



**MARVEL**

**SPIDER-MAN**  
PETER PARKER

**AVENGERS HOLIDAY PARTY**

At the start of the game, place a white Avenger Marker on the card of a friendly Unique Hero and two different Food Equipment Glyphs on this card. Spider-Man can equip a Food Equipment Glyph even if there are other Food Equipment Glyphs on this card, up to a maximum of 2. A figure you control with an Avenger Marker on its card subtracts 1 from its Move number and, while adjacent to a friendly figure with an Avenger Marker on its card, adds 1 to its Attack number when attacking adjacent figures.

**SECRET SANTA**

After taking a turn with Spider-Man, you may place a Food Equipment Glyph from this card onto the card of an adjacent friendly figure with an Avenger Marker on its card. If you do, take an immediate turn with that figure and you may not take any additional turns.

**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**

**ENTERTAINER**

**JOLLY**

**MEDIUM 5**

**5  
LIFE**

**MOVE 6**

**RANGE 4**

**ATTACK 4**

**DEFENSE 6**

**180**

**POINTS**

