



MERA

WATER AFFINITY

Mera does not stop her movement when entering water spaces. Add 2 dice to Mera's attack while she is within 2 spaces of a water space.



ATLANTEAN

UNIQUE HERO

QUEEN

DEVOTED

MEDIUM

5

LOVE OF ATLANTIS

If you control Aquaman, add 1 to the Defense numbers of Mera and all Atlanteans you control within 4 clear sight spaces of Mera. If Aquaman is in your army and he is destroyed, add 1 to the Attack numbers of Mera and all Atlanteans you control within 4 clear sight spaces of Mera.

AQUAKINESIS

After moving and instead of attacking with Mera, if she is within 2 spaces of a water space, you may choose up to 4 figures within 4 spaces of Mera. One at a time, roll the 20-sided die once for each chosen figure. If you roll 14 or higher, you may either inflict one unblockable wound on that chosen figure, or place that chosen figure on any empty space within 4 spaces of its original placement. Figures moved by Aquakinesis will not take any leaving engagement attacks.



5
LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 4

210
POINTS

