







MARVEL

SCARLET SPIDER

BEN REILLY

IMPACT WEBBING SPECIAL ATTACK

Range 4. Attack 4.

Start the game with 3 white Webbing Markers on this card. If Scarlet Spider inflicts one or more wounds on a Unique Hero with this special attack, you may place a Webbing Marker from this card on the defending figure's Army Card. Before another figure with your Webbing Marker on its card moves, that player must roll the 20-sided die. If that player rolls 1-12, that figure may not move. If that player rolls 13 or higher, return all your Webbing Markers from that card to this card.

SPIDEY-SENSES 9

If Scarlet 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 9 or higher, Scarlet Spider takes no damage and may immediately use his Swing Line 4 special power.

SWING LINE 4

Instead of his normal move, Scarlet Spider may move up to 4 spaces with Swing Line. When moving with Swing Line, Scarlet 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



