

TM & © **TRANSFORMERS**

**ReAnimated X**



**Chance Encounters III**

Transformers ReAnimated X  
Episode 11

'Chance Encounters - Part 3'

Written by

Jan-Peter Siebolds, a.k.a  
Shadowwriter

Based on the original Transformers cartoon series...

... and inspired by the original Transformers Reanimated stories  
Transformers ReAnimated X continues the story after the original series.

**PAGE 1**

**PANEL 1:**

**CAPTION:** Location - an unknown star system in an unknown part of space in an unexplored Galaxy.

EXT. Three ships have landed next to each other on the surface of a large lifeless rock-planet.

**Captioned:** The three ships have landed on a nameless planet. One Autobot, one Decepticon and a third one that belonged to the so called 'Cybertronian Empire', but had been stolen by the nira for their escape.

**PANEL 2:**

INT. Inside the ships the three crews are now working together.

On board the Autobot ship BLURR, and the Shockwave look-alike PULSOR are busy mending some damage to the outer wall.

Together with three nira aliens who are assisting them.

**Captioned:** The outcome of the last battle has forced them to cooperate.

**PANEL 3:**

While SKYDIVE, SIXSHOT and the currently headless SKULLCRUNCHER are at the repair-bay to get damage fixed they have received during the last battle.

With KUP, SWEEP 7, his Targetmaster partner HAY and the nebulous RECOIL, HAYWIRE and GORAX (Skullcrunchers currently separated Headmaster partner) doing the repairs.

NIGHTBEAT and SKYWING as well as her partner AIRA were standing by and watching. Beside other things to make sure no one did something strange when they were repairing a members of the other group.

SKYWING

I have to say, I don't think anyone else would have come up with the maneuver you saved us with Kup. You certainly live up to your reputation.

GORAX

His maneuver took out our hyperlight-drive.

HAYWIRE

Yes – but it kept everything else of us from being blown up. Without him this psychos would be examining your remains right now Gorax.

GORAX

Yes yes, you don't need to say it..

**PANEL 4:**

Kup is looking over to Skywing while he is working on Skydive.

KUP

So you were created based on Skywarp's designs and technology.

SKYWING

Yes. They also used his base programming. Only the best parts of course.

KUP

You certainly have his attitude.

**Captioned:** Skywing's spark was created with the help of the Sweeps, but she sees no reason to tell the Autobots this.

**PANEL 5:**

Nightbeat looks to Aira.

NIGHTBEAT

And your name is Aira. Your people are called the alerians. The Decepticons have occupied your planet, but you are now allies their allies?

AIRA

In short words yes.

**PAGE 2:**

**PANEL 1:**

The nebulon Recoil is talking to Sweep 7 while the two are working on Sixshot.

RECOIL

And what is your name?

SWEEP SEVEN

Sweep 7.

HAY

I am Hay by the way.

**PANEL 2:**

RECOIL

Sweep 7? Is that all?

SWEEP SEVEN

We Sweeps were created as a unit to serve Galvatron from a group of Insecticons. Unicron found it unnecessary to give us individual names. We are made as parts of a greater whole.

**PANEL 3:**

CLOSE SHOT - on HARDHEAD standing at the door.

HARDHEAD

Is that what you are telling yourself? Sounds to me as if Unicron had simply not bothered to give you any names.

**Captioned:** Hardhead is just entering the room.

**PANEL 4:**

CLOSE SHOT - on Skydive's face.

**Captioned:** `parts of a greater whole'... A few of them notice Skydive subtly flinching as he hears the same words he had used himself shortly ago.

The Aerialbots were also created as a whole, until they had been ripped apart. And one of their killers was right here with them.

**PANEL 5:**

Kup and Sweep 7 are looking at Hardhead... with Skywing standing next to them.

SWEEP SEVEN

Maybe. I guess you can just call me Spacehound.

KUP

Okay Spacehound.

**PANEL 6:**

KUP

(CONT.)

Hardhead have you brought over all of the nira to our ship?

HARDHEAD

Yes.

**PAGE 3:**

**PANEL 1:**

CLOSE SHOT - on Skullcruncher just merging with with Gorax. With the nebula transforming into his head.

SKULLCRUNCHER

You should not waste time with this weaklings.

GORAX

We are better off without them.

**PANEL 2:**

Kup turns around to him.

KUP

In opposite to you Decepticons we don't leave others to die at the first sign of trouble Skullcruncher.

SKULLCRUNCHER

Yes and that is the reason you will **all** die.

**PANEL 3:**

Sixshot has stood up from the bench, now fully repaired and is facing Kup, Hardhead and Skydive who is still sitting on the work-bench.

SIXSHOT

Yes, risking yourself to protect others. As expected from you Autobots. But Skullcruncher has a point. We barely got away ourselves.

**PANEL 4:**

FLASHBACK: Scene of Kup and Sixshot fighting side by side against `Cybertronian` troopers. Kup shoots one of them into the face, while Sixshot blasts a hole through the chest of another one.

**PANEL 5:**

SIXSHOT

How do you expect to survive out here, while protecting others at the same time?

SKYDIVE

You talk as if we Autobots had never fought to protect others before Sixshot. We have done this for the entire war. You should remember that. Even if you will never understand, because for you everyone is just another possible target.

**Captioned:** Despite everything Skydive seems to have gotten his confidence and his will back.

**PAGE4:**

**PANEL 1:**

KUP

Whatever we do - we will not leave this people behind.

SIXSHOT

If your protection of this creatures endangers us, you are on your own.

KUP

We know. And we accept that. Also, if we manage to repair at least one of our ship's hyperdrive, we can be a hundred lightyears away from here soon.

**Captioned:** Sixshot does and would not say it loud. But in a way he has to respect the Autobot's determination.

**PANEL 2:**

**CAPTION:** Air Raid's voice comes over the com.

AIR RAID

(off panel)

Kup they have found us. Their ship has just entered the system.

SIXSHOT

Well, so much for that idea.

**PANEL 3:**

AIR RAID

(off panel)

Kup – we have discovered something. There might be a way to escape them for good. But it is difficult... and dangerous.

KUP

Just tell us.

**PANEL 4:**

**CAPTION:** In the cockpit. Air Raid and the Seeker Havok are sitting at the controls.

HAVOK

There is a black hole in one system close by. If we move right into that system close enough to it, The gravity and radiation should hide our presence.

AIR RAID

But if we come too close... Well you get the idea.

**Captioned:** They both know how their idea sounds, but they are desperate.

**PANEL 5:**

Kup, with Sixshot, Nightbeat and Skywing standing next to him.

KUP

Say that again?

SIXSHOT

Are you two serious?

**PAGE 5:**

**PANEL 1:**

With Blurr and Pulsor.

BLURR

This is madness, suicide. One micro-second too close and we will be torn apart or fall into the black hole.

PULSOR

I have to agree with your fast-speaking friend. This seems too risky. We should find another way.

**PANEL 2:**

With Kup and the others.

SKYWING

Do we **have** another option?

HARDHEAD

Yes, fighting. We are outnumbered at least five to one.

NIGHTBEAT

Or continue to jump into neighboring systems with a damaged hyperlight-engine and hoping that it does not rip us apart.

**PANEL 3:**

CLOSE SHOT – on Aira standing beside Skywing.

AIRA

That is suicide.

**PANEL 4:**

CLOSE SHOT - At Recoil and Haywire with Sweep 7 standing behind them.

HAYWIRE

So is jumping right towards a black hole. The question is what is the lesser risk?

RECOIL

We have no chance in a direct fight. I think that much is clear.

HAYWIRE

And even if we escape them, with the engines in the way they are we will not come far and they will be on us again in no time.

**PANEL 5:**

KUP

So we have no choice.

SIXSHOT

It seems so.

SKYWING

(sarcastically)

Great - another crazy suicide-move, just after the last one.

Where can I sign in?

**PANEL 6:**

With Blurr and Pulsor.

PULSOR

We could surrender.

**PAGE 6:**

**PANEL 1:**

BLURR

Then we would have to hand over the nira people to these robots. They would all be killed.

PULSOR

Better them than **all** of us.

**PANEL 2:**

CLOSE SHOT - On Kup

KUP

No.

**PANEL 3:**

CLOSE SHOT - On Nightbeat (Muzzle)

NIGHTBEAT

Surrendering to these murderers? Forget it. Besides, they made clear how they think about organic beings. Who knows what they will do to our nebulons?

MUZZLE

(inside Nightbeat)

Thank you for your concern Nightbeat.

NIGHTBEAT

Don't worry.

**PANEL 4:**

CLOSE SHOT - on Sixshot

SIXSHOT

Pulsor - let me make one thing clear. We will not surrender. And if you suggest this again, I will kill you myself, understood?

**PANEL 5:**

CLOSE SHOT - on Pulsor

PULSOR

Understood.

**PANEL 6:**

CLOSE SHOT - on Kup.

KUP

Air Raid, Havok – we will do it. Program the course.

**PAGE 7:**

**PANEL 1:**

Kup looks over at Recoil and Sweep 7.

KUP

(CONT.)

Are you finished with the repairs?

RECOIL

Yes we are.

**PANEL 2:**

CLOSE ON - Recoil transforms into gun-mode and flies right into Kup's hand.

KUP

Good - then get ready.

**PANEL 3:**

**CAPTION:** The 'Cybertronian' battleship

HIGH ANGLE - Outside view on the ship.

**Captioned:** Their ancestors had left Cybertron millions of years ago, also leaving the names Autobots and Decepticons behind.

**PANEL 4:**

INT. CLENCH is standing on the bridge together with two of his troopers.

CLENCH

Have you located them?

TROOPER

Yes Sir.

CLENCH

Good.

**Captioned:** But not for peace., but for conquest and dominance... and the so called `improvement` of their race.

**PANEL 5:**

CLOSE ON - On Clench

CLENCH

Remember - we are part of the Second Generation and you let this outdated Transformers outsmart and escape you.

**Captioned:** The `Cybertronian Empire` or the `Second Generation` believe they are superior, the Evolution of the Cybertronian Race.

**PAGE 8:**

**PANEL 1:**

CLOSE SHOT - on the two troopers.

G2 TROOPER

But Sir – nobody could have expected this old relics to make a move like this.

**Captioned:** The question is if this is the truth or just what they believe.

**PANEL 2:**

FLASHBACK:

EXT. Front view at the Autobot ship with the Cybertronian battleship flying behind them and several with several Second Generation troops in jet- and robot form in space around them.

**PANEL 3:**

**CAPTION:** But then...

SPLIT PANEL, CLOSE SHOT - on the locks of both ships being opened and large numbers of energon cubes falling outside.

**PANEL 4:**

View from the stern's of the Autobot ship and Decepticon shuttle backwards of the energon cubes drifting in space in front of the Second Generation troops following them.

**PANEL 5:**

Both the Autobot and Decepticon ship are firing at the energon cubes...

**PANEL 6:**

... causing a large explosion.

**PAGE 9:**

**PANEL 1:**

INT. Kup, Skydive, Blurr... and Sixshot and Skywing are standing inside the Autobot ship.

SKYWING

This is crazy.

KUP

Just like back at Craelton 10.

**Captioned:** The ship is shaking around them.

**PANEL 2:**

BLURR

That was our entire energon storage.

SKYDIVE

We won't need it if we don't get away from here.

**PANEL 3:**

FLASHBACK END:

CLOSE SHOT - on Clench's face

CLENCH

Do you think High Command will accept this? We had this primitives outnumbered and outgunned, but they still escaped.

This failure could cost **all** of us our heads if the Master hears about it. So let us correct it before **anyone** even needs to find out.

**PANEL 4:**

The two troopers.

G2 TROOPERS

(together)

Yes Sir.

**PANEL 5:**

EXT. CLOSE SHOT - The battleship of the CYBERTRONIAN EMPIRE is floating above the surface of the planet the Autobot and Decepticon ship have found refuge on.

It's locks are opening and dozens of Second Generation troopers are swarming out.

With Clench himself at the front of them.

**PAGE 10:**

**PANEL 1:**

**CAPTION:** On board the Autobot ship, landed on the planet.

Air Raid and the Seeker Havok are standing in the cockpit beside the pilot seat.

Their place at the controls has now been taken over by a drone-robot.

NOTE: It is the same type of robot Hotrod had been sparring with during the 86 Movie.

HAVOK

They are coming. For a short moment I hoped we could get away without meeting these guys again.

AIR RAID

Yes - but I guess it was too good to be true.

**PANEL 2:**

Air Raid addresses the drone in the pilot-seat.

AIR RAID

You understand the instructions?

DRONE

Affirmative. 1. Keep the ship on course. But all attacks are to be evaded if possible. 2. Keep the ship intact at every cost.

AIR RAID

Exactly.

**PANEL 3:**

EXT. WIDE SHOT, HIGH ANGLE - The Autobot and Decepticon vessels are lifting off and rising, the refugee ship between them stays of the ground.

**PANEL 4:**

INT. Air Raid and Havok have opened the air-lock and are ready to get outside.

AIR RAID

By the way, what I wanted to ask you. Is there a reason you have copied Dirge's look?

**PANEL 5:**

CLOSE ON - on Havok

HAVOK

Arh - Another one asking that. Look - I had this coloring before I even knew Dirge. For all I know he is the one copying me. He is just more famous.

**PAGE 11:**

**PANEL 1:**

LOW ANGLE - the two are jumping out of the lock and transforming into jet-mode.

AIR RAID

Alright. Alright. I get it. Lets do this.

**PANEL 2:**

INT. Hardhead (and Duros) see the nira elder K'ar, his adjutant Shri'aal and many of the other nira refugees standing in the corridor. Some of them children.

K'AR

Hardhead, Duros...

SHRI' AL

Please tell us, will we make it?

DUROS  
(Inside Hardhead)

I ...

**Captioned:** For a moment Duros is not sure what to say.

**PANEL 3:**

CLOSE ON - on Shri'al as she is looking around to the others.

**Captioned:** Shri'al is looking at the other refugees as she asks this question.

**PANEL 4:**

HIGH ANGLE - Hardhead is looking at the other refugees - the children, one mother with an infant.

HARDHEAD  
We will. We promise you that.

**PANEL 5:**

CLOSE ON - on Duros in his seat inside Hardhead's head.

DUROS  
Thank you Hardhead. For a moment I -... I just didn't know what to say.

HARDHEAD  
No need to thank me Partner.

**PANEL 6:**

CLOSE SHOT - on Hardhead's face. For a moment he shows a light smile.

**PAGE 12:**

**PANEL 1:**

**CAPTION:** The battle has started.

EXT. FRONT ANGLE - Dozens of G2 troopers with Clench in the front are flying above the planet's surface toward the Autobots and Decepticons and are firing their weapons.

Their battleship is to see flying in the distance behind them.

**Captioned:** The self proclaimed 'Second Generation' - believing themselves the evolution of their race and superior to all, especially organic beings - are eager to erase their 'mistake'.

**PANEL 2:**

WIDE SHOT, SIDE ANGLE - Most of the two teams of Autobots and Decepticons are standing outside on the hulls of their ships.

With the exception of the Seekers and the Aerialbots in jet form in the air.

They are being attacked by the Second Generation troops that are flying around them in robot or jet form. Their blasts however hit the blue spheres of the defense shields.

**Captioned:** The shields of the two ships are deflecting the enemy blasts... for the moment. But it is only a question of moments until they are overwhelmed by the constant fire.

**PANEL 3:**

CLOSE ON - on Clench, who materializes a large two-barreled artillery-cannon in front of him and aims it at the Autobot ship...

**PANEL 4:**

WIDE SHOT - ... and fires. The blast hits and breaks through the shield.

**PANEL 5:**

KUP, SIXSHOT, NIGHTBEAT and SWEEP SEVEN are standing on the Autobot ship as G2 troops are swarming all around them and hitting the shields from all directions.

**Captioned:** None of them had noticed the powerful double-blast Clench had just fired at them.

**PAGE 13:**

**PANEL 1:**

CLOSE ON - Nightbeat throws himself in front of Kup and Sixshot to shield them from the attack. His arm and a part of his shoulder are blown off by the blast.

NIGHTBEAT

Kup!

SIXSHOT

The shields are down.

**Captioned:** None except one.

**PANEL 2:**

Kup is kneeling next to the heavily injured Nightbeat, with Sixshot and Sweep 7 standing behind them.

Muzzle has transformed from head- into robot-mode.

MUZZLE

I will take care of him as good as I can. You take care of he enemy.

**PANEL 3:**

WIDE SHOT - Kup, Sixshot and Sweep 7 are now fighting CLENCH and a group of G2 troopers, who are flying in the air around them.

Clench is firing at Kup. Who however is able to dodge the shot.

KUP

You are one of the many groups who have left Cybertron during the war. You used to be Decepticons.

CLENCH

Once.

**PANEL 4:**

CLOSE ON - Clench punches Kup in the face.

CLENCH

(CONT.)

But we have become far more. We have evolved. We became a new race – more advanced, more powerful, superior.

**PANEL 5:**

CLENCH

It is time for you to die like the outdated models you are. Your kind has served it's purpose.

KUP

We will see about that.

**PAGE 14:**

**PANEL 1:**

BACK ANGLE - on Kup with Recoils assistance firing back at Clench and hitting him in the shoulder.

Sixshot next to him meanwhile transforms into his gun-mode and shoots a blast straight through one of the G2 trooper's chest, killing him.

and Sweep 7 firing his Partner Hay in gun-mode at some of the other enemies.

SIXSHOT

Who did you say is outdated?

**PANEL 2:**

WIDE SHOT, HIGH ANGLE - SKYDIVE, AIR RAID, SKYWING and HAVOK are flying over the surface of the planet and engage G2 troops in both jet and robot form.

They and their enemies are firing laser-blasts and missiles at each other and trying to avoid being hit themselves.

Skydive in front of them fires a couple of missiles that hit an enemy jet, whose cockpit explodes.

SKYDIVE

Okay - you all remember the plan.

SKYWING

Yes.

HAVOK

Yes.

**PANEL 3:**

HIGH ANGLE - a group of five G2 troopers in jet-mode is flying over the abandoned refugee ship on the ground. They fire an entire barrage of lasers and missiles at it.

G2 Trooper

Destroy them.

**PANEL 4:**

The ship vanishes in a large explosion and is completely destroyed.

**Captioned:** There is nothing left of the ship, but it was already empty. The refugees brought on board the others.

**PANEL 5:**

WIDE SHOT - HARDHEAD, SKULLCRUNCHER, BLURR and PULSOR are standing on the hull of the Decepticon Shuttle. Like the others they are surrounded by enemies.

GORAX

(inside Skullcruncher)

You know - I never thought I would die side by side with you guys some day.

HAYWIRE

(GUN FORM)

That's the same for us Gorax.

**PAGE 15:**

**PANEL 1:**

REVERSE ANGLE - at the seven G2 Troopers flying in the air around the ship, with one who was obviously in officer rank in front of the group.

G2 OFFICER

Abominations. You actually combined your bodies with this Organic Sub-Creatures?

**PANEL 2:**

CLOSE ON - on the SECOND GENERATION OFFICER.

G2 OFFICER

(CONT.)

We give you one last chance. Destroy this disgusting organics and leave your old factions behind. Then we will accept you in our ranks as fellow Cybertronians.

**PANEL 3:**

CLOSE SHOT - on Hardhead and Skullcruncher, both firing their blasters.

HARDHEAD

How about no you nutjob.

**PANEL 4:**

WIDE SHOT, BACK ANGLE - on Skydive, Skywing, Air Raid and Havok in jet form. With the a large number of Second Generation troops in jet- and robot-mode and the Cybertronian Battleship in front of them.

The battleship has fired it's weapons at them and Air Raid and Skywing both move bending sideways to evade the blasts.

While they Skydive and Havok fire back at the same time.

**PANEL 5:**

CLOSE SHOT - Their blasts barely miss a G2 Trooper and hit the ground and cause an explosion behind him.

NOTE: See Cover-image.

**PANEL 6:**

In the next moment Skydive turns and flies right in front of Skywing as even more blasts are fired at them. And is hit one moment later.

SKYWING

What?

SKYDIVE

Arh!

**Captioned:** Skydive has placed himself right in front of Skywing and is shielding her. And he pays for it.

**PAGE 16:**

**PANEL 1:**

They all transform back into robot-mode. With Skydive having visible damage on his chest and his shoulder. Skywing is beside him... and Air Raid and Havok behind them, with their backs to them, having placed themselves between them and the enemy fire.

SKYWING

You protected me?

SKYDIVE

Don't take it personal lady. You are just the best suited of us for the job.

SKYWING

Of course. If you excuse me then.

**PANEL 2:**

NOTE: This panel is the same scene only with Skywing not longer there and a shining silhouette at the spot she had been before.

SKYDIVE

Agh – it seems you might be the last Aerialbot soon Air Raid.

AIR RAID

Don't talk like that.

**PANEL 3:**

WIDE SHOT - Blurr is avoiding multiple laser blasts, moving so fast that he seems to leave after-images, while shooting back at the same time.

With the one-eyed Shockwave look-alike Pulsor closely behind him, having taken cover behind an appendage of the ship.

**PANEL 4:**

CLOSE ON - on Blurr being shot in the back twice.

Not by the G2 Troops, but by Pulsor. Standing behind him.

HARDHEAD

(off panel)

Blurr!

PULSOR

Listen to me. I want to accept your offer. I see that we are outmatched, even if this guys don't want to accept it. I just want to be on the winning side.

**PANEL 5:**

WIDE SHOT - The G2 Officer and his five remaining Troopers are now standing around them on the hull.

G2 OFFICER

Good choice. Now - will you others wise up too?

**PAGE 17:**

**PANEL 1:**

**CAPTION:** At this point Skullcruncher (and his bonding partner Gorax) are loosing it in anger.

CLOSE SHOT, BACK ANGLE - on Skullcruncher suddenly turning around and shooting Pulsor through his head and chest, killing him instantly.

SKULLCRUNCHER

(enraged)

You traitor!

**PANEL 2:**

But moments later Skullcruncher is shot multiple times as well - mostly in the head.

SKULLCRUNCHER/GORAX

Arh!

**PANEL 3**

**CAPTION:** But...

Blurr's weapon - Haywire in gun-mode - is suddenly rising up in the air and shooting two of the G2 Troopers right into the face.

Next to them Hardhead is shooting another one through the chest with both his shoulder cannon and his hand-blaster.

G2 TROOPER

What?

HAYWIRE

I guess you didn't see that coming you bastards!

**Captioned:** The fact of the Targetmaster Nebulons being able to operate independantly in gun form takes them completely by surprise.

**PANEL 4:**

**CAPTION:** Until

Haywire's gun form is hit by multiple blasts and blowing up completely destroyed.

HARDHEAD/DUROS

(off panel)

Haywire!

**PANEL 5:**

**CAPTION:** And...

Skullcruncher - still alive and now in crocodile-mode - jumps at the G2 Officer also completely surprising him and bites him deep into the side of his chest.

Lying before them are the molten remains of Skullcruncher's own separated head – Gorax.

But at the same time Skullcruncher himself is struck in the side by two blasts from the remaining G2 Troopers.

G2 OFFICER

What? No! Arhh...!

**PANEL 6:**

Skullcruncher has now bitten the G2 Officer into his throat, nearly tearing off his head and killing him, leaving him a dead body floating in space with Skullcruncher's crocodile form floating before him.

But Skullcruncher himself has now a large gaping wound in his side.

SKULLCRUNCHER

I guess none of us would have guessed it would end like this .  
Hardhead, Duros.

**PANEL 7:**

CLOSE ON - and his eyes turn dark as well.

**PAGE 18:**

**PANEL 1:**

CLOSE SHOT - on Duros in his seat inside Hardhead's head.

DUROS

(whispering)

Haywire, Blurr... Gorax... Skullcruncher.

**PANEL 2:**

Skywing in robot form is flying close to the enemy ship.

NOTE: A white light surrounds her that is signalling that she is about to teleport.

**Captioned:** The shields are weakened by the fire from her comrades.

**PANEL 3:**

Then she teleports inside the ship. She appears inside a room, close to two G2 Troopers and instantly starts shooting.

She takes the two robots completely off-guard, who try to take cover behind some consoles. But she is not aiming at them. Instead her blasts hit the console itself...

**Captioned:** She is teleporting right into the machine room.

**PANEL 4:**

... and a screen close to it and some installation on the wall.

**Captioned:** ... and she is trying to cause as much damage as possible within a few seconds.

**PANEL 5:**

Then she reappears outside, right next to Air Raid, Havok... and a badly damaged Skydive.

AIR RAID

Did you succeed?

SKYWING

I would think so. I should have caused at least enough damage to slow them down a bit.

SKYDIVE

It seems I will not make it after all.

**PANEL 6:**

CLOSE SHOT - Air Raid is grabbing Skydive by the shoulders. Energon is visible flowing out of Skydive's mouth.

AIR RAID

What are you talking about? We will get you out of here.

SKYDIVE

Look at me. I can not transform. I can barely move. You will never get out **with** me.

**PAGE 19:**

**PANEL 1:**

Skydive throws Air Raid to Skywing and Havok. While he is turning around.

SKYDIVE

Get him away from here!

AIR RAID

No. Wait.

**PANEL 2:**

SPLIT PANEL - On the right side Skydive is being pierced through his chest by multiple enemy blasts. On the left side close on Air Raid's face shouting.

**PANEL 3:**

**CAPTION:** With Kup and Sixshot.

CLOSE SHOT - Kup is shown blasting a worn out looking Clench, hitting him in the leg and causing him to lose his footing, while Sixshot grabs him...

KUP

You know the bonding gives us more than just a gun that can fire itself. It improves our reflexes, makes us faster, more accurate, let us concentrate on two things at once.

**PANEL 4:**

... and throws him away from the ship, out into space.

CLENCH

No!

**PANEL 5:**

**CAPTION:** A minute later

INT. The returned Air Raid, Skywing and Havok are standing before Kup, Sixshot and Sweep 7 on top of the Autobot ship.

KUP

And Skydive?

AIR RAID

He... did not make it.

KUP

Just like Blurr and Haywire... and Skullcruncher and Gorax. They have sacrificed themselves so that we can get away.

**PANEL 6:**

EXT. The two ships are flying beside each other with the combustion of burning plasma visible at the exhausts of their engines.

**Captioned:** Both ships are going into hyperlight speed.

**PAGE 20:**

**PANEL 1:**

**CAPTION:** A short time later.

INT. Kup, Hardhead, Air Raid, Recoil... and Sixshot, Skywing and Aira are standing back in the lounge of the Autobot ship.

The injured Nightbeat is lying on a metal-cot next to them.

Visible through the window behind them is a large black round object, surrounded by a glowing halo of burning gas in space - a black hole.

KUP

We should beginn with the repairs.

SIXSHOT

Agreed. We will also send out a distress call later. Just in case Decepticons find us, I would advice you to have your ship ready to leave quickly.

By the way, that was good work Autobots.

HARDHEAD

Every day we spend here will be years in the world outside.

KUP

I know, but it can not be avoided. I least we can be relatively sure that they will not spend years looking for us.

**PANEL 2:**

CLOSE ON - on the lying Nightbeat's face and Aira, without her helmet on, standing close to him.

**Captioned:** He is speaking quietly.

NIGHTBEAT

You know your people are not longer actually free Lady, don't you?

AIRA

And? Who is?

**PANEL 3:**

**CAPTION:** Now in the present.

EXT. View on Kup, Optimus Prime, Ginrai, Ultra Magnus and Marissa Fairborn standing at Autobot City's space-port.

ULTRA MAGNUS

So that's what happened.

OPTIMUS

Skydive, Blurr - two more Autobots lost... and Haywire. I had hoped it would never happen again.

GINRAI

This is not your fault Optimus. You could not have known this when you send them to this mission. And without them these people would have died.

OPTIMUS

I know Ginrai, I know.

**Captioned:** As his Partner, Ginrai and Optimus has also become in a way part of each other.

**PANEL 4:**

**CAPTION:** Decepticon Territory - at the same time.

WIDE SHOT – CYCLONUS, Skywing and the much smaller form on Aira are walking on a long metallic gangway across some kind of large open space-dock...

... visible lying in the dock behind them is the large form of the new Decepticon Flagship REVENGE II, with a number of CONSTRUCTICONS and Sweeps working on it on the outside. (Including SCRAPPER, BONECRUSHER and SCAVENGER whose silhouettes are identifiable in the distance.)

NOTE: The Revenge II is looking nearly identical to the REVENGE I that Unicron had built. Only with some sections being in a lighter shade of purple.

#### CYCLONUS

I am glad that you are back Skywing, after these years you have been missing. As you see our plans have progressed greatly. Very soon we will be ready to return and strike at the Autobots.

#### SKYWING

I see. Well, I am glad to be back too.

#### AIRA

Where is Nightstick by the way? I had hoped to spend some time together.

#### PANEL 5:

**CAPTION:** Meanwhile

Galvatron is sitting on his throne, with a small figure standing in front of him.

#### GALVATRON

I see. So this is what Zarak has been planning the entire time. You were wise to choose your loyalties NIGHTSTICK.

#### PANEL 6:

**CAPTION:** Skorponok's control room. A short time later.

Zarak is sitting on his chair in the control center of Skorponok.

With a large figure with rounded wings on his side standing before him.

#### ZARAK

I see - so this is what Galvatron is planning. You have been wise to overthink your loyalties... ASTROTRAIN.

END