MARVEL

CRISIS PROTOCOL

ALLIANCES

NIGHT OF THE GOBLIN

STAGE 2

DAILY BUGLE

MAYHEM STOPS HIDDEN IDENTITIES FROM BEING REVEALED

As if the Green Goblin causing havoc all over New York wasn't bad enough for Spider-Man and his friends, Nick Fury just informed our web-headed hero that a classified packet containing the secret identities of several of New York's biggest heroes has somehow ended up in the hands of the Daily Bugle. Worst of all it seems the Green Goblin has also become aware of this fact! The race is on for the heroes to stop the Green Goblin, retrieve the packet, and ensure that their names don't appear in tomorrow's morning edition!

Setup

Set up the Evidence (Objective tokens) normally and put the Evidence Tracker next to the battlefield. Put 1 Damage token on each Evidence's column of the Reveal Tracker. Then, for each objective, roll 5 dice. For each symbol in the roll that matches the objective, add a Damage token to that Evidence's column of the Reveal Tracker, to a maximum of 2 tokens. **Green Goblin** is the Mini-Boss for this Stage.

Objective Rules

Interact (Evidence): Roll a number of dice equal to your Character's or Defense, whichever value is higher. For each , , and result in the roll, remove a Damage token from this Evidence, if able. Then, if there are no Damage tokens on this Evidence's column of the Reveal Tracker, it is Secured. Remove it from the battlefield.

Stage Special Rules

Incendiary Cover-Up: When a Damage token is added to an Evidence's column of the Reveal Tracker, after the effect is resolved, each Character within 2 Spaces of that Evidence gains the Incinerate special condition. Then, if that Evidence's column on the Reveal Tracker has 3 or more Damage tokens, that Evidence is Destroyed. Remove it from the battlefield. Characters do not receive XP when an objective is removed in this way.

Havoc: Each time **Green Goblin** Spawns, put 2 Damage tokens on the Evidence nearest to his column of the Reveal Tracker.

Mayhem: During each **Cleanup Phase**, put 1 Damage token on each Evidence's column of the Reveal Tracker.

End of Stage

At the end of any Turn, if 4 or more Evidence have been removed from the battlefield, the Characters complete this Stage!

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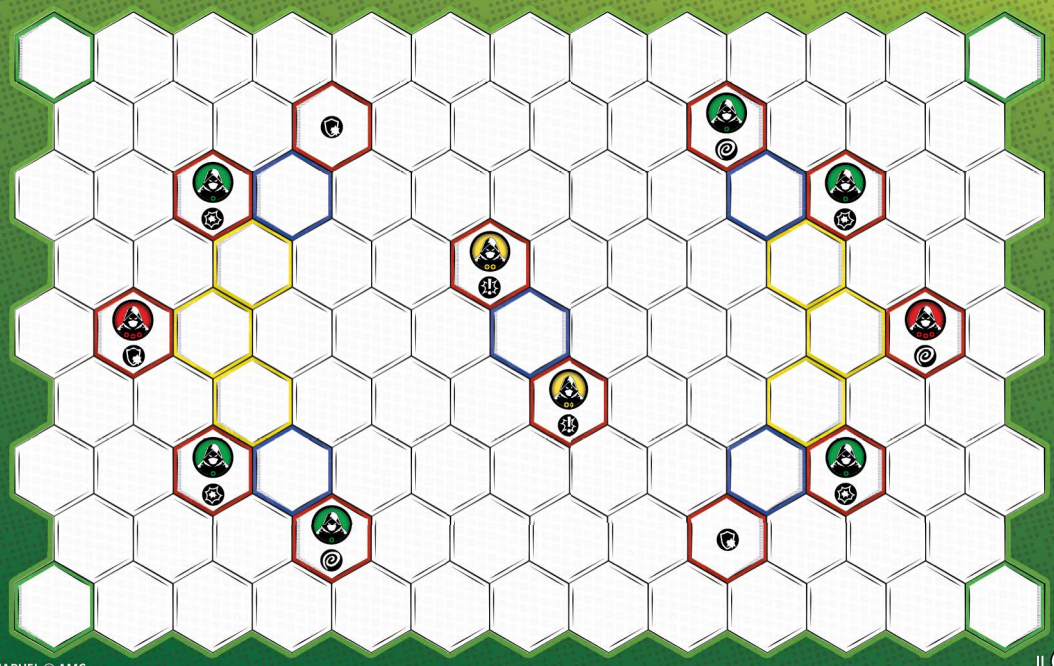
DAILY BUGLE: MAYHEM STOPS HIDDEN IDENTITIES FROM BEING REVEALED



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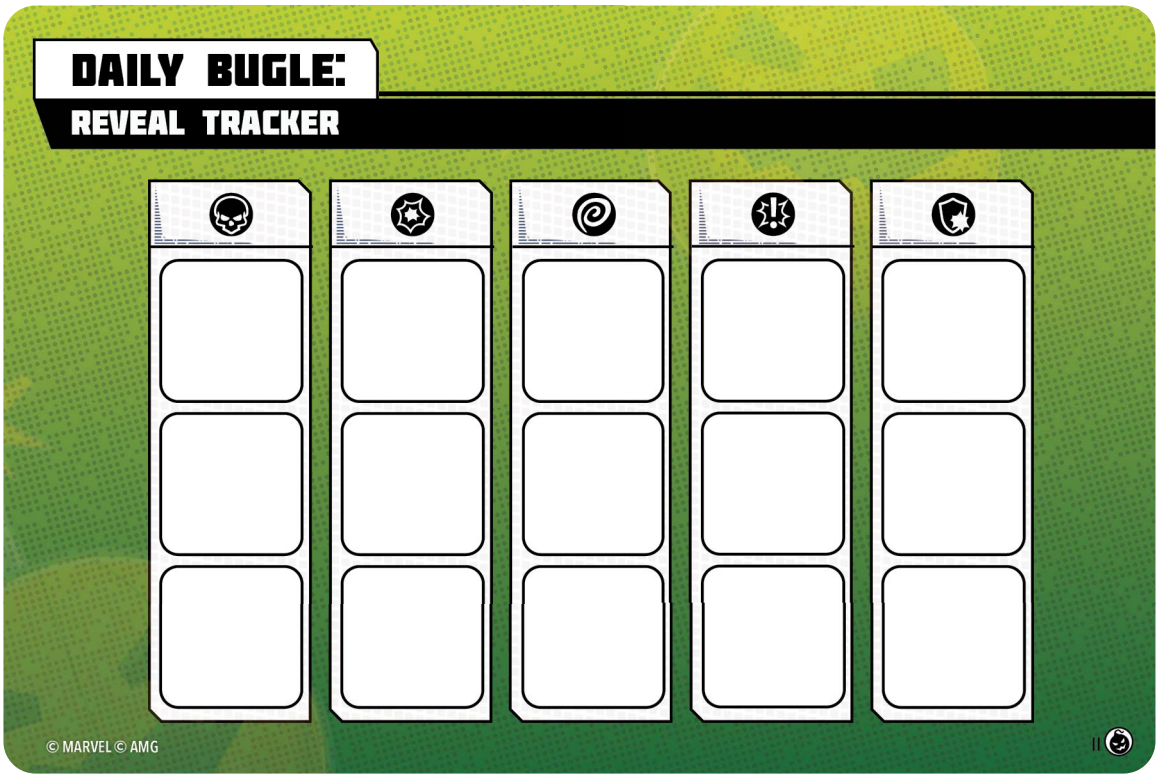

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