

Lightning Strikes Twice: Flash's Foes

Thomas Jefferson Model United Nations Conference

TechMUN XXXII



Middle School Crisis Committee

Chairs: Zoe Izzi and Arjun Kode

Committee Director: Mohan Parthasarathy

Thomas Jefferson High School for Science and Technology

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Esteemed Delegates,

Welcome to Lightning Strikes Twice: Flash's Foes at TechMUN XXXII this April! We're excited for a weekend of lively debate and unique crisis arcs. This weekend, we'll be aiming for around 8-10 cycles of updates - meaning, 8-10 of your private directives will be written, considered, responded to, and perhaps used in updates throughout the conference. We will be using the two-pad system for crisis notes: every delegate will have one pad with them, while the second pad remains with the backroom team, and they will exchange these during each cycle.

We want to see delegates who can bring creativity to the table and make a real impact, both in their speeches and behind the scenes in backroom. Leadership matters, but we're more interested in leaders who can inspire collaboration across the committee. This conference is your chance to think outside the box and come up with innovative directives that can shape the direction of the committee. Don't be afraid to take calculated risks and explore new approaches. Feel free to take inspiration from the established multiverse, but also don't be afraid to use your imagination! We want to see exciting, innovative plans in both backroom and frontroom. Lastly, no forms of harassment, bullying, or plagiarism will be tolerated. No matter your background or experience level, our goal is to make sure TechMUN XXXII is a conference you'll remember. Since this is a crisis, position papers are not required, but might really help with preparation, and we'll gladly collect or give feedback on any you turn in. If you have any questions, don't hesitate to contact us at flashfoestechmun2025@gmail.com. Let's make this conference a memorable experience filled with creativity and teamwork!

Best regards,

Zoeb Izzi and Arjun Kode, Crisis Chairs

Mohan Parthasarathy, Crisis Director

Committee Introduction

There are many theories as to how the Flash came to be, but the most widely accepted is that Barry Allen, a forensic scientist, was struck by lightning while working in his lab, causing him to be doused in chemicals that unlocked the Speed Force—a mysterious energy source that grants super-speed. With this power, Barry can move at incredible velocities, phase through solid objects by vibrating his molecules, heal rapidly, and even manipulate time by running fast enough to break the barriers of reality. But it's not just about running—he thinks, reacts, and processes information at superhuman speeds, making him one of the most formidable minds in the DC Universe. He uses these abilities to protect Central City, outrun villains, and sometimes even save the entire multiverse. The Flash's experiences, centered at S.T.A.R. Labs, show time that speed isn't just about getting somewhere first. It's about making a difference.

However, the Flash has faced a wide range of foes, from metahumans (men and women with extraordinary abilities) who might wield the same super-speed he does to ordinary humans armed with dangerous technology and cunning strategies. Some use science to manipulate time, while others rely on brute force, trickery, or sheer determination to try and outmatch him. Despite his incredible speed, these foes constantly challenge him in ways that go beyond raw power, sometimes even pushing the limits of what the Speed Force allows.

This committee will focus on those foes, those villains who so often try to foil the Flash's plans. Each has their own motivations, skillsets, and range of abilities which they can access to further their goals, but as a whole group, you villains need to avoid internal conflicts to end the real problem: the Flash and his run of terror. This is a crisis committee, so we want to see you think outside of the box and be very detailed and innovative in your ideas, but make sure you adhere to the Flash multiverse!

Topic 1: Slowing Down the Flash

Background:

The Flash, the fastest man alive, has spent his career racing ahead of those who seek to stop him. While the Speed Force grants the Flash unparalleled velocity, rapid healing, and even the ability to phase through objects, it also ties him to a cosmic energy that isn't fully understood—even by him. This mystery has allowed his enemies to explore countless ways to slow, trap, or even neutralize him. From fellow speedsters who can match his pace to brilliant minds who exploit physics, magic, and technology, the Flash's rogues have shown remarkable creativity in attempting to take him down. Some have developed weapons specifically designed to counteract the Speed Force, while others have targeted his mind, his emotions, or his very perception of time. Even those without superpowers have proven formidable by using strategy, ambushes, or simple human ingenuity to turn his greatest strength into a potential weakness. But slowing down the Flash isn't just about stopping one man. If he were to be permanently hindered, the broader consequences would be felt across Central City, the Justice League, and even the multiverse. His speed is often the key to stopping threats before they escalate, meaning that any disruption could leave his allies vulnerable and his city at risk, opening the door for all the villains to seize power. Moreover, controlling or limiting the Speed Force could have profound implications—potentially affecting not just Barry Allen, but all speedsters and other enhanced metahumans across time and space.

Current Situation:

Right now, the Flash's speed remains one of the greatest obstacles to criminals in Central City. His ability to respond instantly to threats, outrun attacks, and even reverse mistakes before they happen makes him nearly impossible to stop. Yet, his enemies are constantly adapting, refining their tactics, and searching for new ways to exploit his powers. Recent advancements in

technology, both from within the city and beyond, have made it more plausible than ever to challenge the Scarlet Speedster. There is also increasing uncertainty surrounding the Speed Force itself. Fluctuations, disturbances, and unexplained anomalies have led to speculation that it may not be as stable as once believed. If the Speed Force were to weaken—or if someone were to take control of it—the Flash could find himself vulnerable in ways he has never experienced before. At the same time, more villains are recognizing that brute force alone won't win. They are turning to intelligence, strategy, and unconventional tactics to counter the one man who always seems to be a step ahead.

Possible Solutions:

Finding a way to slow down the Flash requires a balance of science, strategy, and creativity. Some believe that disrupting the Speed Force itself is the best approach, cutting off his power at the source. However, this could have unintended consequences, potentially creating new speedsters or destabilizing reality. Others have focused on physical restraints: energy-dampening technology, friction-based inhibitors, or weapons that counteract his velocity. While these have seen some success, they often require precise timing and planning to be effective. Psychological warfare has also proven to be a valuable tool, forcing the Flash into moral dilemmas or situations where his speed becomes a liability like metahumans with psychological abilities like fear. Even manipulating the environment—altering gravity, warping terrain, or creating extreme conditions—has the potential to slow him down. Each of these approaches presents both possibilities and risks, but one thing is clear: no villain has succeeded in stopping the Flash for good. The challenge remains—how do you slow down the fastest man alive?

Questions to Consider:

1. What are the most effective ways to limit or disrupt the Speed Force without causing unintended consequences?
2. How can non-speedster villains compete with the Flash despite the vast gap in raw power?
3. What ethical concerns arise from attempts to neutralize the Flash, and how might they affect the broader hero-villain dynamic?
4. Could permanently slowing down the Flash lead to larger-scale consequences for Central City or the multiverse as a whole?
5. Is it better to focus on countering the Flash directly, or on manipulating his surroundings and allies to create a more strategic advantage?

Helpful Links:

1. [https://dc.fandom.com/wiki/Flash_\(Barry_Allen\)](https://dc.fandom.com/wiki/Flash_(Barry_Allen))
2. <https://www.dc.com/characters/the-flash>
3. [https://en.wikipedia.org/wiki/The_Flash_\(2014_TV_series\)](https://en.wikipedia.org/wiki/The_Flash_(2014_TV_series))

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Topic 2: Ruining the Flash's Public Image

Background:

The Flash isn't just Central City's fastest hero—he's also one of its most beloved. Over the years, his reputation has been built on selfless heroism, unwavering commitment to justice, and an unbreakable bond with the people he protects. Unlike heroes who operate from the shadows, the Flash thrives in the public eye, often engaging with citizens, working alongside law enforcement, and being seen as a beacon of hope. However, this trust isn't unshakable. Public perception is a fragile thing, easily swayed by fear, misinformation, and well-orchestrated manipulation. Throughout history, great heroes have fallen not through strength or speed but through scandal. If the people of Central City were to turn against the Flash—if they were to see him not as a protector but as a threat—his effectiveness would be severely compromised. The very same speed that makes him invincible in battle makes him uniquely vulnerable in the court of public opinion. After all, how do you trust a man who can move faster than the eye can see, rewrite time, and potentially hide anything he doesn't want the world to know?

Current Situation:

The Flash's public image remains largely positive, but cracks in his reputation have appeared. His connection to the Speed Force, while powerful, is not fully understood by the public, leaving room for speculation and fear. Some see him as a reckless force, interfering with the natural order of events. Others question whether his time-altering abilities create more harm than good. More dangerously, certain factions—both within Central City and beyond—have begun weaponizing misinformation against him. Conspiracies about the Flash manipulating history, hiding personal agendas, or even creating the very threats he fights are starting to take root. Law enforcement and government agencies, though largely supportive, have growing concerns about accountability. After all, who holds the fastest man alive responsible when

something goes wrong? At the same time, the rise of social media and mass communication has made it easier than ever to spread fear and distrust. A single doctored video, a well-placed rumor, or an engineered crisis could be enough to shift the tide against him, opening the door for the villains to seize power. With the right strategy, the Flash could be transformed from Central City's greatest hero into its greatest liability.

Possible Solutions:

Ruining the Flash's public image isn't about defeating him in combat—it's about making the city itself turn against him. One approach is to frame him for actions that contradict his heroic ideals: causing collateral damage, appearing to act selfishly, or making decisions that put civilians at risk. Carefully edited footage, fabricated evidence, or staged incidents could all be used to paint him as reckless or even dangerous. Another method is to exploit the unknowns surrounding the Speed Force. By spreading fear about its potential side effects—radiation exposure, environmental consequences, or temporal instability—public trust in the Flash could erode. Even minor, unexplained anomalies could be magnified into proof that his power is a ticking time bomb. Additionally, if the Flash were manipulated into making choices that seem morally questionable, or if he were publicly exposed in a way that damages his credibility, it could lead to lasting doubt. Personal scandals, exaggerated failures, or even sowing mistrust among his allies could weaken the foundations of his reputation, like revealing his or even a false identity as the mastermind behind some crime. Leveraging the influence of authority figures—politicians, scientists, or other heroes—could cast doubt on his intentions. If key figures begin questioning whether the Flash is truly in control of his abilities, the public might demand oversight, regulation, or even his removal as Central City's protector.

Questions to Consider:

1. What are the most effective ways to turn public opinion against a hero as widely beloved as the Flash?
2. How can misinformation and propaganda be used to undermine trust in him?
3. What role do authority figures, the media, or other heroes play in shaping his reputation?
4. Could an organized campaign against the Flash lead to government intervention or restrictions on his actions?
5. What would happen to Central City if its citizens no longer trusted the Flash to protect them?

Helpful Links:

1. https://dc.fandom.com/wiki/Flash_Villains
2. https://en.wikipedia.org/wiki/List_of_Flash_enemies
3. <https://www.britannica.com/topic/the-Flash>



Works Cited

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Dossier

Note: All characters listed are based on actual characters who played roles in the franchise.

Captain Cold (Leonard Snart)

The calculating leader of the Rogues, Snart is a master strategist with a strict code of honor. Though he's a career criminal, his anti-hero tendencies and leadership skills make him both a formidable adversary and, at times, a reluctant ally to the Flash.

Heat Wave (Mick Rory)

A pyromaniac with a deep-seated obsession with fire, Rory is as much a danger to himself as he is to others. His grudge against the Flash is personal, and his unrelenting nature makes him one of the most destructive members of the Rogues.

Weather Wizard (Mark Mardon)

A volatile and unpredictable metahuman who commands the weather with devastating force. While his abilities make him one of the most powerful Rogues, Mardon's impulsive nature often gets the better of him.

Mirror Master (Sam Scudder)

A criminal with a mastery of mirror-based technology, allowing him to travel through dimensions and create illusions. Scudder's skills make him a nightmare to track, and his ambitions often extend beyond simple heists.

Golden Glider (Lisa Snart)

A former figure skater turned criminal, Golden Glider uses advanced tech to execute high-speed attacks and heists. Her vendetta against the Flash is deeply personal, and she has a knack for manipulating others to achieve her goals.

Trickster (James Jesse)

A flamboyant and unpredictable criminal who specializes in weaponized pranks and elaborate schemes. While he seems like a joke, his chaotic nature and willingness to cross any line make him one of the most dangerous wild cards among the Rogues.

Pied Piper (Hartley Rathaway)

A genius in acoustics who uses sonic weaponry to devastating effect. Once a trusted ally of the Flash, his complicated past and shifting allegiances make him an unpredictable player in Central City's criminal underworld.

Top (Roscoe Dillon)

A master manipulator with the ability to spin at high speeds, using centrifugal force both as a

weapon and a means of psychological warfare. Dillon's cunning mind makes him a key strategist among the Rogues.

Captain Boomerang (Digger Harkness)

A ruthless Australian mercenary whose skill with trick boomerangs is matched only by his arrogance. His crude humor and violent tendencies make him an unpredictable but effective combatant.

Reverse-Flash (Eobard Thawne)

The Flash's greatest enemy, a time-traveling speedster obsessed with erasing Barry Allen from existence. Thawne's knowledge of the future makes him nearly impossible to stop, and his personal hatred fuels every one of his attacks.

Zoom (Hunter Zolomon)

Unlike other speedsters, Zoom doesn't seek to destroy the Flash. He wants to mold him into a better hero through suffering. His twisted philosophy and immense speed make him one of the most terrifying threats Barry has ever faced.

Godspeed (August Heart)

A former detective turned vigilante-turned-villain, Heart believes in eliminating other speedsters to monopolize the Speed Force. His fluctuating moral compass makes him as unpredictable as he is deadly.

Cicada (Orlin Dwyer)

A cult-like figure with a deep hatred for metahumans, Cicada possesses the ability to drain the life force from others. His mission to eradicate metahumans makes him a persistent and ideological threat to the Flash.

Inertia (Thaddeus Thawne)

A twisted and ruthless clone of Bart Allen, Inertia possesses all of Impulse's speed but none of his morality. Cold and calculating, he sees himself as superior to other speedsters and takes pleasure in their downfall.

Doctor Alchemy (Albert Desmond)

A man with a split personality who wields the Philosopher's Stone to transmute matter at will. His intelligence and the sheer power of his abilities make him one of the most versatile threats in Central City.

The Thinker (Clifford DeVoe)

A genius strategist with a mind enhanced by technology, capable of predicting and manipulating

events far in advance. DeVoe's intellect makes him a near-unstoppable force, often putting him several steps ahead of the Flash.

Tarpit (Joey Monteleone)

A slow-moving but relentless criminal whose molten tar form makes him nearly indestructible. While not the smartest villain, his brute force and ability to trap enemies make him a persistent threat.

Magenta (Frances Kane)

A metahuman with electromagnetic abilities who struggles with emotional instability. Torn between her good intentions and violent outbursts, she's as much a danger to herself as she is to others.

Girder (Tony Woodward)

A former bully turned metal-skinned powerhouse, Girder is all brawn and little brain. While his sheer strength makes him a threat, his lack of strategy often leaves him outmatched in his efforts.

Rainbow Raider (Roy G. Bivolo)

A criminal with the ability to manipulate emotions through color-based energy attacks. His powers allow him to turn allies against one another, making him a psychological threat as much as a physical one.

Folded Man (Edwin Gauss)

A thief with the ability to access multiple dimensions, making him an invaluable asset for espionage and stealth. His powers make him nearly impossible to track, making him a persistent nuisance for the Flash.

Murmur (Michael Amar)

A sadistic serial killer with a permanently sewn-shut mouth, Murmur is immune to pain and spreads disease wherever he goes. His silent, methodical nature makes him one of the most unsettling criminals in Central City.

Double Down (Jeremy Tell)

A gambler whose cursed skin has turned into razor-sharp playing cards, which he uses as deadly projectiles. His powers are bizarre but lethal, making him a unique challenge for the Flash.

Peek-a-Boo (Shawna Baez)

A skilled teleporter who specializes in hit-and-run tactics, making her a nightmare to contain. While not inherently evil, she often finds herself on the wrong side of the law due to circumstance and desperation.

Blacksmith (Amunet Black)

A ruthless crime lord who specializes in smuggling and illegal arms dealing. Her ability to manipulate metal makes her deadly in combat, but it's her sharp mind and leadership skills that make her one of the most powerful figures in Central City's underworld.

