

MARVEL

SPIDER-MAN

PETER PARKER ©

PASSING FOR MUTANT

Spider-Man is considered to have the species of Mutant instead what is listed on this card. After taking a turn with Spider-Man, roll the 20-sided die. If you roll 1 or lower, or if this special power is ever negated, this special power is negated for the rest of the game.



MUTATE

UNIQUE HERO

CELEBRITY

TORMENTED

MEDIUM

5

PRECOGNITIVE GRAPPLER 14

If Spider-Man is attacked and at least 1 skull is rolled, roll the 20-sided die. If you roll 14 or higher, Spider-Man takes no damage and may immediately either use his Swing Line special power or, if the attacking figure is an adjacent small or medium figure, switch Spider-Man and the attacking figure. Switched figures will not take leaving engagement attacks.

SWING LINE 3

Instead of his normal move, Spider-Man may move up to 3 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.



5
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 4

140
POINTS