

MARVEL

GHOST-SPIDER

GWEN STACY

**SPIDER-VERSE:
REINFORCEMENTS**

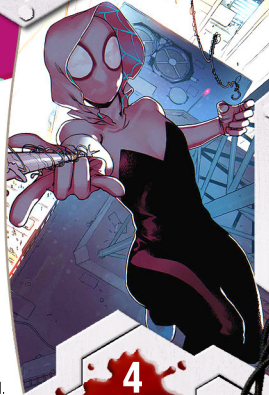
At the start of the game, you may choose Ghost-Spider and up to one other Unique Hero you control with a Spider-Verse, Swing Line, or Web Swing special power. The chosen Heroes are the Reinforcements and do not start the game on the battlefield. Once per game, after revealing an Order Marker on the card of any Unique Hero and taking a turn with that Hero, you may place the Reinforcements on any empty spaces within 2 clear sight spaces of that Hero. Take an immediate turn with the Reinforcements. You may not take any additional turns with other figures you control.


SPIDER-AGILITY 2

After Ghost-Spider attacks an adjacent figure, she may move up to 2 spaces with her Swing Line special power. If she moves at least one space, she may attack an adjacent figure one additional time.

SWING LINE 4

Instead of her normal move, Ghost-Spider may move up to 4 spaces with Swing Line. When moving with Swing Line, Ghost-Spider 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.



-  **SYMBIOTE**
- UNIQUE HERO**
- CRIME FIGHTER**
- PLUCKY**
- MEDIUM 5**

4
LIFE

MOVE	6
RANGE	4
ATTACK	4
DEFENSE	5

190
POINTS

