

MARVEL

VENOM
MAC GARGAN

COLLATERAL DAMAGE 15

After Venom is moved by any player, that player must choose a figure adjacent to Venom and roll the 20-sided die, adding 3 to the roll if they do not permanently control Venom. If they roll 15 or higher, the chosen figure receives a wound.



SYMBIOTE

UNIQUE HERO

CRIMINAL

FEROCIOUS

MEDIUM

6

CANNIBAL CRAVING

If Venom destroys a figure other than an Android or a destructible object with his normal attack, you may remove 1 Wound Marker from this card. If the destroyed figure was a Unique Hero or Event Hero, you may take one additional turn with Venom.

EXPERT CLIMBING

When moving up levels of height to move onto a space with Venom, do not count spaces for the first two levels and only count one space for each two levels after the first two. You may ignore Venom's height of 6 when climbing. Venom never takes falling damage or major falling damage.



7
LIFE

MOVE 7

RANGE 1

ATTACK 6

DEFENSE 4

245
POINTS