



AIRBORNE ELITE JANDAR

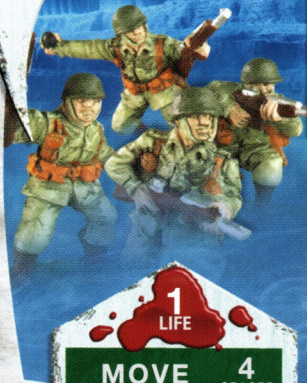
GRENADE SPECIAL ATTACK

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.



HUMAN
UNIQUE SQUAD
SOLDIERS
DISCIPLINED
MEDIUM 5

1 LIFE

MOVE 4 SPACES

RANGE 8 SPACES

ATTACK 3 DICE

DEFENSE 2 DICE

110 POINTS



**AIRBORNE
ELITE**



Earth

Rise of the Valkyrie™
26, 27, 28, 29/30

MOVE 4
SPACES

RANGE 8
SPACES

ATTACK 3
DICE

DEFENSE 2
DICE

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