



**3** **3**

**IMPORTANT RESEARCH**

**III** **III** **III** **III** 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 activation.*

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

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**3** **3**

**A FREEZE IS COMING**

**III** **III** **III** **III** When a friendly model Sets a Suspect, place a **Timer 1D3+1** on it.  
 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 **III**  
 • Models with Cold Acclimations: 2 **III**

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**2** **4**

**STAY COOL**

**III** **III** **III** **III** A friendly model Sets a Suspect within 4" of an enemy Frozen Suspect.

**0** **Burn 1** • 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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**2** **4**

**STAY COOL**

**III** **III** **III** **III** A friendly model Sets a Suspect within 4" of an enemy Frozen Suspect.

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**2** **4**

**STAY COOL**

**III** **IV** **◆** A friendly model Sets a Suspect within 4" of an enemy Frozen Suspect.

**1** **0** **Burn 1** • 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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**2** **3**

**CHILL OUT**

**I** **III** **◆** A friendly model Reveals an enemy Frozen Suspect.

**1** **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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**2** **3**

**CHILL OUT**

**I** **III** **◆** A friendly model Reveals an enemy Frozen Suspect.

**1** **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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**2** **3**

**CHILL OUT**

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**2** **2**


**FROZEN ASSETS**

**I** **II** **☻** Set an Assets Event marker with the **Loot** rules in contact with a friendly Suspect.

A friendly model is in control of the Assets.

**1** **1** **Burn 0** • Cancel an Objective card used as a Resource. That card is discarded.

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**2** **2**


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A friendly model is in control of the Assets.

**1** **1** **Burn 0** • Cancel an Objective card used as a Resource. That card is discarded.

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**2** **3**


**ENDLESS WINTER**

**I** **III** **◆** **Limited** • If 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.

**1** **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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**2** **3**


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**I** **III** **◆** **Limited** • If 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.

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**2** **3**

**KINGDOM OF ICE**

**III** **Limited** • If a model suffers the Freeze Status 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.

**2** **Burn 1** • 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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**2** **2**

**SEND THEM TO THE COOLER**

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

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

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**2** **2**

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

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

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**ICE AGE**

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 interact 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

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**2** **2**

**HARSH CONDITIONS**

**II** **III** **IV** **V** **VI** **VII** **VIII** **IX** **X** **XI** **XII**

Target a friendly model.  
The target inflicts Damage with a Ranged attack and is not suffering KO and is still in Play.

**1** **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12**

**1** Play only at the start of an activation. Target model suffers Impaired Movement, and gains 2 **C**.

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**2** **3**

**TECHNOLOGICAL INFORMATION**

**I** **II** **III** **IV** **V** **VI** **VII** **VIII** **IX** **X** **XI** **XII**

Choose 2 enemy Suspects. Your opponent chooses 1 of them to be the target. Place a **Timer 1D3+X**, where X is the number of Ice Age cards not in the Ice Age pile.  
Score if the Suspect is not in play before the counter reach 0.  
If the Suspect is in play, it becomes a Frozen Suspect.

**1** **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12**

**1**\* **Burn 1 • Exception (Scored Pile) •**  
Once per Round during a friendly Boss's activation, target a Suspect within 4". That Suspect becomes Frozen.

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**2** **3**

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**2** **3**

**COOL TROPHY**

**I** **II** **III** **IV** **V** **VI** **VII** **VIII** **IX** **X** **XI** **XII**

A friendly model Sets a Suspect within 4" of an enemy model suffering Slow (X) or the Freeze Status. The enemy model may remove a Status.

**0** **1** **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12**

**0** 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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**2** **3**

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**2** **3**

**HELL FREEZES OVER**

**I** **II** **III** **IV** **V** **VI** **VII** **VIII** **IX** **X** **XI** **XII**

When a friendly model Sets a Suspect, target another friendly Suspect within 12" of the first one and draw a straight line between them. Enemy models crossed by that line immediately Set a Suspect in contact (ignoring normal placement rules) and suffer the Cold Status. At least 2 Suspects are Set this way.

**1** **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12**




**1** When a Frozen Suspect is going to be removed, make another Suspect within 8" of it a Frozen Suspect.


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**HELL FREEZES OVER**




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## Frozen

Place 4 Ice Age cards aside forming your Ice Age Pile, face up.

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 that action.

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

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### Objective Cards Keywords

**Burn X:** You can play this Resource by paying X Resource points to discard this card from your hand, placing it at the bottom of your Objective deck.

**Exception (In Play):** This Resource is not played in the usual way. This Resource may only be used while this card is in play as an Objective and does not go to the Spent Resources pile when used.

**Exception (Scored Pile):** This Resource is not played in the usual way. The effect of this Resource applies while this card is scored.

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