



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	
MOVE	4 SPACES
RANGE	8 SPACE
ATTACK	3 DICE
DEFENSE	2 DICE
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  
26, 27, 28 of 30