

MARVEL
SPIDER-CAT

NINE LIVES

Whenever Spider-Cat receives enough wounds to be destroyed, roll the 20-sided die. If you roll 9 or higher, remove all Wound Markers from this card and Spider-Cat is not removed from the battlefield.

**SPIDER-CAT SCRATCH
SPECIAL ATTACK**

Range 1. Attack 2.
If the defending figure receives at least one wound, it receives one additional wound. After attacking with this special attack, Spider-Cat may immediately use his Swing Line special power and attack with this special attack one additional time.

SWING LINE 3

Instead of his normal move, Spider-Cat may move up to 3 spaces with Swing Line. When moving with Swing Line, Spider-Cat 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.



CAT

UNIQUE HERO

CRIME FIGHTER

TRICKY

SMALL 2

1
LIFE

MOVE 5

RANGE 3

ATTACK 2

DEFENSE 3

40

POINTS