

**MARVEL**

**SPIDER-MAN**

PETER PARKER ©

**HONED SPIDER-SENSE**

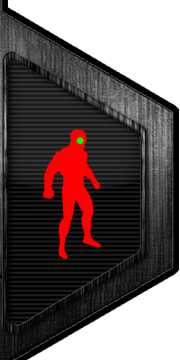
Once per round, if Spider-Man is attacked and at least 1 skull is rolled, you may ignore that attack. If you do, Spider-Man may not be targeted the rest of this figure turn and may immediately use his Swing Line special power.

**EFFICIENT ASSASSIN 9**

After a figure you control inflicts one or more wounds on an enemy figure with an attack, if that enemy figure has only 1 Life remaining and is within 5 clear sight spaces of Spider-Man, you may roll the 20-sided die. If you roll 9 or higher, inflict one wound on that enemy figure.

**SWING LINE 4**

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



**MUTATE**

**UNIQUE HERO**

**ASSASSIN**

**PRAGMATIC**

**MEDIUM**

**5**

**5**  
**LIFE**

**MOVE 6**

**RANGE 5**

**ATTACK 4**

**DEFENSE 4**

**180**

**POINTS**

