

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  
RESISTANCE 2

75

•URSA WREN  
LEADER OF CLAN WREN  
MANDALORIAN TROOPER



© LFL © AMG Francisco Miyara

•GROGU  
THE CHILD  
TROOPER

MERCENARY: ♂

COUNTERPART: DIN DJARIN

HUNTED

LATENT POWER

SMALL



1  
LETHAL 1

17

•GROGU  
THE CHILD  
TROOPER



© LFL © AMG Darren Tan

•DIN DJARIN  
THE MANDALORIAN  
MANDALORIAN TROOPER

MERCENARY: ♂

ARSENAL 2

BOUNTY

IMPERVIOUS

INDEPENDENT: AIM 1 AND DODGE 1

TACTICAL 1



5 3  
LETHAL 1  
RESISTANCE 2

95

•DIN DJARIN  
THE MANDALORIAN  
MANDALORIAN TROOPER



© LFL © AMG Darren Tan

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



Dane 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 Sutthi

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

**ROOK KAST**  
DEVOTED TO THE CAUSE  
MANDALORIAN TROOPER

**1**

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

DUAL PISTOLS  
OVERWHELM

5 2

2

110

**ROOK KAST**  
DEVOTED TO THE CAUSE  
MANDALORIAN TROOPER

**85**

DUAL PISTOLS  
OVERWHELM

5 2

2

110

**VENGEFUL STRIKE**

**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.

**ROOK KAST**

© LFL © AMG © Andrius Amelin

© Jessada Sutthi

**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  
HIGH VELOCITY. LETHAL 2

5 2

2

115

**GAR SAXON**  
HEAD OF CLAN SAXON  
MANDALORIAN TROOPER

**115**

DUAL PISTOLS

GALAR-90 SNIPER RIFLE  
HIGH VELOCITY. LETHAL 2

5 2

2

115

**DEATH BEFORE DEFEAT**

**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

**ROOK KAST**

© LFL © AMG © Cristi Balanescu

© Sergey Glushakov

**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

2

110

**SABINE WREN**  
BACK IN THE FOLD  
MANDALORIAN TROOPER

**110**

PISTOLS & GRENADES  
BLAST. OVERWHELM

5 2

2

110

**CLOSE FORMATION**

**2 UNITS**

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

OR

**ROOK KAST**

© LFL © AMG © Francisco Miyara

© Joshua Cairros

4



1 2

1 2

**SUPER COMMANDOS**  
MANDALORIAN TROOPER

**JUMP 2**  
**DEFEND 1**  
**IMPETUOUS**  
**INDEPENDENT: AIM 1**  
**VICTORY OR DEATH**

**DUAL PISTOLS** -2

**BLASTER RIFLES** #1-3

92

4



1 2

1 2

**SUPER COMMANDOS**  
MANDALORIAN TROOPER

**JUMP 2**  
**DEFEND 1**  
**IMPETUOUS**  
**INDEPENDENT: AIM 1**  
**VICTORY OR DEATH**

**DUAL PISTOLS** -2

**BLASTER RIFLES** #1-3

92

4



1 2

1 2

**SUPER COMMANDOS**  
MANDALORIAN TROOPER

**JUMP 2**  
**DEFEND 1**  
**IMPETUOUS**  
**INDEPENDENT: AIM 1**  
**VICTORY OR DEATH**

**DUAL PISTOLS** -2

**BLASTER RIFLES** #1-3

92

4



1 2

1 2

**SUPER COMMANDOS**  
MANDALORIAN TROOPER

**JUMP 2**  
**DEFEND 1**  
**IMPETUOUS**  
**INDEPENDENT: AIM 1**  
**VICTORY OR DEATH**

**DUAL PISTOLS** -2

**BLASTER RIFLES** #1-3

92

4



1 2

1 2

**SUPER COMMANDOS**  
MANDALORIAN TROOPER

**JUMP 2**  
**DEFEND 1**  
**IMPETUOUS**  
**INDEPENDENT: AIM 1**  
**VICTORY OR DEATH**

**DUAL PISTOLS** -2

**BLASTER RIFLES** #1-3

92

4



1 2

1 2

**SUPER COMMANDOS**  
MANDALORIAN TROOPER

**JUMP 2**  
**DEFEND 1**  
**IMPETUOUS**  
**INDEPENDENT: AIM 1**  
**VICTORY OR DEATH**

**DUAL PISTOLS** -2

**BLASTER RIFLES** #1-3

92



**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**

**CLAN KRYZE VETERANS**  
MANDALORIAN TROOPER

**MERCENARY:**   
**JUMP 2**  
**IMPERVIOUS**  
**MANDALORIANS ARE STRONGER TOGETHER**  
**TACTICAL 1**

**BLASTER PISTOLS**  -2 

**GALAAAR-15 CARBINES**  1-3 

1 2   

120

**CLAN KRYZE VETERANS**  
MANDALORIAN TROOPER

**MERCENARY:**   
**JUMP 2**  
**IMPERVIOUS**  
**MANDALORIANS ARE STRONGER TOGETHER**  
**TACTICAL 1**

**BLASTER PISTOLS**  -2 

**GALAAAR-15 CARBINES**  1-3 

1 2   

120

**CLAN KRYZE VETERANS**  
MANDALORIAN TROOPER

**MERCENARY:**   
**JUMP 2**  
**IMPERVIOUS**  
**MANDALORIANS ARE STRONGER TOGETHER**  
**TACTICAL 1**

**BLASTER PISTOLS**  -2 

**GALAAAR-15 CARBINES**  1-3 

1 2   

120

**CLAN KRYZE VETERANS**  
MANDALORIAN TROOPER

**MERCENARY:**   
**JUMP 2**  
**IMPERVIOUS**  
**MANDALORIANS ARE STRONGER TOGETHER**  
**TACTICAL 1**


**BLASTER PISTOLS**  -2 



**GALAAAR-15 CARBINES**  1-3 



1 2   




120

**CLAN KRYZE VETERANS**  
MANDALORIAN TROOPER

**MERCENARY:**   
**JUMP 2**  
**IMPERVIOUS**  
**MANDALORIANS ARE STRONGER TOGETHER**  
**TACTICAL 1**

**BLASTER PISTOLS**  -2 

**GALAAAR-15 CARBINES**  1-3 

1 2   

120

**CLAN KRYZE VETERANS**  
MANDALORIAN TROOPER

**MERCENARY:**   
**JUMP 2**  
**IMPERVIOUS**  
**MANDALORIANS ARE STRONGER TOGETHER**  
**TACTICAL 1**

**BLASTER PISTOLS**  -2 

**GALAAAR-15 CARBINES**  1-3 

1 2   

120

**CLAN KRYZE VETERANS**  
MANDALORIAN TROOPER

**MERCENARY:**   
**JUMP 2**  
**IMPERVIOUS**  
**MANDALORIANS ARE STRONGER TOGETHER**  
**TACTICAL 1**

**BLASTER PISTOLS**  -2 

**GALAAAR-15 CARBINES**  1-3 

1 2   

120

**CLAN KRYZE VETERANS**  
MANDALORIAN TROOPER

**MERCENARY:**   
**JUMP 2**  
**IMPERVIOUS**  
**MANDALORIANS ARE STRONGER TOGETHER**  
**TACTICAL 1**

**BLASTER PISTOLS**  -2 

**GALAAAR-15 CARBINES**  1-3 

1 2   

120