



FLASH
WALLY WEST

FLASH FAMILY

After revealing an Order Marker on this card and before taking a turn with Flash, you may reveal an "X" Order Marker on this card and take a turn with two other Unique figures you control with the Superspeed or Speed Force special power. You may not take any additional turns.



METAHUMAN

UNIQUE HERO

LEADER

DETERMINED

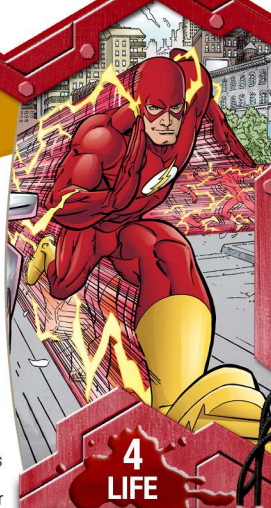
MEDIUM **5**

SPEED FORCE

Flash may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After Flash's turn, if he did not attack, you may either move him up to an additional 4 spaces, or choose up to 3 figures Flash moved through this turn and roll an unblockable attack die against each chosen figure.

FLASH TIME

After any figure you control with the Superspeed or Speed Force special power is attacked by an opponent's figure, you may move Flash up to 4 spaces. At the end of the round, you may move each figure you control with the Superspeed or Speed Force special power up to 4 spaces each.



4

LIFE

MOVE **12**

RANGE **1**

ATTACK **5**

DEFENSE **7**

300

POINTS