# Body tekst

Mark I - Iron Man

The first armor that the MCU's Tony Stark built was facilitated by a matter of life and death. Instead of building a missile for the Ten Rings, Stark and fellow hostage Ho Yinsen secretly put together a prototype suit of armor with their few resources, creating Iron Man's Mark 1. They armed it with flamethrowers, a limited rocket launcher, and crude jet boots. Given the source of its materials, the whole armor was bulletproof, although its rushed design left multiple vulnerable spots at risk. A version of the Mark I armor appears in What If...?, though this was created by Howard Stark for Steve Rogers after Peggy became Captain Carter.

Mark II - Iron Man

After returning from Afghanistan, Stark committed himself to building an improved version of the armor he and Yinsen had created. Stark first developed advanced repulsor technology and then formed the now-famous Iron Man armor design. Sleek and aerodynamic, the Mark II is the first Iron Man suit to integrate Stark's AI JARVIS and a fully-functioning HUD, apart from the hundreds of carefully arranged moving parts that grant Tony maneuverability while flying. Its major weakness is its inability to reach high altitudes without freezing, a flaw that Tony later uses to defeat Stane. This armor is the first one used by James "Rhodey" Rhodes preceding the official debut of War Machine.

Mark III - Iron Man

Tony Stark's Mark III armor symbolized the consolidation of Iron Man as a fully-fledged superhero, a key turning point in the designs for Iron Man's suits of armor. The most evident change he implemented in this model was the iconic red-and-gold coloring, inspired by one of his many luxury cars. This is also the first armor fully designed to hold up in battle, incorporating a whole arsenal of anti-tank missiles, flares, and shoulder-mounted mini-guns, besides the intensified repulsors and a stronger uni-beam that comes from Stark's arc reactor. Its gold titanium alloy fixed the icing problem and enhanced its strength and durability.

Mark IV - Iron Man 2

After the Mark III suit was heavily damaged in Tony Stark's final battle with Obadiah Stane in Iron Man, Stark built the Mark IV armor to replace it. By this point, his ego had returned, and he wore the armor as a symbol of luxury. For this reason, he didn't come up with further improvements besides a higher degree of mobility, a brighter shade of red, and — one of the most peculiar Iron Man armor features — a biological waste disposal system that lets him relieve himself without the need to go to the bathroom.

Mark V

Tony Stark made a significant first step towards optimized portability several years ahead of his invention of nanotechnology, though both were crucial to the development of Iron Man's suits and Tony Stark's MCU timeline. Dubbed the "Suitcase Suit," Iron Man's Mark V armor prioritized accessibility over strength and endurance. This model owed its name to its ability to transform into an inconspicuous suitcase for cases of emergency, like Whiplash's Iron Man 2 attack in Monaco. Its lightweight plates allowed for a quick suit-up and a great range of movement at the cost of its durability. Although it saves Stark from Whiplash, it gets heavily damaged with just a few blows.

Mark VI

When the arc reactor in Tony Stark's chest poisoned him, he created a cleaner and more powerful one — plus a new suit of armor to go with it. This gave him the bonus advantage of harnessing an incredibly higher energy supply that allowed him to add more mobility, more weapons, and higher durability. The new features included a powerful laser, arm-mounted mini-missiles, considerable resistance to electricity — as evidenced by its durability against Whiplash and the full force of Thor's hammer, Mjolnir — and the ability to perform perfectly underwater.

Mark VII

After experimenting with the Iron Legion's 35 Iron Man suits, Tony Stark developed the infamous Mark 42 Iron Man suit, which he could manipulate remotely with subcutaneous chips implanted on his arms that controlled the individual parts that assemble, one by one, around his body. This feature also allowed him to lock the suit onto another person. "Prodigal Son" can also be controlled with a headset that allowed Tony to take full command of the suit from a great distance. Inspired by Marvel Comics' Extremis storyline, the Mark 42 sported a lighter shade of gold and, apart from regular weaponry, relied on its high-powered repulsor technology to fight.

Warhammer

Colonel James Rupert "Rhodey" Rhodes[5] is a former officer in the United States Air Force and liaison between the Department of Acquisitions and Stark Industries, where he became close friends with Tony Stark. When Stark had been kidnapped by the Ten Rings, Rhodes personally led a mission to rescue his best friend. However, upon their return, Rhodes saw Stark moving away from developing his weapons for the military and soon discovered that he was instead focusing on becoming a hero known as Iron Man. Despite all of his fears for his friend's safety, Rhodes still joined Iron Man in bringing down Obadiah Stane's schemes, while trying to keep Stark's secrets, only for Stark to reveal them to the media himself.

# Bronnen:

Body tekst:

<https://marvelcinematicuniverse.fandom.com/wiki/War_Machine>

<https://screenrant.com/iron-man-suit-armor-versions-tony-stark-mcu/>

ChatGBT – problem oplossingen + inkorten body tekst.

Font: <https://www.fontspace.com/category/iron-man>