



MARVEL

VENOM
ROCKET RACCOON

TACTICAL TINKERER

Anytime Venom may move during your player turn, you may instead roll 3 combat dice. For each skull rolled, place a black Scrap Marker on this card, up to a maximum of 3. For each Scrap Marker on this card, add 1 to Venom's Range and Attack numbers.



SYMBIOTE

UNIQUE HERO

HUNTER

FEARLESS

SMALL

3

COME TO COLLECT

Before Venom attacks, you may remove one Scrap Marker from this card to add one automatic skull to whatever is rolled. After Venom destroys a Unique or Event Hero with his normal attack, you may place a previously removed Scrap Marker on this card and attack again.

SYMBIOTE SALVO

After Venom rolls defense dice, you may remove any number of Scrap Markers from this card. For each Scrap Marker removed, you may either:

- place Venom on any empty space within 3 spaces of his current location that is no more than 40 levels up or down, ignoring any leaving engagement attacks.
- roll the 20-sided die. If you roll 15 or higher, the attacking figure and each figure within 1 space of the attacking figure receive 1 wound.



6

LIFE

MOVE 6

RANGE 3

ATTACK 2

DEFENSE 5

210

POINTS

