



METAMORPHO
 REX MASON

RAPID SHAPESHIFTING 3

Start the game with 3 white Shapeshift Markers. At the start of Metamorpho's turn, you may place or remove any number of Shapeshift Markers on this card. Add 1 to Metamorpho's Attack and Defense numbers and subtract 1 from his Move and Range numbers for each Shapeshift Marker on this card. A maximum of 3 Shapeshift Markers can be placed on this card.



METAHUMAN

UNIQUE HERO

INTERLOPER

DISCONTENTED

MEDIUM

5

ELEMENTAL FORMS

- While this Army Card has exactly:
- 0 Shapeshift Markers, Metamorpho cannot be targeted for special powers or attacks from non-adjacent figures, is never attacked when leaving an engagement, and gains the Flying special power.
 - 1 Shapeshift Marker, when Metamorpho attacks, he may attack one additional time. He may not target the same figure twice.
 - 2 Shapeshift Markers, when rolling defense dice against an adjacent normal attack, all excess shields count as unblockable hits on the attacking figure.
 - 3 Shapeshift Markers, Metamorpho may not be moved by any special power on an Army Card unless the player controlling Metamorpho allows him to be moved.



5

LIFE

MOVE 7

RANGE 4

ATTACK 4

DEFENSE 4

290

POINTS

