



MARVEL

SPIDER-MAN
PETER PARKER

SPIDEY-SENSES 9

If Spider-Man is attacked and at least 1 skull is rolled, roll the 20-sided die. Subtract 4 from the roll if the attacking figure is a Symbiote. If you roll 9 or higher, Spider-Man takes no damage and may immediately use his Web Swing 2 special power.



MUTATE

UNIQUE HERO

CRIME FIGHTER

TRICKY

MEDIUM 5

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.

WEB SLINGER

If Spider-Man did not move this turn, before attacking, you may choose a non-adjacent small or medium figure within 4 clear sight spaces of Spider-Man. Place Spider-Man adjacent to the chosen figure or place the chosen figure adjacent to Spider-Man. If Spider-Man attacks the chosen figure this turn, the chosen figure rolls 2 fewer defense dice. Figures moved by Web Slinger will not take any leaving engagement attacks.



5
LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 3

250
POINTS