

DC

FLASH
WALLY WEST

SPEED FORCE
Flash may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. After Flash's turn, if he did not attack, you may either move him up to an additional 4 spaces, or choose up to 3 figures Flash moved through this turn and roll an unblockable attack die against each chosen figure.

INFINITE MASS PUNCH SPECIAL ATTACK
Range 1. Attack Special.
If Flash is unengaged at the start of his turn, before moving him, you may choose a figure within 8 clear sight spaces. Count the minimum number of spaces between Flash and the chosen figure. After moving, if you attack the chosen figure with this special attack, roll X dice, where X equals the number of spaces you counted.

SPEED DODGE 4
When Flash defends against an attack, and you roll at least one blank, Flash takes no damage and may immediately move up to 4 spaces.

4 LIFE

MOVE	12
RANGE	1
ATTACK	5
DEFENSE	4

280 POINTS

METAHUMAN
UNIQUE HERO
CHAMPION
TRICKY
MEDIUM 5