

ICEGIRL



SHIVER

POWER: A TARGET DEALS ITSELF 2 COLD DAMAGE.

SOURCE: BATMAN THE BRAVE AND THE BOLD



- ONE HERO MAY USE A POWER NOW.
- ONE PLAYER MAY DRAW A CARD NOW.
- ONE TARGET DEALS ITSELF 1 COLD DAMAGE.

SOURCE: BATMAN THE BRAVE AND THE BOLD

CHILL WIND

ONE-SHOT

ICEGIRL DEALS UP TO 3 TARGETS 1 COLD DAMAGE EACH. PUT A FREEZE TOKEN ON EACH NON-CHARACTER CARD TARGET DEALT DAMAGE THIS WAY. THE NEXT TIME A CARD WOULD ACTIVATE A START OR END OF TURN EFFECT, REMOVE A FREEZE TOKEN FROM THAT CARD INSTEAD.

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CRYONIC KICK

ONE-SHOT

ICEGIRL DEALS 1 TARGET 3 COLD DAMAGE. IF THAT TRAGET TOOK DAMAGE THIS WAY, PUT A FREEZE TOKEN ON THAT CARD. THE NEXT TIME THAT CARD WOULD ACTIVATE A START OR END OF TURN EFFECT, REMOVE A FREEZE TOKEN INSTEAD.

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ICEGIRL DEALS 1 TARGET 3 COLD DAMAGE. IF THAT TRAGET TOOK DAMAGE THIS WAY, PUT A FREEZE TOKEN ON THAT CARD. THE NEXT TIME THAT CARD WOULD ACTIVATE A START OR END OF TURN EFFECT, REMOVE A FREEZE TOKEN INSTEAD.

FROST SHELL

5

ICE CRYSTAL

PLAY THIS CARD NEXT TO A TARGET, NOT ALREADY NEXT TO A FROST SHELL. REDIRECT ALL DAMAGE DEALT TO AND BY THAT TARGET TO THIS CARD. INCREASE FIRE DAMAGE DEALT TO THIS CARD BY 4.

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INCREASE FIRE DAMAGE DEALT TO THIS CARD BY 4.

BRAIN FREEZE

ONGOING, LIMITED

THE NEXT TIME A VILLAIN CARD WOULD ENTER PLAY, PUT IT FACE-DOWN IN THE VILLAIN PLAY AREA INSTEAD. WHEN THIS CARD IS DESTROYED, FLIP A FACE-DOWN VILLAIN CARD FACE-UP, TREATING IT AS IF IT JUST ENTERED PLAY. AT THE START OF YOUR TURN, DESTROY THIS CARD.

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FROZEN WASTELANDS

ONE-SHOT

SELECT 1 NON-INDESTRUCTIBLE ENVIRONMENT CARD IN PLAY, AND PUT IT ON TOP OF THE ENVIRONMENT DECK.

REDUCE DAMAGE DEALT BY ENVIRONMENT CARDS BY 2 UNTIL THE START OF YOUR NEXT TURN.

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PLAYING WITH FIRE

ONGOING, LIMITED

CHANGE ALL DAMAGE DEALT TO ICEGIRL TO FIRE DAMAGE.

POWER: ICEGIRL DEALS UP TO 3 TARGETS 2 COLD DAMAGE EACH. YOU MAY DESTROY THIS CARD.

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SHATTER

ONGOING, LIMITED

DAMAGE DEALT TO TARGETS WITH FREEZE TOKENS IS IRREDUCIBLE. AT THE START OF YOUR TURN, REMOVE ALL FREEZE TOKENS.

POWER: DESTROY A TARGET WITH 3 OR FEWER HP IF YOU DO, DESTROY 1 ONGOING CARD.

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DAMAGE DEALT TO TARGETS WITH FREEZE TOKENS IS IRREDUCIBLE. AT THE START OF YOUR TURN, REMOVE ALL FREEZE TOKENS.

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FREEZING RAIN

ONE-SHOT

ICEGIRL DEALS UP TO 5 TARGETS 1 PROJECTILE DAMAGE EACH. EACH HERO TARGET DEALT DAMAGE THIS WAY REGAINS 2 HP ICEGIRL DEALS EACH NON-HERO TARGET DEALT DAMAGE THIS WAY 1 COLD DAMAGE.

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ELEMENTAL BLAST

ONGOING

POWER: ICEGIRL DEALS 1 TARGET 1 PROJECTILE DAMAGE AND 2 COLD DAMAGE. YOU MAY DRAW A CARD.

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ARCTIC AURA

ONGOING, LIMITED

INCREASE COLD DAMAGE DEALT BY ICEGIRL BY 1.

INCREASE FIRE DAMAGE DEALT TO ICEGIRL BY 1.

POWER: ICEGIRL REGAINS 2 HP. YOU MAY DESTROY THIS CARD.

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THERMAL VOID

ONGOING

WHEN THIS CARD ENTERS PLAY, FLIP A NON-HERO, NON-CHARACTER CARD FACE-DOWN. WHEN THIS CARD IS DESTROYED, FLIP A FACE-DOWN NON-HERO CARD FACE-UP, TREATING IT AS IF IT JUST ENTERED PLAY.

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GLACIAL STRIKE

ONE-SHOT

ICEGIRL DEALS 1 TARGET 3 COLD DAMAGE.

YOU MAY PLAY A COPY OF FROST SHELL FROM YOUR HAND OR TRASH NEXT TO THAT TARGET.

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COOL DOWN

ONE-SHOT

YOU MAY DRAW UP TO 2 CARDS. ICEGIRL DEALS 1 TARGET X COLD DAMAGE, WHERE $X = 3$ MINUS THE NUMBER OF CARDS DRAWN THIS WAY. REDUCE DAMAGE DEALT BY A TARGET DEALT DAMAGE THIS WAY BY 2 UNTIL THE START OF YOUR NEXT TURN.

ICE SLIDE

ONGOING, LIMITED

WHEN ONE OF YOUR ONGOINGS CARDS IS DESTROYED BY ONE OF YOUR CARDS, YOU MAY USE A POWER.

POWER: PLAY A CARD. YOU MAY DESTROY THIS CARD.

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