MARVEL

CRISIS PROTOCOL

ALLIANCES

NIGHT OF THE GOBLIN

STAGE 3

TIMES SQUARE:
DOWNTOWN COLLAPSE

Green Goblin's rampage continues to turn the streets into a dangerous warzone, and trapped in the middle are the good people of New York! As rubble falls and traffic piles up, innocent civilians are becoming trapped in the wreckage of the Goblin's wake. It's up to Spider-Man and his allies to clear a path through the debris and Goblin's minions to allow New York's finest to get in and begin evacuation efforts.

Setup

Set up the Buried Civilians (Objective tokens) normally. Then put a Wreck (Stage token) overlapping each Buried Civilian. **Green Goblin** is the Mini-Boss for this Stage.

Objective Rules

Interact (Buried Civilian): If there is not a Wreck overlapping this Buried Civilian, roll 3 dice. I there are 1 or more , , or results in the roll, this Buried Civilian is Saved! Remove it from the battlefield.

Stage Special Rules

Interact (Wreck): Roll a number of dice equal to your defense. Then, if 3 or more , , or results were rolled, Throw this Wreckage 3 Spaces, as if it were a Terrain Feature, and remove it from the battlefield. Otherwise, for each , , and result in the roll, put a Damage token on this Wreck. Finally, if this Wreck has 3 or more Damage tokens on it, remove it from the battlefield.

Downtown Destruction: After **Enemies Attack**, each Character within 1 Space of 1 or more Wrecks or Spawn Spaces suffers the effects of a collision.

End of Stage

At the end of any Turn, if 4 or more Buried Civilians have been Saved, the Characters complete this Stage!

Wreck

III

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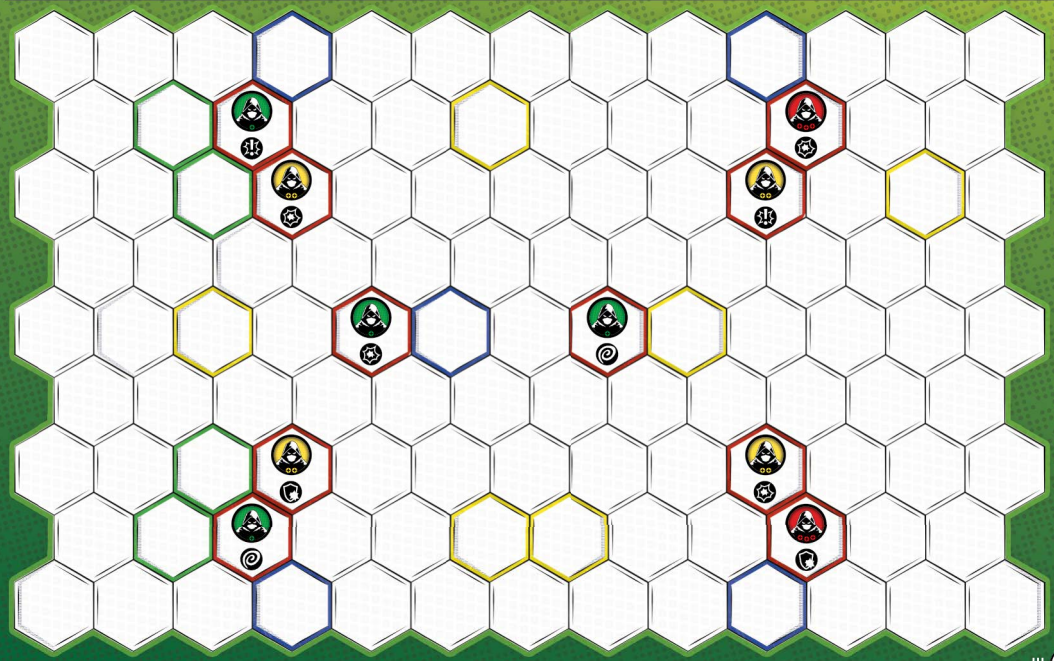
TIMES SQUARE: DOWNTOWN COLLAPSE



III

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