

MARVEL

SPIDER-MAN
MILES MORALES

WEBBED UP 14

Any time an enemy figure within 4 clear sight spaces of Spider-Man would be moved, you may first roll the 20-sided die. If you roll 14 or higher, the figure may not be moved for the rest of this player turn.

VENOM BLAST STRIKE 14

Once per turn, when Spider-Man becomes engaged, you may roll the 20-sided die. If you roll 14 or higher, the opponent's figure receives one wound and may not move for the rest of this player turn.

SPIDER-AGILITY 2

After Spider-Man attacks an adjacent figure, he may move up to 2 spaces with his Swing Line special power. If he moves at least one space, he may attack an adjacent figure one additional time.

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

CRIME FIGHTER

ENTHUSIASTIC

MEDIUM 5



5 LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 6

240 POINTS

