

**MARVEL**

**SPIDER-HAM**  
PETER PORKER

**SURPRISE Mallet  
SPECIAL ATTACK**

Range 1. Attack 3.

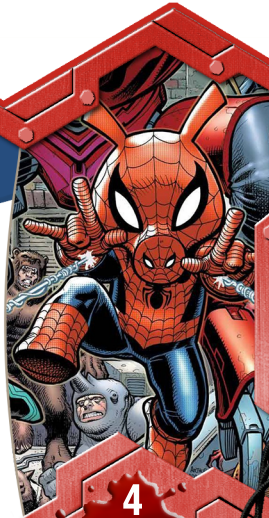
If Spider-Ham attacks a figure he was not adjacent to at the start of his turn, the defending figure rolls 2 fewer defense dice. Spider-Ham may only use this special attack once per round.

**SPIDER-NONSENSE 12**

If Spider-Ham would be destroyed, roll the 20-sided die, adding 1 to the roll for each enemy figure within 3 spaces of Spider-Ham. If you roll 12 or higher, Spider-Ham is not destroyed and you may remove Wound Markers from this card until there are only two Wound Markers on this card.

**SWING LINE 4**

Instead of his normal move, Spider-Ham may move up to 4 spaces with Swing Line. When moving with Swing Line, Spider-Ham 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.



ARACHNID

UNIQUE HERO

CRIME FIGHTER

SILLY

SMALL

3

4

LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 4

150

POINTS

