



**KID FLASH**  
WALLY WEST

**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 Slipstreaming special power this round, he may move up to an additional 4 spaces.



**METAHUMAN**

**UNIQUE HERO**

**SIDEKICK**

**TRICKY**

**MEDIUM**

**4**

**SLIPSTREAMING**

After revealing an Order Marker on the Army Card of a Unique Hero you control that is adjacent to Kid Flash and immediately after moving that Unique Hero, you may move Kid Flash up to the same number of spaces the Unique Hero moved. Kid Flash must end his movement on a space the Unique Hero moved onto this turn.

**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**

**110**

**POINTS**