

Mr. laonski

Doc Oc

Hobgoblin

Tombstone

Rhino

Morbius

Speed Demon

From Data_Error:

The way I see it, the point of having a Sinister Six team-up against the hero is to outnumber, oppress, and break down Spider-man from multiple angles at once. So, ideally, you'd want to construct your team like a task force to do just that:

- Norman Osborn as the benefactor and point man for the whole operation. Not even necessarily as the Green Goblin; his purpose here is to use his financial and political power to run smear campaigns and turn public opinion against Spider-man while funneling resources into equipping the rest of the team. In that vein, if we have to suit him up, perhaps use the Iron Patriot persona for its much better PR to help legitimize their case. Norman's very presence as the lead and public face, of course, creates a natural power imbalance in the group, which makes for some juicy drama and a way for Spidey to wedge the group apart later.

- Doctor Octopus gets a bit of a shoo-in for being the original leader, but he's also highly capable as a planner (collaborating and likely butting heads with Osborn) and can go toe-to-toe with most of Spider-man's typical bag of tricks. He also has tons of experience with Peter Parker's personal life after his stint as the Superior Spider-man (that's still in canon, right?), which is going to come in handy with tyrannizing the hero.

- Kraven the Hunter to track Spider-man 24/7 and ensure he never gets a moment's rest. If they're going to really make this a war of attrition, they're going to be dogging him every hour of the day to keep Spidey really worn down, and who better for the task than the Hunter himself?

- Vulture to match Spidey's aerial prowess and cut off his escape routes. One of Spider-man's get-out-of-jail free cards is that, if a situation really goes south, he can just zip up and away out of a situation where most villains can't follow. Vulture kills that advantage and, as a result, significantly closes in the space where Spider-man is "safe".

- Mysterio for the effects show. If part of the main strategy is to overwhelm Spidey, Mysterio's additional flashy powers, illusions, and even hypnosis will pull more than its weight in confounding Spider-man and slowing him down - it's bad enough fighting Doc Ock when he doesn't have the added benefit of smokescreens and hallucinogens.

- Rhino as the muscle. Every good party comp needs a solid tank, and that's just what he does best, from what I can tell. Once they've got Spider-man on the ropes, Rhino's going to be the clear choice to physically cripple him (until he inevitably makes a comeback). Scorpion could probably fit this spot just as well, but Rhino is just bigger and bulkier, which should help visually

break up the lineup.

...of course, I realize I've mostly just reconstructed the line-up that Amazing Spider-Man 2 was leading toward, but still; handled right, I think they have good synergy as a team.

- Data_Error on Discord/Twitter/reddit/etc.

Rob, Podcaster at Large

Here's my #SinisterSix team, intended for the MCU Spidey:

- Vulture
- Shocker
- Mysterio
- Diamondback
- Killmonger
- Scorpion/Superior Spider-Man (stolen Iron Spidey suit/tech)
- Secret Seventh Member: the Kingpin

Vulture still owes Peter a debt.

Shocker wants revenge.

Mysterio wants to be famous

Diamondback needs friends to go after Luke Cage

Killmonger is our better Kraven, and wants to take down anyone who might get in his way before he goes after T'Challa again. Also wants the tech.

I didn't want Venom or Carnage, but a Spider-analogue sounds interesting, especially if they get the Iron Spider suit (because I like the original design better). Scorpion seems a good fit for this - all power, no finesse, kill mode always activated. Add the tail if needed.

Could even have the suit AI take over. That new Scorpion/Superior Spidey shows Peter what his suit is really capable of, which makes him want to ditch it. MCU version of the symbiote.

I'd love a reveal at the end of the Kingpin funding the whole thing, but with all the tech involved, we'd need to explain that. I say we have The Fixer there (who's now a Hammer employee so we can get that cameo - but he's not invited to play), and he's making the tech.

But at the end we see The Fixer is really answering to someone (or its teased along the way), and at the end we learn that someone is The Kingpin. Throughout the film we also see Fixer working on adapting a crappy Iron Man suit Hammer tried to replicate into a Beetle suit.

Final shot: the robot arm that Stark always berates wanders in with three of his friends. When Fixer asks what's up, the head arm looks at a harness hanging on the wall...