**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

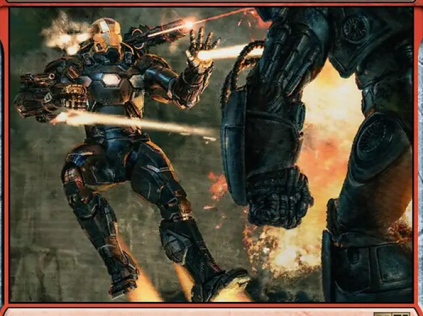
*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

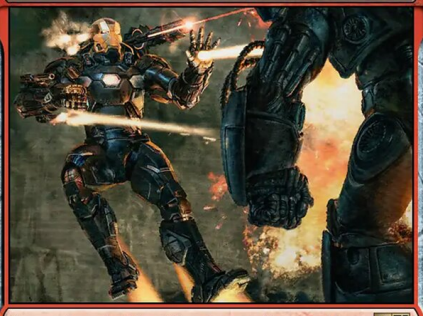
*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

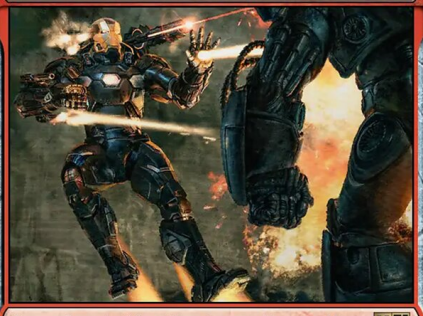
*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

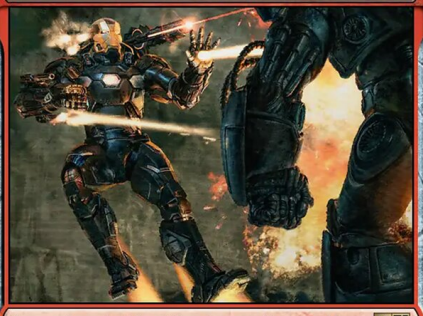
*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

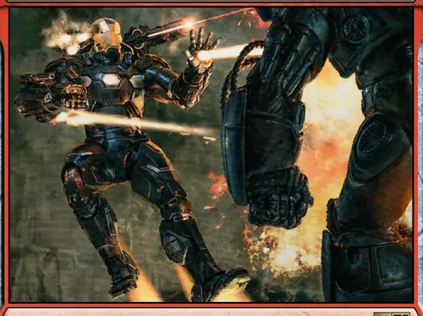
*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

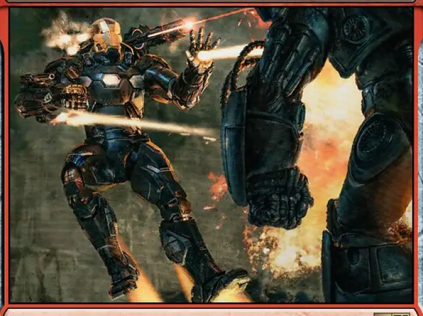
*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

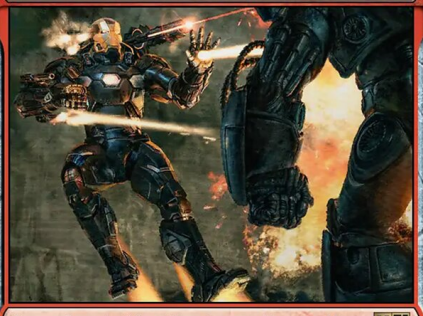
*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

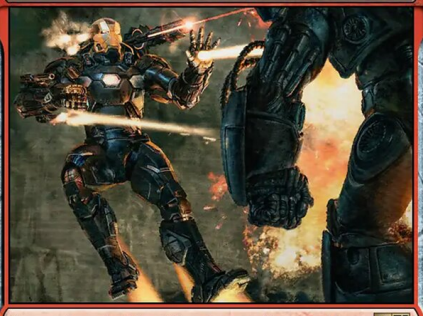
*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast

**War Machine, Avenging Arsenal** {4}{R}



Legendary Artifact Creature — Human Hero

Flying

Whenever War Machine attacks, attacking modified creatures you control gain double strike until end of turn. *(Equipment, Auras you control, and counters are modifications.)*

*There's always room for a little more firepower.*

3/5

R 0063
MSC • EN ▶ David Seeley

© MARVEL
™ & © 2026 Wizards of the Coast