







# MARVEL

## **SCARLET SPIDER**

BEN REILLY

#### IMPACT WEBBING SPECIAL ATTACK

Range 4. Attack 4.

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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 attacks.



