



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

If Aqualad ends his normal movement on a water space, he may Water Leap. Water Leap has a move of 3. When counting spaces for Water Leap, ignore elevations. Aqualad may leap over figures without becoming engaged, and leap over obstacles such as ruins. Aqualad may not leap more than 10 levels up or down in a single leap. When Aqualad starts to Water Leap, he will not take any leaving engagement attacks.



-  ATLANTEAN
- UNIQUE HERO
- SIDEKICK
- LOYAL
- MEDIUM **4**

3 LIFE

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|---------|---|
| MOVE | 6 |
| RANGE | 1 |
| ATTACK | 3 |
| DEFENSE | 3 |

60 POINTS