

IMPULSE
BART ALLEN

METAHUMAN

UNIQUE HERO

SIDEKICK

RECKLESS

MEDIUM 4

SUPERSPEED
Impulse 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 Impulse, if he did not attack this turn, he may move up to an additional 4 spaces.

IMPULSIVE FIGHTER
When attacking with his normal attack, Impulse may attack up to 2 additional times during his turn. During the additional attacks, all excess shields rolled by the defending figure count as unblockable hits on Impulse.

IMPULSIVE MOVEMENT
If there is a revealed Order Marker on this card, when defending with Impulse, each shield rolled counts as an additional shield. Additionally, after rolling defense dice for Impulse or attack dice for his normal attack, you may immediately move Impulse up to 2 spaces for each blank rolled.

4 LIFE

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|----------------|-----------|
| MOVE | 10 |
| RANGE | 1 |
| ATTACK | 4 |
| DEFENSE | 4 |

140 POINTS