MARVEL

CRISIS PROTOCOL

ALLIANCES

NIGHT OF THE GOBLIN

STAGE I

OSCORP LAB:
SPIDER CATCHER

The Green Goblin is once again using Oscorp Labs as part of his schemes for city-wide mayhem! Having activated a swarm of military grade mechanical spider-bots, Spider-Man and his allies must prevent these dangerous drones from escaping into the city where their advanced weaponry could cause untold destruction!

Setup

When setting up Cages (Objective tokens) for this Stage, only use the tokens marked with , , and . At the end of Setup, randomize the 12 Giant Spiders (Stage tokens) and put 1 into each Spawn Space, face up. Then put the Spider Tracker next to the battlefield. **Green Goblin** is the Mini-Boss for this Stage.

Objective Rules

Interact (Cage): Advance up to 3 Spaces. Then Place this Cage in this Character's Space and choose up to 3 Giant Spiders within 1 Space of this Cage. Put the chosen Spiders on this Cage's column on the Spider Tracker. Then, if this Cage's column on the Spider Tracker has 3 Giant Spiders in it, it is Filled. Remove it from the Battlefield. Instead of gaining 2 XP for completing this objective, as normal, each Character gains a number of XP equal to the number of Giant Spiders in the Filled Cage that match its symbol.

Stage Special Rules

Catch a Ride: When an Enemy or Character Advances through a Space that a Giant Spider occupies, after that Advance is resolved, put that Giant Spider into the Space the Advancing Enemy or Character is occupying.

"Here, Spidey, Spidey, Spidey": When a Character receives a Heroic Assist, they may choose any number of Spiders within 3 Spaces of themselves. If they do, Place those Giant Spiders anywhere within 1 Space of that Character.

End of Stage

At the end of any Turn, if 3 or more Cages are Filled, the Characters complete this Stage!

Giant Spider

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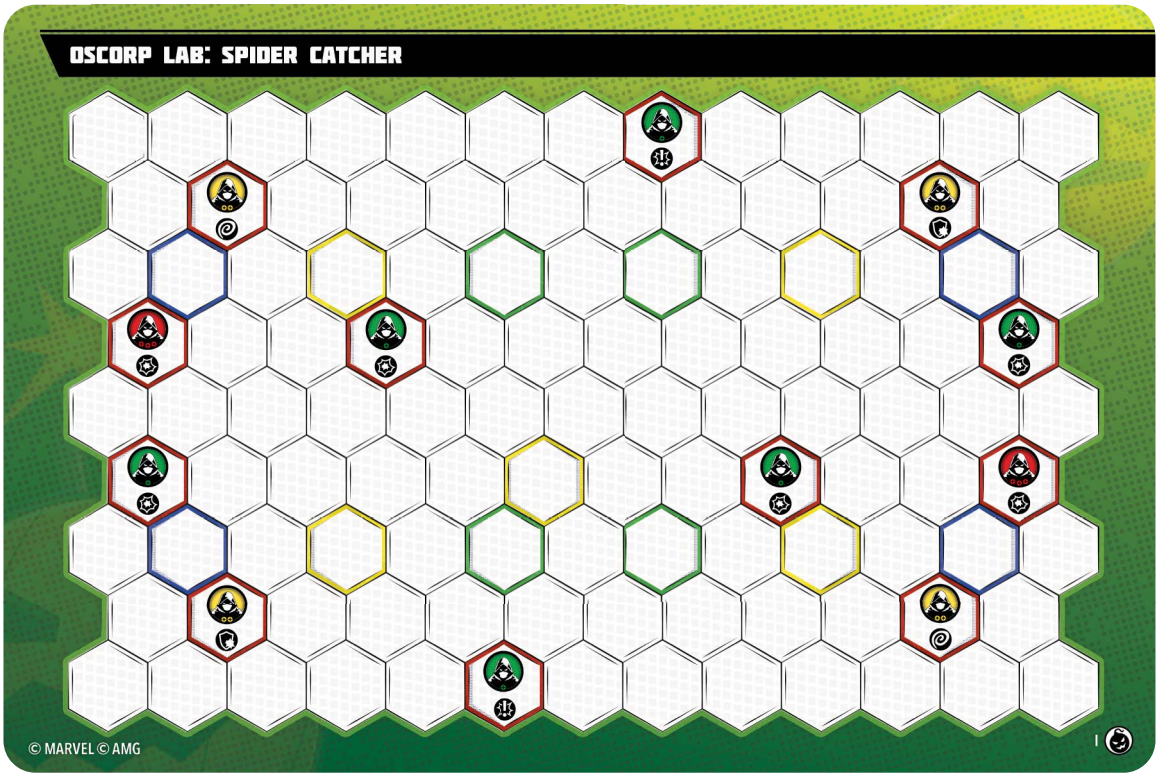

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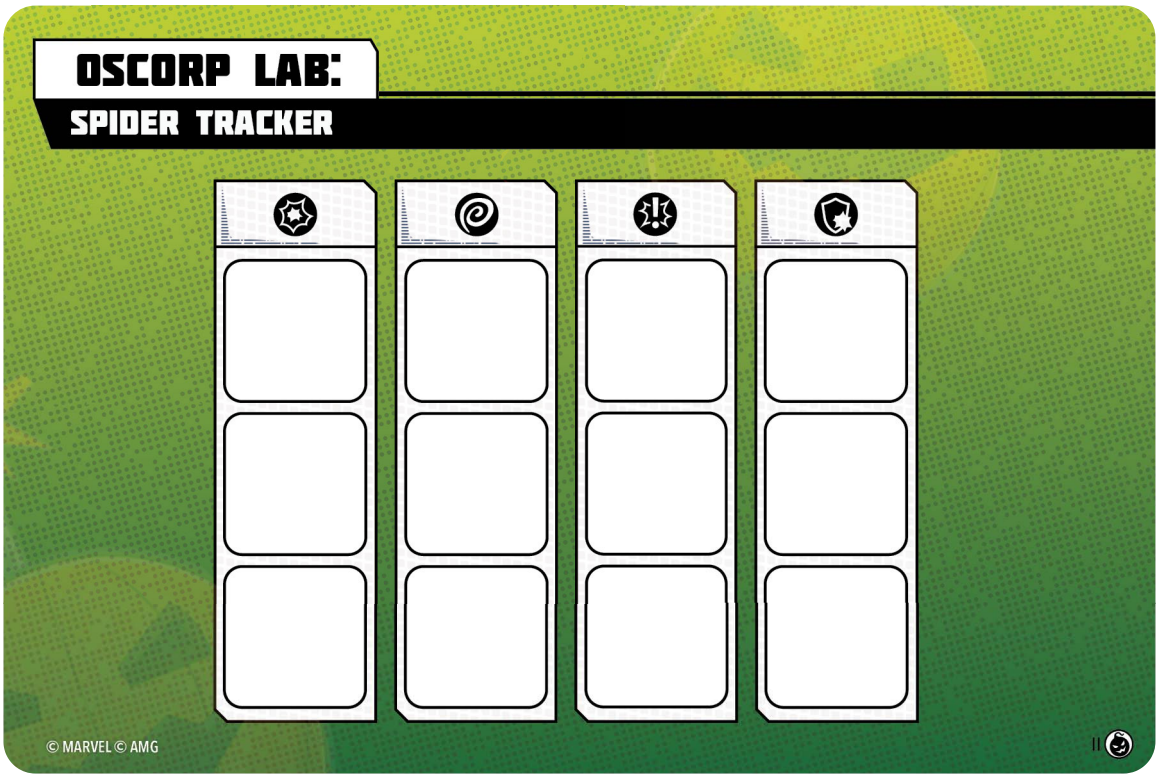

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