



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



**METAHUMAN**

**UNIQUE HERO**

**SCIENTIST**

**BOLD**

**MEDIUM 5**

**FIST FUSILLADE SPECIAL ATTACK**

Range 1. Attack 1, 2, or 3. Start the attack with 12 attack dice. You may attack with 1, 2, or 3 attack dice until all 12 attack dice have been rolled.

**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**

**250**

POINTS