

MARVEL

CHAMPIONS

THE CARD GAME

WAR MACHINE HERO PACK

James Rhodes fought for his country as a United States Marine fighter pilot before his friend, Tony Stark, gave him an advanced armored suit. Now he fights for all of Earth as the heavily-armed Avenger, War Machine!

Alliance

Alliance is a new keyword that appears on some player cards in this pack. When a player declares their intention to play an alliance card, any player may help pay the costs for that card.

Hinder X

When a card with the hinder X keyword is revealed, place X threat on that card.

Piercing

An attack with the piercing keyword discards any tough status cards from the target of the attack before dealing damage.

Ranged

An attack with the ranged keyword ignores the retaliate keyword.

Team-Up

The team-up keyword names two characters. To include a card with the team-up keyword in your deck, your chosen identity must match one of the named characters. Additionally, a card with the team-up keyword cannot be played unless both of the named characters (hero or ally) are in play.

WAR MACHINE / LEADERSHIP

The War Machine armor is the most heavily-armed fighting system in S.H.I.E.L.D.'s arsenal. Use its ammo counters to pay for a powerful War Machine event like Full Auto and deal a massive amount of damage to the villain. Then, flip to alter-ego form to shuffle that event back into your deck and reload your ammo counters. Play the Upgraded Chassis to gain a tough status card each time you change to hero form!

With the Leadership aspect, put powerful **AVENGER** allies like Black Panther into play with a well-timed Sneak Attack. Activate Command Team to use that ally's basic powers multiple times before discarding them with a Save the Day to thwart the villain's scheme!

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To the Marvel Comics artists whose amazing work is featured in this game: Thank you, thank you, thank you.

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