



BLACK FLASH

SPEED REAPER

At the start of the game, choose a figure to be Black Flash's Quarry. When choosing Black Flash's Quarry, you must choose an enemy Unique or Event Hero on the battlefield with the highest Move number listed on its card. When its Quarry is destroyed, remove 1 Wound Marker from this card, and choose another figure to be Black Flash's Quarry.



ENTITY

EVENT HERO

TORMENTOR

RELENTLESS

MEDIUM 5

TRY TO OUTRUN DEATH

Immediately after the opponent who controls Black Flash's Quarry finishes their player turn, you may move Black Flash up to 4 spaces. Whenever Black Flash ends its movement adjacent to its Quarry, roll the 20-sided die. If you roll 11 or higher, its Quarry receives one wound.

SUPERSPEED

Black Flash may move through all figures, never takes leaving engagement attacks, and does not have to stop its movement when entering water spaces. After taking a turn with Black Flash, if it did not use its Try To Outrun Death special power this turn, it may move up to an additional 4 spaces.



6

LIFE

MOVE 10

RANGE 1

ATTACK 5

DEFENSE 6

280

POINTS