

VENOM ASSAULT

Frequently Asked Questions and Errata

Errata

1 Player Rules: There are two methods of single-player game play available, depending on your preference:

Easier: Utilize two starting decks, each set up as per a two-player game. The solo player will play each deck individually, in turn, as though there were two players. In this mode, no other rules change, and the game plays as though it is a two-player game.

Harder: Utilize a single deck, taking an Event Phase at the beginning of each turn. In this play mode, remove all cards that have a "Teamwork" Supporting Ability from the Freedom Squadron Deck, as they will not be able to be used during this game.

Cards placed into play during your Recruitment Phase: All cards placed into play during your Recruitment Phase from various effects act as though they were played from your hand for the purposes of abilities on that card.

- **"VENOM Girls"** - Event Card - The Global Ability during the Recruitment Phase should read as follows: "Recruited cards may be placed directly into play when recruited this Round, as though they were played from your hand."

- **"The Tale of Two Ambers"** - Reward Card - The card placed directly into play by this card's effect acts as though it were just played from your hand.

Abilities that Affect Freedom Squadron Combat Leaders and Support Cards in the Tactical Phase: Any ability that affects Combat Leaders or Freedom Squadron Support Cards take effect in the Tactical Phase immediately after the player has chosen the Combat Leader and all Support Cards that will take place in Combat.

- **"Robots in the Skies"** - Mission Card - The effect that affects the Combat Leader in the 2nd Event's text occurs after a Combat Leader is chosen.
- **"Kingpins of Crime"** - Mission Card - The effect that affects the Combat Leader in the 3rd Event's text occurs after a Combat Leader is chosen.
- **"The Evil that Lies Below"** - Mission Card - The effect that discards Freedom Squadron Support Cards in the 1st Event 1's text, and the effect that affects the Combat Leader in the 3rd Event's text both occur after a Combat Leader is chosen.
- **"Stiletto", "Sabotage", "Tigerfish"** - VENOM Leader Card - The effect that affects Freedom Squadron Support Cards occurs after a Combat Leader is chosen.
- **"Mayhem"** - VENOM Leader Card - The rolled die effect should be rolled only after a Combat Leader is chosen.
- **"El Guapo"** - VENOM Leader Card - The effect that affects the Combat Leader occurs after a Combat Leader is chosen.
- **"Captives of VENOM"** - Event Card - The effect that affects the Combat Leader occurs after a Combat Leader is chosen.
- **"Ion Correlator", "DNA of Genghis Khan", "Deep Water", "Experimental Laser Core", "Hydromaster Mark 5.9"** - Reward Card - The effect that affects the Combat Leader occurs after a Combat Leader is chosen.
- **"Rock 'N Roll", "Directive Prime"** - Reward Card - The effect that affects Freedom Squadron Support Cards occurs after a Combat Leader is chosen.

VENOM ASSAULT

First Time Player Suggested Setup: In addition to recommending that players that are new to VENOM Assault play the “World in Darkness” Mission, we have further recommended an alternative to selecting 14 random VENOM Leaders, as the Mission suggests. Using these pre-selected 14 VENOM Leaders will offer a very standard play of the “World in Darkness” Mission, and allow players to better understand gameplay without VENOM Leaders that alter the basic rules too much:

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|--------------------|-------------------|
| - VENOM Commander | - Sabotage |
| - Vipress | - The Chameleon |
| - Roulette | - Toxin |
| - Kamikaze | - Tigerfish |
| - Professor Mortis | - Strato |
| - Gorgon | - Jack Knife |
| - Backdraft | - Rojas and Azura |

Cycling the Training Ground: As an additional rule, a player may skip spending any Recruitment Points in their Recruitment Phase to “Cycle the Training Ground”. This may be done after all cards from the player’s Hand have been played, but before any Recruitment Points are spent. Instead of Recruiting any cards, or spending Recruitment Points on alternative Abilities, such as the “Hornet’s” Ability, the player may choose to shuffle all Freedom Squadron cards in the Training Ground into the Recruitment Pile, and then refill the Training Ground to the same number as was shuffled in. They must cycle all Freedom Squadron cards from the old Training Ground, and cannot choose individual cards to cycle. That player may not spend any Recruitment Points in this Phase, and may only do this once per Turn. However, that player may still use Abilities that take place during the Recruitment Phase that do not cost Recruitment Points, such as “Mirage” or “Powder Keg”.

FAQ

- “The Moon is Not Enough” - Reward Card - If there is no VENOM Leader Deck to draw from, this card may not be used for its abilities, but is still worth the Victory Points at the end of the game.
- “Lockdown” - VENOM Leader Card - Lockdown’s Ability is to shuffle all VENOM Leaders currently occupying Zones, meaning that she will only affect those in active Zones, including herself, and does not affect the VENOM Leader Deck in any way. This activates “...when she is placed in a Zone”, and does not occur “...when Lockdown is revealed, face up”. Examples of each scenario are as follows:
 - **Placement in a Zone:** Being placed from the VENOM Leader deck, such as game setup, or refilling a Zone in the End of Turn Phase. This also includes specific Rewards that affect VENOM Leader Placement that would place Lockdown into a Zone, such as “Duel in Devil’s Cauldron” or “The Moon is Not Enough”. In these scenarios, once Lockdown is placed into a Zone, all active VENOM Leaders are gathered up, shuffled, and placed face down randomly in the Zones they were gathered from (meaning previously Liberated Zones do not refill). As a note: Global Effects of VENOM Leaders that have been placed face-down by this ability are no longer active until that Leader is revealed face-up again.
 - **Revealing Face-up:** This is when Lockdown is revealed face-up in a Zone she has already been occupying. This happens most commonly after her ability has placed her face-down in a Zone, but also occurs via the face-down effect from the Mission “Prisoners of VENOM” or when she is revealed by capturing a VENOM Leader off of the stack in the Mission “Chasing the Snake”.

VENOM ASSAULT

• Mission-Specific Reward Cards and VENOM Leaders - Mission-Specific Rewards and VENOM Leaders are annotated by the “golden file” in the lower right hand corner of the cards. These cards should only be available in the Mission that calls for them, and should be set aside prior to choosing any random cards to complete these decks, so they do not end up being used in an incorrect Mission. For Example, when choosing the Mission “The Evil That Lies Below”, all Mission-Specific Reward Cards should be removed from the Reward Deck before randomly choosing the 14 Rewards that will be used. As well, “Ouroboros”, the Mission-Specific Leader, should be removed from the VENOM Leader Deck prior to randomly choosing the 14 VENOM Leaders, so he is not used.

• “Nightshade” - Freedom Squadron Card - Nightshade’s Abilities must both take effect if a player intends to benefit from the +3 to the Rolled Value of all Combat Dice during the Combat Phase. Nightshade’s ability that halves the total of all Combat Dice, rounded down is intended to take effect only after all dice are gathered together. An example of this follows:
- A player enters into Combat with Nightshade, 3 Recruits, and Inferno. We will assume for this example that the VENOM Leader and VENOM Support don’t alter anything in relation to these cards. The player chooses Inferno as the Combat Leader, in order to make full use of his Leadership Combat Value of 4. This leaves Nightshade and the 3 Recruits as Support. After all other effects have taken place, the dice are gathered together from the Combat Leader and all Supporting Cards to a total of 7 (4 from Inferno, and 1 each from the 3 Recruits). Finally, Nightshade takes effect, halving 7 (rounded down) to 3. In the Combat Phase, 3 Combat Dice will be rolled with a +3 to their Rolled Value.

• Abilities that add Combat Value to the Combat Leader - Freedom Support Abilities such as “Clean Sweep” and “Inferno” add additional Combat Value to the Combat Leader. These become part of the Combat Leader’s Combat Value for this Turn, and any Ability that affects your Freedom Support Combat Values would not affect these dice (even though they were originally given by Freedom Support). At the same time, anything affecting your Combat Leader’s Combat Value would affect these bonuses as well.