

MARVEL

BOMBASTIC BAG-MAN

PETER PARKER

KICK ME!

If Bombastic Bag-Man is attacked by an adjacent figure that was not engaged with him at the start of its turn, subtract 2 from Bag-Man's Spidey-Senses roll this turn.

SPIDEY-SENSES 11

If Bombastic Bag-Man is attacked and at least 1 skull is rolled, roll the 20-sided die. Subtract 4 from the roll if the attacking figure is a Symbiote. If you roll 11 or higher, Bag-Man takes no damage and may immediately use his Swing Line 3 special power.

SWING LINE 3

Instead of his normal move, Bombastic Bag-Man may move up to 3 spaces with Swing Line. When moving with Swing Line, Bag-Man has the Flying special power, but may not move up or down more than 40 levels in a single swing, and will not take any leaving engagement attacks.



MUTATE

UNIQUE HERO

ADVENTURER

HAPLESS

MEDIUM

5



4

LIFE

MOVE 6

RANGE 4

ATTACK 3

DEFENSE 3

125

POINTS

