

BLACK FLASH



EVENT HERO
ENTITY
TORMENTOR
RELENTLESS
MEDIUM 5



SPEED REAPER

At the start of the round, if Black Flash does not have a Quarry on the battlefield, the Unique or Event Hero enemy on the battlefield with the highest Move number becomes its Quarry. When Black Flash's Quarry is defeated, heal 1 wound.

TRY TO OUTRUN DEATH

After the opponent who controls Black Flash's Quarry ends their turn, Black Flash may maneuver up to 4 spaces. Once per turn, when Black Flash ends its movement adjacent to its Quarry, roll a d20. On an 11+, its Quarry takes 1 wound.

SUPERSPEED

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



•Speedster

