



FLASH BARRY ALLEN

SWIFT JUSTICE

At the start of the game, place 1 blue Justice League Marker on this card for each Unique Hero you control with the class of Champion, Investigator, or Officer, to a maximum of 3. After rolling for initiative, you may remove a Justice League Marker from this card to add 8 to your roll.

FASTEST MAN ALIVE

At the start of your player turn, do up to X of the following, where X is the number of Justice League Markers on this card:

- place Flash on any empty space on the battlefield.
- choose an adjacent destructible object Flash has not yet chosen this round. Place or remove 1 Wound Marker from its card.
- move an adjacent figure 1 space, or up to 4 spaces if it is a friendly figure, during which it gains the Superspeed special power.
- place a glyph within 2 spaces of Flash on an empty space within 2 spaces of Flash.

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 he did not use his Fastest Man Alive special power this turn, he may move up to an additional 4 spaces.



4

LIFE

MOVE 12

RANGE 1

ATTACK 5

DEFENSE 7

270

POINTS

METAHUMAN

UNIQUE HERO

CHAMPION

BOLD

MEDIUM

5