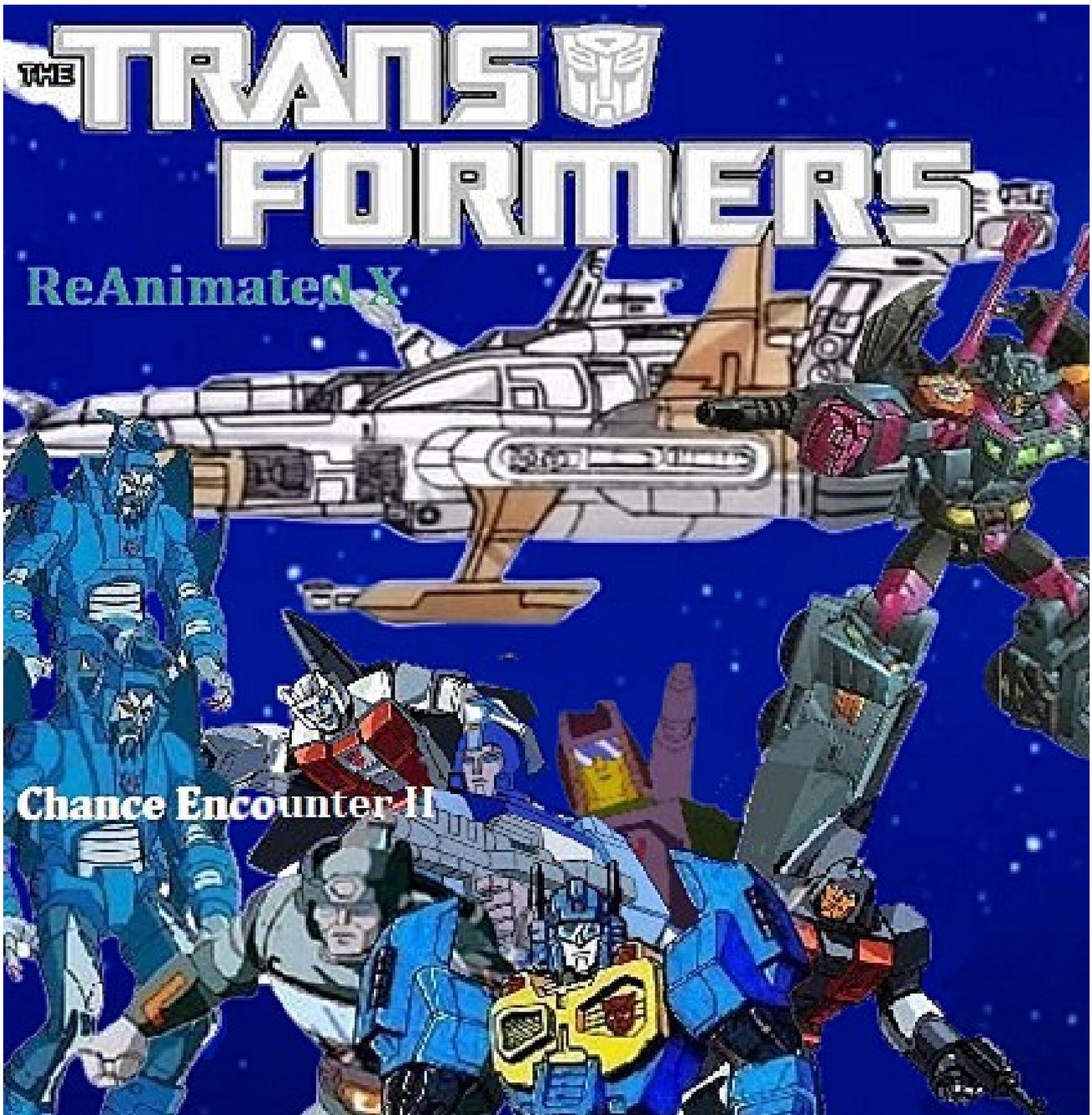


THE TRANSFORMERS

ReAnimated X

Chance Encounter II



Transformers ReAnimated X
Episode 9

'Chance Encounters' - Part II

Written by

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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: Year 2025 - Autobot City, Space Port

WIDE SHOT - OPTIMUS PRIME, HOTROD, FIREBOLT, ULTRA MAGNUS and MARISSA FAIRBORN are standing next to KUP, RECOIL NIGHTBEAT, HARDHEAD, MUZZLE, DUROS and AIR RAID in front of the small alien named Elder K'ar.

NOTE: All the nebulons and Marissa are in HEAD-, TARGET-, POWERMASTER exo-suits, but without their helmets on.

OPTIMUS PRIME

I see.

Captioned: They have just listened to the explanation of Elder K'ar.

PANEL 2:

CAPTION: Millions of light-years away... Decepticon territory - PLANET ALERA

SKYWING, SIXSHOT, SWEEP NUMBER 7 and the Seeker HAVOK are standing alongside CYCLONUS in front of Galvatron's throne.

NOTE: In opposite to DIRGE, in robot-mode Havok's face is metallic white instead of dark like Dirge's, despite their otherwise similar colors.

GALVATRON

It is good to see you again. I understand the other members of your team are lost?

SIXSHOT

Yes. Not a great loss in case of one of them. But we got many of them too. It was the best fight I had in years.

Captioned: Galvatron interrupts him.

PANEL 3:

CLOSE SHOT - on Galvatron sitting on his throne with a serious expression.

GALVATRON

Don't waste my time. Cyclonus says you have something to report? Something important.

PANEL 4:

CAPTION: 15 YEARS EARLIER - 12th May of 2010 - Autobot City... The expedition of Kup's team is about to start.

OPTIMUS, HOTROD, FIREBOLT and ULTRA MAGNUS are standing left in opposite to KUP and NIGHTBEAT in front of the lowered ramp of the entrance of the ship, with the smaller forms of their Nebulon Partners RECOIL and MUZZLE standing beside them.

OPTIMUS PRIME

Now then Kup. Thank you for volunteering for this mission.

KUP

Someone had to do it. And as you all know I have some experience with long-time expeditions.

HOTROD

Don't take too long.

PANEL 5:

CLOSE ON - At Kup's face

KUP

I am sure you will do without me for a while.

PAGE 2:

PANEL 1:

ZOOM SHOT - On the nebulons GINRAI (Hi-Q) and FIREBOLT on the left side and DUROS, RECOIL, HAYWIRE and MUZZLE on the right. (Mirroring the same constellation with the larger Autobots.)

FIREBOLT

Take care. I'm still not sure if this is a good idea. Having all of you gone for so long.

HAYWIRE

You worry too much. There is actually little else for us to do.

PANEL 2:

CLOSE ON - At Duros.

DUROS

You still think like during the rebellion Firebolt. Zarak has been gone for years. Nebulon is at peace.

PANEL 3:

On Firebolt.

FIREBOLT

For NOW. But there is no guaranty it stays that way. The **Decepticon attack** from two years ago is proof enough. Fortress Maximus is by all means retired.

Captioned: See issue 2 and 3.

PANEL 4:

SPLIT PANEL - At the left half of Firebolt's face. At the right a picture of SPIKE and CARLY embracing each other with DANIEL standing next to them.

FIREBOLT

(CONT.)

Spike is not there most of the time, but with his family on Earth. Without him Fortress is just a glorified base. And if you all just leave...

PANEL 5:

View on Optimus and Ultra Magnus standing beside him.

FIREBOLT

(off panel)

If an attack happened just now, we would be - as the humans say - caught with our pants down.

ULTRA MAGNUS

He is right.

OPTIMUS

Don't worry Firebolt. We will send troops to Nebulon to secure it.

PANEL 6:

View at their crew consisting of BLURR, SKYDIVE, AIR RAID...

... and HARDHEAD who is just transforming from tank into robot-mode (with Duros transforming into his head and placing himself on his shoulders in just this moment.)

SKYDIVE

We are ready to start.

HARDHEAD

Then can we finally **do** start? Or how much longer do you all want to wait?

PAGE 3:

PANEL 1:

EXT. The ship is lifting off the ground.

PANEL 2:

INT. Inside the ship in the cockpit Kup and Nightbeat are sitting on the controls. With Recoil and Muzzle standing next to them.

KUP

Given the strength of the plasma energy burst, it had possibly send the Decepticons OUTSIDE of this galaxy. That means TRILLIONS of star systems. Finding the Decepticons sounds good, but where do we even beginn?

PANEL 3:

HIGH ANGLE - Nightbeat sitting in the co-pilot's chair with Muzzle standing beside him.

NIGHTBEAT

That sounds like a job for an investigator - a good one.

MUZZLE

Exactly. Lets review the data we have about the direction Skorponok had taken after being hit by the plasma energy. What do you say Nightbeat?

PANEL 4:

CLOSE ON, SIDE ANGLE - At Nightbeat

NIGHTBEAT

Yes. With that maybe we can at least narrow down the direction.

PANEL 5:

CAPTION: Far Away in another Galaxy. SIX MONTHS LATER.

EXT. The same purple colored Decepticon shuttle that took part in the battle of the KYRIX HOMEWORLD is flying through space.

PANEL 6:

INT. Inside SIXSHOT, SKYWING, her Targetmaster partner AIRA in full armor, who is currently sitting on her shoulder,
and the Seeker HAVOK and the HEADMASTER SKULLCRUNCHER
are standing behind SWEEP NUMBER 7, with his own Targetmaster partner next to him
and two green and dark grey colored Shockwave look-alikes named SHOCKBLAST and PULSOR,
who are sitting at the ship's consoles.

Captioned: They have been following the escaped kyrix vessel over several star systems.

PAGE 4:

PANEL 1:

CAPTION: ... and they have found them.

EXT. View from behind at the Decepticon shuttle, that is closing up to the kyrix ship.

Captioned: There is still no concept of mercy or surrender in the creatures called the kyrix mental structure or culture... even now.

PANEL 2:

INT. CLOSE ON - At Sixshot's face.

SIXSHOT

Fire.

Captioned: In their world there are just the predator and the prey, the strong and the weak, the survivors and the dead.

PANEL 3:

EXT. The Decepticon shuttle fires two missiles.

Captioned: Only this time...

PANEL 4:

And the kyrix ship blows up in a large explosion.

Captioned: ... **they** are the dead ones.

PANEL 5:

INT. Sixshot, Skywing, Aira, Skullcruncher and Sweep 7 and Shockblast sitting before them are watching the explosion.

SHOCKBLAST

Target destroyed.

SKULLCRUNCHER

We got them.

PANEL 6:

CLOSE ON - At the nebulon Grax inside Skullcruncher's head.

GRAX

Good, then we can finally get back home. I am getting sick of hunting this stragglers out here.

PAGE 5:

PANEL 1:

FRONTAL ANGLE – At Skywing and Sixshot, standing behind Sweep 7, who is sitting at the COMMUNICATION CONSOLE.

SKYWING

Well - I guess there is nothing to do for us here anymore.

SWEEP 7

Wait a moment. We are receiving a long-range communication signal. It is of cybertronian origin, but I can't clearly identify it as Decepticon or Autobot.

PANEL 2:

SWEEP 7

(CONT.)

It seems to be some kind of distress signal.

SKYWING

What? Cybertronian origin?

SIXSHOT

How is that possible out here? We are millions of light-years away from our home-galaxy.

PANEL 3:

CLOSE SHOT - at SKYWING and SIXSHOT and HAVOK standing left to them.

HAVOK

Some long lost colony maybe? Maybe even from long **before** the Great War?

SIXSHOT

So far away from Cybertron? But the idea is not impossible.

PANEL 4:

View on SHOCKBLAST and PULSOR

PULSOR

This could be a great thing. We could get rewarded.

SHOCKBLAST

Or just an automated signal from some dead planet.

Captioned: Shockblast and Pulsor were always jealous of their (in)famous 'relative' Shockwave and eager to prove themselves. But they do it in a quite different way.

PANEL 5:

SKYWING

In any case we should take a look at it.

AIRA

I agree. I don't know much about Cybertron and it's history, but this sounds like something we should at least check.

PANEL 6:

Sixshot looks to Sweep 7

SIXSHOT

We will. Send a message to Galvatron about what happened. Then we follow the signal to it's origin.

SWEEP 7

Yes Sixshot.

PAGE 6:

PANEL 1:

CAPTION: At the same time.

INT. Kup is walking through the main corridor of their ship, that connects the cockpit with the rest of the rooms.

Captioned: They have been out in space for a half year now.

PANEL 2:

WIDE SHOT - He enters a large room where BLURR, AIR RAID and NIGHTBEAT are sitting together at a transformer-sized table... playing a card game together.

... and the nebulons Duros, Recoil and Haywire at a smaller table next to them. Playing a literally smaller version of the same game.

With HARDHEAD standing close by in VEHICLE MODE.

HARDHEAD

Wanna join us?

KUP

Yes. I am off-duty for the next Astro-hour.

Captioned: Following Nightbeat's and Muzzle's suggestion, they had reviewed Skorponok's violent 'departure' from Cybertron, as it were hit by the plasma energy. And reconstructed it's most likely course.

PANEL 3:

HARDHEAD

Hey Duros - how about you gave me my head back for a moment?

DUROS

Of course, our game was just over anyway.

Captioned: But so far they had found no sign of the Decepticons.

PANEL 4:

CLOSE ON - Duros transforms into Hardhead's head and Hardhead into his robot-mode.

Captioned: Without his head - a.k.a Duros - like all Headmasters, Hardhead is unable to use his robot-mode.

PANEL 5:

CLOSE SHOT - At the Aerialbot Skydive, sitting in the cockpit.

Captioned: Skydive is sitting alone at the flight-console, silently doing his job.

PAGE 7:

PANEL 1:

CAPTION: He remembers... 2 Years earlier - the 'Rebirth' Battle

LOW ANGLE - SILVERBOLT in his concorde-jet form is hit by a blast from Sixshot's gun-mode, held by Cyclonus and send crashing.

Captioned: The Aerialbots have been shot down. (Scene from 'Rebirth part 1')

PANEL 2:

HIGH ANGLE - SKYDIVE is sitting on the ground. Having transformed back into robot-mode with light damage. With FIREFLIGHT in a similar situation several meters beside him.

Captioned: But they are not out yet.

PANEL 3:

WIDE SHOT, NORMAL ANGLE - View on GALVATRON with CYCLONUS and SIXSHOT standing to the left of him and SCOURGE, SCRAPPER and HOOK at the right.

Galvatron is pointing at the direction of the crashed Aerialbots and gives one command.

GALVATRON

Destroy them!

PANEL 4:

DIAGONAL ANGLE - Cyclonus, Sixshot and Scrapper are raising their weapons and fire.

Captioned: They follow his orders.

PANEL 5:

REVERSE ANGLE - CYCLONUS fires two missile from the missile-launchers on his forearms.

PANEL 6:

One of Cyclonus missiles hit SLINGSHOT and his head literally explodes.

PAGE 8:

PANEL 1:

SIXSHOT fires both his guns at FIREFLIGHT and hits him in the chest.

PANEL 2:

He continues to shoot as Fireflight's left arm is blown off and something explodes inside his chest at the same time.

PANEL 3:

WIDE SHOT - The AUTOBOT CLONES FASTLANE AND CLOUDRAKER and LANDFILL appear next to the remaining AERIALBOTS SILVERBOLT, AIR RAID and SKYDIVE.

Captioned: Only then more Autobots arrive at their position and are backing them up.

PANEL 4:

HIGH ANGLE - View on Fireflight's destroyed body.

Captioned: Skydive looks down at his fallen teammates.

PANEL 5:

CLOSE SHOT, NORMAL ANGLE - On Galvatron with Scourge standing next to him.

GALVATRON

Scourge - you know what you have to do.

SCOURGE

Yes Galvatron.

Captioned: Scourge goes on his mission to the PLASMA ENERGY CHAMBER.

PAGE 9:

PANEL 1:

CAPTION: The battle continued.

WIDE SHOT, LOW ANGLE - SILVERBOLT is being shot down one more and for the final time by the COMBATICON BLAST OFF.

Captioned: Then Galvatron ordered the Decepticons to rip their power-packs out of the fallen Autobots, killing anyone who might still be alive. (Scene from 'Rebirth part 3')

PANEL 2:

CAPTION: They won at that day (didn't they?)

Scene of SKYDIVE and AIR RAID standing alone on the now golden shimmering Cybertron.

Captioned: It was the Day the War ended. It was the Day the Second Golden Age began...

PANEL 3:

FLASHBACK END

CLOSE ON - At Skydive's face.

Captioned: ... It was the day he had lost nearly his entire team. 22 years after their creation.

PANEL 4:

A display is lighting up on the console before Skydive and a beeping sound is to hear.

Captioned: 22 years, an incredible short time for Cybertronians. Even for humans it would be short... but then some died even earlier.

PANEL 5:

Skydive reacts and looks down at the display. And pushes a button on the console.

SKYDIVE

Kup, Nightbeat - there is something you should see. We are receiving some kind of signal.

PAGE 10:

PANEL 1:

WIDE SHOT - The Autobot Crew is standing together.

NIGHTBEAT

It is cybertronian. There is no doubt about it. But unlike any Autobot or Decepticon communication technology.

MUZZLE

(inside his head)

At least that is known to us today.

KUP

A lost colony?

HARDHEAD

We are now a few Galaxies away from Cybertron. Our modern engines are the only reason it took us 'just' a half year. Back at the beginning of the war it would have taken them centuries to come this far.

PANEL 2:

AIR RAID

But for all we know whoever this is could have been travelling centuries. Maybe they were just that eager to get away from Cybertron.

BLURR

So what do we do now? What? Do we follow follow this signal or do we not? Do we?

KUP

We will. It might not be the Decepticons...

PANEL 3:

CLOSE SHOT - at Nightbeat and Hardhead standing beside him.

NIGHTBEAT

... But it is the most interesting thing we found out here in the last months. Besides - who doesn't like a good mystery?

HARDHEAD

Me... But since we have nothing better to do, let us do it.

PANEL 4:

SPLIT PANEL - View on Duros and Muzzle in their seats inside Nightbeat and Hardhead's heads.

MUZZLE

This is certainly worth investigating.

DUROS

Agreed.

PANEL 5:

SIDE ANGLE - The crew is just leaving. But Kup stops Skydive by laying a hand on his shoulder, with Nightbeat and Hardhead standing next to him.

View on Skydive at the right and Kup, Nightbeat and Hardhead at the left from him.

KUP

One moment Skydive.

SKYDIVE

Yes?

KUP

Well - it is just, you have barely been speaking to anyone in the last time, in fact you haven't since the beginning of the mission.

PAGE 11:

PANEL 1:

WIDE SHOT - at Blurr, Hardhead, Nightbeat, Kup and Skydive and the nebulons Recoil and Haywire, have been standing up from their table and are walking towards them to join them.

SKYDIVE

Do I need to? Maybe I just want some time alone.

NIGHTBEAT

Me and Muzzle have been watching you. You are always by yourself. Air Raid is the only one you even talk to when you are not on duty.

SKYDIVE

I am doing my job, just like everyone on board, don't I?

PANEL 2:

CLOSE SHOT - at Kup and Skydive.

KUP

I have talked to Optimus before we started. He told me about the therapy sessions you and Air Raid had with First Aid. He said you were doing well and the sessions had stopped some time ago. But since you are here...

SKYDIVE

Yes?

KUP

Look, we have all lost people close to us.

PANEL 3:

CLOSE ON - at DUROS, sitting inside HARDHEAD's head:

DUROS

We all did. We lost many comrades in the Rebellion against the HIVE.

PANEL 4:

CLOSE SHOT - On Recoil and Haywire standing close by.

PANEL 5:

View on Nightbeat and Skydive.

SKYDIVE

Did you ever loose someone who is basically a part of you? We were a combiner team, created to be parts of a whole... and we have been ripped apart. Superior is gone. He does not exist anymore.

NIGHTBEAT

Remember, we are HEAD- and TARGETMASTERS. We are all binary-bonded. I can only imagine how it would be if MUZZLE suddenly died. But well, Air Raid is in the same situation as you are and he is not closing himself off from everyone.

PAGE 12:

PANEL 1:

CLOSE ON - at Skydive.

SKYDIVE

Do you know what Air Raid is doing? He is playing along. He wants you all to think everything is alright, so he acts as if it is. That is something he is good in. If you excuse me now.

PANEL 2:

WIDE SHOT - Skydive turns around, and starts to walk into the corridor. Hardhead, Nightbeat and Kup are looking after him.

KUP

I have lost many people over millions of years, a few I have known for just as long. Maybe not someone I was mentally connected with... yet. But loss is something we all have to deal with. I just want to say, if you **want** to talk, we are here.

SKYDIVE

T-thank you Kup. I appreciate it.

PANEL 3:

View on Kup, Nightbeat, Hardhead, Blurr and the smaller Recoil and Haywire standing next to them.

HARDHEAD

It seems First Aid was wrong. He is not well.

Captioned: "Not someone I was connected with... yet." They all knew the meaning behind Kup's words. The Autobots **could** live for millions of years. Nebulons or humans not so much. Even if they all underwent the same procedure as Marissa Fairborn, the Transformers would still most likely outlive them by far.

PANEL 4:

Skydive joins Air Raid, who is sitting on the pilot's seat in the cockpit.

AIR RAID

Did something happen?

SKYDIVE

They wanted to talk.

AIR RAID

I see.

PANEL 5:

CAPTION: Some time later.

EXT. The Autobot ship is flying through space. With the view on a large red sun behind it.

Captioned: They had followed the signal and it had led them to yet another unknown star system.

PANEL 6:

INT. Air Raid and Skydive are sitting in the seats, with Kup and Nightbeat standing behind them.

AIR RAID

This is the source of the call.

SKYDIVE

I detect an object - a space ship.

PAGE 13:

PANEL 1:

EXT. View on the Autobot-ship from behind as it closes up to the other vessel. The foreign ship is easily twice their size and is in a bright silver color. It had large wings at both of its sides and a third on its top.

KUP

(off panel)

Do you detect any weapons?

AIR RAID

(off panel)

Only light laser-guns. And they seem damaged. This ship had been in a fight.

PANEL 2:

INT. Back inside the Autobot ship.

KUP

Are they responding to our hails?

SKYDIVE

Not so far. Wait - I am receiving something. The computer is analysing the language. There are parts in verbal cybertronian. But it sounds a bit strange.

UNKNOWN VOICE

Calling to unknown ship. Who are you? Are you Autobots?

PANEL 3:

CLOSE ON - at Nightbeat

NIGHTBEAT

It seems someone knows us.

PANEL 4:

UNKNOWN VOICE

Or are you Decepticons?

KUP

Not only us, it seems. Tell them we are Autobots.

UNKNOWN VOICE

Please... help us.

PANEL 5:

Kup is laying forward and speaking into the communicator.

KUP

Don't worry. We will help you.

PAGE 14:

PANEL 1:

CAPTION: A few minutes later.

WIDE SHOT - The Autobots Kup, Nightbeat, Blurr, Hardhead and Skydive and the nebulons Recoil and Haywire are standing (a bit awkwardly) in a room filled with small furry aliens.

Captioned: What they have found is not exactly what they had expected.

PANEL 2:

REVERSE ANGLE - Two of the aliens approach them. One is an elderly male. The other is obviously female.

The two are now standing before Kup, Recoil, Blurr and Nightbeat.

K'AR

Welcome – We thank you for agreeing to help us. I am Elder K'ar. I am the leader of this remains of our people. We are called the Nira.

PANEL 3:

CLOSE SHOT – on the two aliens. They look a bit like upright walking talking cats. They even have whiskers on their faces. Elder K'ar gestures to the female beside him.

K'AR

(cont.)

This is Shri'al. She is - I think you would call it - my adjutant.

PANEL 4:

SIDE ANGLE - View on the Autobots and nebulons with the two nira standing before them.

KUP

Who are you people? You say `remains of your people' - what had happened? And how do you know about the Autobots?

SHRI'AL

We just escaped the DESTROYERS. They had taken over our planet, killed most of our people and enslaved the rest. We have heard about you from them.

RECOIL

Destroyers?

PANEL 5:

K'AR

They are beings like you.

NIGHTBEAT

These Destroyers, are they Decepticons?

K'AR

No. They call themselves Cybertronians.

Captioned: The word causes a few moments of stunned silence by the Autobots.

PAGE 15:

PANEL 1:

CAPTION: After hearing the whole story.

WIDE SHOT - at the five Autobots standing next to each other.

NIGHTBEAT

That - that is terrible.

SKYDIVE

And you say they have wiped out nearly all life on your planet and are cyberforming it?

Captioned: This is the first time since they arrived here Skydive has even said anything.

PANEL 2:

HARDHEAD

Who are these `Cybertronians`? Why is a group of planetary destroyers naming themselves after our race?

KUP

It doesn't matter right now. We need to help this people.

PANEL 3:

K'AR

All what we ask of you is to help us reach a save place.

HARDHEAD

We will help you repair your ship first.

PANEL 4:

Scene of Nightbeat working on a computer terminal, together with a young male nira.

PANEL 5:

Scene of Blurr and Hardhead, now in tank-mode, using their lasers to mend a damaged area at a wall.

PANEL 6:

Scene of a young nira child talking to a quite grumpy looking Skydive.

PAGE 16:

PANEL 1:

Elder K'ar, Shri'al and another nira are talking to Duros, Recoil and Haywire.

SHRI'AL

So you are actually mentally connected to the Autobots? Not jst physically?

HAYWIRE

That is right. The two partners form one unit, physically and mentally.

PANEL 2:

CLOSE ON - at Kup. His com is activating.

AIR RAID

(off panel)

Kup - Kup do you hear me?

KUP

Yes?

AIR RAID

(off panel)

Another ship is approaching. It are Decepticons.

PANEL 3:

WIDE SHOT - at Kup, Nightbeat, Blurr and Skydive and Hardhead's tank-mode and Duros, Recoil and Haywire standing in front of them.

All of them with grim expressions.

KUP

Maybe we have found them after all. Get ready for a fight.

PANEL 4:

Recoil and Haywire transform into gun-mode and fly into Kup's and Blurr's hands and Hardhead transforms into robot-mode with Duros forming his head.

PANEL 5:

Shot at the mira around them and their afraid faces.

PAGE 17:

PANEL 1:

CAPTION: Inside the Decepticon shuttle

Sweep 7, Shockblast and Pulsor are still sitting at the consoles, with Sixshot, Skywing, Skullcruncher and Havok standing behind them.

SWEEP 7

It is an unknown vessel. But there is a second ship docked un it.

Wait.

PANEL 2:

View on a screen before them, showing the two ships.

PANEL 3:

View on Sixshot, Skywing, Aira, Skullcruncher and Havok behind them.

SIXSHOT

Autobots.

HAVOK

So far away from Cybertron?

Captioned: 'Autobots' the word is hanging in the air.

PANEL 4:

SIXSHOT

Maybe they were looking for us.

SKULLCRUNCHER

Possible, but who cares. Lets destroy them.

SKYWING

Subtle as always, I see.

SIXSHOT

But he is not wrong. Decepticons attack.

PANEL 5:

CLOSE SHOT - on Sweep 7 and Shockblast.

SWEEP 7

They have detected us.

PANEL 6:

CLOSE ON - on Sixshot's face.

SIXSHOT

Finally some people worth killing.

PAGE 18:

PANEL 1:

EXT. View from space at the Autobots leaving the ship.

Kup with Hardhead and Blurr at his sides and Nightbeat and Skydive right behind them.

NOTE: The ship has now separated from the vessel that the nira had used to escape and is now hanging next to it in space.

PANEL 2:

The Decepticons are doing the same thing. Sixshot in the center, with Skywing and Skullcruncher beside him and Sweep 7 and Shockblast and Pulsor after them.

They instantly open fire.

PANEL 3:

SPLIT PANEL - CLOSE ON - on Skydive's frozen angry face at the left side and a flashback of Fireflight's body lying on the ground at the right.

SKYDIVE

Sixshot.

Captioned: He remembers.

PANEL 4:

WIDE SHOT, FRONTAL VIEW - the Autobot and Decepticon ship not firing lasers at each other. Hitting each others hulls and causing light damage.

The Autobot ship has also placed itself in front of the nira escape ship to shield it from stray shots.

With the Autobots and Decepticons themselves already fighting in between them.

PANEL 5:

Skydive has transformed into jet-mode. Blurr in his vehicle-mode is right next to him, with Haywire in gun-mode attached on it's top.

Both of them are attacking Sixshot, who switches from his jet- into his flying puma-form.

HAYWIRE

Keep yourself together Skydive. This is not about revenge.

SKYDIVE

I know.

PAGE 19:

PANEL 1:

Kup, Nightbeat and Hardhead are exchanging fire with Skywing, Skullcruncher and Sweep 7.

GORAX

(inside Skullcruncher)

Nice to see you again Duros, Recoil. I hope you are ready to die.

RECOIL

(gun-mode)

The same to you Gorax.

DUROS

Look out - that female Decepticon is a Targetmaster.

NIGHTBEAT

The Sweep is one too. It seems the Decepticons have found some new allies.

PANEL 2:

Shockblast and Pulsor are attacking. They transform into large lasergun-modes, identical to Shockwave's alt-form... and firing at the Autobot ship, causing even more damage.

PANEL 3:

WIDE SHOT - Skywing teleports behind Kup, Nightbeat and Hardhead and fires at them from the other side, while Skullcruncher and Sweep 7 are still attacking them from the front.

HARDHEAD

Damn.

KUP

Look out, this femme does not just looks like Skywarp.

NIGHTWING

You say it Autobot.

PANEL 4:

Skydive and Blurr are now fighting Sixshot together in their robot-modes in close combat.

PANEL 5:

LOW ANGLE - But Shockblast and Pulsor appear above them, back in their robot-modes to assist Sixshot and fire down at the two Autobots.

SHOCKBLAST

Yes - Kup, Blurr, Hardhead, I will proof today that I am greater than Shockwave ever was by killing you all.

PANEL 6:

CLOSE SHOT - A blast from Shockblast blows a hole right through Skydive's shoulder.

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PANEL 1:

HIGH ANGLE - Hardhead is standing on the Autobot-ship's hull and firing up at the Decepticons with his shoulder-cannon.

HARDHEAD

Forget it you discount Shockwave.

PANEL 2:

LOW ANGLE - Shockblast's head explodes after being hit by Hardhead's blasts.

Captioned: Shockblasts ambitions are cut short.

PANEL 3:

CAPTION: The fight continues... But then a surprise comes for all of them.

A large black colored warship has appeared, easily 3 times the size of each of them and is lumbering above them.

CLENCH

Attention First Generation Transformers. I am Clench - General Commander of the CYBERTRONIAN EMPIRE. Stand down and stop all hostilities.

Captioned: A digital voice is being transmitted to them.

PANEL 4:

INT. A large grey Transformer with bright green colored eyes is standing inside at the bridge of the new vessel.

With two mostly green and silver colored robots with the same green eye-color standing behind him.

CLENCH

(CONT.)

With you are organic refugees from the Empire's territory. You will hand them over to us. You will also surrender yourself and your weapons and technology for 'questioning'. Comply and your lives will be guaranteed.

PANEL 5:

SPLIT PANEL, CLOSE ON - on Kup's and Sixshot's faces.

KUP

Forget it.

SIXSHOT

Never.

Captioned: Kup knows this are the 'Destroyers' who have taken stolen the nira's homeworld and nearly exterminated them. Sixshot knows this is some kind of splinter-force that is threatening them and demanding their surrender.

PANEL 6:

The locks of the ship open and dozens of similar looking robots are flying out... and open fire on them.

Author's Note: The 'Cybertronian Empire' is of course based on the one from the Marvel G2 comics. There will however be some differences. And they will not necessarily have the same connection to Jhiaxus.