



MISTER FREEZE

VICTOR FRIES

FREEZE RAY

Start the game with 3 Ice Rock Destructible Objects on this card. Instead of attacking with Mister Freeze, you may remove up to 2 Ice Rocks from this card and place them on empty land spaces within 4 spaces of Mister Freeze, if possible, then roll an unblockable attack die against each figure within one space of each Ice Rock placed this turn. If a figure has the Ice Resistance special power, for each wound it would receive from Freeze Ray, it instead removes a Wound Marker from its card. Anytime an Ice Rock from this card is destroyed, you may remove all Wound Markers from its Army Card and place it on this card.

CHILLED REACTIONS

For the entire game, figures that do not have the Ice Resistance special power subtract 1 from their Defense number for each adjacent Ice Destructible Object.

ICE RESISTANCE

Slippery Ice and Heavy Snow only count as 1 space when moving. Add 1 die to Mister Freeze's defense while on an ice or snow space.



METAHUMAN

UNIQUE HERO

CRIMINAL

VENGEFUL

MEDIUM 5



4

LIFE

MOVE

4

RANGE

1

ATTACK

5

DEFENSE

6

230

POINTS

