



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