

**IDW**  
**PROWL**

**MILITARY COORDINATOR**

If there are no more than two Order Markers on any one card in your army, you may add or subtract 1 from your initiative roll for each Order Marker on the card of a Unique Hero you control that is a Commando, Leader, Scout, or Soldier, up to a maximum of 3.



**CYBERTRONIAN**

**UNIQUE HERO**

**STRATEGIST**

**CALCULATING**

**HUGE 14**

**ACID PELLET RIFLE**

Immediately after a non-adjacent figure rolls defense dice against Prowl's normal attack, you may subtract a shield from the results.

**GUIDED MISSILE STRIKE 15**

At the end of the round, if there is at least one revealed Order Marker on this card, you may choose any space within 4 spaces of a figure you control and roll the 20-sided die. If you roll 15 or higher, any figure occupying the chosen space and within clear sight of a figure you control receives one wound. After using this special power, you may use it one additional time.



**6**  
**LIFE**

**MOVE 8**

**RANGE 6**

**ATTACK 4**

**DEFENSE 6**

**270**  
**POINTS**

