

**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

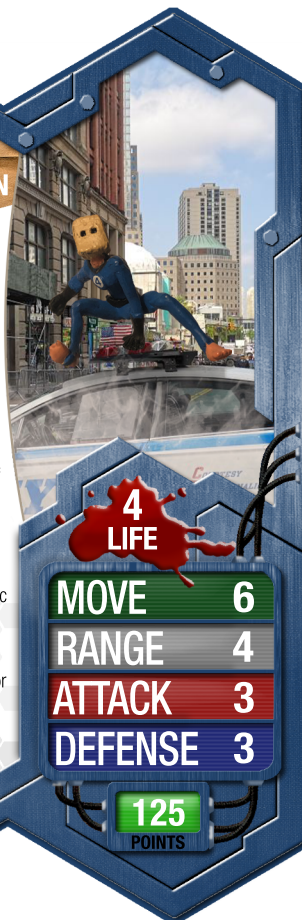
UNIQUE HERO

ADVENTURER

HAPLESS

MEDIUM

5



4 LIFE

MOVE 6

RANGE 4

ATTACK 3

DEFENSE 3

125

POINTS