

MARVEL

SPIDER-MA'AM

MAY REILLY-PARKER

BAKING ARSENAL

Start the game with a Glyph of Special Dough, a Glyph of Wheatcakes, and a Glyph of Pie on this card.

Spider-Ma'am cannot lose these glyphs by receiving wounds unless she is destroyed.

MUTATE

UNIQUE HERO

MYSTERY MAN

NURTURING

MEDIUM 4

NOT A FRAIL OLD WOMAN

Spider-Ma'am is never attacked when leaving engagements. Opponents cannot target Spider-Ma'am for an attack or choose her for a special power if they do not control. After an opponent's player turn, you may choose one figure.

Spider-Ma'am is engaged with that took a turn and did not attack her. Roll an unblockable attack die against that figure.

SWING LINE 4

Instead of her normal move, Spider-Ma'am may move up to 4 spaces with Swing Line. When moving with Swing Line, Spider-Ma'am 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.

3 LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 4

110

POINTS



