

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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CREDITS

Expansion Design and Development: Caleb Grace and Aaron Haltom

Additional Development: Michael Boggs

Producer: Molly Glover

Editing: B.D. Flory

Card Game Manager: Jim Cartwright

Graphic Design: Mercedes Opheim

Graphic Design Coordinator: Joseph D. Olson

Graphic Design Manager: Christopher Hosch

Art Direction: Deborah Garcia with Christina Doffing, Tim Flanders, and Jeff Lee Johnson

Managing Art Director: Tony Bradt

QA Coordination: Zach Tewalthomas

Licensing Coordinator: Zach Holmes

Licensing Manager: Sherry Anisi

Production Management: Justin Anger and Liza Lundgren

Visual Creative Director: Brian Schomburg

Senior Project Manager: John Franz-Wichlacz

Executive Game Designer: Nate French

Head of Studio: Chris Gerber

Special thanks to José Guzmán.

MARVEL

Licensing Approvals: Brian Ng

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

PLAYTESTERS

Patrick Collette, Sam Davan, Tony Fanchi, Ryan Fralich, Mattison Froese, Nathan Grace, Christopher Hughston, Stephen Majka, Nathan Meehan, Philip Metcalf, Matt Newman, Chris Propst, Stephen Redman, Glen Saward, Peter Schumacher, Brian Schwebach, Brian Severson, Scott Sims, Mike Strunk, Mike Turner, Ethan Wikstrom, and Jeremy Zwirn



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