

STAR WARS

THE DECKBUILDING GAME

MANDALORIAN FACTION PACK

EXPANSION OVERVIEW

"Our enemies want to separate us. But Mandalorians are stronger together." – Bo-Katan

The *Mandalorian* faction pack comes with everything you need to add the Mandalorian faction to your copy of **STAR WARS™: THE DECKBUILDING GAME**: 10 base cards, 10 starter cards, 30 galaxy cards, and 1 double-sided Balance of the Force card. Cards from the Mandalorian faction can be identified by their faction symbol:



This expansion also includes 19 additional neutral cards: 3 base cards, 15 galaxy cards, and 1 Pyke Repulsor Train. These cards are only used in the new 3-player game mode introduced in this expansion. They can be identified by the **THREE-PLAYER ONLY** designation in their text box.

USING THE MANDALORIAN FACTION IN STANDARD PLAY

"This is the way." – The Mandalorian

To play a standard 1v1 game using the Mandalorian faction, follow these steps:

1. Choose a faction to replace with the Mandalorians.
2. Replace the chosen faction's base deck & starter deck with the Mandalorians' base deck & starter deck.
3. Remove the chosen faction's 30 galaxy cards from the galaxy deck. Then, shuffle the 30 Mandalorian galaxy cards into the galaxy deck.
4. After unfolding the Balance of the Force track, cover the chosen faction's side of the track with the Mandalorian side of the Balance of the Force card.
5. Randomly decide which player goes first. Place the Force marker on the space all the way to the other player's side of the Balance of the Force track.
6. Resolve all remaining setup instructions from the core rulebook and you are ready to play! Follow the normal rules of the game.

To play a beginner game with the Mandalorian faction, only include these 5 cards in your base deck: Concord Dawn (starting base), Mandalore, Nevarro, Trask, and Arvala-VII.

3-PLAYER GAME MODE

The new 3-player game mode is a free-for-all format for **STAR WARS™: THE DECKBUILDING GAME** where each player battles for control of the galaxy.

SETUP

To set up a 3-player game, seat the players around the end of a table with one player on the end and the other two across from each other (see pages 8-9). Then, follow these steps:

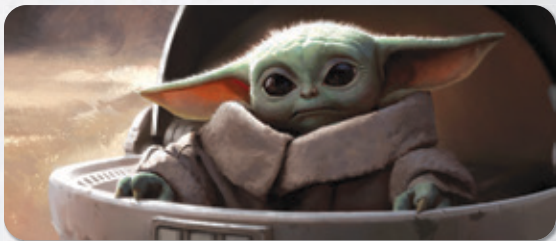
1. Each player picks a different faction and places their 10-card base deck and starter deck in front of them.
2. Each player replaces their faction's starting base with one of the neutral bases included in this pack.



Neutral Base

- ◇ Return each faction's original starting base to the box. They are not used in 3-player game mode.

3. Each player gathers their faction's 30 galaxy cards and randomly divides them into two stacks of 15 cards each.
4. The players as a group make three separate galaxy decks by combining their 15-card stacks as follows:
 - ◇ Player A + Player B = AB galaxy deck.
 - ◇ Player A + Player C = AC galaxy deck.
 - ◇ Player B + Player C = BC galaxy deck.
5. Arrange the three galaxy decks as follows:
 - ◇ Place the AB galaxy deck between player A and player B.
 - ◇ Place the AC galaxy deck between player A and player C.
 - ◇ Place the BC galaxy deck between player B and player C.



6. Set the Pyke Repulsor Train aside, then shuffle the 15 remaining neutral galaxy cards from this pack together with the 30 neutral galaxy cards from your copy of **STAR WARS™: THE DECKBUILDING GAME**.



Pyke Repulsor Train

7. Divide the stack of 45 neutral cards into three stacks of 15 cards each. Then, shuffle one stack of neutral cards into each of the three galaxy decks.
- ◇ There are now three galaxy decks with 45 cards each—one between each set of players.
8. Divide the resource and damage counters among the players so that each player has their own supply next to their base deck.
- ◇ Players may use counters from each other's supply if they need to.

9. Place the Balance of the Force track on the table between the players sitting across from each other. Then, place the Balance of the Force card from this pack perpendicular to the Force track so that the Force card faces the player sitting at the table's end.



***Balance of the Force
Card***

***Balance of the Force
Track***

- ◇ Tuck the Balance of the Force card from this pack under the fold-out track so that there is only one neutral space showing.

10. Using each of the three galaxy decks, create three galaxy rows of **four** cards each. Arrange them so they look like spokes coming off the Balance of the Force track at the center of the table with the galaxy decks at the outer ends.
11. Put the set-aside Pyke Repulsor Train into play next to the Balance of the Force track. Place the Outer Rim Pilot Deck on the other side of the track.
12. Determine turn order as follows:
 - ◇ When playing Empire vs Rebel vs Mandalorian, the Empire goes first, the Mandalorians second, and the Rebels last. The Force begins all the way to the Rebel player's side of the Force track.
 - ◇ When playing Republic vs Separatist vs Mandalorian, the Separatists go first, the Mandalorians second, and the Republic last. The Force begins all the way to the Republic player's side of the Force track.
 - ◇ When playing with any other arrangement of 3 factions, randomly determine which player will go first. Play proceeds clockwise from that player, and the last player begins the game with the Force all the way to their side of the Force track.
13. Each player draws the top 5 cards of their deck. You are ready to begin the game!



SAMPLE GAME AFTER SETUP

Player A



AC Galaxy Deck



Outer Rim Pilot Deck



Players A & C Galaxy Row



Player C



Pyke Repulsor
Train

Player B



GAMEPLAY

"When one chooses to walk the Way of the Mandalore, you are both hunter and prey." – The Armorer

Once the game begins, play proceeds the same as a regular game with these additional rules:

- ✦ Instead of one galaxy row and one galaxy deck to interact with, each player has two: one to their left and one to their right.
 - ◇ Players can interact with the galaxy row to their left or their right, but they cannot interact with the galaxy row between their opponents.
 - ◇ Players can interact with the galaxy deck/discard pile to their left or their right, but they cannot interact with the galaxy deck/discard pile between their opponents.
 - ◇ When a player resolves a card ability that refers to a galaxy row, galaxy deck, or discard pile, that player must choose the galaxy row, galaxy deck, or discard pile to their left or their right.
 - » The ability of the Corellian Transport breaks this rule by design.
- ✦ When a player resolves a card ability that refers to an opponent, that player must choose which of their two opponents to target with the ability.



- ✦ When a player declares an attack against an opponent's base, they must say which opponent's base they are attacking and assign units and/or capital ships to that attack.
 - ◇ Players can attack both opponent's base on the same turn, but each unit and/or capital ship can only be assigned to one attack each turn.
- ✦ When a player destroys a base, they place it in their victory pile. **The first player to have a minimum of five bases in their victory pile, with at least two bases of each opponent's faction, wins the game!**
 - ◇ A neutral base in your victory pile counts towards your minimum of five, but it does not count towards the two you need of each opponent's faction.

- ✦ Each player can purchase cards from the Outer Rim Pilot deck regardless of its position on the table.
- ✦ The Pyke Repulsor Train is not in any player's galaxy row, but each player can bounty hunt/sabotage it as if it were. When a player successfully attacks the Train, they receive the reward listed on it but they do not discard it because it cannot leave play.
 - ◇ Players can attack the Train and receive its reward multiple times in one turn.
 - ◇ Successfully attacking the Train counts as defeating a target in the galaxy row.



- ✦ If the Force is with an opponent when you gain ☉, first move the Force marker toward the neutral space. Then, if you still haven't resolved the full amount, move the Force marker down your end of the Balance of the Force track until you have.



The Rebel player gains three ☉. To indicate this, they move the Force marker one space from the Mandalorian side to the neutral space, then two spaces down the Rebel side.

FAQ

Here are some common questions about the Mandalorian faction cards and the new 3-player game mode.

MANDALORIAN QUESTIONS

Q. When I resolve the Gauntlet Dropship's ability to reveal the top 5 cards of my deck, what happens if there are fewer than 5 cards left in my deck?

A. Reveal cards until your deck runs out. Then, shuffle your discard pile into your deck and continue revealing cards from the top until you have revealed 5 cards. After making your selection, place each remaining card back on top of your deck in the order they were revealed.

Q. When I use Koska Reeves' ability to attack a neutral unit, or the Mandalorian Hijacker's ability to attack a capital ship, can I assign other units to the attack?

A. No. These abilities do not allow other units to join their attack.

Q. If I have an enemy capital ship in play under my control, where does that ship go when it's destroyed?

A. When you purchase an enemy capital ship with Mandalorian Hijacker or Trask, you become the owner of that card and it is placed in your discard pile when it is destroyed.

3-PLAYER QUESTIONS

Q. Can I discuss the cards in my hand, strategize my next move, or make deals with my opponents in 3-player mode?

A. Yes. Many of the neutral cards included in this pack are designed to encourage discussion and deal-making.

Q. What does it mean to give control of a capital ship to an opponent?

A. When you give control of a capital ship to an opponent, move it to their play area in front of their base. They become the owner of that ship and it is placed in their discard pile when it is destroyed.

Q. Can I still attack and destroy an opponent's base if I already have 2 of their bases in my victory pile?

A. Yes. There is no limit to the number of enemy bases you can have in your victory pile.

Q. What happens if a player's base deck runs out before any player meets the win condition?

A. In this unlikely scenario, the game immediately ends in a draw for all players.

Q. What happens if multiple card abilities would resolve at the same time?

A. The player whose turn it is decides the order in which to resolve those card abilities.

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