



JOHNNY QUICK
JOHNNY CHAMBERS

**ALL-STAR SQUADRON
INSPIRATION**

If Johnny Quick has attacked an enemy figure this round, all figures you control within 6 clear sight spaces of Johnny Quick who are Mystery Men, Protégés, or have the Superspeed or Speed Force special power add 1 to their Attack numbers.

SUPERSPEED

Johnny Quick 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 Johnny Quick, if he did not use his Flying special power this turn, he may move up to an additional 4 spaces without using the Flying special power.

3x2(9yZ)4A

When Johnny Quick attacks, he may attack one additional time, rolling 1 fewer attack die for the second attack. After rolling defense dice with Johnny Quick, you may immediately move him up to 4 spaces.



METAHUMAN

UNIQUE HERO

MYSTERY MAN

COCKY

MEDIUM

5

**4
LIFE**

MOVE 9

RANGE 1

ATTACK 4

DEFENSE 5

**170
POINTS**