

FLASH
BARRY ALLEN

JUSTICE LEAGUE



UNIQUE HERO
METAHUMAN
PROTECTOR
BOLD
MEDIUM 5

12 4 1
7 5
270

SWIFT JUSTICE

During setup, place 1 Justice Marker on this card for each Justice League unit on your team, up to 3. After rolling for initiative, you may remove a Justice Marker from this card to add 8 to your roll.

FASTEST MAN ALIVE

At the start of your turn, do up to X of the following, where X is the number of Justice Markers on this card:

- place Flash on any empty space on the battlefield.
- choose an adjacent object Flash has not yet chosen this round. Inflict or heal 1 wound on it.
- maneuver an adjacent character 1 space, or up to 4 spaces if it is an ally, during which it gains Stealth.
- place an Item within 2 spaces of Flash on an empty space within 2 spaces of Flash.

SUPERSPEED

Flash may move through all figures and does not have to stop his movement when entering water spaces. After Flash's attack phase, he may maneuver up to 2 spaces.



•Science •Speedster

