

# VENOM ASSAULT

## VILLAINS & VALOR

### Frequently Asked Questions and Errata

#### Errata

**“Uprooting Evil” - Mission Card:** Some errata to the “Uprooting Evil” Mission is required to clarify how the Mission works, and how it may affect certain Cards:

- **Using Vehicles to Fortify:** As Vehicles do not initially have a Combat Value, they always offer a static 2 Combat Value for the purposes of Fortification.
- **“Sharkbite”:** If Sharkbite appears, but there are no open Sea Zones for him to occupy, then he must still be placed into a Sea Zone, as per his Card. This means that if a different VENOM Leader occupies a Sea Zone, they would swap as per normal. However, if both Sea Zones are occupied by Freedom Squadron fortifications, then these fortifications must swap with the Zone Sharkbite was originally being placed into. This includes any VENOM Support that were already opposing those fortifications.

**“No Mercy” - Mission Card:** The Mission currently does not state how to advance the Event Tracker. However, it is intended that any Ambush that is not Thwarted advances the Event Track by 1. Thwarted Ambushes do not advance the Event Track.

#### FAQ

- **Teamwork Abilities** - These abilities are great boons that take effect for the Active Player in the specified phase. However, since the effects of “repeat phase” cards, like Rojas & Azura or Bowser & Pitt, essentially create a new phase, the effects of these Teamwork Abilities are not repeated again, and new Teamwork cards would need to be played if effects were desired in the second phase.
  - **“Memories of the Sea” - Event Card** - If the randomly chosen Combat Leader has 0 Combat Value, Combat still continues as normal, as your Combat Leader just has 0 Combat Value to add to the cause.
  - **“Enter the Sandman” - Event Card** - As per the Event, no Freedom Support cards may add Combat Values. This includes Support that can add Combat Values to the Combat Leader, such as Clean Sweep or Inferno, as they are Combat Support cards adding Combat Value still, regardless of the “destination” of that Combat Value.
  - **“Of Wolf and Man” - Event Card** - To clarify the wording on the card, the chart below illustrates how much Combat Value is added to the Combat Leader during this Event:
    - Combat has 4+ Freedom Support Cards = Combat Leader gains 0 Combat Value
    - Combat has 3 Freedom Support Cards = Combat Leader gains 1 Combat Value
    - Combat has 2 Freedom Support Cards = Combat Leader gains 2 Combat Value
    - Combat has 1 Freedom Support Cards = Combat Leader gains 3 Combat Value
    - Combat has 0 Freedom Support Cards = Combat Leader gains 4 Combat Value
- Note:** This is calculated when Global Effects take place in the Tactical Phase, so if anything adds Freedom Support later, this value does not change!

# VENOM ASSAULT

## VILLAINS & VALOR

•“Gadget” - Freedom Squadron Soldier Card - As one of the most diverse Cards, Gadget is able to do a number of different Abilities to fit the need of any Combat. To clarify the Wording on the card, Gadget’s Ability may be used as Teamwork or as a Freedom Support on your Turn, and the 2 Chosen abilities cannot be split between these, it must be either Teamwork OR during your turn. The below list should break down each Ability Gadget offers, of which you can only choose 2:

- Recruitment Phase: Double the value of any Freedom Squadron Card’s Recruitment Value.
- Tactical Phase: Discard 1 VENOM Support Soldier.
- Tactical Phase: Discard 1 VENOM Support Vehicle.
- Tactical Phase: Lower the VENOM Leader’s Health by -1.
- Tactical Phase: Lower the VENOM Leader’s Defense by -1.
- Combat Phase: Add +1 to the Rolled Value of all Combat Dice.

•“Carnage Dome” - Freedom Squadron Location Card - The rules regarding Teamwork state that any card using a Teamwork Ability is Discarded into that player’s Discard Pile. However, the unique rules regarding Locations, located in the Core Games Rulebook, state that no Ability may Discard a Location. As these two rules contradict for this card, the rule regarding Locations supersedes the Discard, meaning that the Carnage Dome is not Discarded after use. As the Carnage Dome can only be used once per Round, we recommend turning the card sideways to represent it’s use until it is able to be used again, at which point you would face it normally again.