



**FLASH**  
JOHN FOX

**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 Speed Shift Special Attack this turn, he may move up to an additional 4 spaces.

**SPEED SHIFT SPECIAL ATTACK**

Range 1. Attack 3.

Instead of attacking normally with Flash, you may move Flash up to 4 spaces. Flash can attack up to 3 times with this special attack at any point before, during, or after this move as long as Flash is on a space where he could end his movement. After using this special attack, place Flash on the space he occupied before using this special attack.

**TEMPORAL DEFENSE**

Once per round, if Flash or any friendly figure within 3 spaces of Flash is attacked by an opponent's figure that does not have the Temporal Defense special power, and at least 1 skull is rolled, you may reveal and remove any numbered Order Marker on this card. After removing the numbered Order Marker, the opponent's turn immediately ends and the attacked figure receives no wounds.



**METAHUMAN**

**UNIQUE HERO**

**SCIENTIST**

**DELIBERATE**

**MEDIUM**

**5**

**4**  
**LIFE**

**MOVE 12**

**RANGE 1**

**ATTACK 4**

**DEFENSE 5**

**220**  
**POINTS**