



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