

**MARVEL**

**SPIDER-KNIGHT**

PETER PARKER ©

**SPIDER-VERSE: RETALIATION**

When a friendly figure that is a Crusader or has a Spider-Verse, Swing Line or Web Swing special power receives one or more wounds from an attack from an opponent's figure, if the defending figure was in clear sight of Spider-Knight, you may move Spider-Knight up to 3 spaces. If he ends this movement adjacent to the attacking figure, you may roll one unblockable attack die against that figure, or two if the friendly figure was destroyed.

**FORWARD CHARGE**

When moving normally, you may add 2 to Spider-Knight's Move number as long as he ends his movement adjacent to an enemy figure.

**THE PRINCE OF ARACHNE**

When a friendly adjacent figure that is a Crusader or has a Spider-Verse, Swing Line or Web Swing special power rolls for defense, they roll one additional die.



HUMAN

UNIQUE HERO

CRUSADER

VALIANT

MEDIUM

5

4  
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 5

130

POINTS