

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.

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.

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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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.

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

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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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.

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.

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

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

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.

AT THE START OF YOUR TURN, DESTROY THIS CARD.

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AT THE START OF YOUR TURN, DESTROY THIS CARD.

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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ICEGIRL DEALS 1 TARGET 3 COLD DAMAGE.

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

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.

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ICE SLIDE

ONGOING, LIMITED

WHEN AN ONGOING CARD 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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