



AQUAMAN

ARTHUR CURRY

POWER OF THE DEEP

Aquaman does not stop his movement when entering water spaces. Add 2 to Aquaman's attack, defense, and range while he is on a water space.



ATLANTEAN

UNIQUE HERO

KING

VALIANT

MEDIUM

5

WATER LEAP 10

If Aquaman ends his normal movement on a water space, he may move up to 3 spaces with Water Leap. When moving with Water Leap, Aquaman 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.

HAND OF THE WATERBEARER

After taking a turn with Aquaman, you may roll the 20-sided die, adding 6 to the roll if Aquaman is on a water space. If you roll 12 or higher, you may remove 1 Wound Marker from Aquaman's card or an adjacent figure's card.



5 LIFE

MOVE 5

RANGE 1

ATTACK 6

DEFENSE 5

230

POINTS