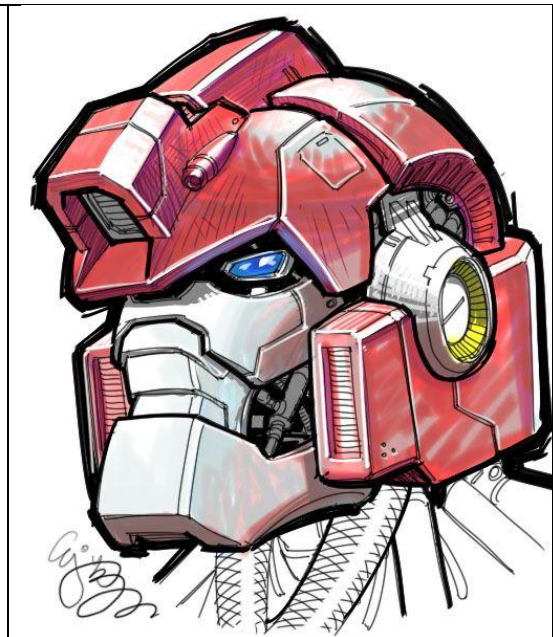
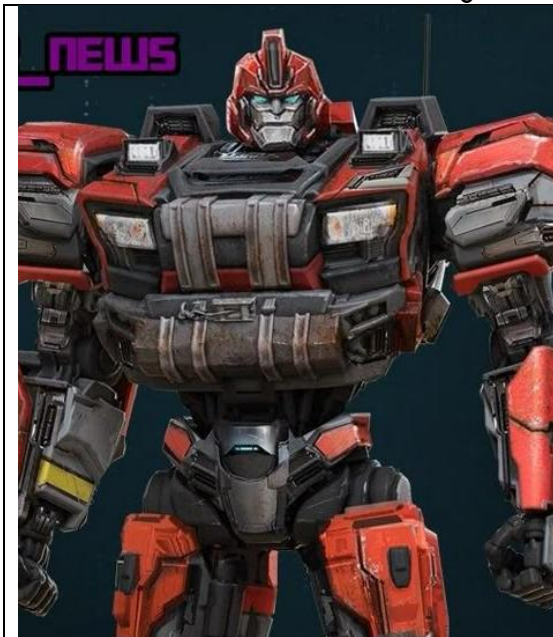


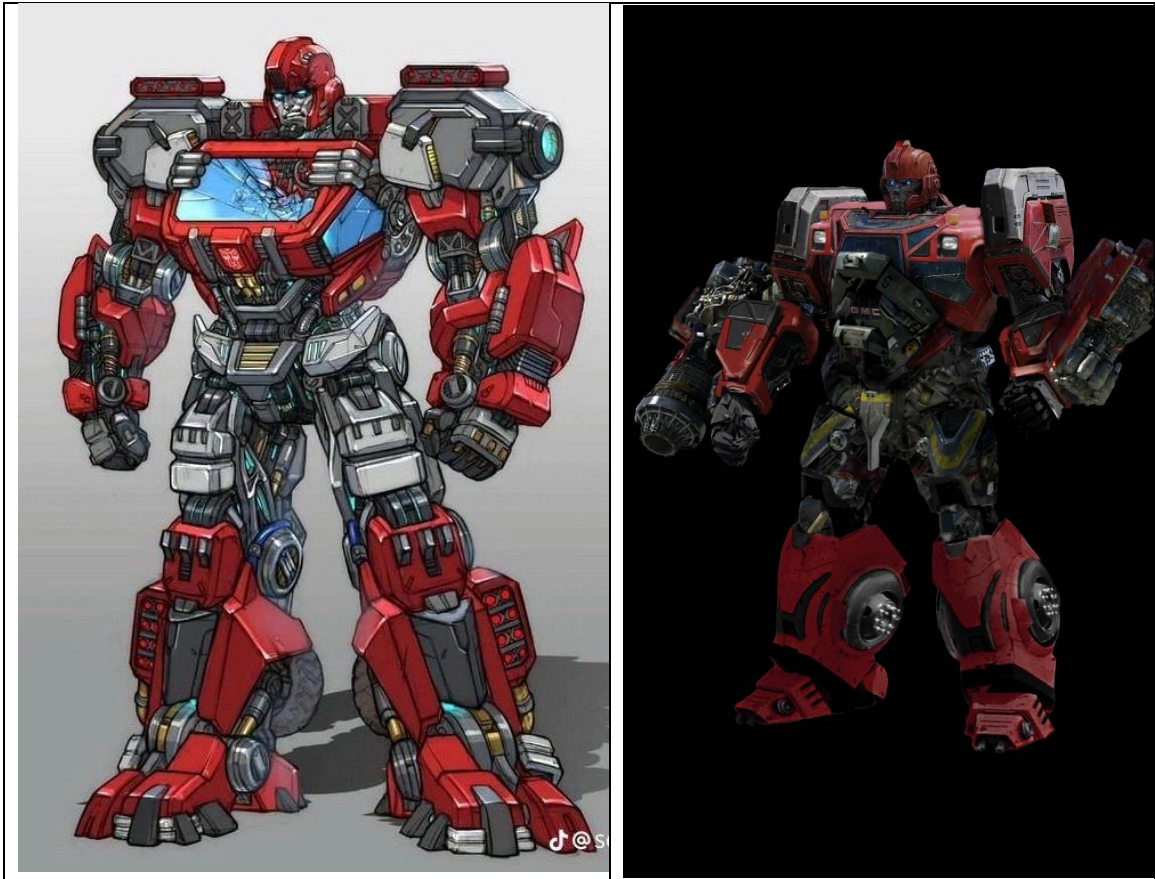
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AUTOBOT BACKSTORIES

- **Ironhide (S-4X9):** During the final days of the Silver Age of Cybertron, Ironhide was an older model of the Cybertronian working class that despite having been assembled centuries ago, was resilient and built to last, hence why all of the bots in Ironhide's time were designed with Trithyllium bodies. Thanks to the Trithyllium, Ironhide was able to withstand much more damage than modern Cybertronians, giving birth to his name, "Ironhide" after going by designation code S-4X9 for cycles. Ironhide was a simple construction engineer who worked maintenance on the massive bridges that connected all of Cybertron's city-states together. He had a reputation amongst his coworkers for being gruff, ornery and impatient, but also tough as nails and efficient at his work. They sometimes teased Ironhide by calling him "ancient" or "old timer", which is something he consistently hated. When Optimus had broadcast a rallying call to all of Cybertron, asking for the aid of anyone who loved peace to join in their campaign against Megatron. Ironhide witnessed the planet-wide broadcast while repairing Polyhex's bridge and he joined the new Autobot army at the Decagon. Even though he may be rough around the edges, Ironhide is still optimistic about the Autobot's chances of success and keeps his faith in the Primes steadfast. The upside to being through more than your share of trouble means trouble isn't so frightening anymore. Utilizing his pragmatic work ethic to full use, Ironhide naturally became the Autobots' weapon specialist after he started collaborating with Wheeljack to invent new weapons of war for the misfit Autobots. Pairing up their resourcefulness, Ironhide and Wheeljack started combining construction materials and chemicals with standard firearms to make new and intimidating firearms. Amongst these inventions were liquid nitrogen rounds (freezing any target who was directly hit by the round, while the fumes would spread and freeze any who were close enough to the liquid nitrogen). Ironhide would add the liquid nitrogen rounds to the minigun he always carried with him that could transform into a grenade launcher with the flick of a switch.



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- **Prowl (T-12):** Prowl was the Commissioner of Security Services. Back when he was still addressed by his designation code, T-12 learned to appreciate rules and discipline during his formative years in Kalis, a city-state that focused heavily on the Grand Cybertronian Taxonomy and strictly believed that each individual was placed into a caste for a reason. Speaking out against the caste system in Kalis would see you thrown in prison. T-12's dedication to logic and reason makes him an excellent strategist, but not much of a socialite. He is quiet, competent, loyal, and possessed of almost endless patience. While serving in the Security Services, T-12 and his partner found themselves caught up in a complex series of events centered around a plot by Elite Guardsmen to lobotomize protestors against the caste system. His tactics and ability to think like his enemies granted him the hindsight to predict his targets' next move and lay a trap for them, exposing the culprits and arresting them. This success earned T-12 a promotion and a transfer to Kaon City, a province with heavy military influence. There, T-12 found the Security Services much more relaxed than the neurotic atmosphere of Kalis. Unfamiliar with this casual approach to protocol, T-12 continued to operate strictly by-the-book and was constantly observing his troops' work from over their shoulders. Hence why the Kaon officers nicknamed their new captain, "Prowl". It took a while for Prowl to abandon his tendency to refer to his coworkers by their designation numbers and actually call them by their names. When war broke out, Prowl secretly hated those Cybertronians who were able to remain neutral and were not bound to their duty to participate in the messy conflict. But he changed his mind once he saw how the war turned those same neutrals into the Empties. Even with their civilization being torn apart by war, Prowl was still focused on the rules,

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and became frustrated with the tendency of the Autobots to abandon protocol and improvise. Especially with the Wreckers and the Lightning Strike Coalition Force. He doesn't want attention or glory, he only wants to do his job and to do it right. He doesn't get along well with his fellow Autobots, many of whom find his strict adherence to military protocol stifling, and his uptight personality sure doesn't help matters. He does not react well to the unexpected and Grimlock, who is disorder incarnate, especially honks Prowl off. Grimlock feels pretty much the same way in return, only with more swear words. Prowl is fond of arming his gun with acidic rounds, which gives him an edge in a firefight as even a graze from an acid round will result in the target being burned and the acid will continue to spread and melt the metal around it for several seconds.



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- **Ratchet (M-17):** Ratchet is the Autobots' Chief Medical Officer. Ratchet is known for his irreverent bedside manner and his dry wit. He is not a particularly mighty warrior, which sometimes leads him to believe that he is expendable. Optimus Prime has trouble convincing Ratchet that this is far from true. Although he's a healer, Ratchet often finds himself on the front lines of combat and, on occasion, the last hope the Autobots have. Ratchet was assorted into the Scientific class upon construction and he started a career in the field of studying Cybertronian anatomy. All of his years of study paid off incredibly when the civil war began and Ratchet quickly found himself using every skill he had available to help the innocent civilians that were being caught in the crossfire.

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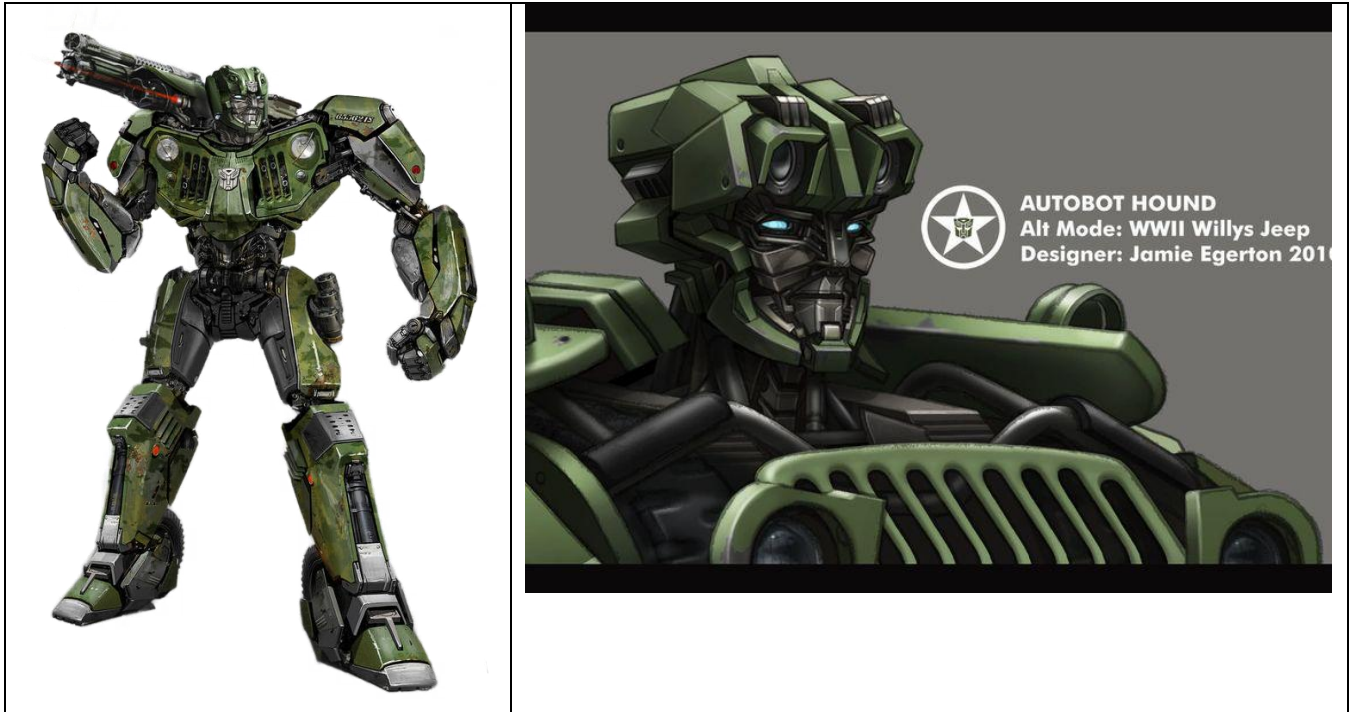
- **Ultra Magnus (D-02):** Sentinel Prime was one of the original Thirteen Primes created by Primus. He was known for his wisdom and . Once the reign of the Primes had come to an end, Sentinel became known as the Last Prime and the leadership of the Cybertronian race fell onto him alone. Feeling he was unworthy of such a responsibility due to the prophecy and the fact that the Matrix hadn't chosen him as its successor, Sentinel stepped down as the official authority figure and went about organizing a new form of government for Cybertron. Sentinel Prime assembled the High Council and transferred power over to them as the new leaders of Cybertron. This act alone caused great controversy amongst the populace, especially those devout followers who were incredibly loyal to the Primes. Sentinel Prime spent the rest of his days serving as the keeper of the Matrix and he founded the Guiding Hand, a peaceful organization dedicated to worshipping Primus with Sentinel at the head of the religious order. To help settle the civil instability that had arisen due to the transfer of power, Sentinel invited those who still believed that the Primes should rule Cybertron to join the Guiding Hand and aid him in his mission of spreading positive spirituality to the masses.

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- **Hound (R-690):** Hound, originally given the designation number R-690, was one of the last Cybertronians built before the outbreak of the civil war between the Autobots and the Decepticons. Even though his alt mode proved to be a jeep armed with blasters, Hound was assigned to the Scout regiment instead of the mainstream warrior regiment of the Defense Force because of his small size. At the boot camp in Kaon, he made quick friends with fellow trainees B-127 and V-06X. Out of the trio of cadets, Hound was the purest and most innocent, being a meek and benevolent soul. He treasured his job as a Scout, becoming well-adapt at the use of holograms for deception. During a training exercise where the cadets were required to navigate a field filled with hostile turbofoxes, Hound ensured his friends made it safely across by leading the turbofoxes on a goose chase with a hologram of an alpha turbofox and by constantly playing the fox's summoning howl. This earned R-690 his nickname "Hound", from the rest of his friends.

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- **Brawn (E-22):** Brawn is amazingly strong for his size. Due to his small stature, he was assorted into the Scout regiment of the Defense Force, even though his heart and courage were as big as any Brute. He often attempts to overcompensate his rank as a Scout by playing up his macho personality. He loves a challenge, be it rugged off-roading or charging headlong at foes several times his size. He has a lot of gall, and a sarcastic sense of humor ever at the ready. Due to his machismo, he sometimes looks down on noncombatant Autobots and neutral civilians like the Empties. In addition to his great strength, Brawn is also so tough as to be almost indestructible, thanks to his Trithyllium body. He has retractable spikes that emerge out of his knuckles at will. When he wishes, he can fire the spikes out of his knuckles as projectiles and then summon them back into his fists with magnets. Brawn was among the contingent of soldiers who abandoned the Defense Force after Megatron's speech at Darkmount. Now a lone wanderer, Brawn was hanging out at Maccadam's Old Oil House with Windcharger and Huffer when Optimus Prime broadcast a rallying call for additional support against the Decepticons. Brawn answered the summons and joined the Autobots at the Decagon, where he was reunited with his old students B-127 and Hound.

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- **Sideswipe:** Sideswipe is not nearly as much of a sociopath as his twin brother Sunstreaker, but he is every bit as skillful. Sideswipe and Sunstreaker's relationship as siblings was made possible by the fact that they both shared two halves of the same Spark, marking them as twins. They were both sorted into the Manual class right off the assembly line, and they were made traders and salesmen. Sideswipe, contrary to his brother, enjoyed being a trader, since he was able to use his position to his advantage and con his unsuspecting customers. The two con artists became notorious with the Cybertronian underground and they began starting their own smuggling operations on the side, which was of course illegal. Despite their success, Sideswipe still found himself under Sunstreaker's shadow and he was eager to prove himself. The brothers were big fans of Megatron and attended many of his gladiator battles. Inspired by the Supreme General, the twins started their own underground death matches as a cheap knockoff of the real gladiator battles. Sideswipe himself would fight in the risky death matches, as he saw it as an opportunity to step out of Sunstreaker's shadow to his fellow lowlife friends. He's more into battle for the sport of it. A bit of a jock, Sideswipe craves a glorious fight to the finish as a test of his mettle. There is a reckless edge to Sideswipe's tactics. He makes rash decisions that may endanger him, all in the name of possible victory. Cheating is also not out of the question. When everything is on the line, for Sideswipe, nothing is out of the question. Sideswipe had his arms modified so that they could transform into jackhammers and he used them as makeshift weapons in the ring. The jackhammers were not considered illegal since they were Constructicon tools and while the SS were suspicious of Sideswipe's choice of modifications, they couldn't prove the miscreant's guilt without concrete evidence.

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DECEPTICONS BACKSTORIES

- **Megatron (D-16):**
- **Starscream:**
- **Drift:**
- **Soundwave:**

THE ANCIENTS BACKSTORIES

- **The Quintessons:** The Quintessons are a bizarre and ancient race of aliens, whose dark history and shadowy machinations are bound up with the history of the Cybertronians, with connections to both Primus and Unicron. They are known galaxy-wide as traders, entrepreneurs and businessmen, but their dealings are very rarely honest, often laced with intrigue and betrayals. They prefer subtle manipulations, scheming and advanced technology over brute force. If those don't work, they can fall back on the legion of deadly Sharkticons and Allicons at their command, along with a fleet of battleships as well. The actions of a pair of ambitious scientists named Deliberata and Klementia led to the creation of the Cybertronians. Their early experiments at creating artificial life for the sake of appeasing their god-like complexes led to Deliberata and Klementia being banished since they were dabbling in the forbidden arts of creating life. It was the creation of the AllSpark that resulted in the duo's exile. The AllSpark was confiscated and would have been destroyed by the Supreme Imperial Magistrate had Deliberata and Klementia not cleverly escaped their prison and retrieved the artifact. Together, they ventured deep into uncharted space to freely carry out their own will. The banished Quintessons eventually used the AllSpark to create two planet-sized sentient robots meant to be superweapons, naming one weapon "Primus" and the other "Unicron". What the Quintessons did not anticipate, was that the AllSpark had granted their creations sentience and both Primus and Unicron developed minds of their own. The two mechanical twins rebelled against their masters and forced them to retreat. It would be a millennium before Quintessons and Cybertronians came into contact with one another again.
- **Primus:** Primus is one of the two gods of the Cybertronian race. An ancient and ethereal being whose origins date back to the heresy of the Quintessons, Primus is a universal force of good. Primus and his twin brother Unicron were simultaneously born as the AllSpark's first creation, a test conducted by the rebellious Quintessons. Designed to be superweapons that would aid Deliberata and Klementia in their usurpation of the Quintesson race, the newborn giants unexpectedly developed sentience and free will as an uncalculated side effect of the life-giving AllSpark. The two brothers came to embody the basic concepts of reality – good and evil, order and chaos. Refusing to be slaves, Primus and Unicron rebelled against their creators and sent them fleeing into space. But when Unicron suddenly found himself with an irresistible urge to consume all life, it became apparent to Primus that Unicron could not overcome his programming. Designed as a superweapon who could defeat entire civilizations by consuming their home worlds, Unicron was drawn to all of the galaxy's planets and needed to feast on them in order to sustain himself. Primus, who had managed to overcome his basic programming as a doomsday device, took it upon himself to stop the threat posed to all of existence by his sibling's hunger. In combat, Primus was no match for Unicron. In cunning however, he proved himself his brother's superior when he had both of their bodies manifested into immobile metallic planets, leaving them both trapped. It was this act of sacrifice that Primus hoped to contain Unicron's craving forever. Over time, Unicron learned how to escape his prison by learning the art of transformation, being able to shapeshift back to his original form as a giant humanoid robot and switch to his planet mode at will. Primus adapted the idea to suit his own needs but rather than transforming his own body, he would create smaller beings that would be able to change their shape, like Unicron. His first test was a success as it resulted in the genesis of the firstborn Cybertronian, an

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individual named Prima, who would go on to become the leader of the Primes. With the power of the vacant AllSpark, Primus birthed from his own body a group of twelve more robots, each of them infused with fragments of Primus' powers. These were the Thirteen Primes, and they became Primus' soldiers in the war with Unicron. The galactic conflict came to an end during a climactic battle in which one of the Thirteen, Megatronus, betrayed Primus and became an acolyte of Unicron. The battle ended with Megatronus being branded as "The Fallen" and both he and his master were sucked into a black hole. With Unicron gone for now, Primus entered an eons-long slumber since most of his energy had been spent in the cosmic struggle and it had left him very weary. Primus' self-imposed sleep prevented Unicron from tracking down Primus since the brothers shared a mental link. Before he went into stasis, Primus bestowed the Thirteen with one final blessing, an artifact known as the Matrix of Leadership, which allowed its bearer to have an ever-present link with Primus even as he slept. The Cybertronian race grew and Primus fell into the realm of legend.

- **Unicron:**

- **The Thirteen Primes:** When Primus found himself drawn back into cosmic warfare after Unicron had evolved out of his prison, Primus took a new approach and decided to create "children" to aid him and tip the scales in his favor. Using the power of the AllSpark, Primus gave birth to a Cybertronian named Prima. Seeing that his test run was a success, Primus went on to grant Prima siblings and he forged twelve more Cybertronians, naming them the Thirteen Primes and bestowing each of them with unique powers and affinities. The Thirteen Primes consisted of Prima, Vector Prime, Solus Prime, Micronus Prime, Alchemist prime, Nexus Prime, Onyx Prime, Amalgamous Prime, Quintus Prime, Liege Maximo, Megatronus, Mortilus Prime and Sentinel Prime. Prima, the chief among them, served as a warrior of light and his gift from Primus was the Star Saber. Vector Prime was the stern and serious prophet and second-in-command who controlled space and time with his weapons, the Blades of Time. The Blades allowed him to see into the future and pronounce prophecies. Solus Prime was the first and only female Prime, a renowned artist and smith who wielded a powerful life-installing hammer named The Forge that was responsible for the formation of many historic relics. The Forge was theorized to be a miniaturized duplicate of the AllSpark itself due to its creation powers. Micronus Prime was the first Mini-Con and the conscience/moral guide of the group, serving as a living battery and using his relic, the Chimera Stone, to help him share his energy with his brothers and sister in all of their endeavors. Alchemist Prime was easily the most intelligent and scientific of the Primes, using his personal artifact, the Lenses, to form a deep connection with the elements and straddle the line between science and spirituality. During the Golden Age, Alchemist acquired a Mini-Con assistant by the name of Safeguard. Nexus Prime's gift was a transforming sword called the Cyber Caliber and he was the first Combiner, who could separate himself into 5 separate individuals known as Clocker, Mainspring, Chaindrive, Pinion and Cannonspring. Onyx Prime aka The Lord of Beasts, was the first Cybertronian to possess a beast mode who used his gift, the Triptych Mask, to project his spark into the AllSpark and communicate with the souls of deceased Cybertronians who occupied the afterlife. Amalgamous Prime was the embodiment of change and adaption, being the first Triple-Changer, he possessed a new form every time his teammates saw him and his gift, the Scythe, was as ever-changing as he was. Quintus Prime was a scientist just like Alchemist Prime, except he was more of a free-spirited daydreamer and liked to emphasize on the importance of life, which is why he used the Emberstone, his personal gift, to accelerate the biological growth of base elements.

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Despite all of Alchemist Prime's amazing inventions, the credit for the development of the space bridge was rightfully earned by Quintus, who used his Emberstone to complete the task. Through the invention of the space bridge, Quintus unlocked the mysteries of interstellar travel. Liege Maximo was the master strategist and planner of the Primes, who focused on mining, storing and refining Energon and wielded toxic projectiles known as the Liegian Darts. Megatronus aka The Fallen aka The Herald of Unicron believed himself to be an outcast and the polar opposite of Prima as the warrior of darkness, whose gift was a powerful firearm known as the Requiem Blaster. Mortilus Prime was a solitary Prime who usually kept to himself and had an unusual affinity for death and an extreme intrigue for the afterlife within the AllSpark, wielding the Void Scepter, which allowed him to cross between the physical and astral planes of existence. Sentinel Prime was final born child of Primus, making him the youngest of the Primes. His gift was the Quill, something he used to record the past, present and future of Cybertron in the Covenant of Primus, a sacred scripture that held all of Cybertron's detailed history and ideology, along with the principles and moral guidelines of the Cybertronian race. Sentinel Prime ended up outliving the rest of his siblings and he became the wisest out of all of them. If Primus was considered a god, then the Primes were regarded as demigods. The collective thirteen warriors triumphed over Unicron, but one of their own, Megatronus, betrayed his brethren and sided with Unicron just before their shared defeat. Megatronus sympathized with Unicron's plight. He professed that Unicron was not evil and was simply trying to survive but when Megatronus could not come up with a solution to Unicron's never ending hunger, the Primes took it upon themselves to overthrow Unicron themselves. When Megatronus refused to stand down in his defense of the planetary titan, he was branded a traitor by Prima. After their cosmic struggle came to a crushing loss, Unicron and Megatronus disappeared into a black hole and were not seen again for millennia. Following their victory, the Primes were given one last task along with a final blessing from Primus before he entered stasis. Their mission was to use the tools that Primus had left behind to manufacture a civilization upon the planet of Cybertron and rule this new species as the official figureheads. Moments before he fell into hibernation, Primus gifted Prima, leader of the Primes, with the Matrix of Leadership, a divine artifact that allowed its bearer to share a constant telepathic link with its creator, even in stasis mode. Each of the Primes would use their specialized abilities to contribute to the foundation of Cybertronian society. They were responsible for many, if not all, of Cybertron's technology, economy, culture and religion. The shrewd and practical mind of Liege Maximo configured the caste system for the Cybertronians while the great intellects of Alchemist and Nexus Prime crafted super computers, artificial intelligence and interstellar travel. Sadly, during the Primes' battle with Unicron, the Primes were infected with a touch of the Chaos-Bringer's darkness as a result of direct proximity to the Dark God. In time, the darkness began to pull at the sparks of the individual Primes until one by one, they all disappeared and fell from grace due to their flaws, save for Sentinel Prime. Over the course of centuries, the glorious reign of the Primes had come to an end, and with it, the Golden Age of Cybertron as well. Despite their misdeeds, the Primes were still highly revered by the Cybertronians, who viewed them as the forefathers of their race. Statues of each of the Thirteen were raised in the meeting chamber of Cybertron's High Council in memorial of the planet's original leaders. The relics of the Primes were kept safely stored within the vaults of the Iacon Hall of Records, per the orders of Sentinel Prime before his step down from power.

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