

FRANSFORMERS

MISFIRE: So... how does this work?

SWEVE: What, you've never recapped before?

MISFIRE: I'm joking. I talk about what's happened to me ALL THE TIME. Okau, you do the Autobot bits and I'll do the Decepticon bits. Go!

SWERVE: Me and the rest of Team Swerve end up on Mederi, an ancient, telepath-powered euthanasia clinic that presents itself to us as the Afterspark.

MISFIRE: We've ended up in the same placethat's me and the other Scavengers-this gang of hard-bitten Decepticon gunslingers. Except we think it's Garrus-9, an Autobot prison. Before we got there we were busy fighting

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Scorponok on hnard this massive worldsweeper, and-

SWERVE: Is that part relevant to our current predicament?

MISFIRE: I don't know. Probablu not?

SWERVE: In that case: not all of us Autobots are convinced that we're in Cuber-heaven. I'm definitely on the fence. Ratchet, being Ratchet, channels all his skepticism into a chair, which he uses to smash the illusion to hits.

MISFIRE: As someone who wasn't there for that part...

SWERVE: I know, I know, it sounds odd. It WAS odd.

MISFIRE: Anyway, one of your team, Nautica, sets us free, and we find the Circle of Light. Theu're all dead.

SWERVE: ... which makes us realize that Mederi is Cuberutopia!! Kind of. Our quest-our neverending quest-has ended.

MISFIRE: Except NO! Because at that moment, high in the sky, we see and army of-

SWERVE: Shh! We haven't got to that part yet...

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COVER B Artwork by: NICK ROCHE Colors by: JOSH BURCHAM



RETAILER INCENTIVE COVER Artwork by: NICK ROCHE

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