

**MARVEL**  
**VENOM**

**SYMBIOSIS**

After taking a turn with Venom, you may place Venom on the card of an adjacent Unique Hero that is not an Android, Construct, or Symbiote and has not previously been Venom's Host. While Venom is on that card, that Hero is considered Venom's Host. Venom's Host has the species of Symbiote and the Super Strength special power in addition to what is listed on its card, and adds 1 to its Move and Attack numbers. Venom will not take leaving engagement attacks when placed with Symbiosis.

**ASSERTING CONTROL**

After revealing an Order Marker on this card and instead of taking a turn with Venom, if you control Venom's Host, take a turn with it. If you do not control Venom's Host, remove all Order Markers from its card, take control of it, and take a turn with it. When Venom is destroyed or removed from the Host's card, return control of that Hero to the player that controlled it at the start of the game.

**LOSING CONTROL 7**

At the end of each of your turns, if you control Venom's Host, you must roll the 20-sided die. If you roll 7 or lower, place Venom on an empty space as close to the Host as possible.



**SYMBIOTE**  
**UNIQUE HERO**  
**OUTCAST**  
**CONFLICTED**  
**SMALL 3**

**5**  
**LIFE**

**MOVE 4**  
**RANGE 1**  
**ATTACK 2**  
**DEFENSE 2**

**175**  
**POINTS**