

IDW

SPIDER-MAN
PETER PARKER

THERE GOES THE SPIDER-MAN!

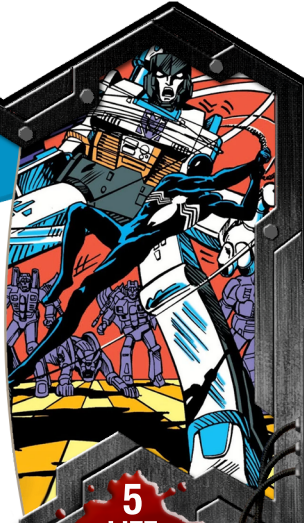
At the start of your player turn, you may choose 1 figure, obstacle, or terrain with a height of 9 or greater within 4 clear sight spaces of Spider-Man. Place Spider-Man on a space within 4 clear sight spaces of that figure, obstacle, or terrain. After placing Spider-Man, he cannot be moved for the rest of your player turn and you may choose 1 adjacent figure he was not adjacent to before he was placed. Subtract 1 from that figure's Defense number until the end of your player turn.

SPIDER-VERSE: WALL CRAWLING

While Spider-Man is adjacent to any figure, obstacle, or terrain with a height of 9 or greater, he is considered to be 9 levels higher than his base for the purpose of determining height advantage against non-flying figures.

ACROBATIC ARACHNID

Spider-Man never takes falling damage or leaving engagement attacks. After rolling defense dice against an opponent's figure, if you rolled at least one shield, you may choose 1 figure, obstacle, or terrain with a height of 9 or greater within 2 clear sight spaces of Spider-Man and place him adjacent to the chosen figure, obstacle, or terrain.



SYMBIOTE

UNIQUE HERO

SCOUT

TRICKY

MEDIUM **5**

5
LIFE

MOVE **6**

RANGE **4**

ATTACK **4**

DEFENSE **5**

200
POINTS

