



MARVEL

WAR MACHINE
JAMES RHODES

ASSEMBLED AVENGER ATTACK

At the start of the game, place a white Avenger Marker on the card of a friendly Unique Hero. When attacking normally, you may roll one additional attack die for each friendly figure with an Avenger Marker on its card or that is named Iron Man, that could also attack the defending figure with a normal attack, to a maximum of +4.

ARMORED ALLIES

Before War Machine or a friendly figure named Iron Man takes a turn, you may move the other up to 4 spaces.

AIR ASSAULT 12

After moving War Machine, you may choose up to 2 figures he passed over. Roll the 20-sided die once for each figure. If you roll 12 or higher, the chosen figure receives a wound.

POWER ARMOR: CLOAKING

If there are 2 or fewer Wound Markers on this card, War Machine is never attacked when leaving an engagement and cannot be targeted by opponents' non-adjacent figures for any attacks or special powers that require clear sight.



4

LIFE

MOVE 6

RANGE 6

ATTACK 4

DEFENSE 6

260

POINTS

