

MARVEL

SPIDER-GIRL
MAY PARKER

BIO-MAGNETIC FIELD 12
Immediately after any opponent's numbered Order Marker is revealed, you may roll the 20-sided die. If you roll 12 or higher, all small or medium figures engaged with Spider-Girl may not move, attack or use any special power this turn.



MUTANT

UNIQUE HERO

CRIME FIGHTER

DEDICATED

MEDIUM 4

FIELD PULSE
Before Spider-Girl moves, you may choose one small or medium figure adjacent to Spider-Girl. Place the chosen figure on any empty space within one space of its original placement. A figure moved by Field Pulse never takes leaving engagement attacks. A non-flying figure moved lower by Field Pulse can receive any falling damage that may apply.

SWING LINE 3
Instead of her normal move, Spider-Girl may move up to 3 spaces with Swing Line. When moving with Swing Line, Spider-Girl 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.



4 LIFE

MOVE 6

RANGE 4

ATTACK 3

DEFENSE 5

140 POINTS