



JANDAR

AIRBORNE ELITE

HUMAN

SOLDIERS

DISCIPLINED

EARTH



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.



1 LIFE	4 SPACES
MOVE	8 SPACE
RANGE	3 DICE
ATTACK	2 DICE
DEFENSE	110 POINTS



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AIRBORNE ELITE



MOVE

4
SPACES

RANGE

8
SPACE

ATTACK

3
DICE

DEFENSE

2
DICE

heroScope

Rise of the
Valkyrie
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