



IRIS WEST

TEAM FLASH

Whenever Iris West is moved, you may reveal an "X" Order Marker on this card. While an "X" Order Marker is revealed on a card you control, after revealing an Order Marker on this card or the card of a Unique Metahuman you control and taking a turn, you may choose another Unique Metahuman Hero you control. If you did not reveal an Order Marker on a Hero named Flash, the chosen Hero must be named Flash. Take a turn with the chosen Hero and you may not take any additional turns with other figures you control.

SPEED BEACON

If Iris West is targeted by an enemy figure, before attack dice are rolled, you may move one figure you control that has the Superspeed or Speed Force special power. If this figure ends this movement adjacent to the enemy figure targeting Iris West, you may roll one unblockable attack die against that enemy figure.



HUMAN

UNIQUE HERO

JOURNALIST

CURIOUS

MEDIUM 5



3 LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 3

70

POINTS