

MARVEL

WAR MACHINE
JAMES RHODES

AUTO CHAIN GUN

When an opponent's figure that was not within 4 clear sight spaces of War Machine prior to moving ends its movement within 4 clear sight spaces of War Machine, you may immediately roll the 20-sided die. If you roll 11 or higher, the figure receives 1 wound. Continue rolling for Auto Chain Gun until the figure is destroyed or you do not roll 11 or higher.

ARMOR PIERCING ROCKET LAUNCHER SPECIAL ATTACK

Range 6. Attack 2.
Only non-adjacent figures can be attacked with this special attack. For each skull rolled, the defending figure subtracts 1 die from its defense. After attacking with this special attack, War Machine may attack two additional times.

TARGETING COMPUTER

Reduce War Machine's Range number by 1 for each Wound Marker on this Army Card. Add 1 automatic skull to whatever is rolled when War Machine attacks a non-adjacent figure with his normal attack.



HUMAN

UNIQUE HERO

SOLDIER

DISCIPLINED

MEDIUM **5**



4
LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 6

270
POINTS