



<h2>Scarlet Spider</h2> <p><i>Kaine Parker</i></p>		<h2>Spider-Man</h2> <p><i>Miles Morales</i></p>		<h2>Mystique</h2> <p><i>Raven Darkhölme</i></p>	
	245	Life 6		170	Life 4
	Clone	Move 6		Mutate	Move 6
	Unique Hero	Range 1		Unique Hero	Range 4
	Vigilante	Attack 6		Crime Fighter	Attack 3
	Conflicted	Defense 5		Reluctant	Defense 5
Marvel 1	Medium 5		Marvel 1	Medium 5	
<p>STEALTH SUIT Before moving, you may place the black Stealth Marker on this card. While the Stealth Marker is on this card, Scarlet Spider can move through all figures and is never attacked when leaving an engagement. Scarlet Spider cannot be targeted by opponents' non-adjacent figures for any attack or for any opponents' special powers that require clear sight. If Scarlet Spider attacks or uses his Spider Stingers special ability, remove the Stealth Marker from this card.</p>		<p>VENOM BLAST STUN 13 After attacking a Unique Hero with Spider-Man's normal attack, if you rolled one or more blanks, you may roll the 20-sided die. If you roll 13 or higher, you may remove an unrevealed Order Marker at random from the defending figure's Army Card.</p>		<p>IMPERSONATE Before placing Order Markers for each round, you may choose an opponent's medium Unique Hero on the battlefield. While the chosen Hero is on the battlefield, Mystique cannot be attacked by, targeted or chosen for special powers by, or take any leaving engagement attacks from any figure in the chosen Hero's army except for the chosen Hero.</p>	
<p>SPIDER STINGERS 9 Instead of attacking, you may choose an adjacent opponent's figure and roll the 20-sided die. If you roll 9 or higher, the chosen figure receives one wound. After rolling for Spider Stingers, you may roll for Spider Stingers one additional time.</p>		<p>SPIDER CAMOUFLAGE If Spider-Man is unengaged, he cannot be targeted by opponents' figures for any attacks or special powers that require clear sight. If Spider-Man is unengaged at the beginning of his turn, you may roll 1 additional attack die this turn.</p>		<p>OUTCAST ASSAULT After revealing an Order Marker on this card and before taking a turn with Mystique, if you did not choose a hero for Impersonate this round, you may roll the 20-sided die.</p>	
<p>SWING LINE 4 Instead of his normal move, Scarlet Spider may use his Swing Line. Swing Line has a move of 4. When counting spaces for Scarlet Spider's Swing Line movement, ignore elevations. Scarlet Spider may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Scarlet Spider may not Swing Line more than 40 levels up or down in a single Swing Line. If Scarlet Spider is engaged when he starts to Swing Line, he will not take any leaving engagement attacks.</p>		<p>SWING LINE 4 Instead of his 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.</p>		<ul style="list-style-type: none"> If you roll 1-7, nothing happens; If you roll 8-18, you may immediately take a turn with one other Unique Outcast Hero you control; or If you roll 19 or higher, you may immediately take a turn with up to two other Unique Outcast Heroes you control. Any figures taking a turn with Outcast Assault must be within 8 clear sight spaces of Mystique before moving. After using Outcast Assault, you may not take any additional turns with other figures you control. 	