



**MARVEL**

**SPIDER-MAN**

PETER PARKER

**AVENGING TEAM-UP**

At the start of the game, you may choose one other Unique Hero you control and place a white Avenger Marker on its Army Card. After revealing an Order Marker on the Army Card of a Unique Hero you control that has an Avenger Marker on its card and taking a turn with only that Hero, you may take an immediate turn with Spider-Man and you may not take any additional turns. During this turn, Spider-Man can only attack figures engaged with that Hero.

**DISTRACTING BANTER**

Enemy figures attacking Spider-Man with a normal attack roll one additional attack die but subtract one skull from whatever is rolled. After rolling defense dice for Spider-Man against an opponent's attack, if he does not receive any wounds, Spider-Man may immediately use his Web Swing 2 special power.

**WEB SWING 2**

Instead of his normal move, Spider-Man may move up to 2 spaces with Web Swing. When moving with Web Swing, 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. After using Web Swing 2, you may use it two additional times.



**MUTATE**

**UNIQUE HERO**

**CRIME FIGHTER**

**DRIVEN**

**MEDIUM**

**5**

**5**  
**LIFE**

**MOVE** 6

**RANGE** 4

**ATTACK** 4

**DEFENSE** 6

**280**  
**POINTS**