



FIRESTORM

RONNIE RAYMOND



METAHUMAN

UNIQUE HERO

CHAMPION

LAZY

MEDIUM 5

MATRIX INSTABILITY
Firestorm has the secret identity of Martin Stein, the class of Scientist, and the personality of Brilliant in addition to what is listed on this card. Before taking a turn with Firestorm, you must roll the 20-sided die. If you roll 5 or lower, Firestorm cannot use his Firestorm Matrix special power this turn. If you roll 16 or higher, roll 1 additional combat die if Firestorm uses his Firestorm Matrix special power this turn.

FIRESTORM MATRIX 4
Instead of taking a turn with Firestorm, you may roll 4 combat dice. After rolling, choose one of the following:

- For each shield rolled, remove 1 Wound Marker from this card.
- For each shield rolled, choose a figure or Destructible Object within 4 clear sight spaces of Firestorm and place 1 Wound Marker on that figure's card.
- If two or more shields were rolled, choose an equipment glyph that is within 4 clear sight spaces of Firestorm or that is equipped by a figure within 4 clear sight spaces of Firestorm. Destroy the chosen glyph.

LAVA RESISTANT
Firestorm never rolls for molten lava damage or lava field damage and does not have to stop in molten lava spaces.



5

LIFE

MOVE	7
RANGE	5
ATTACK	5
DEFENSE	5

330

POINTS





5

LIFE

MOVE	7
RANGE	5
ATTACK	5
DEFENSE	5

330

POINTS

