

**MARVEL**

## FROST GIANT

### FREEZING TOUCH 14

Start the game with one Ice Rock Destructible Object on this card. Instead of attacking, if the Ice Rock is on this card, you may choose one adjacent small or medium enemy figure that is not an Etn. Roll the 20-sided die. If you roll 14 or higher, switch the chosen figure with the Ice Rock on this card if the Ice Rock fits normally onto that space. The chosen figure will not take any leaving engagement attacks.

### FROST BITE

At the end of each round, if a figure that was chosen for Freezing Touch 14 is on this card and has not been destroyed, roll a single attack die. If a skull is rolled, the chosen figure receives one wound. If a blank is rolled and the chosen figure has Super Strength, destroy the Ice Rock. Whenever the Ice Rock from this card is destroyed, place it on this card and switch it with the chosen figure on this card if possible. Players cannot lose the game if one or more of their figures is still affected by Freezing Touch.

### ICE RESISTANCE

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



ETIN

UNCOMMON HERO

WARRIOR

FEROCIOUS

HUGE 9



5  
LIFE

MOVE 7

RANGE 1

ATTACK 5

DEFENSE 7

220

POINTS

