

SPIDER-BOY

PETER ROSS

WEB-PISTOL
 Start the game with the Glyph of Web-Pistol on this card. While the Glyph of Web-Pistol is on this card, whenever another special power refers to the Web Swing special power, it refers to this special power as well.

DARING DECOY
 Figures engaged with Spider-Boy can only attack figures that have the Daring Decoy special power.

PERSONAL GRAVITY MANIPULATION
 Spider-Boy never takes leaving engagement attacks. When counting spaces for Spider-Boy's movement, elevation changes of up to 3 levels count as 1 space. Once per turn, you may count an elevation change of up to 30 levels as 1 space. After rolling defense dice for Spider-Boy, you may move him up to 3 spaces.

6 LIFE

MOVE	6
RANGE	1
ATTACK	4
DEFENSE	5

230 POINTS

CLONE

UNIQUE HERO

CELEBRITY

COCKY

MEDIUM 5