



# AQUAMAN

ARTHUR CURRY

### SUMMON THE SEVEN SEAS

While there is a revealed Order Marker on this card, you may consider the space Aquaman occupies and all land spaces within 1 space of Aquaman that are no more than 3 levels above or below his base as water spaces instead of their normal terrain type. Aquaman never has to stop his movement when entering a water space, and while occupying a water space, he may attack any or all adjacent figures. Roll each attack separately.



ATLANTEAN

UNIQUE HERO

CHAMPION

VALJANT

MEDIUM 5

### RIP TIDE RUSH

Instead of moving normally, you may remove any number of unrevealed Order Markers from this card. For each unrevealed Order Marker removed, you may choose up to 2 figures within 4 clear sight spaces of Aquaman to place on empty spaces adjacent to Aquaman. Placed figures will not take any leaving engagement attacks.

### RELEASE THE KRAKEN!

Once per game, instead of an attack, you may choose a water space. Roll the 20-sided die once for each Wound Marker on this card. For each roll of 15 or higher, any enemy figures on or within 1 space of the chosen water space receive 1 wound.



6

LIFE

MOVE 6

RANGE 3

ATTACK 6

DEFENSE 6

370

POINTS