

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.



MUTATE

UNIQUE HERO

ASSASSIN

PRAGMATIC

MEDIUM

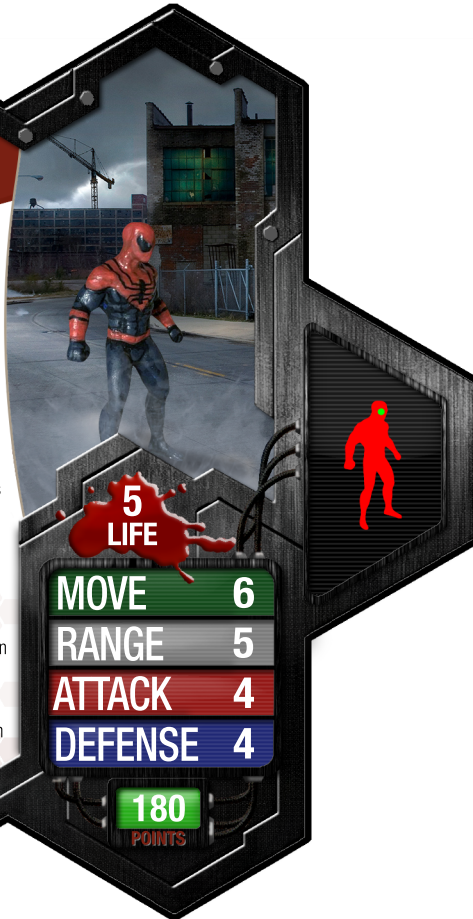
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EFFICIENT ASSASSIN 9

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.



5 LIFE

MOVE 6

RANGE 5

ATTACK 4

DEFENSE 4

180 POINTS