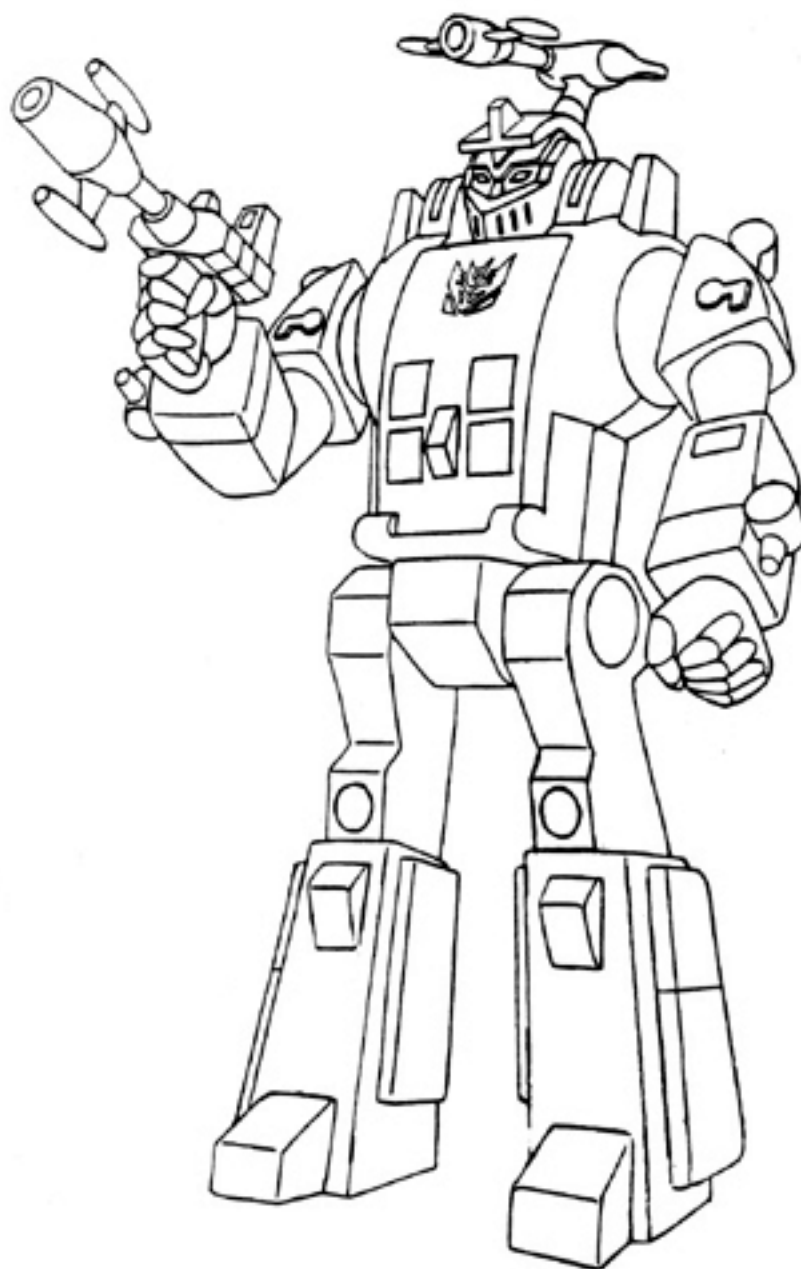
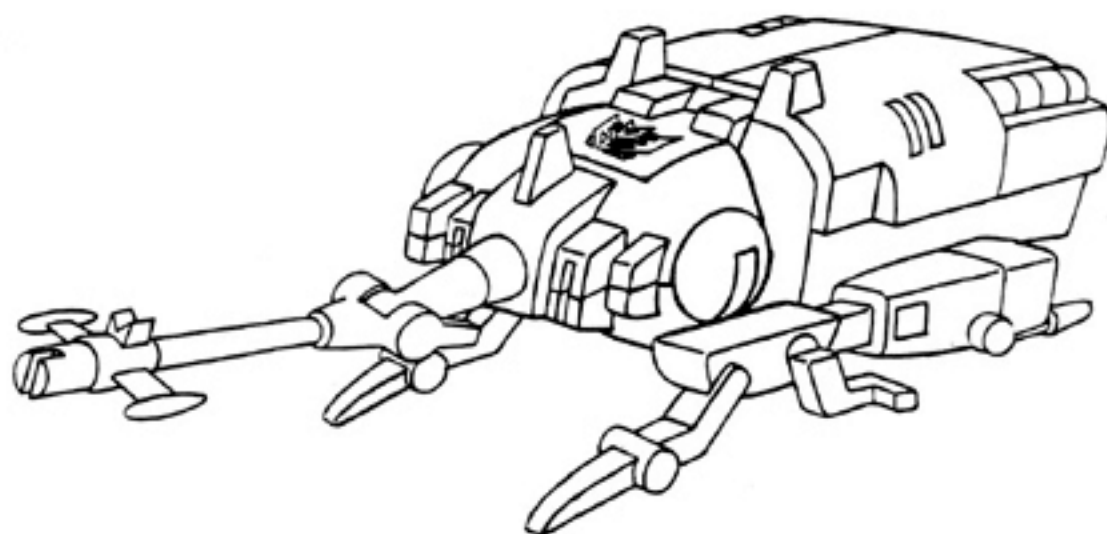
700-12

INSECTICONS
"KICKBACK"



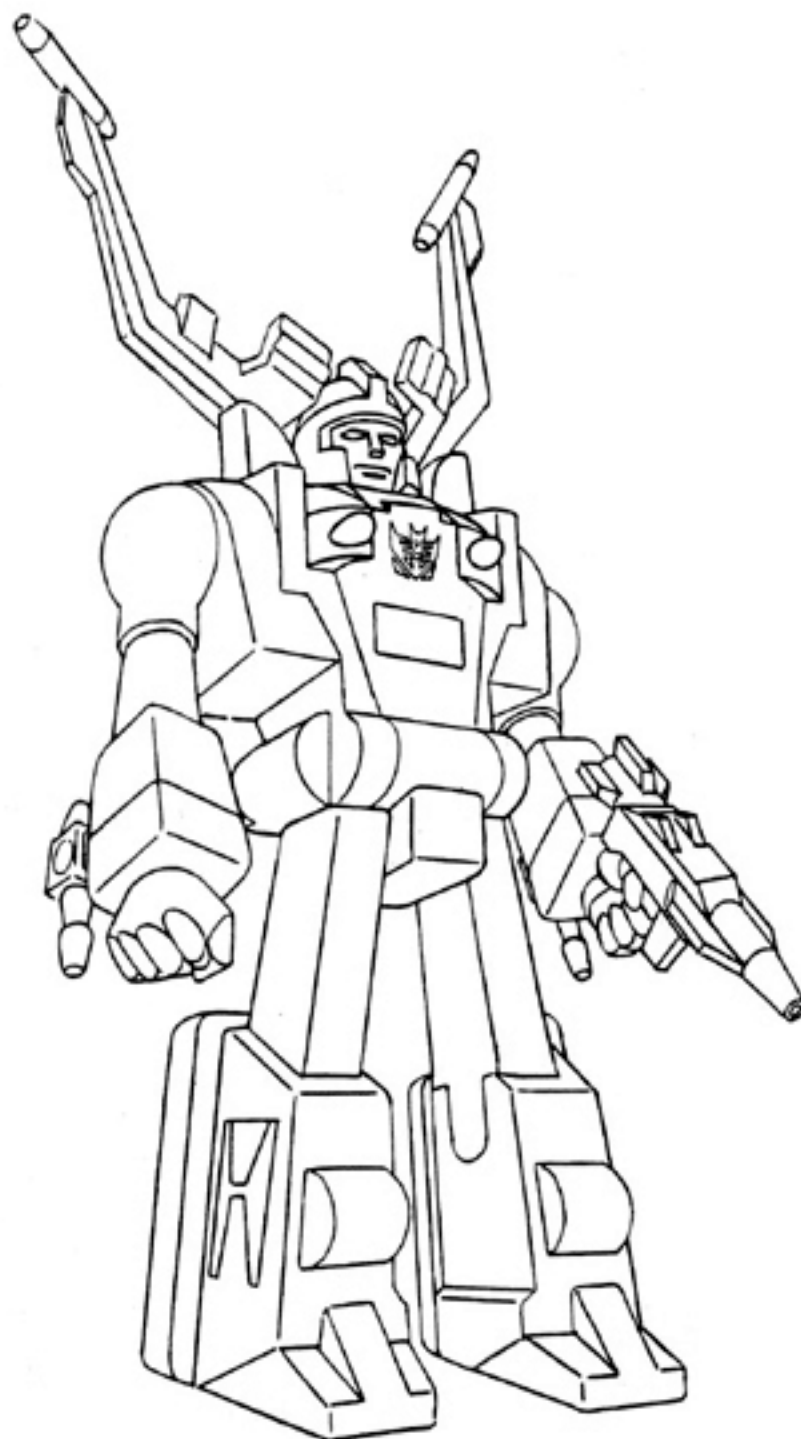
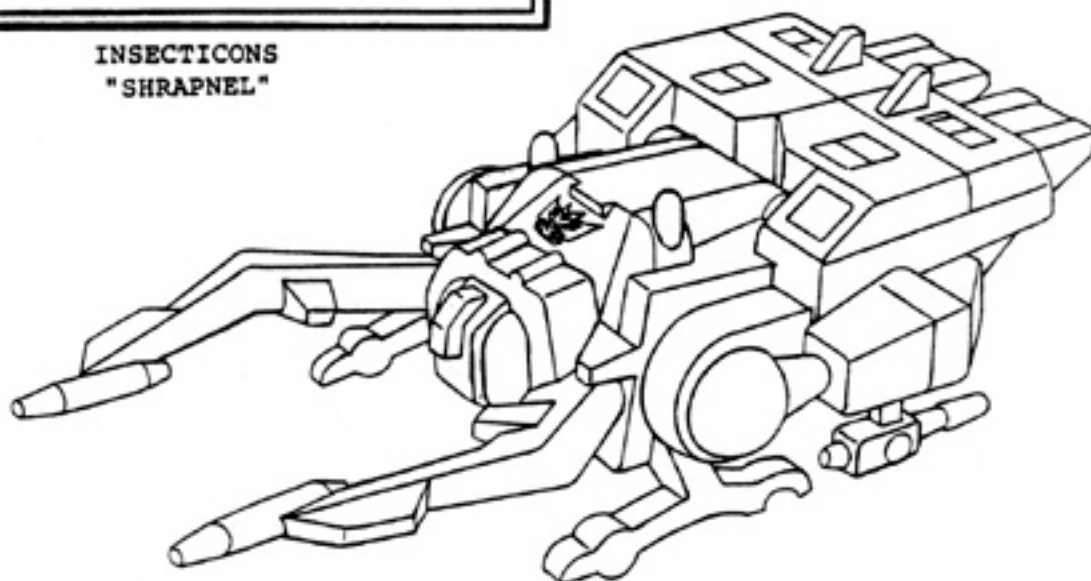


INSECTICONS
"BOMBSHELL"





INSECTICONS
"SHRAPNEL"



Insecticon

~~Insecticon~~ Grasshopper

Code Name: Kickback

Function: Espionage

Profile: Kickback is as charming a guy as you'll ever meet--but it is a charm rooted in an uncommonly cruel cleverness. The singular purpose of any friendship that this Insecticon begins is to dig up as many embarrassing facts about the other robot or person so that Kickback can influence his "friend" into doing his bidding. Humans are particularly susceptible to his seductive talents, but even Autobots have been known to succumb. The only thing Kickback enjoys more than recruiting these unwilling double agents is destroying them after he's exhausted their usefulness.

Abilities: In his insect form, Kickback can use his powerful leg modules to propel him up to heights of 40 feet and over distances of a tenth of a mile. Although small in this form, a single kick of his can punch a hole in a $\frac{1}{8}$ " steel plate. In robot form he can use his wings to fly at speeds up to 30 mph for distances up to 100 miles. He carries a sub-machine gun that can shoot up to 300 rounds per minute of armor-piercing titanium-coated bullets.

Weaknesses: Kickback's lack of weaponry makes him extremely vulnerable in insect mode. The nature of his leaping and flying abilities hampers his mobility in moderate winds.

Insecticon ~~Decepticon~~ Beetle

Code Name: Bombshell

Function: Psychological Warfare

Profile: "The mind is my playpen!" Whether it refers to a robot's or a human's, Bombshell's credo carries the same awful meaning--once he sinks his stinger into someone's head, it's unlikely that that someone will ever think for himself again. His ability to turn foes into helpless accomplices makes this Insecticon one of Decepticon Leader Megatron's favorites. And Bombshell's interest in his victim doesn't end with mere control of his mind: Given his cruel sense of humor, Bombshell finds nothing more entertaining than to have his unwilling followers perform embarrassing and debasing acts, an amusement he eagerly shares with his evil comrades.

Abilities: In his insect form, Bombshell is particularly adept at using his tiny size to infiltrate human populations. He then uses his stinger to inject a tiny "cerebro-shell" into a human's head. The micro-circuited device travels through the blood until it reaches the brain, whereupon it opens up and releases tens of thousands of connecting wires. The wires coil around nearby neural dendrites until the brain's conscious functions are effectively re-routed through the cerebro-shell, which puts the mind of the victim under the remote control of Bombshell. He has a flying range of 5.7 miles in this form. In his larger robot form, Bombshell's stinger is used in much the same way against other robots' high-function mental circuitry. The major difference is that once the stinger is pressed against the metal casing of a victim's head, the small laser torches on the side of the stinger rotate rapidly to carve a small hole in the casing, allowing the stinger to inject a cerebro-

shell. He also carries a head-mounted mortar that can throw a 50-pound explosive shell 8 miles with very good accuracy.

Weaknesses: Successful removal of one of Bombshell's cerebro-shells allows its possessor to use it against him by sending false signals back to him. Some tougher metals are impervious to his laser torches. Often, Bombshell will make the mistake of playing with his victim rather than paying more attention to more important matters, such as an Autobot assault.



Code Name: Shrapnel

Function: Electronic Warfare

Profile: The crackling sound of fused body parts short-circuiting is a sure sign of Shrapnel's work...and is music to his audio modules. In fact, whether he's scrambling micro-chips or shattering an armored torso, it is the noise of war, the scream of his victim that Shrapnel considers the true rewards of his work. He relishes these sounds much the same way an actor relishes applause. And he's not shy about showing his own evil glee--the piercing battle cry of this loathsome Insecticon can be heard up to 8 miles away.

Abilities: In insect mode, Shrapnel can use his twin antennae to generate an electric burst of up to 40,000 volts. He can also use his antennae with enough precision to control virtually any electrically run device--from a pocket calculator to a small factory. He can fly up to 50 miles. In robot mode his antennae can, in the proper weather conditions, attract massive bolts of lightning from the sky to augment his own electrical generating capacity, and then release that power through his hands. He also carries a grenade launcher that shoots a 30-pound steel ball which splinters into thousands of razor-sharp spikes in mid-air. Needless to say, anything caught in their path would be sliced to ribbons.

Weaknesses: Insulating materials, such as rubber and glass, can be used to thwart Shrapnel's electronic assaults. Also, his habit of making his presence known audibly ~~also~~ makes him an obvious target.

Sm. Insecticon
Insecticon
~~Deception~~

6-20-84

Kickback

Espionage

Charming but cruelly clever...makes friends so he can influence them to do his bidding by digging up facts he can hold against them. Humans particularly susceptible to this Insecticon. In insect mode can jump 40 ft for distance of .1 mile...kick a hole in 1/4" steel. In robot mode can fly 30 mph up to 100 miles. Sub-machine gun fires 300 rounds per minute. Very vulnerable as insect and flying in high winds.

Friend is another word for fool.

STR: 3 INT: 9 SPD: 4 END: 4 RMX: 7 CRG: 6 FRP: 5 SKL: 8

Deception
Deception

Bombshell

Psychological Warfare

Can turn foes into helpless accomplices by injecting cerebro-shells into their heads (robot or human) with his stinger...gives him control of their minds...has cruel sense of humor...amuses himself by having his victims debase themselves. In insect mode this Insecticon can fly 5.7 miles. In robot mode wears head-mounted mortar...throws 50-lb. explosive shell 8 miles. Cerebro-shells can be used against him if removed from victim's head. The mind is my playpen.

STR: 5 INT: 8 SPD: 5 END: 5 RMX: 6 CRG: 5 FRP: 6 SKL: 9

Sm Insecticon Dave Kelman
Insecticon
 Decepticon Shrapnel

Electronic Warfare

The noise of war and the screams of his foes are music to this loathsome Insecticon's audio modules...has piercing battle cry...can be heard 8 miles away. In insect mode flies, uses twin antennae to generate up to 40,000 volts electricity. Can use antennae to control almost any electrical device. In robot mode can attract lightning bolts to antennae and shoot them out hands. Grenade launcher shoots 30-lb. steel balls that splinter into razor-sharp spikes. Insulation can stop his electrical blasts.

Control electricity and you control the world.

STR: 4 INT: 6 SPD: 4 END: 7 RMX: 6 CRG: 6 FRP: 8 SKL: 9

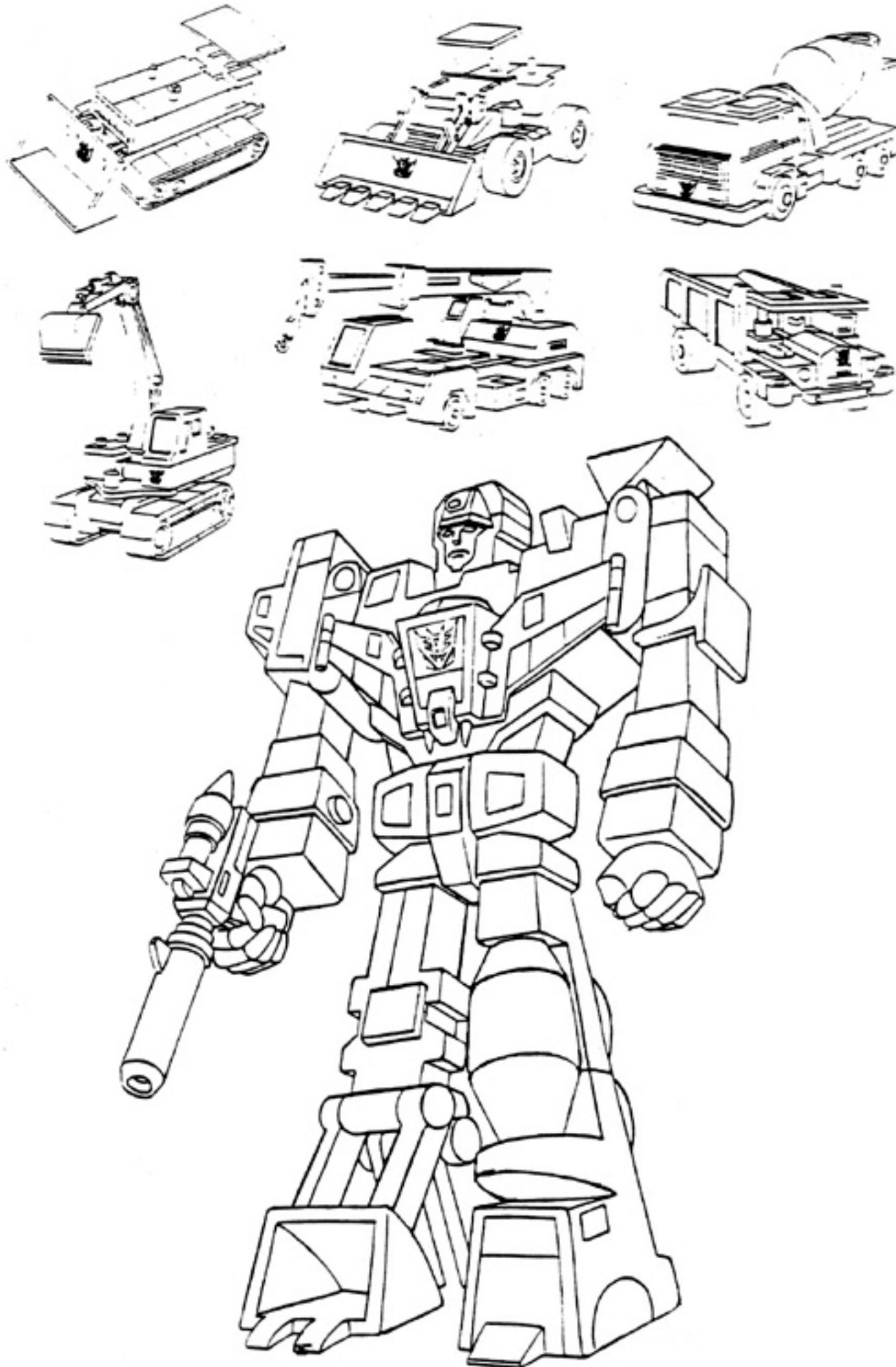
C O N S T R U C T I C O N S

These six construction vehicles are Decepticons, and as such, have no explained origin (first seen in Episode #13). They serve as a separate support unit to build whatever is needed by Megatron for his plan of universal domination. When necessary, the Constructicons transform and combine together to create a super-huge robot, the DEVASTATOR.

THE **TRANSFORMERS**
MORE THAN
MEETS
THE EYE

700-13

CONSTRUCTICON
"DEVASTATOR"



DECEPTICON:

PAYLOAD

Payload
SCRAPPER

CONSTRUCTION ENGINEER

A wizard at designing fortresses and energy plants,
but modest. Shows his true malevolent genius by
incorporating defeated Autobots into his buildings'
structures. Shovel can slice through 12 inch thick carbon
steel 30 tons...can fly 60 mph by addition of levitation
wing. Uses laser pistol. As right leg and part of torso,
combines with fellow Constructicons to form giant robot,
"Devastator." Slow flyer, shovel prone to stress fractures;
My work is a monument to -- and of -- my enemies.

STR: 8 INT: 8 SPD: 4 END: 7 RNK: 5 CRG: 5

FRP: 3 SKL: 9

DECEPTICON:

BULLDOZER

Bulldo
BONECRUSHER

DEMOLITIONS

Rubble-strewn wasteland is his idea of beautiful landscape...
rare is the edifice better off left standing. His wild
ways create fear and terror. As vehicle, at 30 mph
exerts 800,000 psi...near-invulnerable titantium steel
hide...has short-range concussion bomb launcher. As robot,
carries laser pistol. As left arm module, combines with
fellow Constructicons to form giant robot "Devastator."
Often buried by destroying building atop himself.

Hit it 'till it stands no taller than the dust.

STR: 9 INT: 3 SPD: 2 END: 9 RNK: 4 CRG: 8

FRP: 6 SKL: 6

DECEPTICON

CONCRETE MIXER

MIXMASTER

Nothing is safe from him...will use anything from unliving rock to living robot in making new materials. Performs job with evil, cackling glee. Uses acids and bonding agents to reduce and recombine almost anything inside mixing drum...a chemistry lab on wheels. Has 8000°C infra-red cannon, laser pistol, optical distortion projector. As left leg module, combines with fellow Constructicons to form giant robot "Devastator." Certain chemicals render drum inoperative.

How strong the steel, how quick the conquest.

STR: 7 INT: 6 SPD: 3 END: 8 RNK: 4 CRG: 6
FRP: 7 SKL: 9

DUMP TRUCK

DECEPTICON:

LONG HAUL

TRANSPORT

Unhappy with unglamorous role, but understands its importance...helps build Decepticons' massive energy-recovery installations. Secretly desires to be warrior. As vehicle, can carry 90 tons for 200 miles, use dual heat-seeking missile launcher. As robot has laser pistol. As torso module, combines with fellow Constructicons to form giant robot "Devastator." Slow, can be goaded into fight in which he's overmatched.

A battle front is only as good as its supply line.

STR: 9 INT: 5 SPD: 2 END: 9 RNK: 4 CRG: 8
FRP: 7 SKL: 4

CRANE

DECEPTICON:

HOOK

With precision of a fine jeweler, performs his job with skill unequalled among Transformers whether reconnecting a damaged microchip or setting a two-town girder into place. Snobbish, supercilious, unpopular perfectionist. Crane lifts 20 tons, error tolerance less than .00001% in positioning objects. Equally precise as surgeon. Has rocket launcher, laser pistol. As shoulders and head module, combines with fellow Constructicons to form giant robot "Devastator."

Strive for perfection even if others must suffer.

STR: 8 INT: 9 SPED: 3 END: 6 RNK: 4 CRG: 6

FRP: 5 SKL: 10

SHOVEL

DECEPTICON

~~SCAVENGER~~
SCROUNGE

MINING AND SALVAGE

Desperately tries to prove his worth to comrades by trying to find things of value -- whether by digging up hillside or a backyard -- but usually brings back worthless junk. Only tolerated by Megatron because of ability to use shovel's magnetic, ionic, electrical, gas sensors to detect presence of fuels, metals, etc. Emits sonic charges into ground to determine its composition. As right arm module, combines with fellow Constructicons to form giant robot "Devastator."

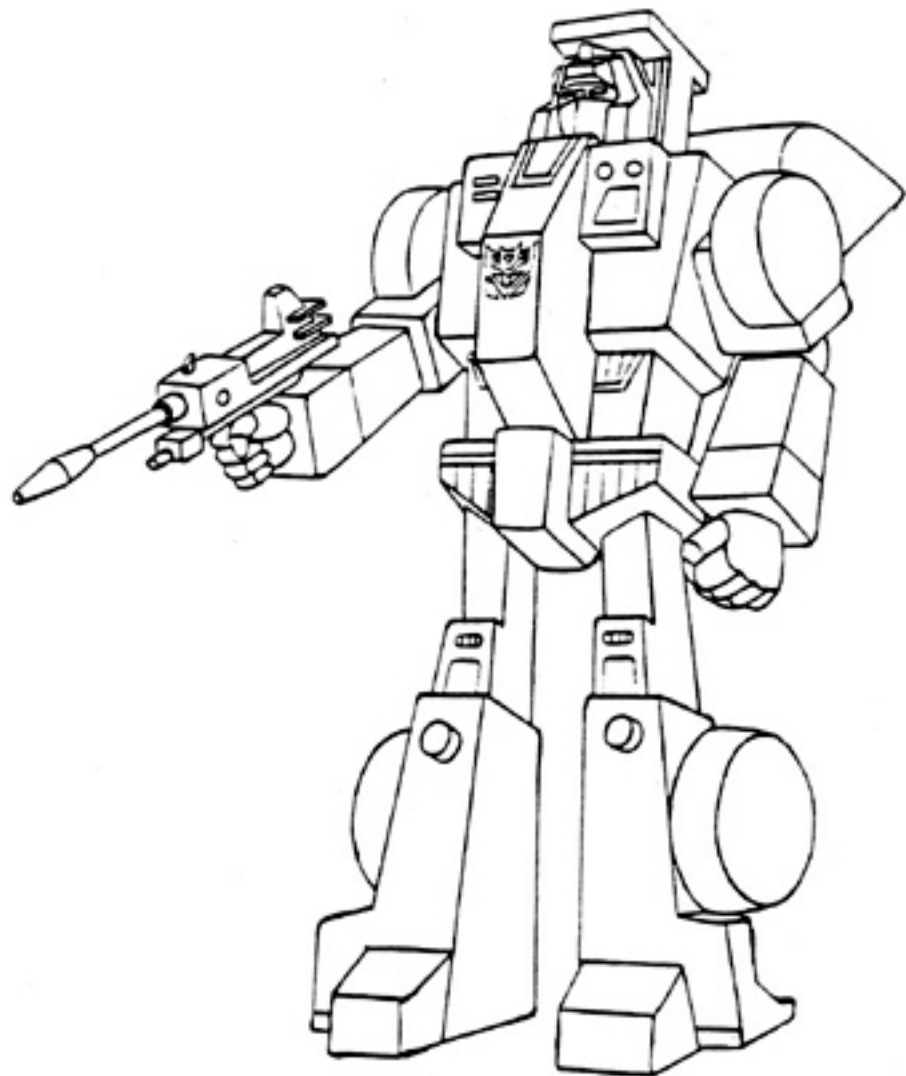
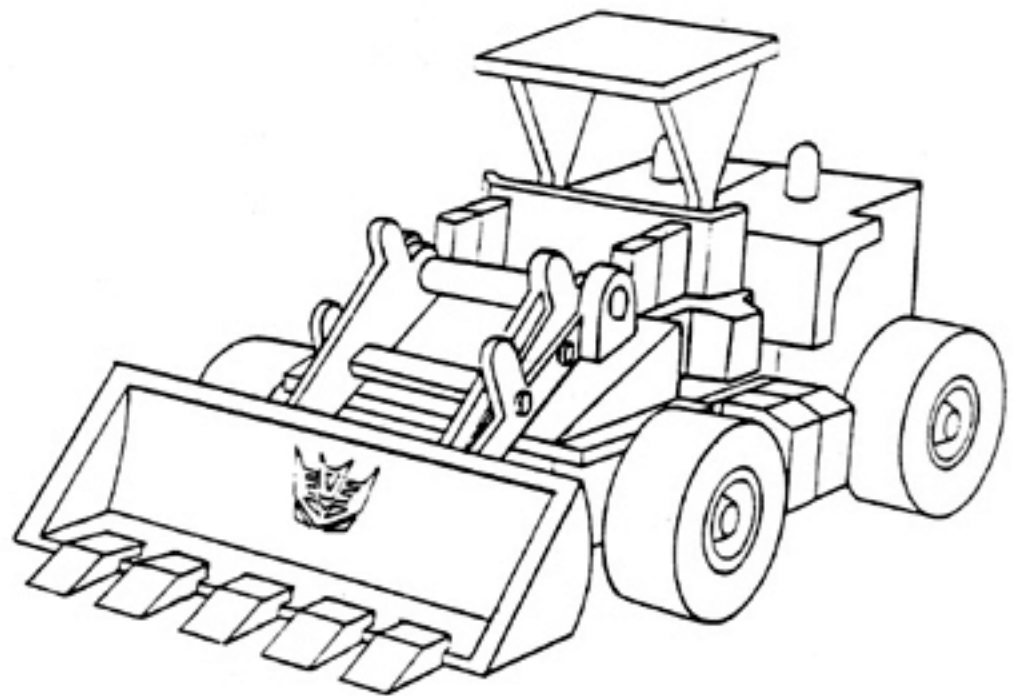
Everything is worth something, even me.

STR: 7 INT: 2 SPF: 3 END: 6 RNK: 4 CRG: 9

FRP: 6 SKL: 7



CONSTRUCTICONS
"PAYLOADER"



July 16, 1984

Revised 7/26/84

Tractor Shovel

DECEPTICON TRACTOR SHOVEL

CODE NAME: GRAVEDIGGER *Payloader*

FUNCTION: CONSTRUCTION ENGINEER

Profile: Gravedigger is a wizard at designing fortresses and energy production plants for the Decepticons. Disguising his creations to blend unnoticed into the surrounding alien human landscapes comes almost as easily to him. He modestly shrugs off the acclaim these talents inspire from his comrades. After all, he feels he is just fulfilling the requirements of his job. But overcoming an enemy Autobot and secreting his body in the foundation or structural skeleton of one of his buildings is another story. It is in such cases that Gravedigger exhibits his true malevolent genius and relishes the admiration and praise it garners. Megatron considers him the most valuable of the Constructicons and cynically observes that Gravedigger's work, "is a monument to -- and sometimes of -- the Autobots."

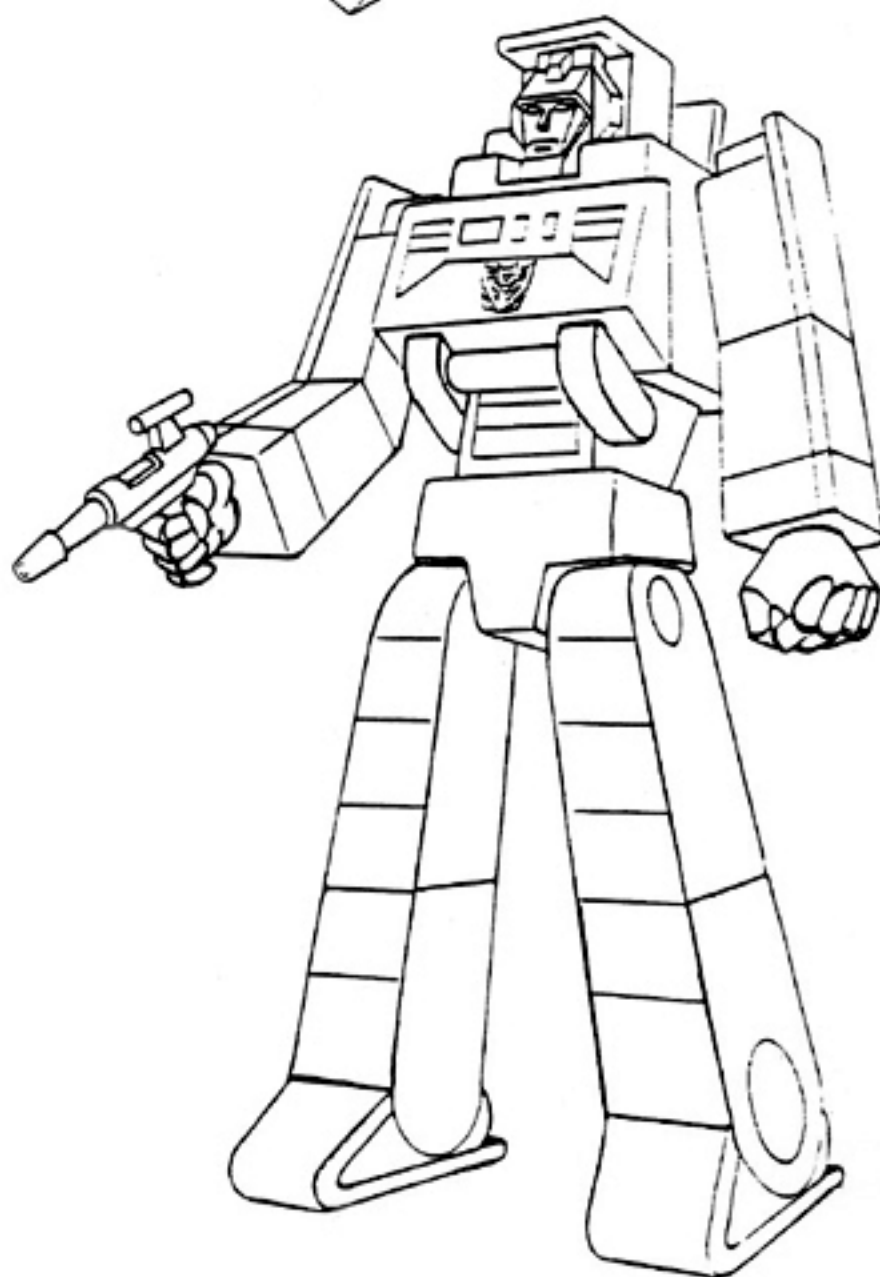
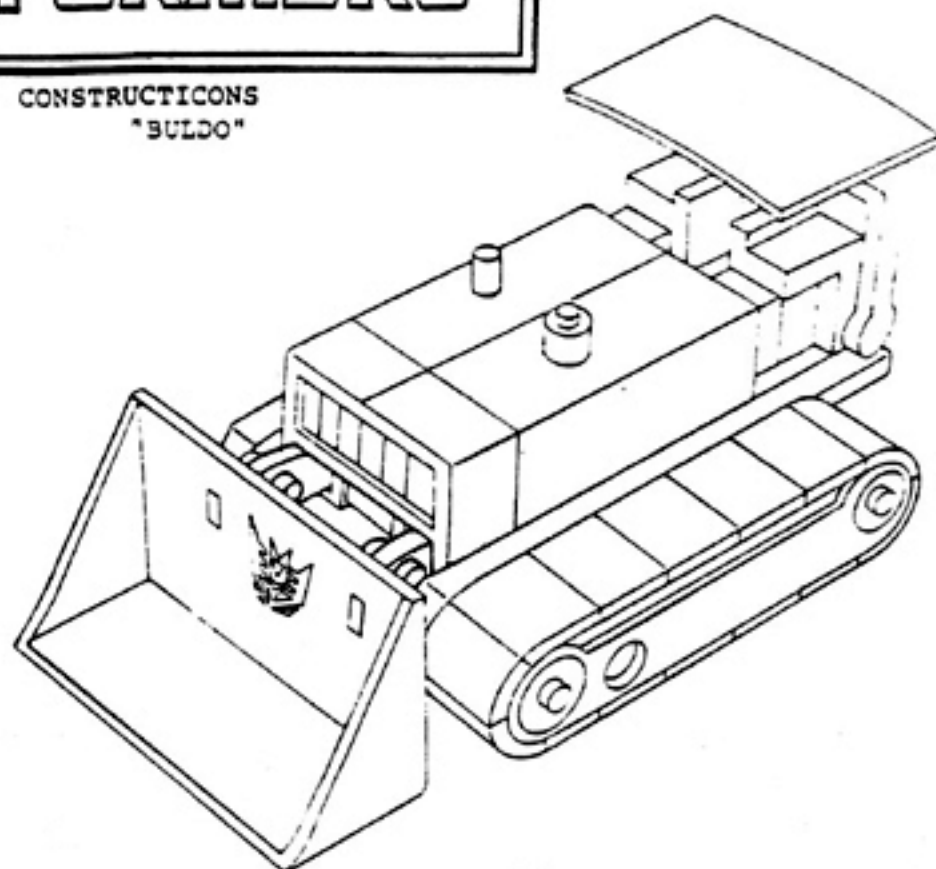
Abilities: In vehicular mode, Gravedigger's shovel can slice through 12-inch thick carbon-steel plate and lift up to 30 tons. By adding on his single-jet levitation wing he can fly at 60 mph for 250 miles. In robot mode he has immense strength and carries a laser pistol. When combined with his fellow Constructicons, he serves as the right leg module and part of the torso module in the giant robot known as "~~The Destructor~~".

Weaknesses: While flying, Gravedigger is a very vulnerable target due to his slowness and lack of maneuverability. His shovel is prone to metal stress fractures if overused.

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CONSTRUCTICONS
"BULDO"



DECEPTICON BULLDOZER

CODE NAME: BONECRUSHER

Bulldo

FUNCTION: DEMOLITIONS

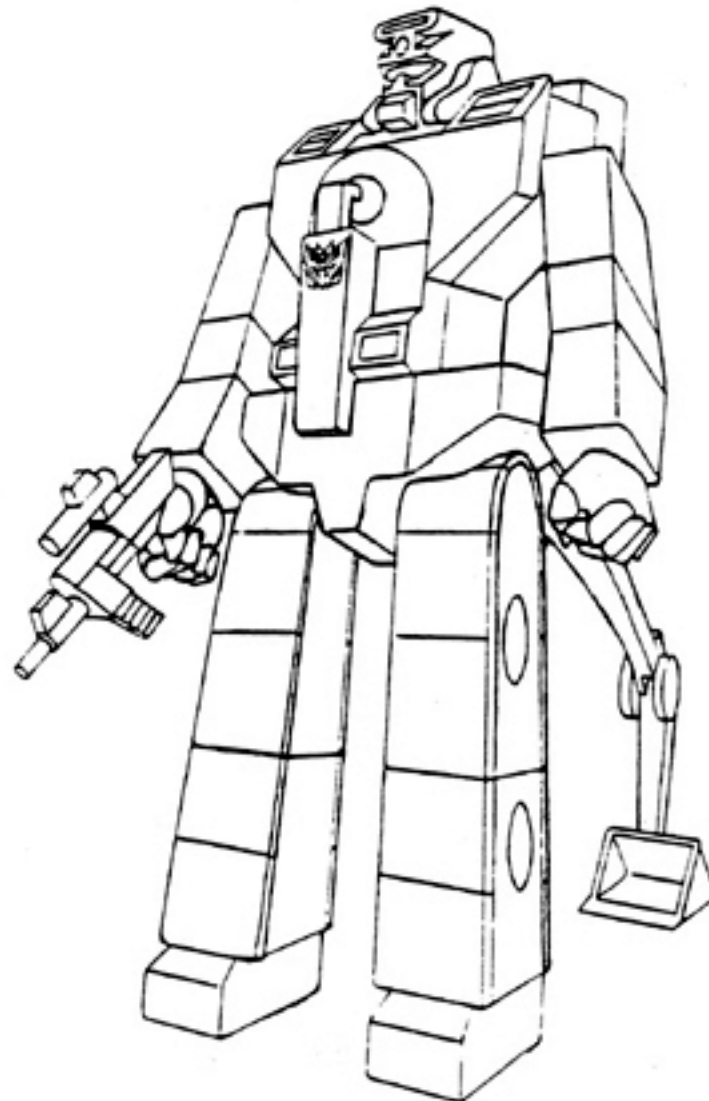
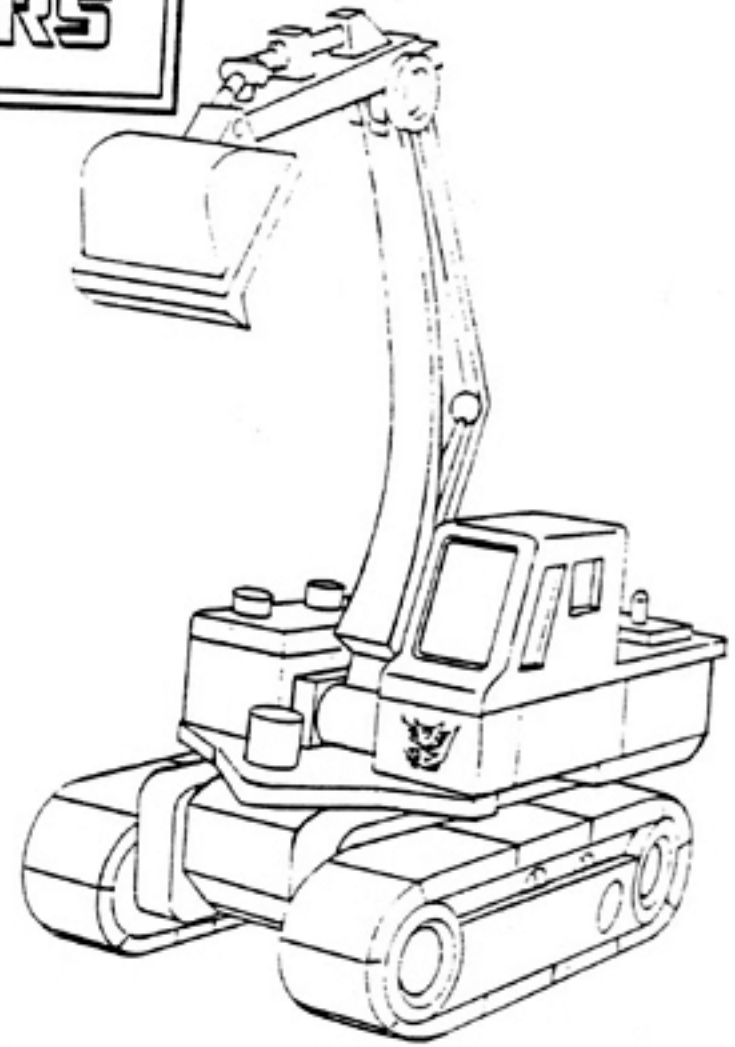
Profile: A rubble - strewn wasteland is Bonecrusher's idea of a beautiful landscape. Rare is the edifice that he feels is better off left standing. For him, demolitions is not merely a job -- it is a performance. He loves to show off for his comrades. And Megatron realizes that the fear and terror sowed by this Constructicons' wild ways are bonus by - products that can only help the Decepticon conquest of Earth's resources. Bonecrusher's attitude about the world around him can best be summed up by his personal credo: "Everything is dust -- or it will be when I get through with it!"

Abilities: In vehicular mode, Bonecrusher can exert a force of 800,000 psi at a speed of 30 mph, enough to knock down all but the most heavily reinforced structures. His thick titanium-steel hide makes him virtually vulnerable to anything that might collapse upon him as a result of one of his charges. He can use a short-range concussion bomb launcher to aid his demolitions. In robot mode he carries a laser pistol. He serves as the left arm module which, when combined with his fellow Constructicons, forms the giant robot known as "^{Devastator} ~~The Destructoid~~."

Weaknesses: Bonecrusher's eagerness to wreak destruction often results in the loss of structures that had potential value for the Decepticons. Although he is rarely harmed by the collapse of a building on him, he is sometimes buried and finds it difficult to free himself at those times.

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CONSTRUCTICONS
"SCROUNGE"



POWER SHOVEL

1985

DECEPTICON POWER SHOVEL

CODE NAME: SCROUNGE

FUNCTION: MINING & SALVAGE

Profile: Scrounge is driven by a manic urge to find things of value in a desperate attempt to prove his worth to his comrades, particularly his fellow Constructicons. And it makes no difference to him whether he has to dig up a hillside or someone's backyard---he could care less about personal property--in order to accomplish his goal. But more often than not, what he brings back is useless junk, which only reinforces his own image of uselessness to the others. Decepticon Leader Megatron has gravely noted that, "such behavior would be charming in a puppyoid, but ill-becomes a Decepticon warrior." It is only because Scrounge's unique abilities sometimes prove to be of vital importance that Megatron tolerates his continuing existence.

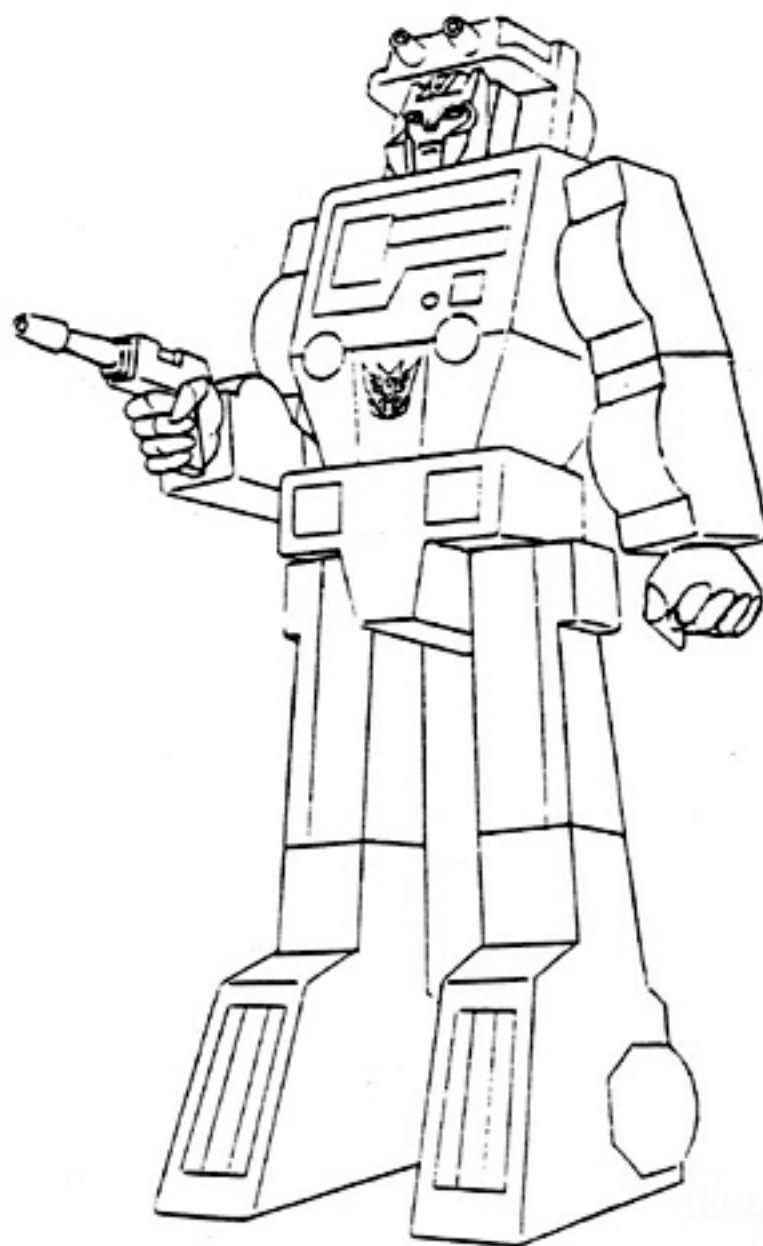
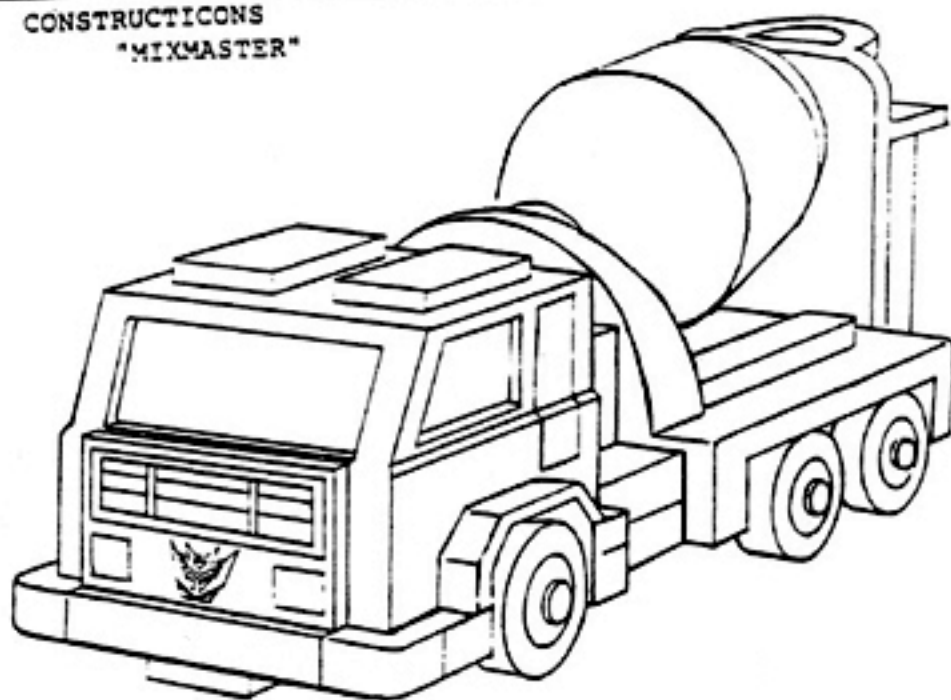
Abilities: In vehicular mode Scrounge's power shovel is equipped with a variety of magnetic, ionic, electrical and gas sensors which allow him to detect the presence of a variety of materials within a 500-yard radius. He can also emit sonic charges into the ground. By analyzing the echoes that come back to him and using his other sensors he can determine with 80% accuracy the composition of the ground underneath him to a depth of 1.2 miles. His power shovel and detection powers combine to give Scrounge the ability to locate and uncover any number of materials, from trace metals to fuel sources, that might be useful to the Decepticon cause. He carries a missile launcher in vehicular mode and a laser pistol in robot mode. When combined with his fellow

Constructicóns, he serves as the right arm module in the giant robot known as "^{Devastator}~~The Destructoid~~."

Weaknesses: Scrounge's abilities are diluted by his poor judgement which causes him to squander vast amounts of his fuel supply. He is also prone to overtaxing his power shovel, causing it to break down from metal fatigue.

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CONSTRUCTICONS
"MIXMASTER"



DECEPTICON CONCRETE MIXER

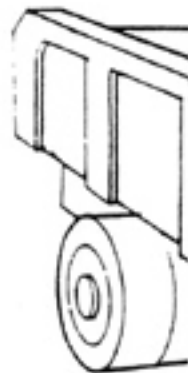
CODE NAME: MIXMASTER

FUNCTION: MATERIALS FABRICATION

Profile: Nothing is safe from Mixmaster's seething cauldron. He will use any material necessary, whether unliving rock or living robot, in the making of some new material. He's been known to swallow up brand new limousines and reduce them to steel girders. And he performs his often grisly task with an evil, cackling glee that more befits a medieval witch than a Constructicon. The manner in which he creates new materials takes the form of arcane ritual. Sometimes his fellow Decepticons wonder if perhaps Mixmaster hasn't a few microchips loose in his logic center, but they never question the results of his efforts.

Abilities: While having the appearance of a standard concrete mixer, Mixmaster can, by using various acids and bonding agents, reduce and recombine virtually any substances put inside his drum and use them to form new substances. He is a chemistry lab on wheels. Atop the roof of his cab, he can mount a powerful infrared cannon which emits bursts of 8000° C heat for an effective range of .8 miles. In robot mode, he carries a laser pistol and a shoulder-mounted optical distortion projector which, by bending light waves, disorients the vision of anyone caught in its field. When combined with his fellow Constructicons, he serves as the left leg module in the giant robot known as "^{Devastator}~~The Destructoid~~".

Weaknesses: Mixmaster's mixing drum can be rendered inoperative by the addition of certain chemicals, particularly alkalides.



DUMP TRUCK^C

DECEPTICON DUMP TRUCK

CODE NAME: LONG HAUL

FUNCTION: TRANSPORT

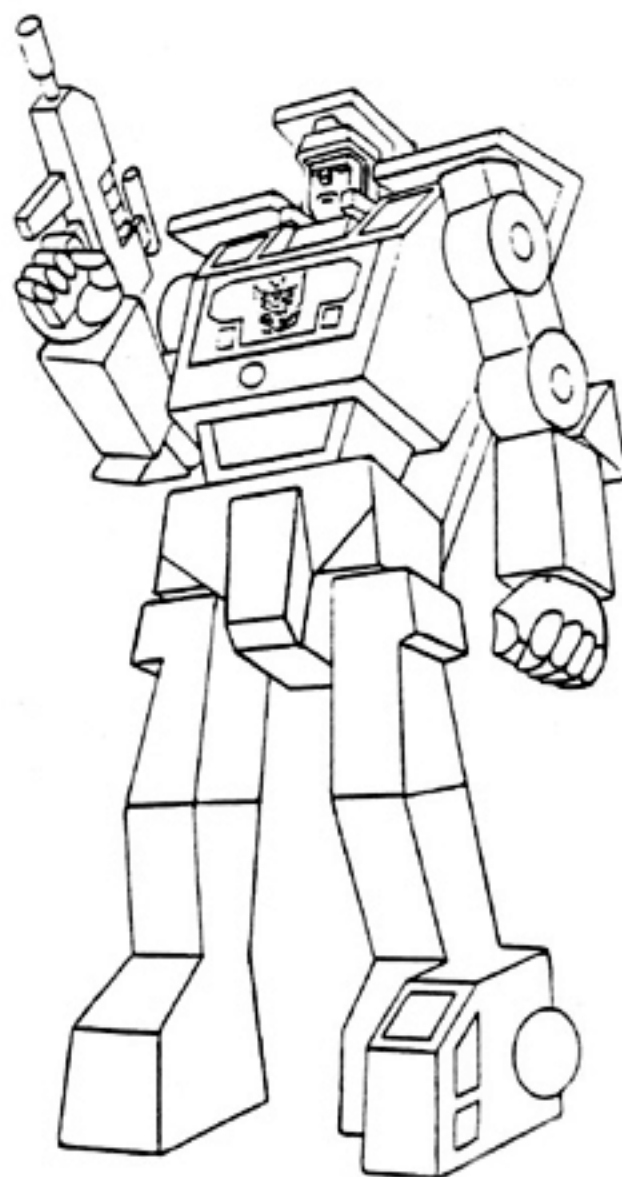
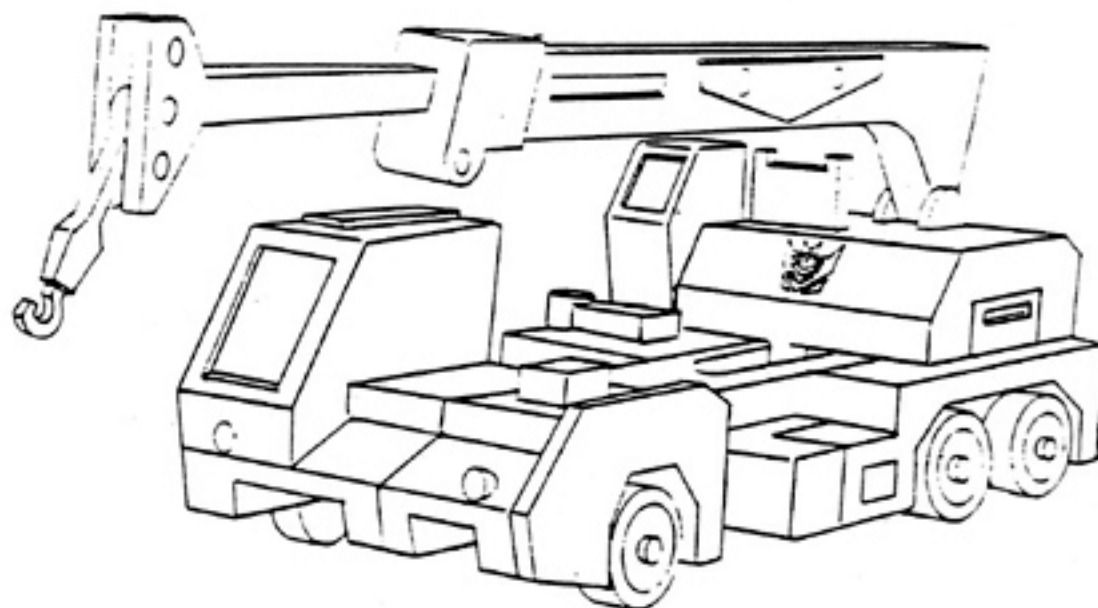
Profile: Long Haul isn't too t
ticon cause, but he understands
ticons, his function is to help
that fuel the Decepticon onslau
glory that comes with being a f
tell anyone of his secret desir
con ranks.

Abilities: In vehicular mode,
He can also add on a dual heat-
carries a laser pistol. When c
as the torso module in the gian
Weaknesses: Long Haul is slow a
ness. He's sensitive to teasin
often be goaded into fights in

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CONSTRUCTICONS
"CRANE"



7/23/84

Revised 7/26/84

Truck Crane

1985

DECEPTICON TRUCK CRANE

CODE NAME: HOOK

FUNCTION: SURGICAL ENGINEER

Profile: With the care and precision of a fine jeweler, Hook performs his job with a skill unparalleled among all the Transformers. It doesn't matter whether he's reconnecting a damaged microchip or setting a two ton girder into place--in each case perfection is his final goal. Perhaps because he is a perfectionist he has a snobbish, supercilious attitude toward his fellow Constructicons since he considers them generally crude and dim-witted. Although Hook may not win any popularity contests, there's no denying his superior abilities and the important role they have in the Decepticons' evil schemes

Abilities: In vehicular mode, Hook can use his crane to lift objects weighing up to 20 tons. In positioning these objects, his error tolerance is less than .00001%. In robot mode he shows equal precision repairing his comrades as the Decepticon surgeon. He carries a rocket launcher in vehicular mode and a laser pistol in robot mode. He serves as the shoulders and head module which, when combined with his fellow Constructicons, forms the giant robot known as "^{Decepticon}the Destructoid."

Weaknesses: The extreme care Hook takes in performing his job often slows down his work to the point of antagonizing his fellow Decepticons and endangering whatever operation they are involved in. Overuse of his crane can result in metal stress fractures.