



REVERSE-FLASH
EOBARD THAWNE

LEGION OF ZOOM

At the start of the game, choose an opponent's Unique Hero and place 1 black Injustice Marker on this card for each Unique Hero you control with the Superspeed special power or the class of Antagonist or Rogue, to a maximum of 4. Immediately after the chosen Hero takes a turn, you may remove an Injustice Marker from this card to move any Unique Hero you control other than Reverse-Flash. If it ends this move adjacent to an opponent's figure, roll one unblockable attack die against that opponent's figure.

SUPERSPEED

Reverse-Flash may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After taking a turn with Reverse-Flash, if he did not use his Phase Attack special power this turn, he may move up to an additional 4 spaces.

PHASE ATTACK

Reverse-Flash may attack with his normal attack up to 2 times at any point before, during, or after his normal move as long as he is on a space where he could end his movement. When Reverse-Flash attacks with a normal attack, if he moved through the defending figure this turn, after defense dice are rolled, you may subtract 1 shield from the roll.



4
LIFE

MOVE 12

RANGE 1

ATTACK 4

DEFENSE 7

295

POINTS



METAHUMAN

UNIQUE HERO

ANTAGONIST

INSANE

MEDIUM

5