

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.



ARACHNID

UNIQUE HERO

CRIME FIGHTER

SILLY

SMALL **3**

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.



4

LIFE

MOVE **5**

RANGE **1**

ATTACK **3**

DEFENSE **4**

150

POINTS