



SUB-ZERO

KUAI LIANG

ICE BLAST 7

Before moving with Sub-Zero, you may choose a figure within 4 clear sight spaces without the Ice Resistance special power, and roll the 20-sided die. You may continue rolling for Ice Blast until you do not roll 7 or higher. Until the end of Sub-Zero's turn, when the chosen figure rolls defense dice it rolls X fewer dice, and when the chosen figure rolls the 20-sided die, subtract X from the roll. X is the number of times Sub-Zero rolled 7 or higher.



CRYOMANCER

UNIQUE HERO

WARRIOR

DETERMINED

MEDIUM

5

SLIDE 3

Instead of moving normally, Sub-Zero may use Slide. Move Sub-Zero up to 3 spaces in a straight line. When using Slide, Sub-Zero may move through all figures and never takes leaving engagement attacks. When attacking a figure Sub-Zero moved through this turn, add one automatic skull to whatever is rolled.

ICE CLONE COUNTER

Before rolling defense dice for Sub-Zero, you may reveal the "X" Order Marker on this card to add one automatic shield to whatever is rolled and, if the attacking figure is adjacent to Sub-Zero and does not have the Ice Resistance special power, count all excess shields as unblockable hits on the attacking figure.



5

LIFE

MOVE

6

RANGE

1

ATTACK

4

DEFENSE

5

230

POINTS

