

VENOM ASSAULT

VILLAINS & VALOR



VENOM Assault: Villains & Valor

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In Villains & Valor, Freedom Squadron is now 15 years old, and has been rather successful at thwarting VENOM's dastardly deeds. But ever resourceful, VENOM is neither down nor out, and has sought the alliance of an American organization of criminals that have a rather chaotic flare; the Terronnauts. These new VENOM Leaders and their respective VENOM Support troops have integrated into VENOM's ranks, and have made VENOM a far more hazardous threat. To combat this, Freedom Squadron has unleashed their own batch of reformed elite soldiers; the Carnage Corps. These elite members have been hand-picked by Corporal Carnage and reformed in his Carnage Dome to be the best of the best, and they are all steeped in the importance of teamwork, sacrificing their own time and efforts to bolster the greater good. Now enhanced on both sides, the battle truly becomes more epic between Freedom Squadron and VENOM!

Game Components

VENOM Assault: Villains & Valor is an Expansion for the VENOM Assault Board Game, and requires the base game to play.

- This Instruction Sheet
- 31 Freedom Squadron Cards
- 7 VENOM Leader Cards
- 30 VENOM Support Cards
- 28 Event Cards
- 20 Reward Cards
- 9 Mission Specific Reward Cards
- 3 Mission Cards
- 7 Politician Tokens

For your convenience, all VENOM Assault: Villains & Valor Expansion cards have an Expansion Symbol (👤) in the lower right corner.

Adding VENOM Assault: Villains & Valor into VENOM Assault's base game:

- Shuffle all VENOM Leaders, VENOM Support, Freedom Squadron, and Non-Mission Specific Reward Cards into the pre-existing decks from VENOM Assault.
- The Missions, Mission-Specific Reward Cards, and Politician Tokens may be placed with those from the VENOM Assault as well.
- The Events from VENOM Assault: Villains & Valor have unique rules to follow for creating a new Event Deck, explained later. For now, separate all Events from both VENOM Assault and VENOM Assault: Villains & Valor into the following stacks:
 - Freedom Squadron (Blue)
 - VENOM (Yellow)
 - VENOM Strikes! (Red, Red/Blue, and Red/Yellow)
 - All is Quiet (Grey)
 - Dual Events (Yellow/Blue)



* Side note on the "Predatore" and "Walker" Freedom Squadron Cards:

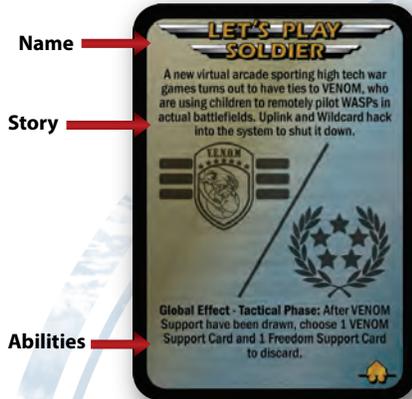
- "Predatore": Due to an error on the "Predatore" card in VENOM Assault, this Expansion contains a replacement. Please discard the original "Predatore" card, and replace it with this new version to further clarify the card's Abilities. The function of this card has not changed.
- "Walker": This special Promotional Card was distributed in advance of the release of the Freedom Squadron RPG game, under the Savage Worlds RPG Setting. Please enjoy "Walker" by adding him to your VENOM Assault base game!

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Card Layouts

Dual Events and VENOM Strikes!



Dual Event Cards: These Event Cards operate as normal, but tend to have 2 Abilities, which both must take effect if they can. There are Dual Event Cards and Dual VENOM Strikes! Cards:

- Dual Event (Yellow/Blue) - These Events have an Ability that affects VENOM as well as one that affects Freedom Squadron.
- Dual VENOM Strikes! (Red/Yellow and Red/Blue) - When a Dual VENOM Strikes! happens, there may be an additional Ability that takes effect as well as VENOM's plot advancing. Watch out for these Abilities, and capitalize on any benefits Freedom Squadron gains for VENOM moving forward!

Medals



Medal Cards: Medals represent various achievements a player can personally attain throughout the game. Each time a player achieves a Medal, they are given the opportunity to strive for a new one during their next End of Turn Phase.

- Medal Cards have an Ability that can be used once during the game, during the player's Turn, after they have completed the Medal's Requirements.
- New Medals are drawn during that Player's End of Turn Phase if they have completed their previous Medal. Medals are always drawn two at a time, allowing the Player to choose one and Discard the other.
- Regardless of whether or not a Medal was used, it also offers a Victory Point value.

Game Setup

1 Player Rules:

Solo players should 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.

Creating an Event Deck:

For quick gameplay, you may use the VENOM Assault: Villains & Valor Event cards as a pre-built Event Deck by pulling out all cards indicated with the Expansion Symbol (🏠) and including any All is Quiet cards from VENOM Assault, as per the normal rules.

Otherwise, you can create a unique Event Deck using the following rules:

- Use any All is Quiet (Grey) Events, as required by the Difficulty section of the Rule Book.
- Shuffle all Dual VENOM Strikes! (Red/Blue and Red/Yellow) with the base VENOM Strikes! (Red), and randomly deal out 10 to use, unless you choose to use less as per the Difficulty section of the Rule Book.
- Use all 6 of the Dual Events (Yellow/Blue).
- Shuffle all VENOM (Yellow) Events, and randomly deal out 6 to use.
- Shuffle all Freedom Squadron (Blue) Events, and randomly deal out 6 to use.

Shuffle all cards set aside for use to create an Event Deck.

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Using Medals:

The Medal Deck offers new ways for Freedom Squadron to overcome VENOM through increasing morale. During Setup, each player should be given 2 Medals to choose from. Each player should choose 1 of these Medals to strive for, and Discard the other. At any point during gameplay, when a player meets the requirements for their Medal, they can immediately gain the use of the Medal's one-time Ability, just like a Reward Card. During their End of Turn Phase, if a player does not have a Medal they have not completed, they should again draw 2 and choose 1, discarding any not chosen, so they have a new personal goal.

Optional Jump Start Setup:

As an optional rule to speed up gameplay, each player may Retire 1 Recruit and Commando from their starting Draw Deck to Draw the top 2 cards from the Recruitment Deck and shuffle these cards into their starting Draw Deck. If a Location () is Drawn, place it immediately into that player's Play Area, as per standard rules, instead.

A Note on Difficulty:

VENOM Assault: Villains & Valor is meant to make VENOM Assault more difficult, but also offer more opportunities to overcome the difficulty. If you are finding the game much more difficult, feel free to review the Difficulty section of the Rule Book for ways to adjust the Event Deck or Missions in order to temper VENOM's power.

How to Play

Cycling the Training Ground - Recruitment Phase:

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 Retire all Freedom Squadron cards in the Training Ground, 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".

New Abilities

Teamwork:

Most of Freedom Squadron's new cards have a Teamwork ability that can only be used outside of your turn, to support your fellow Players. The decision to sacrifice a card from your hand to assist another will drastically change the gameplay, but could be the push Freedom Squadron needs in order to overcome a particular roadblock VENOM has set up.

- Teamwork Abilities are always listed first on any card that has one, and will state exactly which Ability is Teamwork. If an Ability does not state that it is Teamwork, it can only be used on your Turn, even if the card has other Abilities that are Teamwork.
- Teamwork Abilities can only be used outside of your Turn, and cannot be used for that Ability on your Turn.
- Teamwork Abilities Discard the card after use, unless otherwise stated.

When Drawn:

Some VENOM Support Cards has become aware of Freedom Squadron's ability to act faster than them, and have learned to use When Drawn Abilities. Pay careful attention to the order for which card Abilities occur, because When Drawn Abilities happen long before Freedom Squadron Support Abilities do. These abilities often add another VENOM Support to play immediately!

If Combat Fails:

Some VENOM Leaders and VENOM Support may now have lasting effects if the Combat is unsuccessful. Any Ability that takes place if Combat fails will occur whether the Combat is taken all the way through rolling Combat Dice and coming up short, or even if a Tactical Retreat is necessary. These new Abilities may make you think twice about entering into Combat until you are ready, but don't let them scare you away from Combat altogether, or VENOM will surely win!