



KID FLASH
WALLACE WEST

METAHUMAN MENTOR

At the start of the game, you may choose a Unique Metahuman Hero you control. After revealing an Order Marker on the chosen Hero's card and taking a turn with that Hero, if Kid Flash is within 6 clear sight spaces of that Hero or that Hero has the Superspeed or Speed Force special power, you may take an immediate turn with Kid Flash. You may not take any additional turns with other figures you control.



METAHUMAN

UNIQUE HERO

SIDEKICK

NAIVE

MEDIUM

4

SUPERSPEED

Kid Flash 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 Kid Flash, if he did not use his Metahuman Mentor special power this turn, he may move up to an additional 4 spaces.

SPEED DODGE 2

When Kid Flash defends against an attack, and you roll at least one blank, Kid Flash takes no damage and may immediately move up to 2 spaces.



4
LIFE

MOVE 9

RANGE 1

ATTACK 4

DEFENSE 3

140

POINTS