



.00¢ 43
U.K. 00p FEB
CAN. 00¢

TRANSFORMERS REANIMATED



DIRECT EDITION
9 1764
1 02580 16027 9
511 00 05
WWW.TRANSFORMERSREANIMATED.COM

CHC
M
T. KIRKHAM

www.TransformersReAnimated.com

THE TRANSFORMERS: REANIMATED.
"INSECTICONS DELUXE, PART 1."

Written by
Greig Tansley &
Youseph "Yoshi" Tanha.

Art by
Casey Collier & John-Paul Bove.

Based on the original cartoon series, The Transformers:
ReAnimated, bridges the gap between the seminal second season and
the 1986 Movie that defined the childhood of millions.

PAGE ONE:

PANEL 1:

EXT. EVERGREEN FOREST, OREGON - DAY.

WARPATH, WINDCHARGER, TRAILBREAKER and INFERNO are fighting off the INSECTICONS: KICKBACK, BOMBSHELL and SHRAPNEL, coming to the aid of a concerned BEACHCOMBER.

The Insecticons (in robot-mode) race towards the Autobots (also in robot-mode) as Beachcomber points towards the villains.

WARPATH

BAM! Hey, Beachcomber... looks like we got here just in time. BOOM!

BEACHCOMBER

Like, you said it, buddy. We gotta rid this forest of this uncool infestation, man.

KICKBACK

Never! We will devour this place, and then... **you!**

SHRAPNEL

Indeed... indeed.

PANEL 2:

Warpath TRANSFORMS to tank-mode and BLASTS Shrapnel, while Inferno TRANSFORMS to fire-truck-mode to DOUSE Kickback with a jet of WATER.

WARPATH

POW! Think again, bug-brain! ZORCH!

INFERNO

Ain't nuthin' I like more than a good bug hunt!

PANEL 3:

With his fellow Decepticons taken down, Bombshell turns to see the FOREST RANGER'S TOWER and the STEEL GIRDERS that raise it off the forest floor.

BOMBSHELL

It would seem reinforcements are in need!

PANEL 4:

Bombshell FIRES his BLASTER, destroying the steel girders beneath the ranger's tower.

BOMBSHELL (CONT'D)
But, first... materials!

PAGE TWO:

PANEL 1:

Bombshell fires a CLONING BEAM towards the remnants of the ranger's tower.

BOMBSHELL (CONT'D)
Quickly, Insecticons! Do as I do!

PANEL 2:

Kickback and Shrapnel follow Bombshell's lead, firing clone beams of their own towards the debris.

KICKBACK
Yes, Bombshell! We comply!

SHRAPNEL
The Autobots shall soon be nothing more than rubble... rubble.

PANEL 3:

SIX INSECTICON CLONES begin to form from the wreckage. They appear to be two clones of Bombshell, two of Shrapnel and two of Kickback.

BOMBSHELL
(off-panel)
Now, my beauties... attack!

PANEL 4:

Windcharger turns to Trailbreaker with a GRIN.

WINDCHARGER
Same old predictable Insecticons.

TRAILBREAKER
Yep. Shall we?

PANEL 5:

Windcharger SEIZES three of the clones with his MAGNETIC POWERS.

WINDCHARGER

Time to introduce these things to
the power of magnetism!

CLONE #1

Ugh?

PAGE THREE:

PANEL 1:

Windcharger HURLS the three clones across the panel to
COLLIDE with the remaining three clones.

WINDCHARGER

I'll set 'em up, Trailbreaker...

PANEL 2:

Windcharger now uses his magnetic powers to TOSS all six of
the clones towards Trailbreaker who has created a SOLID-WALL
FORCE-FIELD.

WINDCHARGER (CONT'D)

... and you knock 'em down!

TRAILBREAKER

Ha-Ha! You said it, Windcharger!

PANEL 3:

All six of the clones SLAM into the solid force-field like a
set of CRASH TEST DUMMIES.

TRAILBREAKER (CONT'D)

Next time, purchase flight
insurance, fellas.

PANEL 4:

Warpath (still in tank-mode), Inferno (now back in robot-
mode) and Beachcomber OPEN FIRE on the already-battered
clones, OBLITERATING them to pieces.

PANEL 5:

Seeing the clones lying in a desiccated heap, Shrapnel
prepares to follow Bombshell and Kickback into the sky.

BOMBSHELL

Accursed Autobots! You may have won
this battle, but this is not the
last you'll see of the Insecticons!

SHRAPNEL

Indeed. We shall return... return.

PANEL 6:

While the Insecticons escape into the distance, Trailbreaker and Windcharger SHAKE HANDS on a job well done.

Warpath remains in tank-mode, firing up at the already fleeing villains, while Inferno stands with Beachcomber.

INFERNO

Ha-Hah! They sure don't make those clones like they used ta!

BEACHCOMBER

No, but I guess I'd better find the ranger and tell him his tower is toast, baby. Like, bummer, man... wow.

PAGE FOUR:

PANEL 1:

EXT. THE SOUTH AMERICAN JUNGLE - DAY.

The three Insecticons (now all in insect-modes) fly down toward the mouth of an EERIE-LOOKING CAVE beside a GUSHING WATERFALL.

CAPTION: Later, in South America...

SHRAPNEL

Defeated again... again.

KICKBACK

Yeah, no wonder Megatron left us here on Earth*.

CAPTION: *Megatron reclaimed the Cybertronian city of Iacon in issue #39!

PANEL 2:

INT. INSIDE THE INSECTICONS' CAVE.

Within the poorly-lit grotto, Kickback continues to converse with Shrapnel.

SHRAPNEL

And unless things change, it's only a matter of time before the Autobots have us exterminated... exterminated.

KICKBACK

We need back up.

PANEL 3:

FROM BEHIND Kickback and Shrapnel as Bombshell shows them a HOLOGRAPHIC DISPLAY.

It is the same hologram he showed them at the end of *Adventure in Aspen*, design schematics for four more INSECTICON WARRIORS: VENOM, CHOP SHOP, BARRAGE and RANSACK.

BOMBSHELL

Then it may indeed be time to implement my new plans.

PANEL 4:

Kickback looks towards Bombshell as Bombshell now holds Mirage's INVISIBILITY COG, also taken back in *Adventure in Aspen*.

KICKBACK

But, why would these warriors fare any better than our clones?

BOMBSHELL

Because, with the invisibility cog we stole from that Autobot*, these... **deluxe** Insecticons will be infused with a set of abilities that will wipe the Autobots from the face of this planet. But, one power cog is not enough. We need more. Contact the convicts.

CAPTION: *in issue #40!

PANEL 5:

WIDE SHOT of all three Insecticons.

SHRAPNEL

No, not them. They can't be of any use to us, surely... surely.

KICKBACK

Yes, those two are all-but useless.

BOMBSHELL

They are dim-witted, but they know a good deal when they hear one. And with their help, we can make sure the Insecticons rule supreme! Ha-Ha-Ha-Ha-Ha!

PAGE FIVE:

PANEL 1:

EXT. MOUNT ST. HILARY - DAY.

The AUTOBOT ARK remains trapped within its volcanic home.

CAPTION: A few days later...

PANEL 2:

INT. THE AUTOBOT ARK, MAIN CONTROL ROOM.

OPTIMUS PRIME stands before TELETRAAN-1 as the supercomputer receives a DISTRESS CALL.

TELETRAAN-1
Warning! Incoming distress
transmission from Autobot,
Beachcomber!

OPTIMUS PRIME
A distress call? Beachcomber, can
you hear me? What's wrong?

PANEL 3:

Beachcomber appears on Teletraan-1's DATA SCREEN.

BEACHCOMBER
Oh, I hear you, Prime. But, like...
we got another bogus situation out
here. And it's like, even worse
than before.

PANEL 4:

FLAMES now fill the data screen to replace the image of Beachcomber, causing Optimus Prime to turn to Inferno and MIRAGE.

OPTIMUS PRIME
Autobots, Beachcomber is in
trouble. Prepare for action!

PANEL 5:

WIDE SHOT - Trailbreaker moves closer to Teletraan-1, while Windcharger now stands with SMOKESCREEN, JAZZ, PROWL and IRONHIDE, all surrounding a still CONCERNED Optimus Prime.

TRAILBREAKER

Prime, according to Teletraan's data, Beachcomber's transmission was coming from Evergreen Forest.

IRONHIDE

Again? What's the trouble this time?

OPTIMUS PRIME

I don't know, Ironhide. But, Beachcomber is in danger. Which means... we roll out!

PAGE SIX:

PANEL 1:

EXT. EVERGREEN FOREST, OREGON - DAY.

BIRD'S EYE VIEW - The CONVOY OF AUTOBOTS: Optimus Prime, Jazz, Prowl, Ironhide, Trailbreaker, Windcharger, Inferno, Mirage, Smokescreen and Warpath (all in vehicle-modes) moves towards the forest, now ABLAZE.

CAPTION: Soon after...

INFERNO

Oh no! A forest fire! Beachcomber wasn't kiddin' when he said it was bad! C'mon, we gotta put this out!

OPTIMUS PRIME

Easy, Inferno. First we must determine the nature of this fire. I feel this could be some kind of a trap.

PROWL

I think you're right, Prime...

PANEL 2:

RUNAMUCK and RUNABOUT stand within the forest, LIGHTING IT UP with their OVERSIZED FLAMETHROWERS.

PROWL (CONT'D)
(off-panel)
... Look! Decepticons!

RUNAMUCK
Yeeee-Haaaaghh, Runabout! Talk
about fun!

RUNABOUT
Hoooo-weee, Runamuck! You ain't
lyin'!

PANEL 3:

In his dune-buggy-mode, Beachcomber comes racing out of the fiery forest, carrying FOREST RANGER ACKLEY.

ACKLEY
Look, Beachcomber! Your fellow
Autobots have arrived!

BEACHCOMBER
All right, baby, yeah! Now, we'll
get things under control, like real
fast, man... wow.

PANEL 4:

Ackley jumps free of Beachcomber as he TRANSFORMS to greet Optimus Prime (now also in robot-mode).

OPTIMUS PRIME
Beachcomber, thank goodness you're
safe.

BEACHCOMBER
I'm fine, Optimus, but like... this
whole place will be ashes unless we
do something fast.

ACKLEY
He's right, Optimus!

PANEL 5:

Beachcomber and Ackley watch as Optimus Prime CHARGES FORWARD towards the reader.

OPTIMUS PRIME
Fear not, Ranger Ackley. We'll
handle this.

PAGE SEVEN:

PANEL 1:

While Runamuck continues to fire his flamethrower across the panel, Runabout turns to see Optimus Prime dashing towards them in the background.

RUNAMUCK
Ha-Ha-Ha-Ha-Ha-Ha!

RUNABOUT
Uh, buddy? We got a little
situation here.

PANEL 2:

Both Battle-Chargers turn the flamethrowers on Optimus Prime, stopping him in his tracks as he lifts his arm to defend himself.

RUNAMUCK
Ha-Ha-Ha! Not for long!

OPTIMUS PRIME
Ughhhh!

PANEL 3:

Ironhide rallies Smokescreen, Trailbreaker and Windcharger.

IRONHIDE
Prime's in trouble! C'mon,
Autobots! Follow me!

PANEL 4:

WIDE SHOT, FROM ABOVE, SHRAPNEL'S P.O.V. - Through a stylized, almost INFRA-RED type filter, Ironhide, Smokescreen, Trailbreaker and Windcharger SPRINT across the panel and through the burning forest.

SHRAPNEL
(off-panel)
So many powers, ripe for the
taking... taking.

PANEL 5:

High in the trees that AREN'T on fire, Bombshell TRANSFORMS to insect-mode to FLY away from his brethren and towards the ground.

SHRAPNEL (CONT'D)

Now, Bombshell! It is time to bring these Autobots to their knees... knees.

PAGE EIGHT:

PANEL 1:

Ironhide and Smokescreen OPEN FIRE with their BLASTERS to distract Runamuck and Runabout from Optimus Prime, as Warpath TRANSFORMS to tank-mode.

RUNAMUCK

Aaaagh! Lookout, Runabout!

IRONHIDE

Over here, you monochrome morons!

WARPATH

ZOWIE! Save some for me, Ironhide!
ZING!

PANEL 2:

Warpath BLASTS the base of a tall, burning redwood.

WARPATH (CONT'D)

KAPOW!

PANEL 3:

LOW ANGLE, LOOKING UP - Both Runamuck and Runabout are still firing their flamethrowers, but LOOK UP to see the redwood FALLING DOWN towards them.

RUNAMUCK

Uh-oh.

PANEL 4:

The redwood SLAMS into the ground, DISSECTING the panel and causing Runamuck and Runabout to DIVE either side of the frame to escape the danger.

RUNAMUCK (CONT'D)

Fire in the hole!

RUNABOUT

Yikes! This ain't cool!

PANEL 5:

Prowl, Jazz and Mirage OPEN FIRE towards the COWERING Runamuck and Runabout as Inferno (in fire-truck-mode) begins to DOUSE the forest fire.

PROWL
Now, Autobots! Take them down!

PAGE NINE:

PANEL 1:

Warpath fires another round from his tank turret. Behind him, a TINY Bombshell flies towards him.

WARPATH
Bwa-Ha-Ha! That's the spirit! BOOM!
BAM!

PANEL 2:

Bombshell fires a CEREBRO-SHELL that sticks to the top of Warpath's tank hatch cover.

BOMBSHELL
Boisterous buffoon.

PANEL 3:

As Warpath CRACKLES with MIND-CONTROLLING ENERGY, Bombshell lands on his TURRET.

WARPATH
Huh? I feel woozy... ZORCH!

PANEL 4:

Bombshell CRAWLS INSIDE Warpath's turret.

BOMBSHELL
Consider yourself lucky that you
are not my intended victim,
Autobot.

PANEL 5:

INT. INSIDE WARPATH'S TURRET.

Bombshell releases a horde of cerebro-shells.

BOMBSHELL
Merely a delivery system.

PAGE TEN:

PANEL 1:

Runamuck and Runabout TRANSFORM and RACE AWAY from Jazz, Prowl and Ironhide, still firing their blasters towards the absconding Decepticons.

RUNAMUCK

All right, that's enough for me!

RUNABOUT

Let's bail!

PROWL

Lousy convicts.

PANEL 2:

Inferno (still in fire-truck-mode) continues to douse the flames in the background, while Beachcomber and Ackley stand with Optimus Prime in the foreground.

ACKLEY

Thank you, Optimus Prime! I can't imagine what I'd do if those Decepticons had managed to burn down this entire forest.

OPTIMUS PRIME

No thanks necessary, Ranger Ackley. Inferno and the others will soon have this fire under control, and then, nature will take over.

BEACHCOMBER

Yeah, but why did those two no-good Decepticons wanna burn down this scenic place anyway? Like, not cool.

PANEL 3:

Warpath's tank-mode rolls into frame to distract Optimus Prime and Beachcomber.

Behind them, stands Trailbreaker, Smokescreen, Windcharger and Jazz.

BEACHCOMBER (CONT'D)

Hey, Warpath, the battle's over, bub. I don't think you need to stay in that tank-mode for much...

PANEL 4:

SPLASH PANEL - Warpath fires a blast from his turret. Optimus Prime pushes Beachcomber and Ackley to safety, yet the attack PEPPERS Jazz, Smokescreen, Trailbreaker and Windcharger with cerebro-shells.

BEACHCOMBER (CONT'D)
... longer? Yowzah!

OPTIMUS PRIME
Watch out!

TRAILBREAKER
Urrgh!

WINDCHARGER
Aaaagh!

JAZZ
Ugh! Not cool, man!

PAGE ELEVEN:

PANEL 1:

Warpath now opens fire on Optimus Prime with a BLAST that sends the Autobot Leader HURLING BACKWARDS into the distance.

OPTIMUS PRIME
Warpath, what are you do-
uuuuuurghhh!

PANEL 2:

Prowl and Ironhide look up to see Shrapnel HOVERING in the sky above.

DARK STORM CLOUDS appear to be gathering around him.

IRONHIDE
Huh?

PROWL
Insecticons?

SHRAPNEL
Your time has come, Autobots!
Prepare to meet your doom... doom!

PANEL 3:

Shrapnel HURLS LIGHTNING down to strike Prowl and Ironhide.

IRONHIDE

Gaaaagh!

PANEL 4:

Kickback (now in insect-mode) KICKS OVER another tall tree, SNAPPING its trunk at the base and sending it CRASHING DOWN towards Mirage, Inferno and a stationary Warpath (still in tank-mode).

INFERNO

Lookout!

PANEL 5:

Mirage and Inferno DIVE to safety, but the FALLING LOG slams down on top of Warpath.

MIRAGE

Warpath!

PAGE TWELVE:

PANEL 1:

Bombshell stands (in robot-mode), surrounded by Jazz, Smokescreen, Trailbreaker and Windcharger. It is apparent by the BLANK EXPRESSION on their faces, they are under his HYPNOTIC CONTROL.

BOMBSHELL

Excellent work, Kickback! But, we have what we need! TIME TO leave this place!

PANEL 2:

Bombshell FLIES OFF to join Kickback and Shrapnel in the sky as Jazz, Trailbreaker, Windcharger and Smokescreen TRANSFORM to their various vehicle-modes.

BOMBSHELL (CONT'D)

Follow me, Autobot drones! Bwa-Ha-Ha-Ha-Ha!

PANEL 3:

WIDER SHOT - Ironhide helps Optimus Prime to his feet, while Prowl and Mirage watch Jazz, Smokescreen, Windcharger and Trailbreaker DRIVE OFF towards the HORIZON, following the flying Insecticons as they flee the burning forest.

IRONHIDE

Easy, Optimus.

OPTIMUS PRIME
Ughhh... what of Warpath?

PROWL
He was under the control of
Bombshell, Prime. But, bad news...
so are Jazz and the others.

PANEL 4:

Optimus Prime LIFTS the fallen log from off Warpath's DENTED tank-mode.

Behind them, Inferno (again in fire-truck-mode) continues to EXTINGUISH the forest flames

WARPATH
I'm sorry, Optimus. ZORT! I
couldn't help it!

OPTIMUS PRIME
Don't apologize, Warpath. Many have
fallen prey to Bombshell's
insidious cerebro-shells. I'm just
thankful the impact of this tree
has shaken yours loose. Hold on!

PANEL 5:

Ackley stands in the background with Beachcomber, directing Inferno as he splashes even more pressurized water over the burning fire.

In the foreground, Optimus Prime, Prowl, Ironhide and Warpath (now in robot-mode) stand CONCERNED.

IRONHIDE
Whatta we do now, Prime? That lousy
insecti-bum made off with our pals
like they were ol' Energon-drinkin'
buddies.

PROWL
We need to go after them. But, this
forest fire won't extinguish
itself.

INFERNO
Don't you never mind about this
little thing! We can take care of
this. I've almost got it down to a
cinder. Go help the others.

BEACHCOMBER

Yeah, we can handle things from here, baby.

OPTIMUS PRIME

Excellent work, Inferno. The rest of you, follow me back to HQ. Perhaps Teletraan can ascertain where the Insecticons have fled to.

PAGE THIRTEEN:

PANEL 1:

INT. INSIDE THE INSECTICONS' CAVE.

In what now looks like the lair of a MAD SCIENTIST, Jazz, Trailbreaker, Smokescreen and Windcharger all lie on separate SURGICAL GURNEYS.

Kickback and Shrapnel stand nearby, while Bombshell holds a LASER SCALPEL in his right hand.

CAPTION: Later...

JAZZ

Hey, you twisted turbo-turkey! Let us outta here!

BOMBSHELL

Ah, I see you've overcome the effects of my cerebro-shells. A little too late, I'm afraid. I have work to do.

PANEL 2:

Bombshell turns to look at the LIFELESS FORMS of VENOM, BARRAGE, CHOP SHOP and RANSACK, standing in the corner of the cave like mindless drones.

Bombshell now again hold's Mirage's invisibility cog in his left hand.

BOMBSHELL (CONT'D)

Sound amplification, force-field generation, fog-inducing sight barriers and magnetism. Each of these abilities will be added to these augmented clones to mix with the invisibility power previously taken from your snobbish comrade.

PANEL 3:

Bombshell looks over to Kickback, who PULLS DOWN a SIZEABLE LEVER.

BOMBSHELL (CONT'D)
But first... now, Kickback.

PANEL 4:

SPLASH PANEL - All four Autobots painfully LIGHT UP with ELECTRICITY as their gurneys begin to drain the Energon from their bodies.

Bombshell RAISES HIS FISTS above his head as though he were VICTOR FRANKENSTEIN.

Kickback and Shrapnel turn to each other, PLEASED.

JAZZ
Aaaaaghh!

BOMBSHELL
Ha-Ha! Once these Autobots are drained of Energon, I can remove their components, and my all-powerful Insecticons will live!

SHRAPNEL
Excellent... excellent.

PAGE FOURTEEN:

PANEL 1:

INT. THE AUTOBOT ARK, MAIN CONTROL ROOM.

Optimus Prime stands with Ironhide, Beachcomber, Mirage and BUMBLEBEE, looking on at Teletraan-1's data screen and its MAP OF THE WORLD.

CAPTION: Meanwhile...

BUMBLEBEE
Any luck, Optimus?

OPTIMUS PRIME
Not yet. Teletraan-1 is having difficulty finding the Insecticons. Bombshell has covered his tracks dangerously well this time.

PANEL 2:

Warpath SCRATCHES as his head with SHAME, while Prowl, Mirage and Beachcomber attempt to CONSOLE him.

WARPATH

Oh, man. BLOOP. This is all my fault. WOMP.

PROWL

You're not to blame, Warpath.

BEACHCOMBER

Yeah, buddy, don't get yourself down. I just hope we find the others before something heavy happens, y'know?

PANEL 3:

An ALERT from Teletraan-1 attracts Optimus Prime's attention once again.

TELETRAAN-1

Incoming transmission.

OPTIMUS PRIME

A transmission? Let's hear it, Teletraan.

PANEL 4:

POWERGLIDE appears on the data screen, flying through the air somewhere in jet-mode.

OPTIMUS PRIME (CONT'D)

(off-panel)

Powerglide?

POWERGLIDE

Got it in one, big guy! I'm sorry to say that ol' Powerglide's detection skills aren't quite up to their usual dynamic brilliance. I can't find Jazz and the others anywhere! But, it's not all bad news...

PANEL 5:

EXT. AN OPEN HIGHWAY - DAY

Powerglide flies overhead both Runamuck and Runabout, each in vehicle-mode, CRUISING down a deserted MOTORWAY.

POWERGLIDE

... I **have** managed to find two no-good, monochromatic mischief-makers!

PAGE FIFTEEN:

PANEL 1:

INT. THE AUTOBOT ARK, MAIN CONTROL ROOM.

OVER OPTIMUS PRIME'S SHOULDER as he watches Teletraan-1's data screen image of Powerglide.

OPTIMUS PRIME

Runamuck and Runabout? Excellent work, Powerglide. Perhaps **they** can shed some light on the whereabouts of the Insecticons. But be careful. The Battle-Chargers can be dangerous if backed into a corner.

POWERGLIDE

Don't worry, big guy. I already got backup on the way. Besides...

PANEL 2:

EXT. AN OPEN HIGHWAY - DAY.

Powerglide OPENS FIRE at the ground below towards Runabout and Runamuck.

POWERGLIDE

... No one's better than cleanin' up Decepticon scraps than yours truly! And awaa-aa-aay we go!

PANEL 3:

Runamuck and Runabout TRANSFORM to RETURN FIRE towards the SWOOPING Powerglide.

RUNABOUT

Ugh! Who does this joker think he is?

RUNAMUCK

I don't know, but let's make him regret he was ever built!

PANEL 4:

CLOSE ON Powerglide's wing as it is struck by a LASER BLAST.

POWERGLIDE

Uurggh!

PANEL 5:

WIDE SHOT - Runamuck and Runabout watch as Powerglide TRANSFORMS to robot-mode to CRASH into the ground.

RUNABOUT

Ha-Ha!

PANEL 6:

OVER POWERGLIDE'S SHOULDER, LOOKING UP as both Runamuck and Runabout stand over him, GUNS POINTED DOWN like the Boondock Saints.

In the sky over Runabout's shoulder, what appears to be the AERIALBOT, SKYDIVE can be seen flying in jet-mode.

RUNAMUCK

End of the line, fly-boy.

POWERGLIDE

Oh, boy, do you dummies have it wrong. This is only the beginning.

PAGE SIXTEEN:

PANEL 1:

Runamuck and Runabout watch as Skydive and his fellow AERIALBOTS: SLINGSHOT, FIREFLIGHT, AIR RAID and SILVERBOLT, begin to MERGE TOGETHER in the sky.

RUNAMUCK

Oh, no...

RUNABOUT

Aerialbots?

SILVERBOLT

You don't know the half of it, Decepticon!

PANEL 2:

SUPERION now stands TOWERING over Runamuck and Runabout, pointing his MASSIVE WEAPON at the pair of Decepticons.

Powerglide has regained his footing, and looks as HAPPY as a Bot without a mouth can be.

SUPERION

Now, **SUPERION** will ask... are you ready to talk?

PANEL 3:

SUPERION'S P.O.V. - LOOKING DOWN at Runamuck and Runabout. Each of them appear RIGHTFULLY NERVOUS as the SHADOW of Superior's gun washes over them.

RUNABOUT

Uh...

RUNAMUCK

Yeah, yeah sure! We'll tell you anything you want! Just take it easy with that cannon, big fella!

PAGE SEVENTEEN:

PANEL 1:

INT. INSIDE THE INSECTICONS' CAVE.

Standing between the gurney-bound Jazz and Smokescreen, Bombshell looks up through a HOLE in the cave's roof and towards the BLACKENING SKY outside.

Behind Bombshell and the Autobots stand the motionless Venom, Barrage, Ransack and Chop Shop.

JAZZ

What kinda mad operation are you runnin' here, anyway? You think you can just implant our ability cogs into some other whacked out monstrosities?

BOMBSHELL

Exactly. With a little help from above.

PANEL 2:

EXT. THE SKY ABOVE THE CAVE - DAY.

As STORM CLOUDS fill the sky, Shrapnel once again floats in the air.

SPARKS have begun to form around the tips of his Insecticon MANDIBLES.

SHRAPNEL
Bombshell, are you ready... ready?

PANEL 3:

INT. INSIDE THE INSECTICONS' CAVE.

CLOSE ON Bombshell's face.

BOMBSHELL
Indeed. Now, Shrapnel!

PANEL 4:

EXT. THE SKY ABOVE THE CAVE - DAY.

Shrapnel summons LIGHTNING once more, HURLING a bolt down towards the cave's rooftop opening.

SHRAPNEL
Here it comes... comes!

PANEL 5:

INT. INSIDE THE INSECTICONS' CAVE.

Bombshell watches as the lightning strikes the four new Insecticons, surrounding their bodies in energy and causing their eyes to LIGHT UP with activation.

BOMBSHELL
Ha-ha-ha!

PAGE EIGHTEEN:

PANEL 1:

EXT. THE SKIES ABOVE SOUTH AMERICA - DAY.

Each wearing a JET-PACK around their shoulders, Optimus Prime, Ironhide, Prowl, Bumblebee, Warpath and Beachcomber SOAR THROUGH THE SKIES.

Powerglide (in jet-mode) accompanies them in the air.

CAPTION: Not long after...

IRONHIDE
How much further?

OPTIMUS PRIME
If the Battle-Chargers are to be
believed, not far at all, old
friend.

BUMBLEBEE
What's the plan, Optimus?

PANEL 2:

CLOSE ON Optimus Prime's face.

OPTIMUS PRIME
Caution, Bumblebee.

PANEL 3:

WIDE SHOT - Optimus Prime, Prowl, Bumblebee and Beachcomber
continue to fly under the power of their jet-packs.

OPTIMUS PRIME (CONT'D)
We don't know what the Insecticons'
plan is. But our first priority is
to save Jazz and the others.

BEACHCOMBER
Wow, like I hope we can resolve
this peacefully, ooh.

WARPATH
Peacefully? KAPOW! The only thing
peaceful will be the Insecticons'
brain functions when I'm done with
'em. BLAMMO!

PANEL 4:

FROM ABOVE - Optimus Prime BANKS to the right, leading
Bumblebee, Prowl, Beachcomber, Warpath, Ironhide and
Powerglide into a DOWNWARD TRAJECTORY.

OPTIMUS PRIME
I admire your bravery, Warpath. But
first, we must find our friends.
Follow me!

WARPATH
Lead the way, Optimus! ZOOM!

PAGE NINETEEN:

PANEL 1:

EXT. THE SOUTH AMERICAN JUNGLE - DAY.

Optimus Prime now stands with Powerglide, Beachcomber and Ironhide in the middle of the South American jungle.

The Insecticons' cave and adjacent waterfall sits in the far background, while Prowl, Warpath and Bumblebee DESCEND from the sky.

POWERGLIDE

Take a look at this place. And to think, I left my Weedwhacker in my other cockpit.

BEACHCOMBER

Whoa, not cool, man. Like, nature should be preserved, baby.

OPTIMUS PRIME

This overgrown jungle is the least of our concerns. We must find Jazz and the others at once.

PANEL 2:

OVER OPTIMUS PRIME'S SHOULDER as he spies the cave in the distance.

OPTIMUS PRIME (CONT'D)

And I have a hunch I know exactly where we might find them.

PANEL 3:

INT. INSIDE THE INSECTICONS' CAVE.

Kickback is looking out the cave's mouth to see Optimus Prime heading towards it.

Shrapnel turns to look at Bombshell.

KICKBACK

Bombshell! The Autobots are here!
Optimus Prime is here!

BOMBSHELL

Excellent.

SHRAPNEL

Excellent? No, we must flee...
flee.

PANEL 4:

Shrapnel watches from over Bombshell's shoulder as the creepy inventor WRINGS HIS HANDS with GLEE.

BOMBSHELL
Nonsense! It is not time to
retreat. It is time to unveil my
new creations!

PANEL 5:

EXT. THE SOUTH AMERICAN JUNGLE - DAY.

Optimus Prime, Prowl and Beachcomber stands outside the cave.

OPTIMUS PRIME
Insecticons! Release our friends at
once!

PROWL
Come quietly, or there will be...
trouble.

BOMBSHELL
(off-panel)
Trouble, Autobot?

PAGE TWENTY:

PANEL 1:

SPLASH PAGE - FROM BEHIND Optimus Prime, Prowl and Beachcomber as they are CONFRONTED by Venom, Chop Shop, Barrage and Ransack.

Each new 'Deluxe' Insecticon displays a UNIQUE ABILITY. Venom has created a FORCE-FIELD around his body, while Ransack appears to be SEMI-TRANSLUCENT.

Chop Shop's hands GLOW with a MAGNETIC POWER and a VEIL OF SMOKE surrounds Barrage.

Bombshell, Kickback and Shrapnel look on from behind their menacing, new creations.

BOMBSHELL (CONT'D)
You don't know the half of it. Bwa-
Ha-Ha-Ha-Ha-Haaaaaa!

CAPTION: TO BE CONTINUED...

THE END

We want to thank each and every one of you who took the time to read our script. If you liked what you read here and would like to see more stories in the Transformers G1 cartoon universe, Greig and I would love to keep writing. You could help by contacting SkyBound Entertainment by E-Mail (info@skybound.com) or on Twitter (@SkyBound), and let them know you want to see Transformers: REANIMATED written by Yoshi and Greig Tansley as an ongoing comic book series. Thank You All!