In *fully-defective* asynchronous networks all links are subject to an unlimited number of alteration errors, implying that all messages in the network may be completely corrupted. Despite the possible intuition that such a setting is too harsh for any reliable communication, we show how to simulate any algorithm for a noiseless setting over any fully-defective setting, given that the network is 2-edge connected. We further prove that if the network is not 2-edge connected, no non-trivial computation in the fully-defective setting is possible.