

INSTINCTIVE VIBRATION

ONGOING, LIMITED

WHENEVER IMPULSE IS DEALT DAMAGE, PREVENT ALL DAMAGE THAT WOULD BE DEALT TO IMPULSE UNTIL THE END OF THE CURRENT TURN.

"I DON'T GET IT! WE HAD HIM POINT BLANK!"
"WHAT IS HE, A GHOST?"
- GUNMEN, IMPULSE #2

ART BY

DC

IMPULSE

20 YEARS OF SUPERHEROES

BY WAID, RAMOS & FAUCHER

ST WHEN YOU THOUGHT WAS SAFE TO GO INTO CHECKOUT LANE...

DIRECT SALES 020117

The FLASH

BACK FROM THE FUTURE!

ART BY

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ART BY

ZERO ATTENTION SPAN

ONGOING, LIMITED

AT THE END OF YOUR TURN, YOU MAY DESTROY AN ONGOING CARD. IF YOU DON'T, IMPULSE DEALS HIMSELF 1 ENERGY DAMAGE.

AT THE START OF YOUR TURN, YOU MAY DRAW A CARD OR PLAY A CARD.

"WILL YOU STOP PLAYING WITH THOSE?!?!"
- THE JOKER, IMPULSE #50

ART BY

DC

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BY WAID, RAMOS & FAUCHER

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BACK FROM THE FUTURE!

ART BY

Impulse Hero Deck by Bart_KF

CROSSFIRE



ONGOING, LIMITED

WHEN DAMAGE THAT WOULD BE DEALT TO *IMPULSE* IS PREVENTED OR REDUCED TO 0 OR LESS, THE SOURCE OF THAT DAMAGE DEALS 1 NON-*IMPULSE* TARGET 1 DAMAGE OF THAT TYPE.

POWER: CHOOSE A TARGET. PREVENT THE NEXT DAMAGE THAT TARGET WOULD DEAL TO *IMPULSE*. DRAW A CARD.

TO A BOY WHO CAN RACE THE WIND AND VIBRATE THROUGH SOLID OBJECTS, DANGER IS ALWAYS SOMEONE ELSE'S PROBLEM.

- *IMPULSE* #9



IMPULSE

20th Anniversary
BY WAID, RAMOS & FAUCHER



BT WHEN YOU THOUGHT WAS SAFE TO GO INTO CHECKOUT LANE...



The FLASH
BACK FROM THE FUTURE!

ART BY

"YOU DROPPED THIS!"



ONGOING, LIMITED

WHEN DAMAGE THAT WOULD BE DEALT TO A HERO TARGET IS PREVENTED OR REDUCED TO 0, PUT A TOKEN ON THIS CARD.

POWER: REMOVE X TOKENS FROM THIS CARD. IF YOU DO, *IMPULSE* DEALS 1 TARGET X IRREDUCIBLE MELEE DAMAGE.

"ANYBODY HOME? NO? WELL, HERE'S YOUR BULLETS BACK!"

- *IMPULSE*, *IMPULSE* #71



IMPULSE

20th Anniversary
BY WAID, RAMOS & FAUCHER



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The FLASH
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The FLASH
BACK FROM THE FUTURE!

ART BY

AIR POCKET



ONGOING

WHEN THIS CARD ENTERS PLAY, MOVE IT NEXT TO A TARGET. WHEN THAT TARGET WOULD BE DEALT DAMAGE, PREVENT THAT DAMAGE AND DESTROY THIS CARD.

WHEN THIS CARD IS DESTROYED, YOU MAY DRAW A CARD OR USE A POWER.

"SO HOW'D YOU ROCKET OFF A CLIFF AND NOT TRASH YOUR DAD'S WHEELS, DANGER DAN?"

- JIMMY, *IMPULSE* #5



IMPULSE

20th Anniversary
BY WAID, RAMOS & FAUCHER




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ART BY

DC

IMPULSE

20 YEARS OF SUPERHEROES

BY WAID, RAMOS & FAUCHER




ST WHEN YOU THOUGHT WAS SAFE TO GO INTO CHECKOUT LANE...

DIRECT SALES 020117

11/13/12

ART BY

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DIRECT SALES 020117

11/13/12

ART BY

INSIDE SCOOP



ONGOING

WHEN A CARD IS DESTROYED, YOU MAY REVEAL THE TOP CARD OF ITS DECK, THEN REPLACE IT.

"M-M-MAX... WE'VE GOT A PROBLEM HERE...!"
- IMPULSE, IMPULSE #72

ART BY

DC

IMPULSE

20 YEARS OF SUPERHEROES

BY WAID, RAMOS & FAUCHER



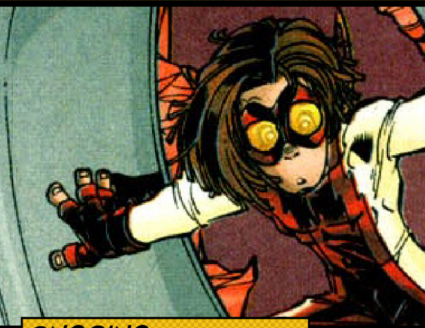
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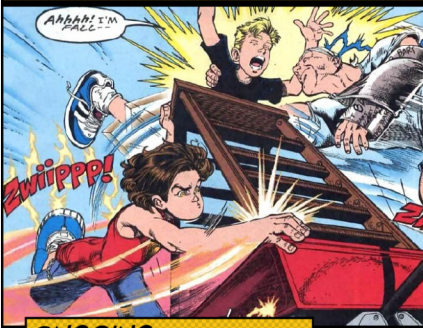
IMPULSE

20 YEARS OF SUPERHEROES
BY WAID, RAMOS & FAUCHER



BT WHEN YOU THOUGHT WAS SAFE TO GO INTO CHECKOUT LANE...
DIRECT SALES 020117
113113P
113113P

REACTION TIME



ONGOING

WHEN THIS CARD ENTERS PLAY, YOU MAY DRAW A CARD.

WHEN A VILLAIN ONE-SHOT OR A NON-TARGET ENVIRONMENT CARD WOULD ENTER PLAY, YOU MAY DISCARD IT INSTEAD. IF YOU DO, DESTROY THIS CARD AND IMPULSE DEALS HIMSELF 2 MELEE AND 2 ENERGY DAMAGE.

"WHAT HAPPENED?!? I COULDA SWORN I WAS FALLING..."
- PRESTON, IMPULSE #54



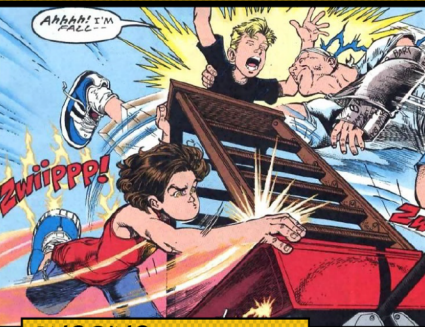
IMPULSE

20 YEARS OF SUPERHEROES
BY WAID, RAMOS & FAUCHER



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113113P
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"WHAT HAPPENED?!? I COULDA SWORN I WAS FALLING..."
- PRESTON, IMPULSE #54



IMPULSE

20 YEARS OF SUPERHEROES
BY WAID, RAMOS & FAUCHER



BT WHEN YOU THOUGHT WAS SAFE TO GO INTO CHECKOUT LANE...
DIRECT SALES 020117
113113P
113113P

SLIPSTREAM ARSENAL



ONGOING

WHENEVER A NON-HERO CARD IS DESTROYED BY A HERO CARD, YOU MAY PUT IT UNDER THIS CARD.

AT THE START OF YOUR TURN, DISCARD 3 CARDS FROM UNDER THIS CARD. IMPULSE DEALS 1 TARGET 1 PROJECTILE DAMAGE FOR EACH CARD DISCARDED THIS WAY.

SPEEDSTERS OCCASIONALLY MAKE SUDDEN 90-DEGREE TURNS. ROCKS DON'T.
- IMPULSE #18




IMPULSE

20 YEARS OF SUPERHEROES
BY WAID, RAMOS & FAUCHER



BT WHEN YOU THOUGHT WAS SAFE TO GO INTO CHECKOUT LANE...
DIRECT SALES 020117
113113P
113113P

SLIPSTREAM ARSENAL



ONGOING

WHenever a non-hero card is destroyed by a hero card, you may put it under this card.

At the start of your turn, discard 3 cards from under this card. Impulse deals 1 target 1 projectile damage for each card discarded this way.

SPEEDSTERS OCCASIONALLY MAKE SUDDEN 90-DEGREE TURNS. ROCKS DON'T.

- IMPULSE #18


ART BY

DC

IMPULSE

20

BY WAID, RAMOS & FAUCHER



ST WHEN YOU THOUGHT WAS SAFE TO GO INTO CHECKOUT LANE...

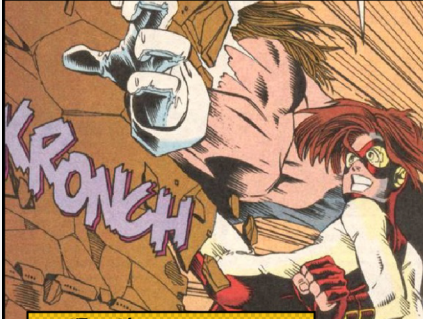
DIRECT SALES 020117

The FLASH

BACK FROM THE FUTURE!

ART BY

ENRAGE AND EVADE



ONE-SHOT

IMPULSE DEALS 1 TARGET 3 SONIC DAMAGE.

THE NEXT TIME THAT TARGET WOULD DEAL DAMAGE, PREVENT THAT DAMAGE AND YOU MAY DESTROY AN ENVIRONMENT CARD.

"SUCKAH."

- IMPULSE, IMPULSE #17

ART BY

DC

IMPULSE

20

BY WAID, RAMOS & FAUCHER



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DIRECT SALES 020117

The FLASH

BACK FROM THE FUTURE!

ART BY

SHORTCUT

MAX?
NO.

MAX?
NO.

ONE-SHOT

DRAW 2 CARDS.
SEARCH A DECK FOR A CARD. DISCARD THAT CARD. SHUFFLE THAT DECK.

"I JUST LOOKED UNDER EVERY PORCH IN TOWN UNTIL I FOUND IT."
- IMPULSE, IMPULSE #48

ART BY

DC

IMPULSE

20 YEARS OF SUPERHEROES

BY WAID, RAMOS & FAUCHER

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The FLASH

BACK FROM THE FUTURE!

ART BY

IMPULSE-SITTING

ONE-SHOT

ONE PLAYER, OTHER THAN YOU, MAY PLAY A CARD OR USE A POWER.
IF ANOTHER PLAYER PLAYED A CARD THIS TURN, PREVENT THE NEXT DAMAGE DEALT TO A HERO TARGET. IF ANOTHER HERO USED A POWER THIS TURN, YOU MAY PLAY AN ONGOING CARD.
IF NEITHER HAPPENED, IMPULSE DEALS UP TO 2 TARGETS 2 MELEE DAMAGE EACH.

BATMAN: "ONLY 7 HOSTAGES?"
IMPULSE: "YUP."
- IMPULSE #50

ART BY

DC

IMPULSE

20 YEARS OF SUPERHEROES

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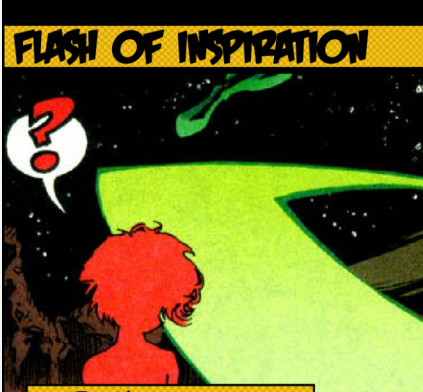
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DIRECT SALES 020117

11.3.13

ART BY

FLASH OF INSPIRATION



ONE-SHOT

IMPULSE DEALS 1 TARGET 2 LIGHTNING DAMAGE. YOU MAY DRAW A CARD.

YOU MAY DISCARD A CARD. IF YOU DON'T, IMPULSE DEALS HIMSELF 1 LIGHTNING DAMAGE.

ONE PLAYER MAY PLAY A CARD.

"WATER THAT NOTHING'S...
 BART! GREAT IDEA!"
 - GREEN LANTERN, IMPULSE #69

ART BY

DC

IMPULSE

20 YEARS OF SUPERHEROES

BY WAID, RAMOS & FAUCHER



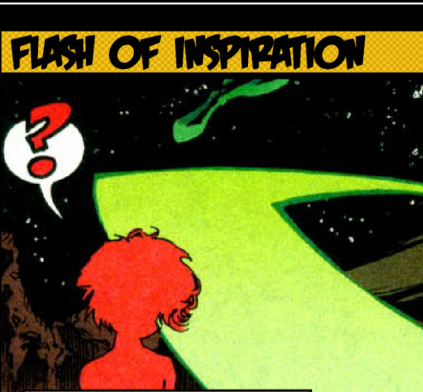
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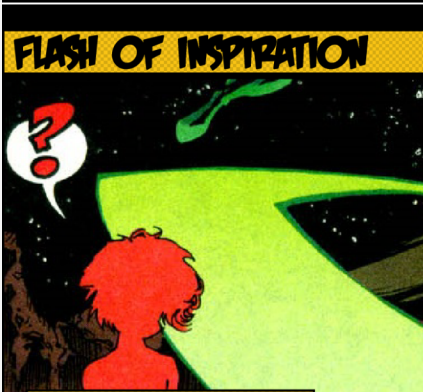
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11.3.13

ART BY

HYPER-RETENTION

ONE-SHOT

UP TO 2 OTHER PLAYERS MAY EACH RETURN A CARD FROM THEIR TRASH TO THEIR HAND.

YOU MAY DRAW A CARD OR PLAY AN ONGOING CARD.

"ALL I NEED TO DO IS SET UP THIS STUFF THE WAY DR. MORLO HAD IT..."
- IMPULSE, IMPULSE #62

ART BY

DC

IMPULSE

20

BY WAID, RAMOS & FAUCHER

ST WHEN YOU THOUGHT WAS SAFE TO GO INTO CHECKOUT LANE...

DIRECT SALES 020117

The FLASH

BACK FROM THE FUTURE!

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The FLASH

BACK FROM THE FUTURE!

ART BY

LEAP INTO ACTION

ONE-SHOT

IMPULSE DEALS 1 TARGET 3 MELEE DAMAGE.

UNTIL THE START OF YOUR NEXT TURN, WHENEVER THAT TARGET WOULD DEAL DAMAGE, REDUCE THAT DAMAGE TO 1.

"UH. HI. THIS IS ALL A REALLY BIG MISTAKE..."
- IMPULSE, IMPULSE #39

ART BY

DC

IMPULSE

20

BY WAID, RAMOS & FAUCHER

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DIRECT SALES 020117

The FLASH

BACK FROM THE FUTURE!

ART BY

WHIRLWIND EXPRESS

ONE-SHOT

DRAW A CARD.

SELECT A TARGET. UNTIL THE START OF YOUR NEXT TURN, REDUCE DAMAGE DEALT BY THAT TARGET BY 1 AND INCREASE DAMAGE DEALT TO THAT TARGET BY 1.

"THERE'S YOUR 'TEAMWORK,' WONDER BOY- WHAT'D YA THINK OF THAT?!"
- SUPERBOY, JLA: WORLD WITHOUT GROWN-UPS

ART BY

DC

IMPULSE

20

BY WAID, RAMOS & FAUCHER

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DIRECT SALES 020117

The FLASH

BACK FROM THE FUTURE!

ART BY

TURBINE PUBLISHING 23

IMPULSE

DODGE

POWER: DRAW A CARD, THEN DISCARD A CARD. PREVENT THE NEXT DAMAGE THAT WOULD BE DEALT TO IMPULSE.

ART BY TODD NAUCK

⇒ ONE PLAYER MAY DRAW A CARD NOW.

⇒ ONE HERO MAY DEAL 1 TARGET 2 MELEE DAMAGE.

⇒ DISCARD THE TOP CARD OF A DECK.

TURBINE PUBLISHING 24

The Hyper-Accelerated

IMPULSE

SCOUT AHEAD

POWER: REVEAL AND REPLACE THE TOP CARD OF A DECK. PLAY OR DISCARD THE TOP CARD OF A DECK.

ART BY CARLO BARBERI

⇒ SELECT A TARGET. INCREASE THE NEXT DAMAGE DEALT BY THAT TARGET BY 2.

⇒ PUT A CARD FROM A TRASH ON THE BOTTOM OF ITS DECK.

⇒ ONE HERO MAY USE A POWER NOW.

HIS DAY AHEAD THAT NEW POWER... IT'S...

TURBINE PUBLISHING 26

The Wish-Granting

IMPULSE

QUICK FIX

POWER: IMPULSE DEALS 1 TARGET 3 INFERNAL DAMAGE AND DEALS HIMSELF 1 PSYCHIC DAMAGE.

ART BY CARLO BARBERI

⇒ DESTROY AN ONGOING CARD.

⇒ DESTROY AN ENVIRONMENT CARD.

⇒ 1 TARGET REGAINS 2 HP.