

**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**

