

MARVEL

CHAMPIONS

THE CARD GAME

VENOM HERO PACK

A wartime veteran and an old classmate of Peter Parker's, Flash Thompson was fused with the Venom symbiote during Project Rebirth 2.0, the U.S. government's second super-soldier program. Now, Venom travels the galaxy, using his exceptional combination of abilities to take down evil forces wherever they may be.

New Keyword: Patrol

While any minions with the patrol keyword are engaged with a player, that player cannot thwart the main scheme.

New Keyword: Ranged

An attack with the ranged keyword ignores the retaliate keyword.

Frequently Asked Questions

Q: Each Enraged Symbiote has the text "Venom's nemesis minion." If Venom is told to put his nemesis minion into play (such as when revealing *Shadow of the Past*), what happens?

A: Because each copy of Enraged Symbiote is considered to be Venom's nemesis minion, Venom will put all set-aside copies of Enraged Symbiote into play.

VENOM / JUSTICE

Between Flash Thompson's military training, the strange physiology of the Klyntar symbiote, and a host of Spider-Man-like abilities, Venom is a versatile one-man army with the unique ability to wield more than two restricted cards at once. Put the adaptable Multi-Gun to work in a host of situations, or utilize Venom's Pistols to enhance his basic powers. And with Venom's Symbiotic Bond ability, exert the symbiote to make a Savage Attack against an enemy, go Behind Enemy Lines and put an end to the villain's plans once and for all, or trap the villain with Grasping Tendrils.

Using the Justice aspect, put enemies into a state of confusion with a blast from a Sonic Rifle, deploy Scare Tactics to shock them into submission, or request assistance from Jack Flag to take out schemes and load up on ammo.

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To the Marvel Comics artists whose amazing work is featured in this game: Thank you, thank you, thank you.

PLAYTESTERS

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Thank you to all our beta testers!

