



AQUALAD

KALDUR'AHM

YOUNG JUSTICE
After revealing an Order Marker on this card and taking a turn with Aqualad, you may move up to X other Titan or Sidekick Heroes you control who have not moved this player turn, where X is the number of Order Markers on this card.

WATER AFFINITY
Aqualad does not stop his movement when entering water spaces. Add 2 dice to Aqualad's attack while he is within 2 spaces of a water space.

MYSTICAL LIGHTNING SHOCK SPECIAL ATTACK
Range 4. Attack 4.
Androids and Cyborgs roll 1 fewer defense die when defending against this special attack. Figures occupying water spaces subtract 1 shield from whatever is rolled when defending against this special attack. Figures with the Electrically Charged special power are not affected by this special attack. Aqualad may only use this special attack once per round.



4 LIFE

MOVE	5
RANGE	1
ATTACK	4
DEFENSE	4

170 POINTS



ATLANTEAN

UNIQUE HERO

SIDEKICK

NOBLE

MEDIUM 5