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IMPORTANT RESEARCH

At the end of the next enemy activation, the opponent has at least 1 Ice Age card in play.

When scored, remove 1 Ice Age card in play from the game.

Can only be played during a friendly model's activation.

1 At the start of a friendly model's activation, remove up to 2 Damage from your Boss for each Frozen Suspect within 4" of that Boss.

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A FREEZE IS COMING

3

3

III

When placing a friendly Suspect, roll 1D3+1 and place a numeric counter with a value equal to the roll on that Suspect. Reduce the value of the counter by 1 at the end of each subsequent friendly model's activation.

Score when the counter is reduced to 0.

1

Target 1 Frozen Suspect and 1 model within 4" of that Suspect:

- Models without Cold Acclimation: 1 .
- Models with Cold Acclimations: 2 .

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STAY COOL

2

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A friendly model places a friendly Suspect within 4" of an enemy Frozen Suspect.

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When playing an Ice Age card, you may look at the opponent's hand and choose which card is played face up.

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CHILL OUT

2

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Reveal an enemy Frozen Suspect.

1 Target 1 Frozen Suspect and 1 model within 4" of that Suspect:

- Models without Cold Acclimation: 4.
- Models with Cold Acclimation: 4.

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FROZEN ASSETS

2

2

II

Place an Assets event marker in contact with a friendly Suspect. A model that contacts the Assets may control it and must be placed where you remember it. If a model controlling an Assets suffers KO or is removed from the Gaming Area, place the Assets within 1".

A friendly model is in control of the Assets.

1 Cancel an Objective card used as a Resource. That card is discarded.

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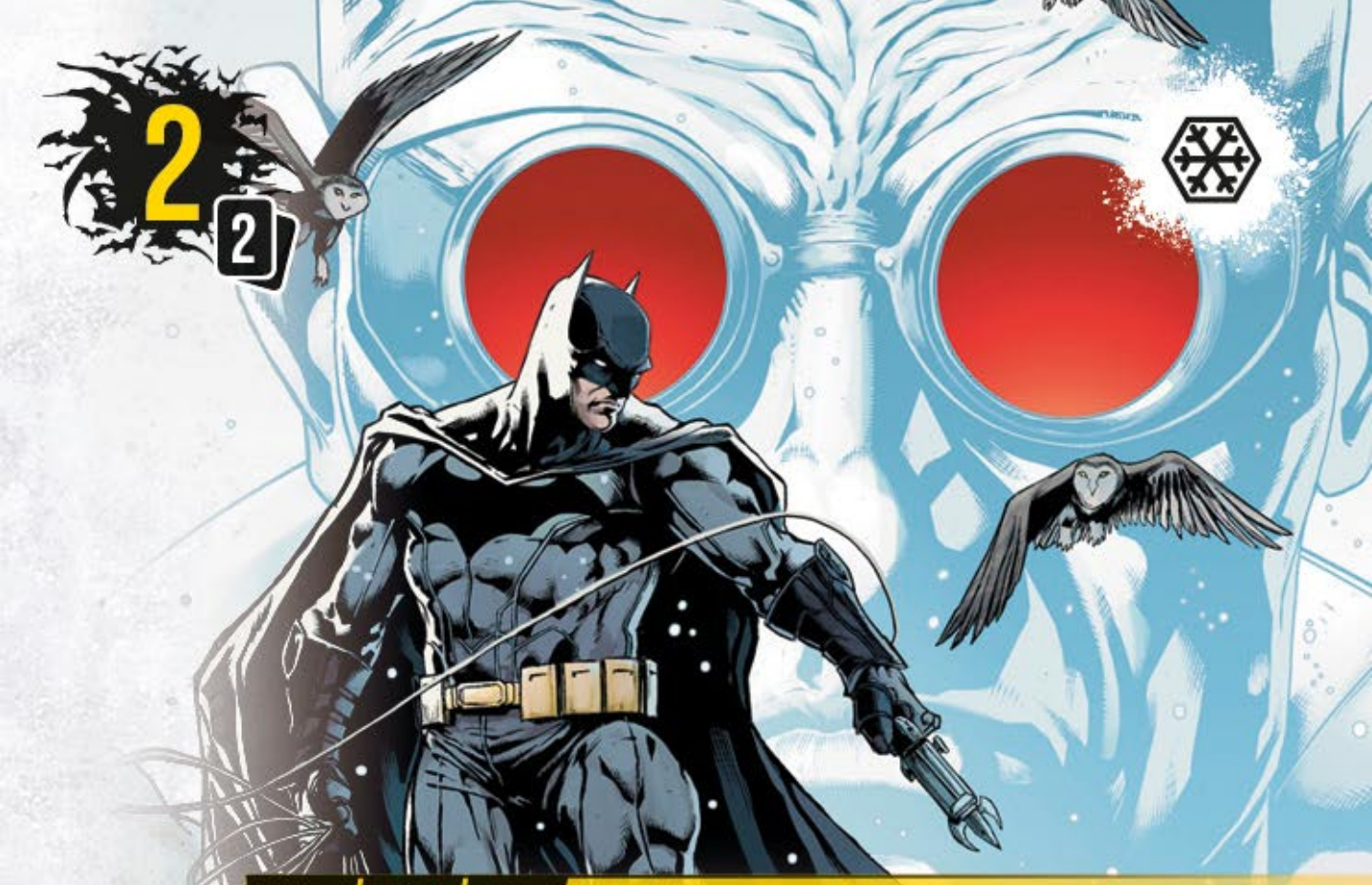
ENDLESS WINTER

2

2



! III ◆ *When an enemy Suspect becomes Frozen during a friendly model's action, place 1 ★ marker on this card.*

Score when this card has at least 3 ★.

Can only be played at the start of an activation.

Only 1 card with this name can be in play at a time.

1 Target 1 Frozen Suspect and 1 model within 4" of that Suspect:

- Models without Cold Acclimation: 1 −.
- Models with Cold Acclimation: 2 +.

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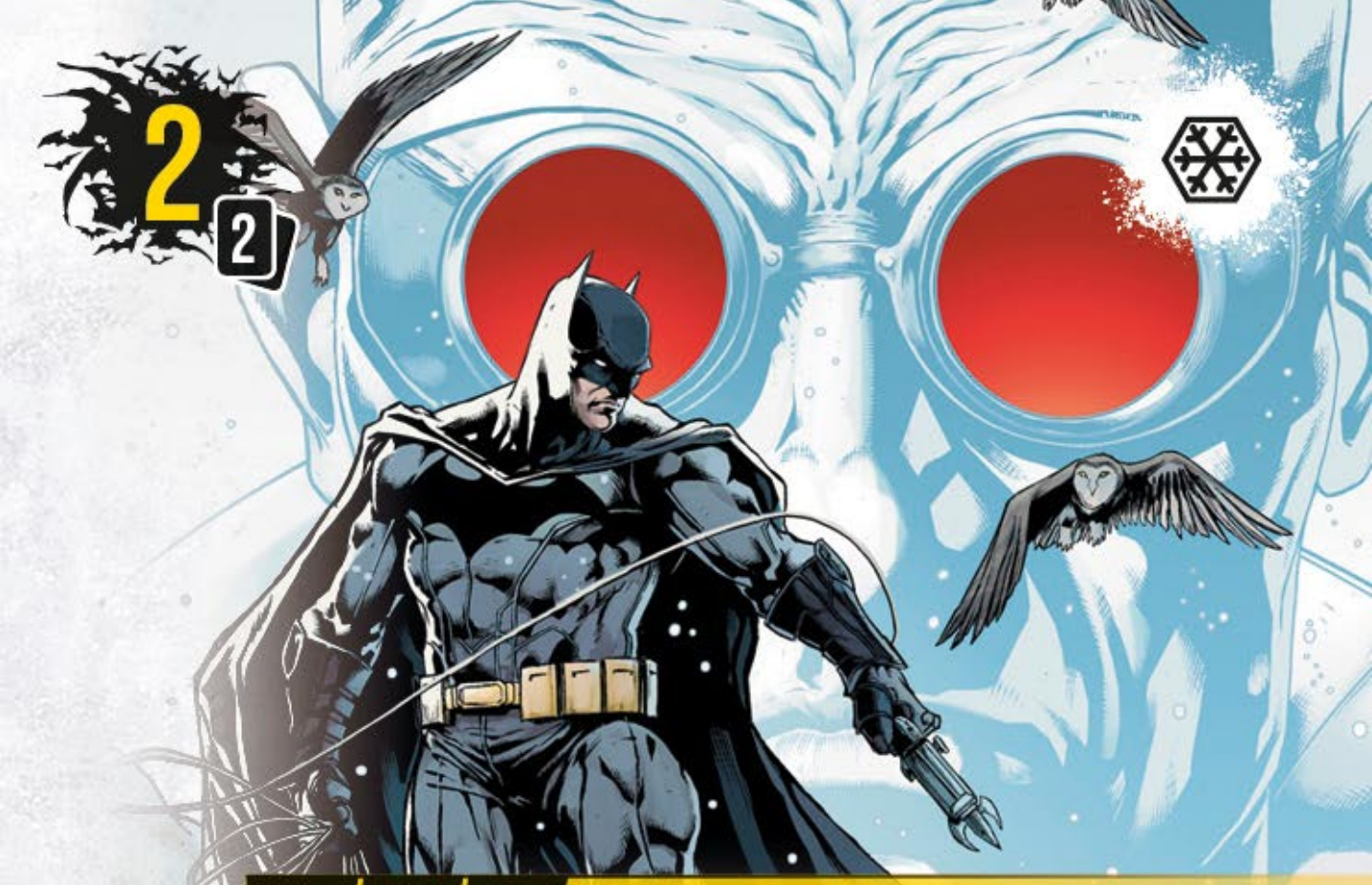
ENDLESS WINTER

2

2



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KINGDOM OF ICE

2

2

III

When a model suffers the Freeze effect or damage from a weapon with the Cold trait, place 1 ♦ on this card.

Score when this card has at least 5 ♦.

Can only be played at the start of an activation.

Only 1 card with this name can be in play at a time.

2

At the start of a friendly model's activation, target a friendly model that is within 4" of a friendly Frozen Suspect. Place that model anywhere within 4" of that Frozen Suspect.

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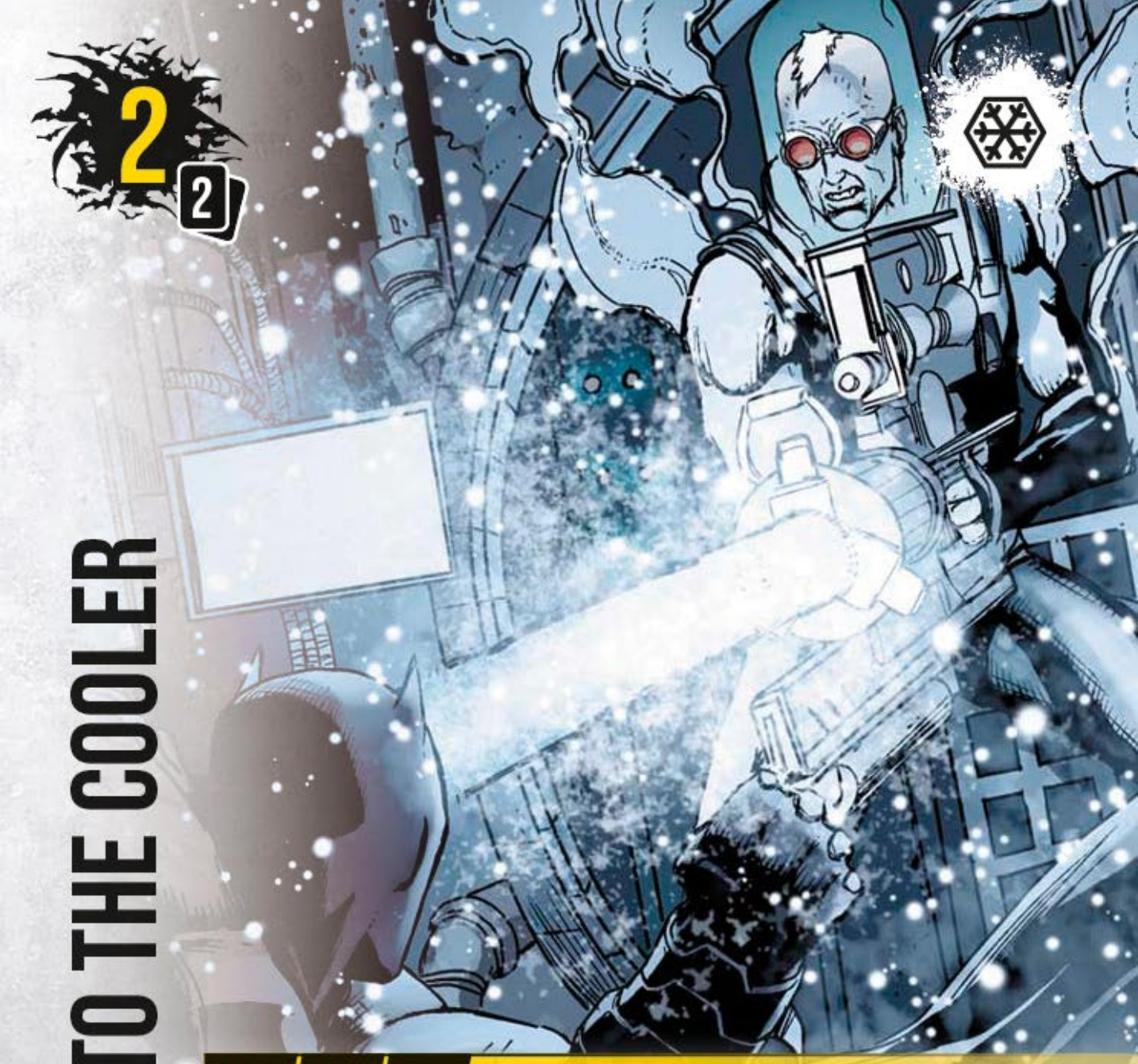
SEND THEM TO THE COOLER

2

2



IV There are at least 6 models within 4" of Frozen Suspects.

1 When a friendly model is the target of an enemy Attack action, it gains +1 Defense during that action.

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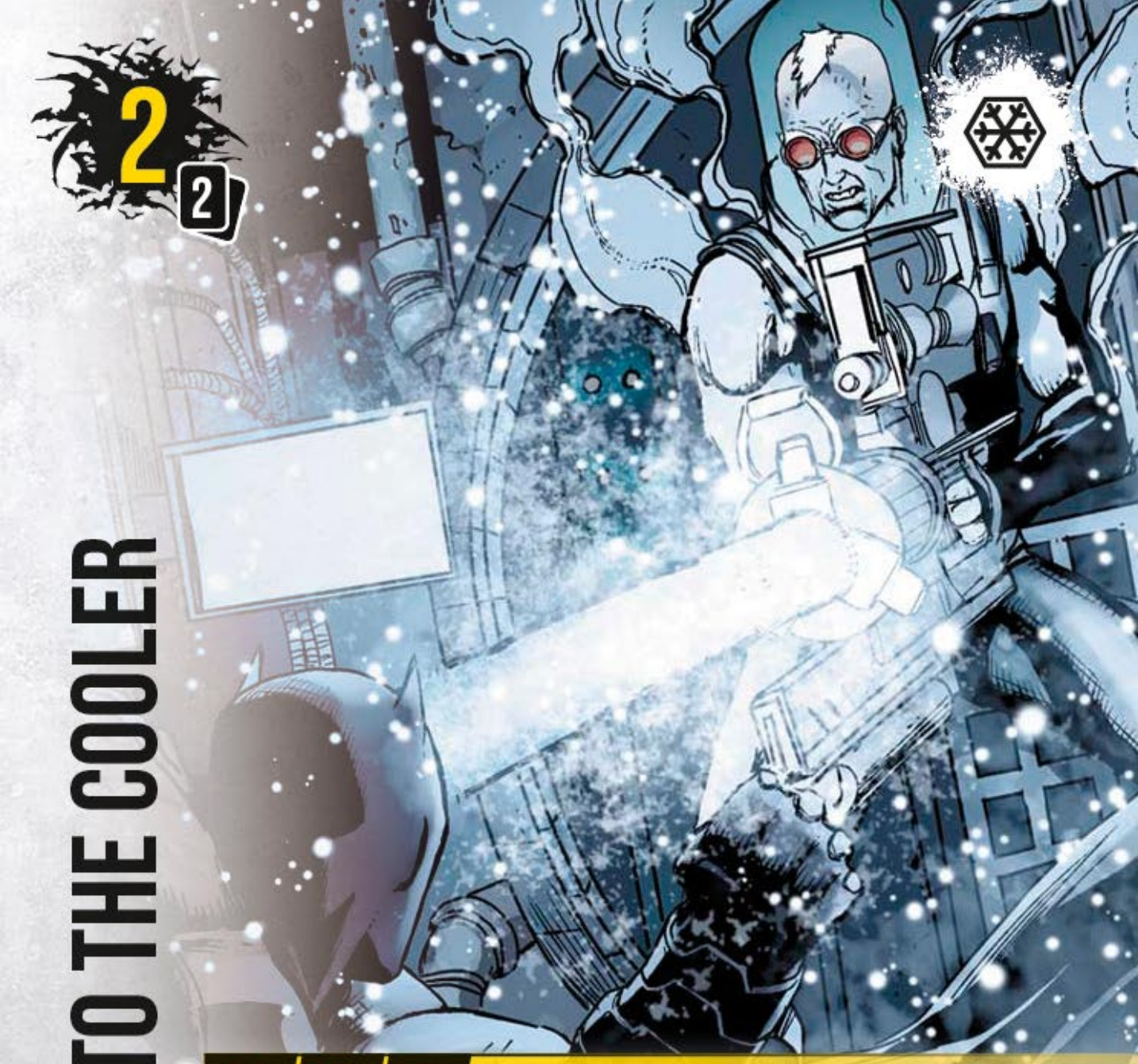

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When a friendly model performs an action that makes at least 1 Suspect within 4" of an enemy model become *Frozen*, the opponent places a random card from their Objective hand face up. Place this card on top of it. The opponent may not play, discard, or interract with that card.

When a *Frozen Suspect* is revealed, the opponent may place 1 *Ice Age* card back in the *Ice Age* pile and return the Objective to the top of their Objective deck.

When a rule instructs you to remove an Ice Age *card from the game, place it aside. That card cannot be used again.*

"Everything freezes!"

Mr. Freeze

ICE AGE

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Frozen

When an enemy model is targeted by the Ice Flash trait, any Suspects within 2" become *Frozen*.

A model without the Cold Acclimation trait performing a Reveal action on a *Frozen Suspect* must spend an additional action to complete the action.

Begin the game with 4 *Ice Age* cards that will form an *Ice Age* pile outside of your deck. These never count towards your 20 card limit.

Note: *There are other rules that can turn a Suspect into a* Frozen Suspect.

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