

MARVEL**SPIDER-MAN****SPIDEY-SENSE 11**

If Spider-Man is attacked by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-10, roll defense dice normally. If you roll an 11-20, Spider-Man takes no damage and may immediately move using his Swing Line 4 Special Power.

SWING LINE 4

Instead of a normal move, Spider-Man may use his Swing Line. Swing Line has a move of 4. When counting spaces for Spider-Man's Swing Line movement, ignore elevations. Spider-Man may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Spider-Man may not Swing Line more than 40 levels up or down in a single Swing Line. If Spider-Man is engaged when he starts to Swing Line, he will not take any leaving engagement attacks.

WEB SPECIAL ATTACK

Range 4. Attack 3.

Figures roll 1 less defense die when defending against Spider-Man's Web Special Attack.

**HUMAN****UNIQUE HERO****CRIME FIGHTER****TRICKY****MEDIUM 5****5
LIFE****MOVE 6****RANGE 1****ATTACK 4****DEFENSE 4****160****POINTS**

MARVEL
SPIDER-MAN



EARTH

The Conflict Begins™

4/10

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 7

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