

MARVEL

SILK
CINDY MOON

SILK WEB CONSTRUCTS

Start the game with three Web Shield Destructible Objects on this card. Instead of moving Silk normally, you may choose to either:

- roll 1 additional die when Silk attacks an adjacent figure this turn; or
- place a Web Shield from this card on a space occupied by Silk or a figure you control within 4 clear sight spaces of Silk, and place that figure on the Web Shield.

SILK SENSE 8

If Silk is attacked and at least 1 skull is rolled, roll the 20-sided die. Subtract 1 from your roll for each figure Silk is engaged with. If you roll 8 or higher, Silk takes no damage and may immediately use her Web Swing special power.

WEB SWING 2

Instead of her normal move, Silk may move up to 2 spaces with Web Swing. When moving with Web Swing, Silk 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. After using Web Swing 2, you may use it two additional times.



MUTATE

UNIQUE HERO

CRIME FIGHTER

ENTHUSIASTIC

MEDIUM 4



5 LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 3

220 POINTS