

1

•URSA WREN
LEADER OF CLAN WREN



MERCENARY: ⚔️

- ➔ BOLSTER 2
- ➔ JUMP 2

ENTOURAGE: CLAN WREN VETERANS

IMPERVIOUS

INSPIRE 1

NIMBLE

WE FIGHT FOR OUR FAMILY

BLASTER PISTOLS

⚔️-2

5 2

⚔️ ⚔️ ⚔️

⚔️ ⚔️ ⚔️

75

•URSA WREN
LEADER OF CLAN WREN



MANDALORIAN TROOPER



•GROGU
THE CHILD
TROOPER



MERCENARY: ⚔️

COUNTERPART: DIN DJARIN

HUNTED

LATENT POWER

SMALL

SMALL

1

1

⚔️ ⚔️ ⚔️

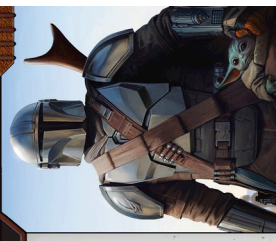
•GROGU
THE CHILD
TROOPER



MANDALORIAN TROOPER



•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

95

•DIN DJARIN
THE MANDALORIAN
MANDALORIAN TROOPER



MANDALORIAN TROOPER

1

•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

95

•DIN DJARIN
THE MANDALORIAN
MANDALORIAN TROOPER



MANDALORIAN TROOPER

WE ARE MANDALORIANS



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



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



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

92

CLAN WREN VETERANS
MANDALORIAN TROOPER

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

BLASTER PISTOLS -2

GALAR-15 CARBINES 1-3

92

CLAN WREN VETERANS
MANDALORIAN TROOPER

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

BLASTER PISTOLS -2

GALAR-15 CARBINES 1-3

92

CLAN WREN VETERANS
MANDALORIAN TROOPER

92

CLAN WREN VETERANS
MANDALORIAN TROOPER

92

CLAN WREN VETERANS
MANDALORIAN TROOPER

92

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.

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.

OR

4

SUPER COMMANDOS

MANDALORIAN TROOPER



1
 2
 1

→ JUMP 2
 DEFEND 1
 IMPERVIOUS
 INDEPENDENT: AIM 1
 VICTORY OR DEATH

DUAL PISTOLS -2

BLASTER RIFLES 1-3

92

SUPER COMMANDOS

MANDALORIAN TROOPER



4

SUPER COMMANDOS

MANDALORIAN TROOPER



1
 2
 1

→ JUMP 2
 DEFEND 1
 IMPERVIOUS
 INDEPENDENT: AIM 1
 VICTORY OR DEATH

DUAL PISTOLS -2

BLASTER RIFLES 1-3

92

SUPER COMMANDOS

MANDALORIAN TROOPER



4

SUPER COMMANDOS

MANDALORIAN TROOPER



1
 2
 1

→ JUMP 2
 DEFEND 1
 IMPERVIOUS
 INDEPENDENT: AIM 1
 VICTORY OR DEATH

DUAL PISTOLS -2

BLASTER RIFLES 1-3

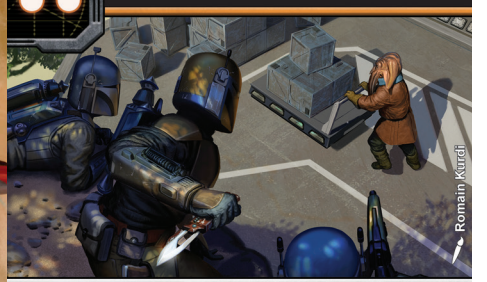
92

SUPER COMMANDOS

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 up to 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 Warriors unit, it gains **THIS IS THE WAY: DODGE 1.**
If this unit is a Mandalorian Warriors (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 Warriors unit, it gains **THIS IS THE WAY: DODGE 1.**
If this unit is a Mandalorian Warriors (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 Warriors unit, it gains **THIS IS THE WAY: DODGE 1.**
If this unit is a Mandalorian Warriors (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	2
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	2
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	2
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.
NON-MANDALORIAN INITIATES ONLY.**

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

••JETPACK ROCKETS



10



**MANDALORIAN TROOPER ONLY.
NON-MANDALORIAN INITIATES 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 Trooper 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 Trooper 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.
MANDALORIAN CLANS 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



25

ONLY.

Add 1 Ursa Wren miniature.

This unit increases its value by 1 and gains **DEFEND 1**.

LEADER.

•URSA WREN