

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.

"IT WORKED ON THE TITANIC. IT'LL WORK ON YOU."
- ICEGIRL, WINTER TALES #13

SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

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ICEGIRL

ICE LASH



ONE-SHOT

ICEGIRL DEALS 1 TARGET 3 COLD DAMAGE. IF THAT TARGET TOOK DAMAGE THIS WAY, PUT A FREEZE TOKEN ON THAT CARD.

THE NEXT TIME THAT CARD WOULD ACTIVATE A START OF TURN OR END OF TURN EFFECT, REMOVE ITS FREEZE TOKEN INSTEAD.

"I'M PUTTING YOU ON ICE!"
- ICEGIRL, ICE AND FIRE #11

SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

ICE LASH



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SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

Icegirl (based on Ice as she appeared in Cartoon Network's Batman: The Brave and the Bold) by Johnny Guitar Watson

SHATTER



ONGOING

WHEN A TARGET IS DESTROYED BY COLD DAMAGE, ICEGIRL MAY DEAL EACH NON-HERO TARGET 2 PROJECTILE DAMAGE.

IF ICEGIRL DEALS DAMAGE THIS WAY, DESTROY ONE OF YOUR ONGOING CARDS.

"ALLOW ME TO BREAK THE ICE."
- ICEGIRL, ICE AND FIRE #12

SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

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"ALLOW ME TO BREAK THE ICE."
- ICEGIRL, ICE AND FIRE #12

SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

SNOWFALL



ONE-SHOT

ICEGIRL DEALS UP TO 5 TARGETS 1 COLD DAMAGE EACH.

IF A HERO TARGET IS DEALT DAMAGE THIS WAY, ITS PLAYER DRAWS X CARDS, WHERE X IS THE AMOUNT OF COLD DAMAGE IT WAS DEALT.

"COOL TRICK. MAYBE YOU COULD TRY IT IN MY ROOM SOMETIME?"
- HOTSHOT, WINTER TALES #4

SOURCE: BATMAN THE BRAVE AND THE BOLD

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SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

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.

"THE COLD NEVER BOTHERED ME ANYWAY."
- ICEGIRL, ICE AND FIRE #15

SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

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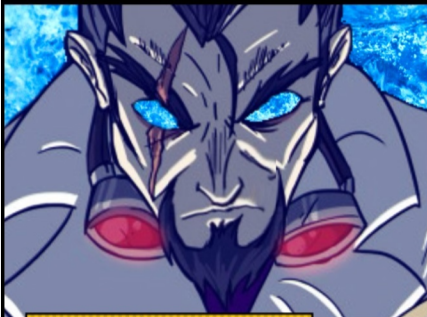
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SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

BRAIN FREEZE



ONGOING, LIMITED

WHEN A VILLAIN CARD WOULD ENTER PLAY AND THERE ARE NO CARDS UNDER THIS CARD, YOU MAY MOVE IT UNDER THIS CARD INSTEAD. WHEN THIS CARD LEAVES PLAY, PUT THE CARD UNDER IT INTO PLAY.

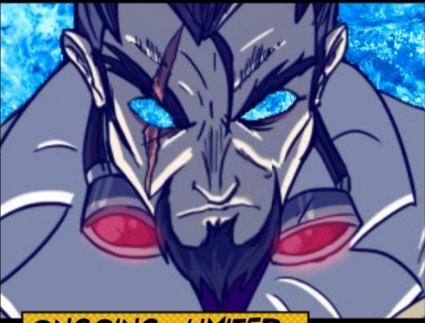
AT THE START OF THE VILLAIN TURN, IF THERE IS A CARD UNDER THIS CARD, DESTROY THIS CARD.

"DON'T BE SUCH A HOTHEAD ALL THE TIME."
- ICEGIRL, ICE AND FIRE #7

SOURCE: ADAM REBOTARRO (GREATER THAN GAMES)

ICEGIRL

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ICEGIRL

CHILL WIND



ONE-SHOT

ICEGIRL DEALS UP TO 3 TARGETS 1 COLD DAMAGE EACH. PUT A FREEZE TOKEN ON EACH NON-CHARACTER TARGET DEALT DAMAGE THIS WAY.

THE NEXT TIME EACH OF THEM WOULD ACTIVATE A START OF TURN OR END OF TURN EFFECT, REMOVE A FREEZE TOKEN FROM IT INSTEAD.

ABSOLUTE ZERO: "ALRIGHT, YOU CAN SAY IT, JUST THIS ONCE..."
ICEGIRL: "EVERYBODY FREEZE!"
- WINTER TALES #11

SOURCE: BATMAN THE BRAVE AND THE BOLD

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SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

COLD SHOULDER



ONE-SHOT

YOU MAY DRAW UP TO 2 CARDS.

SELECT A TARGET. REDUCE DAMAGE DEALT BY THAT TARGET BY 1 UNTIL THE START OF YOUR NEXT TURN.

"COOL YOUR JETS, COWBOY."
- ICEGIRL, WINTER TALES #4

SOURCE: BATMAN THE BRAVE AND THE BOLD

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SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

ELEMENTAL BLAST



ONGOING

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

"KEEPING MY COOL HAS NEVER BEEN A PROBLEM FOR ME. NOW GET OUT OF THE WAY!"
- ICEGIRL, WINTER IS COMING #9

SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

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SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

FROST SHELL



ONGOING

PLAY THIS CARD NEXT TO A TARGET.
WHEN THE TARGET NEXT TO THIS CARD WOULD DEAL DAMAGE, PREVENT THAT DAMAGE AND DESTROY THIS CARD.

"THIS WON'T STOP IT FOR LONG, BUT IT WILL BUY US JUST ENOUGH TIME. LET'S DO THIS!"
- ICEGIRL, WINTER IS COMING #6

SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

FROST SHELL



ONGOING

PLAY THIS CARD NEXT TO A TARGET.
WHEN THE TARGET NEXT TO THIS CARD
WOULD DEAL DAMAGE, PREVENT THAT
DAMAGE AND DESTROY THIS CARD.

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ICEGIRL

FROZEN WASTELAND



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.

"SOMETIMES I GET HOMESICK.
IF I DO, I LIKE TO MAKE IT
ALL COLD AND COMFY."
- ICEGIRL, WINTER IS COMING #4

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SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

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.

FIREBRAND: "WHEN WILL YOU ACCEPT THAT YOU ARE OUTMATCHED?"
ICEGIRL: "WHEN HELL FREEZES OVER!"
- ICE AND FIRE #16

SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

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ICEGIRL

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.

"THIS IS SO MUCH FUN!
WHEEEE!"

- ICEGIRL, WINTER IS COMING #2

SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

ICE SLIDE



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SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

THERMAL VOID



ONGOING

PLAY THIS CARD NEXT TO A NON-INDESTRUCTIBLE, NON-CHARACTER, NON-HERO CARD. THAT CARD LOSES ALL ITS GAME TEXT AND IS INDESTRUCTIBLE. IF IT IS A TARGET, IT IS IMMUNE TO DAMAGE.

AT THE START OF YOUR TURN, DESTROY THIS CARD.

"BYE BYE.
SEE YOU IN A WEEK."
- ICEGIRL, WINTER TALES #18

SOURCE: BATMAN THE BRAVE AND THE BOLD

ICEGIRL

THERMAL VOID



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ICEGIRL

SENTINEL
COMICS
24

ICEGIRL



SHIVER
POWER: SELECT A TARGET. REDUCE THE NEXT DAMAGE DEALT BY THAT TARGET BY 2.

- ⇒ A HERO MAY DESTROY ONE OF THEIR ONGOING CARDS TO PLAY 2 CARDS.
- ⇒ REDUCE DAMAGE DEALT BY THE ENVIRONMENT BY 2 UNTIL THE START OF YOUR NEXT TURN.
- ⇒ PUT A FREEZE TOKEN ON A NON-CHARACTER TARGET. THE NEXT TIME IT WOULD ACTIVATE A START OF TURN OR END OF TURN EFFECT, REMOVE THE FREEZE TOKEN INSTEAD.

⇒THIRD PARTY -- STANDARD⇄

SENTINEL
COMICS
26

ICEGIRL

WINTER'S WRATH



FROSTBITE
POWER: ICEGIRL DEALS 1 TARGET 2 COLD DAMAGE.




- ⇒ ONE HERO MAY USE A POWER NOW.
- ⇒ ONE HERO MAY DEAL 1 TARGET 2 COLD DAMAGE NOW.
- ⇒ SELECT A TARGET. REDUCE ALL DAMAGE DEALT BY THAT TARGET BY 1 UNTIL THE START OF YOUR NEXT TURN.

⇒THIRD PARTY -- PROMO⇄