



**ICE**  
TORA OLAFSDOTTER

**FREEZE BLAST**

Start the game with 4 blue Ice Markers on this card. When attacking a Unique Hero with Ice's normal attack, if you roll at least 1 skull you may place an Ice Marker from this card onto the defending figure's Army Card. A figure other than Ice with an Ice Marker on its card subtracts 1 from its Move and Defense numbers, to a minimum of 1, for each Ice Marker on its card. If a figure other than Ice with an Ice Marker on its card moves onto a lava field or molten lava space, remove all Ice Markers on its card from the game. Ice Markers cannot be placed on the cards of figures with the Ice Resistance special power.

**BLIZZARD**

Instead of attacking with Ice, you may roll the 20-sided die. If you roll 16 or higher, for the remainder of the round any figure that starts its turn within 5 spaces of Ice cannot move, attack, or use any special power on any Army Card or Glyph during its turn.

**ICE RESISTANCE**

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



**METAHUMAN**

**UNIQUE HERO**

**PRINCESS**

**GUILILESS**

**MEDIUM**

**5**

**4**  
**LIFE**

**MOVE** 5

**RANGE** 5

**ATTACK** 4

**DEFENSE** 4

**170**  
**POINTS**

