

MARVEL

MAN-SPIDER
PETER PARKER

SPIDER-VERSE: CLAMBER 40

Once per turn, before, during or after moving, you may place Man-Spider on any empty space within 2 spaces of his current location, as long as that space is no more than 40 levels up or down. Man-Spider will not take any leaving engagement attacks when moving with this special power.



MUTATE

UNIQUE HERO

CREATURE

SAVAGE

MEDIUM **5**

UNCONTROLLED RAGE

When attacking normally with Man-Spider, if you do not roll a blank, all skulls rolled count as one additional hit.

WEB SPECIAL ATTACK

Range 4. Attack 3.
Figures roll 1 fewer defense die when defending against this special attack.

SPIDER SENSES 11

If Man-Spider 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, Man-Spider takes no damage and may immediately use his Spider-Verse: Clamber special power.



7
LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 3

270
POINTS