



## JOHNNY QUICK

### SPEED FORCE

Johnny Quick may move through all figures, never takes leaving engagement attacks, and does not have to stop his movement when entering water spaces. If Johnny Quick did not attack this turn, you may either move him up to an additional 4 spaces, or choose up to 3 figures Johnny Quick moved through this turn and roll an unblockable attack die against each chosen figure.



METAHUMAN

UNIQUE HERO

THIEF

SADISTIC

MEDIUM 5

### SPEED DODGE STRIKE 4

When Johnny Quick defends against an attack, if you roll at least one blank, Johnny Quick takes no damage and may immediately move up to 4 spaces. If Johnny Quick ends this movement adjacent to the attacking figure, you may roll 1 unblockable attack die against the attacking figure.

### SPEEDSTER BURNOUT

Whenever you roll an unblockable attack die for Johnny Quick's Speed Force or Speed Dodge Strike special power, if a blank is rolled, Johnny Quick's turn immediately ends and all special powers on this card are negated until the end of the round.



4 LIFE

MOVE 12

RANGE 1

ATTACK 5

DEFENSE 4

230

POINTS