•Din Djarin
The Mandalorian

1

Mandalorian Trooper

Mercenary:
Arsenal 2
Bounty
Impervious
Independent: Aim 1 and Dodge 1
Tactical 1

Vibroknife		2
Lethal 1		
IB-94 Blaster Pistol	1-2	2 1
Lethal 1. Long Shot. Versatile		



5 3

•Din Djarin
The Mandalorian

95

Mandalorian Trooper

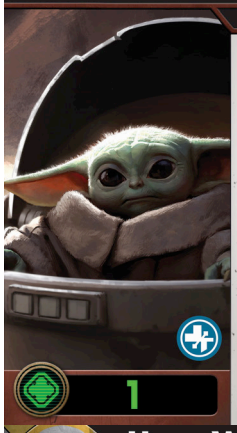


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•Grogu
The Child

Trooper

Mercenary:
Counterpart: Din Djarin, IG-11
Hunted
Latent Power
Small



1

•Grogu
The Child

17

Trooper



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•Ursa Wren
Leader of Clan Wren

1

Mandalorian Trooper

Mercenary:
Bolster 2
Jump 2
Entourage: Clan Wren Veterans
Impervious
Inspire 1
Nimble
We Fight for Our Family

Blaster Pistols	-2	2 2



5 2

•Ursa Wren
Leader of Clan Wren

75

Mandalorian Trooper



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•Sabine Wren
Back in the Fold

1

Mandalorian Trooper

Jump 2
Gunslinger
Impervious
Nimble
We Fight for Our Family

Pistols & Grenades	-2	2 2
Blast. Overwhelm		



5 2

•Sabine Wren
Back in the Fold

110

Mandalorian Trooper



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Clan Wren Veterans

4

Mandalorian Trooper

Mercenary:

Jump 2

Dauntless

Impervious

Nimble

We Fight for Our Family

Blaster Pistols	-2	1	1
Galar-15 Carbines	1-3	1	



1 2

Clan Wren Veterans

4

Mandalorian Trooper

Mercenary:

Jump 2

Dauntless

Impervious

Nimble

We Fight for Our Family

Blaster Pistols	-2	1	1
Galar-15 Carbines	1-3	1	



1 2

Clan Wren Veterans

4

Mandalorian Trooper

Mercenary:

Jump 2

Dauntless

Impervious

Nimble

We Fight for Our Family

Blaster Pistols	-2	1	1
Galar-15 Carbines	1-3	1	



1 2

Super Commandos

4

Mandalorian Trooper

Jump 2

Defend 1

Impervious

Independent: Aim 1

Victory or Death

Dual Pistols	-2	1	1
Blaster Rifles	1-3	1	



1 2

Clan Wren Vetereans

92

Mandalorian Trooper



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Clan Wren Vetereans

92

Mandalorian Trooper



© LFL © AMG Dane Madgwick

Clan Wren Vetereans

92

Mandalorian Trooper



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Super Commandos

92

Mandalorian Trooper



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Super Commandos

4

Mandalorian Trooper



- Jump 2
- Defend 1
- Impervious
- Independent: Aim 1
- Victory or Death

Dual Pistols	-2	1 1
Blaster Rifles	1-3	1

1 2

Super Commandos

92

Mandalorian Trooper



Super Commandos

4

Mandalorian Trooper



- Jump 2
- Defend 1
- Impervious
- Independent: Aim 1
- Victory or Death

Dual Pistols	-2	1 1
Blaster Rifles	1-3	1

1 2

Super Commandos

92

Mandalorian Trooper

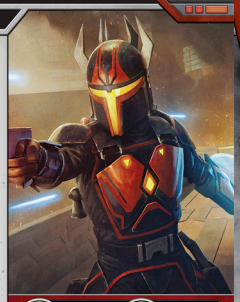


•Gar Saxon

Head of Clan Saxon

1

Mandalorian Trooper



- Jump 2
- Advanced Targeting: Trooper 1
- Allies of Convenience
- Compel. Impervious
- Marksman. Victory or Death

Dual Pistols	-2	2 2
GALAR-90 Sniper Rifle	1-5	2 1
High Velocity. Lethal 2		

5 2

•Gar Saxon

Head of Clan Saxon

115

Mandalorian Trooper

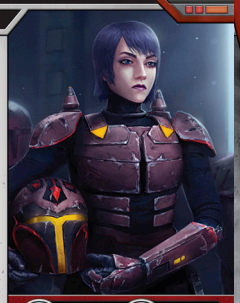


•Rook Kast

Devoted to the Cause

1

Mandalorian Trooper



- Jump 2
- Coordinate:
- Impervious
- Retinue:
- Target 1
- Victory or Death

Dual Pistols	-2	2 2
Overwhelm		

5 2

•Rook Kast

Devoted to the Cause

85

Mandalorian Trooper



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Clan Kryze Veterans

MANDALORIAN TROOPER

5

Mercenary:

Jump 2

Impervious

Mandalorians Are Stronger Together

Tactical 1

Blaster Pistols	-2	1 1
Galaar-15 Carbines	1-3	1



1 2

Clan Kryze Veterans

MANDALORIAN TROOPER

120



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Clan Kryze Veterans

MANDALORIAN TROOPER

5

Mercenary:

Jump 2

Impervious

Mandalorians Are Stronger Together

Tactical 1

Blaster Pistols	-2	1 1
Galaar-15 Carbines	1-3	1



1 2

Clan Kryze Veterans

MANDALORIAN TROOPER

120



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Clan Kryze Veterans

MANDALORIAN TROOPER

5

Mercenary:

Jump 2

Impervious

Mandalorians Are Stronger Together

Tactical 1

Blaster Pistols	-2	1 1
Galaar-15 Carbines	1-3	1



1 2

Clan Kryze Veterans

MANDALORIAN TROOPER

120



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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.

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.

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
Close Formation



2 UNITS

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

Mandalorian Clans
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.

Mandalorian Clans
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

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 1 of that unit. The chosen unit gains 1 Aim token.

OR

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 2. The chosen unit gains 1 token of the same type.

OR

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 1 and in LOS of **Sabine Wren**, touching a piece of non-area terrain.

Ursa Wren

Sabine Wren, Back in the Fold

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Mandalorian Clans - Print & Play

Vengeful Strike



ROOK KAST & 1 UNIT

At the start of the next **Activation Phase**, choose another allied unit within 2 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.

The Hand Thing



This card cannot be selected during the **Command Phase**. When an allied unit within 1 and in LOS of **Grogu** is declared as a defender against a Ranged attack, you may discard this card from your Command Hand. If you do, the defending unit gains 2 Dodge tokens and gains ***Deflect*** until the attack is resolved.

This is the Way



DIN DJARIN

Din Djarin gains 1 Dodge token and gains ***Relentless*** this Round.

Rook Kast

I Like Those Odds



DIN DJARIN

Din Djarin gains 1 Aim token.

This Round, when **Din Djarin** makes an Attack action, after that Attack action is resolved, he may make an attack against a different unit.

Grogu

Whistling Birds



DIN DJARIN

During **Din Djarin**'s next Activation, he gains the following action.

Choose up to 3 enemy units within 1 and in LOS. For each chosen unit, roll 1 white attack die for each ✸, ✪, and ▨ result rolled.

Din Djarin

5

X

Din Djarin Only.

Flame Projector −1 | 1

Blast. Spray. Suppressive

•Din's Flame Projector

Din Djarin

15

Din Djarin Only.

This unit gains ***Duelist***.

Beskar Spear | 2 1

•Beskar Spear

Din Djarin

10

Din Djarin Only.

If this unit is not Engaged, it may make a Speed-1 Move. Then, choose an enemy unit in LOS and roll 1 red attack die. If the result is a ✸ or ✪, the chosen unit suffers 1 Wound and gains 1 Suppression token.

Amban Rifle | 3

Immobilize 2. Suppressive

•Din's Amban Rifle

15

Din Djarin Only.

Increase this unit's Speed by 1.
This unit gains ***Jump 2***.

•Din's Jetpack

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Mandalorian Clans - Print & Play

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	1 1
Lethal 1		

•Din Djarin

25



Only.

Add 1 Rook Kast miniature.

This unit gains **Retinue:** .

Leader.

•Rook Kast

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

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

25



Only.

Add 1 Sabine Wren miniature.

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

Leader.

•Sabine Wren

10



Din Djarin Only.

This unit gains **Immune: Pierce**.

The Darksaber		5
Impact 1. Pierce 1		

•The Darksaber

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		5
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		5
Impact 1. Pierce 1		

•The Darksaber

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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

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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	-2	2	2
Overwhelm			

Super Commando Gunslinger

30



Super Commandos Only.

Add 1 Super Commando Gunslinger miniature.

Rapid Fire Pistols	-2	2	2
Overwhelm			

Super Commando Gunslinger

30



Super Commandos Only.

Add 1 Super Commando Gunslinger miniature.

Rapid Fire Pistols	-2	2	2
Overwhelm			

Super Commando Gunslinger

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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

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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

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

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 or Mandalorian Trooper Only.

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

••Whipcord Launcher

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