



**MARVEL**

**SCARLET SPIDER**  
KAINE PARKER

**STEALTH SUIT**

Before moving, you may place the black Stealth Marker on this card. While the Stealth Marker is on this card, Scarlet Spider can move through all figures and is never attacked when leaving an engagement. Scarlet Spider cannot be targeted by opponents' non-adjacent figures for any attack or for any opponents' special powers that require clear sight. If Scarlet Spider attacks or uses his Spider Stingers special ability, remove the Stealth Marker from this card.



**CLONE**

**UNIQUE HERO**

**VIGILANTE**

**CONFLICTED**

**MEDIUM 5**

**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.

**SPIDER STINGERS 9**

Instead of attacking, you may choose an adjacent opponent's figure and roll the 20-sided die. If you roll 9 or higher, the chosen figure receives one wound. After rolling for Spider Stingers, you may roll for Spider Stingers one additional time.



**6 LIFE**

**MOVE 6**

**RANGE 1**

**ATTACK 6**

**DEFENSE 5**

**245 POINTS**