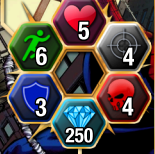


SPIDER-MAN  
PETER PARKER



UNIQUE HERO  
MUTATE  
CRIME FIGHTER  
INDOMITABLE  
MEDIUM 5



### SPIDEY SENSE 9

Before Spider-Man defends, roll a d20. Subtract 4 from the roll if the attacker is a Symbiote. On a 9+, Spider-Man avoids the attack and gains a move action.

### WEB SWING 6 SPECIAL MOVE

Move 6. Height 40.

Spider-Man gains Flying.

### WEB SLINGER

Instead of Spider-Man's move phase, you may choose a non-adjacent Small or Medium figure within 4 clear spaces. Place Spider-Man adjacent to the chosen figure or place the chosen figure adjacent to Spider-Man. The chosen figure has -2 Defense against Spider-Man this turn.

MARVEL

