



AQUALAD

GARTH

TITAN OF ATLANTIS

After revealing an Order Marker on a Unique Atlantean Hero or Unique Sidekick Hero's card you control and taking a turn with that Unique Hero, if Aqualad is within 6 clear sight spaces of that Unique Hero, you may take an immediate turn with Aqualad. You may not take any additional turns with other figures you control.

WATER STRENGTH 1

Aqualad does not stop his movement when entering a water space. Add 1 die to Aqualad's attack and defense while he is on a water space.

WATER LEAP 10

If Aqualad ends his normal movement on a water space, he may move up to 3 spaces with Water Leap. When moving with Water Leap, Aqualad has the Flying special power, but may not move up or down more than 10 levels in a single leap and will not take any leaving engagement attacks.



ATLANTEAN

UNIQUE HERO

SIDEKICK

LOYAL

MEDIUM

4

3
LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 3

60

POINTS