

MARVEL

SPIDER-MAN

PETER PARKER ©

ULTIMATE SACRIFICE

If a friendly figure within 4 clear sight spaces of Spider-Man would receive one or more wounds from an enemy figure's attack, if possible, Spider-Man may use Swing Line to move adjacent to the defending figure. If he does, Spider-Man must receive those wounds instead.

STEP UP

When Spider-Man or a figure you control within 4 clear sight spaces of Spider-Man receives one or more wounds from an enemy figure's attack, or the Ultimate Sacrifice special power, during your next player turn, you may add 2 to Spider-Man's Attack number while attacking that opponent's figure with an adjacent normal attack.

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

RESOLUTE

MEDIUM

4

5
LIFE

MOVE 6

RANGE 4

ATTACK 4

DEFENSE 5

170

POINTS

