



JANDAR

# AIRBORNE ELITE



HUMAN

UNIQUE SQUAD

SOLDIERS

DISCIPLINED

EARTH

MEDIUM 5

1  
LIFE



4



8



3



2

POINTS

110

## GRENADE SPECIAL ATTACK

Range 5. Lob 12. Attack 2.

Use this power once per game. Start the game with a grenade marker on this card. Remove the grenade marker to throw grenades. One at a time do the following with each Airborne Elite: Choose a figure to attack. No clear line of sight is needed. Any figures adjacent to the chosen figure are also affected by the Grenade Special Attack. Roll 2 attack dice once for all affected figures. Each figure rolls defense dice separately.

## THE DROP

Airborne Elite do not start the game on the battlefield. At the start of each round, before you place Order Markers, roll the 20-sided die. If you roll a 13 or higher you may place all 4 Airborne Elite figures on any empty spaces. You cannot place them adjacent to each other or other figures, or on glyphs.



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heroScape

Rise of the Valkyrie  
26, 27, 28 of 30



4



8



3



2

