

1

•URSA WREN
LEADER OF CLAN WREN
MANDALORIAN TROOPER

MERCENARY: ♀

➔ BOLSTER 2
➔ JUMP 2

ENTOURAGE: CLAN WREN VETERANS

IMPERVIOUS

INSPIRE 1

NIMBLE

WE FIGHT FOR OUR FAMILY

BLASTER PISTOLS

✖ -2



5 2
LETHAL 1

75

•URSA WREN
LEADER OF CLAN WREN
MANDALORIAN TROOPER



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•GROGU
THE CHILD
TROOPER

MERCENARY: ♀

COUNTERPART: DIN DJARIN

HUNTED

LATENT POWER

SMALL



1

•GROGU
THE CHILD
TROOPER



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•DIN DJARIN
THE MANDALORIAN
MANDALORIAN TROOPER

MERCENARY: ♂

ARSENAL 2

BOUNTY

IMPERVIOUS

INDEPENDENT: AIM 1 AND DODGE 1

TACTICAL 1

VIBROKNIFE

LETHAL 1

IB-94 BLASTER PISTOL

LETHAL 1, LONG SHOT, VERSATILE



2 1

•DIN DJARIN
THE MANDALORIAN
MANDALORIAN TROOPER



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WE ARE MANDALORIANS



© Kevin Straharta

1 MANDALORIAN TROOPER UNIT

When a unit is issued an Order with this card, it gains **INSPIRE 2** this Round and may make a Speed-1 Move.

This Round, when a unit issued an Order by this card attacks, during the **Form Attack Pool** step it may add X black attack dice to 1 of its Attack Pools to a maximum of 5, where X is the number of **Suppression** tokens on other allied Mandalorian Trooper units within 2 of the attacking unit.

MANDALORIAN CLANS

AERIAL ASSAULT



© Dame Madgwick

2 UNITS

When a unit with the **JUMP X** keyword is issued an Order with this card, it may make a **JUMP 2** action.

This Round, when an allied unit that has a **faceup** Order token and the **JUMP X** keyword attacks, it gains **DEATH FROM ABOVE** until the end of the Round.

MANDALORIAN CLANS

WEAPONS ARE OUR RELIGION



© Jessada Suttihi

3 UNITS

When a unit is issued an Order with this card, it gains **CHARGE** this Round.

The weapons of allied Mandalorian Trooper units gain **VERSATILE** this Round.

MANDALORIAN CLANS

CLAN WREN VETERANS
MANDALORIAN TROOPER

MERCENARY: **JUMP 2**
DAUNTLESS
IMPERVIOUS
NIMBLE
WE FIGHT FOR OUR FAMILY

BLASTER PISTOLS -2

GALAR-15 CARBINES 1-3

70

CLAN WREN VETERANS
MANDALORIAN TROOPER

MERCENARY: **JUMP 2**
DAUNTLESS
IMPERVIOUS
NIMBLE
WE FIGHT FOR OUR FAMILY

BLASTER PISTOLS -2

GALAR-15 CARBINES 1-3

70

CLAN WREN VETERANS
MANDALORIAN TROOPER

MERCENARY: **JUMP 2**
DAUNTLESS
IMPERVIOUS
NIMBLE
WE FIGHT FOR OUR FAMILY

BLASTER PISTOLS -2

GALAR-15 CARBINES 1-3

70

CLAN WREN VETERANS
MANDALORIAN TROOPER

CLAN WREN VETERANS
MANDALORIAN TROOPER

CLAN WREN VETERANS
MANDALORIAN TROOPER

NO ONE THREATENS OUR FAMILY

1 OR

Allied and units gain **GUARDIAN 1:** until the end of the Round. Additionally, when an allied unit uses **GUARDIAN X** this Round, after the effect is resolved, choose an allied unit within of that unit. The chosen unit gains 1 Aim token.

URSA WREN

MAKE THE IMPOSSIBLE POSSIBLE

SABINE WREN & 1 UNIT

Sabine Wren has **STEADY** this Round. This Round, Sabine Wren gains the following free action:
 Place 1 allied Graffiti token within and in LOS of Sabine Wren, touching a piece of non-area terrain.

SABINE WREN, BACK IN THE FOLD

WE PROTECT OUR OWN

3 UNITS

When a unit is issued an Order with this card, it gains 1 Aim token or 1 Dodge token. This Round, when an allied unit spends 1 or more Aim tokens or Dodge tokens, after the effect is resolved, choose another allied unit within . The chosen unit gains 1 token of the same type.

SABINE WREN, BACK IN THE FOLD

WE PROTECT OUR OWN

3 UNITS

When a unit is issued an Order with this card, it gains 1 Aim token or 1 Dodge token. This Round, when an allied unit spends 1 or more Aim tokens or Dodge tokens, after the effect is resolved, choose another allied unit within . The chosen unit gains 1 token of the same type.

•ROOK KAST
DEVOTED TO THE CAUSE
MANDALORIAN TROOPER

▲ 1

→ JUMP 2
COORDINATE:
IMPERVIOUS
RETINUE:
TARGET 1
VICTORY OR DEATH

DUAL PISTOLS
OVERWHELM

5 **2**

110

•ROOK KAST
DEVOTED TO THE CAUSE
MANDALORIAN TROOPER

▲ 1

→ JUMP 2
ADVANCED TARGETING: TROOPER 1
ALLIES OF CONVENIENCE
COMPEL. IMPERVIOUS
MARKSMAN. VICTORY OR DEATH

DUAL PISTOLS
GALAR-90 SNIPER RIFLE #1-5
HIGH VELOCITY. LETHAL 2

5 **2**

115

•SABINE WREN
BACK IN THE FOLD
MANDALORIAN TROOPER

▲ 1

→ JUMP 2
GUNSLINGER
IMPERVIOUS
NIMBLE
WE FIGHT FOR OUR FAMILY

PISTOLS & GRENADES
BLAST. OVERWHELM

5 **2**

110

•GAR SAXON
HEAD OF CLAN SAXON
MANDALORIAN TROOPER

▲ 1

→ JUMP 2
ADVANCED TARGETING: TROOPER 1
ALLIES OF CONVENIENCE
COMPEL. IMPERVIOUS
MARKSMAN. VICTORY OR DEATH

DUAL PISTOLS
GALAR-90 SNIPER RIFLE #1-5
HIGH VELOCITY. LETHAL 2

5 **2**

115

•ROOK KAST
DEVOTED TO THE CAUSE
MANDALORIAN TROOPER

▲ 1

→ JUMP 2
COORDINATE:
IMPERVIOUS
RETINUE:
TARGET 1
VICTORY OR DEATH

DUAL PISTOLS
OVERWHELM

5 **2**

85

•ROOK KAST
DEVOTED TO THE CAUSE
MANDALORIAN TROOPER

▲ 1

→ JUMP 2
ADVANCED TARGETING: TROOPER 1
ALLIES OF CONVENIENCE
COMPEL. IMPERVIOUS
MARKSMAN. VICTORY OR DEATH

DUAL PISTOLS
GALAR-90 SNIPER RIFLE #1-5
HIGH VELOCITY. LETHAL 2

5 **2**

115

•SABINE WREN
BACK IN THE FOLD
MANDALORIAN TROOPER

▲ 1

→ JUMP 2
GUNSLINGER
IMPERVIOUS
NIMBLE
WE FIGHT FOR OUR FAMILY

PISTOLS & GRENADES
BLAST. OVERWHELM

5 **2**

110

•GAR SAXON
HEAD OF CLAN SAXON
MANDALORIAN TROOPER

▲ 1

→ JUMP 2
ADVANCED TARGETING: TROOPER 1
ALLIES OF CONVENIENCE
COMPEL. IMPERVIOUS
MARKSMAN. VICTORY OR DEATH

DUAL PISTOLS
GALAR-90 SNIPER RIFLE #1-5
HIGH VELOCITY. LETHAL 2

5 **2**

115

ROOK KAST

ROOK KAST & 1 UNIT

At the start of the next Activation Phase, choose another allied unit within of Rook Kast, if able. Rook Kast and the chosen unit each gain 1 Standby token.

This Round, when Rook Kast or the chosen unit spends or removes 1 or more Standby tokens, they gain 1 Aim token and 1 Dodge token.

VENGEFUL STRIKE

3 UNITS

When a unit is issued an Order with this card, it gains 1 Aim token or 1 Surge token.

This Round, when an allied unit makes a Melee attack, the Attack Pool gains **RAM 1**.

OR

DEATH BEFORE DEFEAT

2 UNITS

This Round, while an allied unit is within of another allied unit, those units gain **PRECISE 1** and **OUTMANUEVER**.

OR

CLOSE FORMATION

2 UNITS

This Round, while an allied unit is within of another allied unit, those units gain **PRECISE 1** and **OUTMANUEVER**.

•GAR SAXON
HEAD OF CLAN SAXON
MANDALORIAN TROOPER

▲ 1

→ JUMP 2
ADVANCED TARGETING: TROOPER 1
ALLIES OF CONVENIENCE
COMPEL. IMPERVIOUS
MARKSMAN. VICTORY OR DEATH

DUAL PISTOLS
GALAR-90 SNIPER RIFLE #1-5
HIGH VELOCITY. LETHAL 2

5 **2**

115

•SABINE WREN
BACK IN THE FOLD
MANDALORIAN TROOPER

▲ 1

→ JUMP 2
GUNSLINGER
IMPERVIOUS
NIMBLE
WE FIGHT FOR OUR FAMILY

PISTOLS & GRENADES
BLAST. OVERWHELM

5 **2**

110

4



1 2

1 2

SUPER COMMANDOS
MANDALORIAN TROOPER

JUMP 2
DEFEND 1
IMPETUIVUS
INDEPENDENT: AIM 1
VICTORY OR DEATH

DUAL PISTOLS -2

BLASTER RIFLES #1-3

92

MANDALORIAN TROOPER



4



1 2

1 2

SUPER COMMANDOS
MANDALORIAN TROOPER

JUMP 2
DEFEND 1
IMPETUIVUS
INDEPENDENT: AIM 1
VICTORY OR DEATH

DUAL PISTOLS -2

BLASTER RIFLES #1-3

92

MANDALORIAN TROOPER



4



1 2

1 2

SUPER COMMANDOS
MANDALORIAN TROOPER

JUMP 2
DEFEND 1
IMPETUIVUS
INDEPENDENT: AIM 1
VICTORY OR DEATH

DUAL PISTOLS -2

BLASTER RIFLES #1-3

92

MANDALORIAN TROOPER



4



1 2

1 2

SUPER COMMANDOS
MANDALORIAN TROOPER

JUMP 2
DEFEND 1
IMPETUIVUS
INDEPENDENT: AIM 1
VICTORY OR DEATH

DUAL PISTOLS -2

BLASTER RIFLES #1-3

92

MANDALORIAN TROOPER



4



1 2

1 2

SUPER COMMANDOS
MANDALORIAN TROOPER

JUMP 2
DEFEND 1
IMPETUIVUS
INDEPENDENT: AIM 1
VICTORY OR DEATH

DUAL PISTOLS -2

BLASTER RIFLES #1-3

92

MANDALORIAN TROOPER



4



1 2

1 2

SUPER COMMANDOS
MANDALORIAN TROOPER

JUMP 2
DEFEND 1
IMPETUIVUS
INDEPENDENT: AIM 1
VICTORY OR DEATH

DUAL PISTOLS -2

BLASTER RIFLES #1-3

92

MANDALORIAN TROOPER




OUT OF THE SHADOWS

2 UNITS

This Round, each time an allied unit makes an attack against a unit that has a faceup Order token, after the attack is resolved, that unit's controlling player shuffles that unit's Order token into their Order Pool, then the defending unit gains 1 Suppression token.

DIVULGE: Resolve Setup Effects step. Choose 2 allied units. The chosen units have **INFILTRATE** this Game.

OR

30



ONLY.

Add 1 Din Djarin miniature.

Once per Round, when this unit is chosen as a target of the **THIS IS THE WAY** keyword, it gains 1 Surge token.

LEADER.

DIN'S BLASTER PISTOL -2

LETHAL 1

DIN DJARIN

25



ONLY.

Add 1 Rook Kast miniature.

This unit gains **RETINUE**: .

LEADER.

ROOK KAST



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **MANDALORIANS ARE STRONGER TOGETHER.**

CLAN KRYZE



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **MANDALORIANS ARE STRONGER TOGETHER.**

CLAN KRYZE



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **MANDALORIANS ARE STRONGER TOGETHER.**

CLAN KRYZE



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **WE FIGHT FOR OUR FAMILY.**

CLAN WREN



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **WE FIGHT FOR OUR FAMILY.**

CLAN WREN



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **WE FIGHT FOR OUR FAMILY.**

CLAN WREN



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
If this unit is a Mandalorian Warrior unit, it gains **THIS IS THE WAY: DODGE 1.**
If this unit is a Mandalorian Warrior (Fire Support) unit, it gains **THIS IS THE WAY: AIM 1** instead.

CHILDREN OF THE WATCH



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
If this unit is a Mandalorian Warrior unit, it gains **THIS IS THE WAY: DODGE 1.**
If this unit is a Mandalorian Warrior (Fire Support) unit, it gains **THIS IS THE WAY: AIM 1** instead.

CHILDREN OF THE WATCH



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
If this unit is a Mandalorian Warrior unit, it gains **THIS IS THE WAY: DODGE 1.**
If this unit is a Mandalorian Warrior (Fire Support) unit, it gains **THIS IS THE WAY: AIM 1** instead.

CHILDREN OF THE WATCH



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **Victory or Death**.

CLAN SAXON



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **Victory or Death**.

CLAN SAXON



0

MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **Victory or Death**.

CLAN SAXON



0

MANDALORIAN TROOPER OR MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **THIS IS THE WAY: AIM 1 OR DODGE 1**.

CHAMPION OF THE WATCH



0

MANDALORIAN TROOPER OR MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **THIS IS THE WAY: AIM 1 OR DODGE 1**.

CHAMPION OF THE WATCH



0

MANDALORIAN TROOPER OR MANDALORIAN TROOPER ONLY.

This unit changes its Affiliation to .
This unit gains **THIS IS THE WAY: AIM 1 OR DODGE 1**.

CHAMPION OF THE WATCH



30

SUPER COMMANDOS ONLY.

Add 1 Super Commando Gunslinger miniature.

RAPID FIRE PISTOLS
OVERWHELM

-2

SUPER COMMANDO GUNSLINGER



30

SUPER COMMANDOS ONLY.

Add 1 Super Commando Gunslinger miniature.

RAPID FIRE PISTOLS
OVERWHELM

-2

SUPER COMMANDO GUNSLINGER



30

SUPER COMMANDOS ONLY.

Add 1 Super Commando Gunslinger miniature.

RAPID FIRE PISTOLS
OVERWHELM

-2

SUPER COMMANDO GUNSLINGER

30



SUPER COMMANDOS ONLY.

Add 1 Super Commando Marksman miniature.

DESIGNATED MARKSMAN	1-3	1	1
LETHAL 1			

SUPER COMMANDO MARKSMAN

30



SUPER COMMANDOS ONLY.

Add 1 Super Commando Marksman miniature.

DESIGNATED MARKSMAN	1-3	1	1
LETHAL 1			

SUPER COMMANDO MARKSMAN

30



SUPER COMMANDOS ONLY.

Add 1 Super Commando Marksman miniature.

DESIGNATED MARKSMAN	1-3	1	1
LETHAL 1			

SUPER COMMANDO MARKSMAN

30



CLAN WREN VETERANS ONLY.

Add 1 Beskad Duelist miniature.

At the start of this unit's Activation, you may **▶** this card. If you do, this unit gains **CHARGE** until the end of its Activation.

VIBRO SWORD	1	1
PIERCE 1		

BESKAD DUELIST

30



CLAN WREN VETERANS ONLY.

Add 1 Beskad Duelist miniature.

At the start of this unit's Activation, you may **▶** this card. If you do, this unit gains **CHARGE** until the end of its Activation.

VIBRO SWORD	1	1
PIERCE 1		

BESKAD DUELIST

30



CLAN WREN VETERANS ONLY.

Add 1 Beskad Duelist miniature.

At the start of this unit's Activation, you may **▶** this card. If you do, this unit gains **CHARGE** until the end of its Activation.

VIBRO SWORD	1	1
PIERCE 1		

BESKAD DUELIST

10



**NON- MANDALORIAN TROOPER
NON- MANDALORIAN TROOPER
ONLY.**

This unit gains **SHIELDED 2**.

COMBAT SHIELDS

10



**NON- MANDALORIAN TROOPER
NON- MANDALORIAN TROOPER
ONLY.**

This unit gains **SHIELDED 2**.

COMBAT SHIELDS

10



**NON- MANDALORIAN TROOPER
NON- MANDALORIAN TROOPER
ONLY.**

This unit gains **SHIELDED 2**.

COMBAT SHIELDS



10



MANDALORIAN TROOPER ONLY.

JETPACK ROCKETS 3-4 4
ANTI-MATERIEL 4, IMPACT 4

••JETPACK ROCKETS



10



MANDALORIAN TROOPER ONLY.

JETPACK ROCKETS 3-4 4
ANTI-MATERIEL 4, IMPACT 4

••JETPACK ROCKETS



10

MANDALORIAN TROOPER OR MANDALORIAN TROOPER ONLY.

This unit gains **SHIELDED 1** and **RECHARGE 1**. During the **End Phase**, if this unit did not flip any active Shield tokens this Round, it may flip up to 1 of its inactive Shield tokens.

••PERSONAL COMBAT SHIELD



10

MANDALORIAN TROOPER OR MANDALORIAN TROOPER ONLY.

This unit gains **SHIELDED 1** and **RECHARGE 1**. During the **End Phase**, if this unit did not flip any active Shield tokens this Round, it may flip up to 1 of its inactive Shield tokens.

••PERSONAL COMBAT SHIELD



5

MANDALORIAN TROOPER ONLY.

When this unit attacks, 1 miniature in this unit may use the weapon below.

FLAME PROJECTOR -1 1
BLAST, SPRAY, SUPPRESSIVE

••FLAME PROJECTOR



5

MANDALORIAN TROOPER ONLY.

When this unit attacks, 1 miniature in this unit may use the weapon below.

FLAME PROJECTOR -1 1
BLAST, SPRAY, SUPPRESSIVE

••FLAME PROJECTOR



5



MANDALORIAN TROOPER OR MANDALORIAN TROOPER ONLY.

Choose an enemy unit within 1 and in LOS and X this card. The chosen unit gains 2 Immobilize tokens and 2 Suppression tokens.

••WHIPCORD LAUNCHER



5



MANDALORIAN TROOPER OR MANDALORIAN TROOPER ONLY.

Choose an enemy unit within 1 and in LOS and X this card. The chosen unit gains 2 Immobilize tokens and 2 Suppression tokens.

••WHIPCORD LAUNCHER



45

ONLY.

Add 1 Gar Saxon miniature.

This unit gains **COMPEL LEADER**.

GALAR-90 SNIPER RIFLE 1-5 1 1 1
HIGH VELOCITY, LETHAL 1.

•GAR SAXON



10

BO-KATAN KRYZE ONLY.

This unit gains **ALLIES OF CONVENIENCE** and **IMMUNE: PIERCE**.

Allied Mandalorian Trooper units gain **MANDALORIANS ARE STRONGER TOGETHER**.

THE DARKSABER

IMPACT 1, PIERCE 1



•THE DARKSABER



10

DIN DJARIN ONLY.

This unit gains **IMMUNE: PIERCE**.

THE DARKSABER

IMPACT 1, PIERCE 1



•THE DARKSABER



10

HEAD OF CLAN SAXON ONLY.

This unit gains **CHARGE**, **DEMORALIZE 2**, and **IMMUNE: PIERCE**.

This upgrade may not be included in an army that contains 1 or more units.

THE DARKSABER

IMPACT 1, PIERCE 1



•THE DARKSABER



25

ONLY.

Add 1 Sabine Wren miniature.

» If there are no allied Graffiti tokens on the battlefield, place 1 allied Graffiti token within and in LOS of this unit, touching a piece of non-area terrain.

LEADER.

•SABINE WREN



25

OR **ONLY.**

Add 1 Tristan Wren miniature.

LEADER.

This unit gains **PRECISE 2**.

Allied units may issue Orders to this unit regardless of Affiliation.

•TRISTAN WREN