

**MARVEL**

**CAPTAIN UNIVERSE**

PETER PARKER

**UNI-POWER**

Captain Universe never takes leaving engagement attacks. When Captain Universe attacks an adjacent figure with his normal attack, add 2 dice to his attack. When Captain Universe attacks a non-adjacent figure with his normal attack, he may attack one additional time.

**COSMIC SPIDEY-SENSES 12**

If Captain Universe is attacked and at least 1 skull is rolled, roll the 20-sided die. If you roll 12 or higher, Captain Universe takes no damage and may immediately move up to 4 spaces.

**SPIDER-VERSE: PROTECTOR**

Figures who could attack Captain Universe cannot attack other figures you control with a Spider-Verse, Swing Line, or Web Swing special power within 5 spaces of Captain Universe.

**C-6**  
**MUTATE**  
**UNIQUE HERO**  
**PROTECTOR**  
**DRIVEN**  
**MEDIUM 5**



**5 LIFE**

<b>MOVE</b>	<b>7</b>
<b>RANGE</b>	<b>5</b>
<b>ATTACK</b>	<b>5</b>
<b>DEFENSE</b>	<b>6</b>

**350 POINTS**

