
Issue #1 “The IceMan Cometh” Release 0.1

INTRODUCTION

Have a player read this aloud to everyone!

Well, our first challenge is ahead of us! My sources have told me that Jon Frost, aka The Ice Man is back in town! While the Heroes were here, he was unable to get a foothold in the town. Now, he is building his own empire! He's secretly set-up his own crime syndicate here in town. It's our job to take it out!

Jon Frost has some ice-related powers that make him dangerous, but his real power is organizing his minions! He has set-up a very loyal hierarchy of minions where his lower-level minions protect the upper-level ones. The only way to take down Jon Frost is to destroy his organization from the bottom up!

Jon Frost is pretty powerful. The only way we can take down this organization is to find some of the weapons, technology, and gear our Heroes have left behind.

To make things worse, we have a time limit! My sources tell me that Jon Frost has something BIG up his sleeve! If we don't stop him by the end of the day, something big will happen, but I don't know what ...

Let's take out Jon Frost!

COMPONENTS

The Comic Book Issue Pack for Issue 1 contains the following components needed for Set-Up:

1. 5 Cards: Level 1 Villain Forces for Jon Frost
2. 4 Cards: Level 2 Villain Forces for Jon Frost
3. 2 Cards: Level 3 Villain Forces for Jon Frost
4. Jon Frost Bad News Cards: 2 Easy, 2 Medium, 2 Hard

These will be needed during the Set-Up (see main rulebook and below).

You will also need the *Jon Frost Villain Card*: It can be found in the pile of Villains from the main game components.

SET-UP

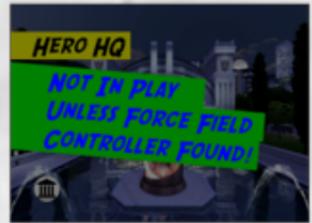
The City

Take the following 9 City Locations decks, shuffle them separately, keeping 9 separate decks:

- Warehouse District, Steets, Downtown, Uptown, Rincon Labs, Suburbs, The Caves, Police Station, Hero HQ

***DO NOT put the Hero HQ Cards into play just yet! Put them to the side, and bring them into play in the appropriate place if the Sidekicks get to it.**

Set them up in the following grid, leaving space below each deck for Sidekick tokens.

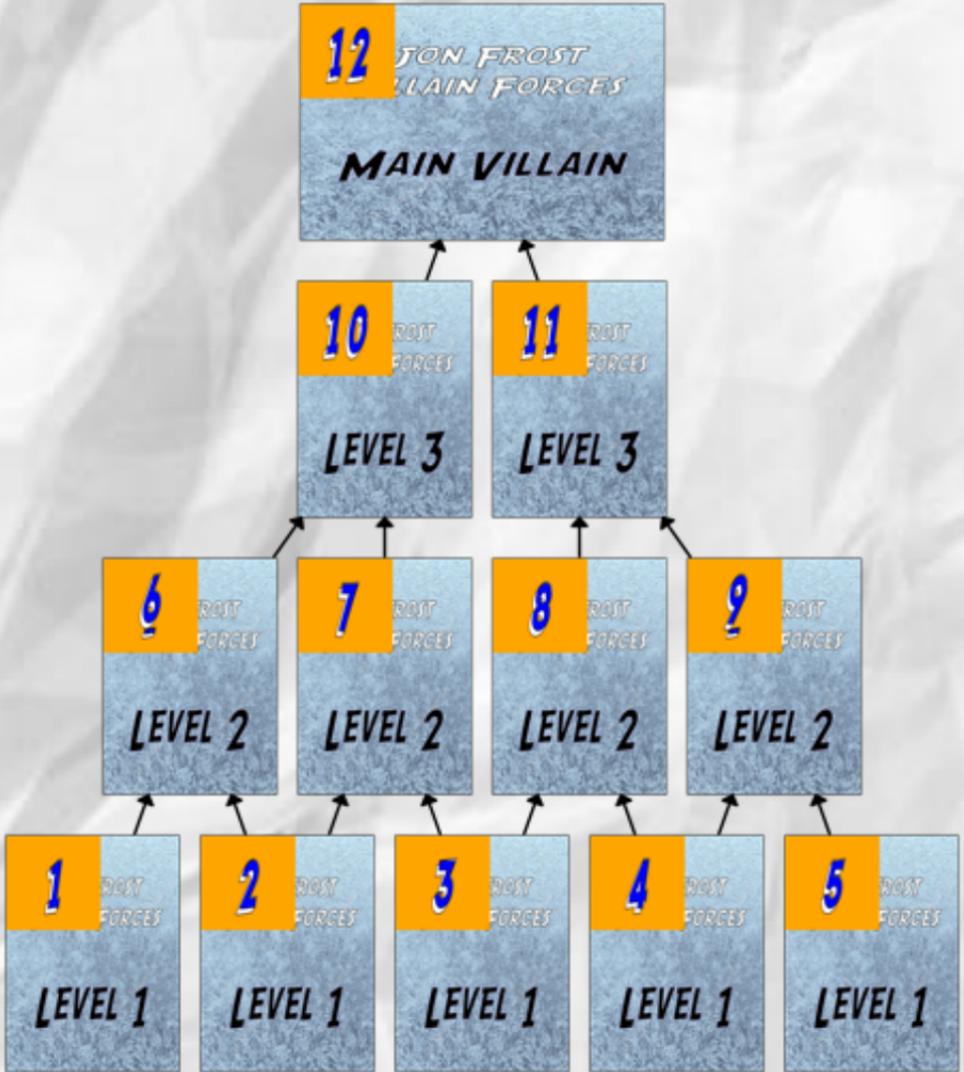


CITY LAYOUT! Place City Location Decks in a 3x3 Grid

Villain Forces

Jon Frost's organization is a traditional hierarchy: the low-level grunts are at the bottom and Jon Frost is at the top! Separate the Jon Frost Villain Forces into 4 decks: the Level 1, Level 2, Level 3 and Jon Frost himself (Level 4 or top). Shuffle each deck separately, and set-up each Level as shown in Figure 1.2. Note that Jon Frost's large Villain card goes on top!

When revealing the Villain Forces in the *Bad News Phase*, the Villain Forces are revealed left-to-right, bottom-to-top.



ISSUE #1 POWER STRUCTURE! The numbers show the order the Villain Forces are *revealed* and the arrows show which Villain Forces *protect* other Villain Forces. For example: Level 2 Villain Force #6 is *protected* by Level 1 Villain Forces #1 and #2.

THE ICEMAN COMETH

During *The Iceman Cometh*, player may only attack Villain Forces:

1. If a Villain Force has been revealed

2. If it is NOT protected by any Villain Forces below it! Recall that a Villain Force in disarray IS NOT Protecting.

All Villain Forces should be revealed by the end of Act II.

Villain Forces may attack if revealed, but Sidekicks can only attack if *all* Protecting Villain Forces are defeated.

Refer to the main Rulebook for the rest of set-up.

WIN OR LOSE?

If the Sidekicks reduce Jon Frost to 0 Hit Points before the End of Act III, they win! Read the Win section on the next pages.

If all Sidekicks are defeated, or Jon Frost survives to the End of Act III, they lose! Read the Lose section on the back of the book.

STOP! 🛑 *DO NOT accidentally read a section or you might spoil some surprises in the game!*