



FLASH

BARRY ALLEN



SUPERSPEED

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 Flash, if Flash did not use his Fist Fusillade Special Attack this turn, Flash may move up to an additional 4 spaces.

FIST FUSILLADE SPECIAL ATTACK

RANGE 1. ATTACK 1,2, or 3. Start the attack with 12 attack dice. You may attack with 1, 2, or 3 attack dice until all of the 12 attack dice have been rolled.

SPEED DODGE 4

When Flash defends against an attack from a figure without the Superspeed special power, and you roll at least one blank, Flash takes no damage and may immediately move up to 4 spaces.



METAHUMAN

UNIQUE HERO

SCIENTIST

BOLD

MEDIUM

5

4 LIFE

MOVE 12

RANGE 1

ATTACK 5

DEFENSE 4

250 POINTS