



CAPTAIN COLD

LEONARD SNART

THE ROGUES

After revealing an Order Marker on this card or the card of a Rogue you control within 5 clear sight spaces of Captain Cold and taking a turn with that figure, you may choose Captain Cold or another Rogue you control within 5 clear sight spaces of Captain Cold that has not taken a turn this player turn. Take a turn with the chosen figure. You may not take any additional turns with other figures you control.

ROGUE CONTINGENCY PLAN

When a Rogue you control is destroyed, you may immediately remove any unrevealed Order Markers from that card and place them on any other Rogue card you control.

FLASH FREEZE

Once per round, when a figure enters a space within 5 clear sight spaces of Captain Cold where it could end its movement, you may stop that figure's movement. That figure may not move or be moved by any special power on any Army Card or glyph for the rest of this player turn.



 METAHUMAN

UNIQUE HERO

ROGUE

AMBITIOUS

MEDIUM

5

5

LIFE

MOVE 5

RANGE 5

ATTACK 4

DEFENSE 4

200

POINTS