



FLASH
BARRY ALLEN

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 Carry special power yet this turn, he may move up to an additional 4 spaces.



METAHUMAN

UNIQUE HERO

CHAMPION

DEDICATED

MEDIUM 5

SPEED CARRY

Whenever Flash is moved, you may choose a tiny, small, or medium figure you control that he passed through. After moving, place the chosen figure on an empty space adjacent to Flash. A figure moved this way will not take any leaving engagement attacks.

**LIGHTNING THROW
SPECIAL ATTACK**

Range 3. Attack 6 + Special.
This special attack can only be used once per round and if Flash is not engaged. Roll 1 fewer attack die for each space Flash moved this turn. Figures with the Electrically Charged special power are not affected by this special attack. If Flash wounds a figure with this special attack, he may attack that figure one additional time.



4

LIFE

MOVE 12

RANGE 1

ATTACK 4

DEFENSE 6

260

POINTS