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Game: **THE MANDALORIAN: ADVENTURES**

Publisher: **Unexpected Games (2024)**

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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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STAR WARS THE MANDALORIAN ADVENTURES

SETUP

Read and resolve the top card of the **guide deck**, then permanently remove that card from the deck and reveal the next card. Keep revealing and resolving cards in this deck until you reach one that tells you to **STOP**. The guide deck tells you which **mission** to play. Read that mission's graphic intro in the mission book, then turn the page to that mission's map and place the mission book in the center of the table.

Read the **mission briefing** (everything to the left of the map) and the map rules, and follow all setup instructions.

Shuffle the **planning deck** and place it near the players.

Shuffle all the **event cards** into a single deck, ignoring the different icons on the back. Place the deck below the **6+** box of the mission briefing.

Place all **damage tokens** in a pool. Find the 5 **disrupt tokens** with a white face and randomly place 1 faceup on each action slot at the bottom of the map. Randomize the rest of the disrupt tokens in a facedown pool (number-side down), including any remaining tokens from the last step.

Find all **threat tokens** that have the current mission number on the back, separate them into stacks by shape, and randomize each stack.

Place the threat tokens on the map. For spaces with a question mark in the shape (❓⚠️), place a matching token in the space **facedown**. If there is no question mark (❓⚠️), place a matching token in the space **faceup**. Place the orange (🔥) threat tokens in a facedown pile near the map. These are **reinforcements**. Keep all other threat tokens in the game box.

Each player chooses a different character from the list specified by the mission and takes these components:

- Place 1 **character card** in front of you, with the side faceup that matches your chosen difficulty level.
- Place your character **standee** in the start space of the map (marked with a 🗿 icon).
- Shuffle your deck of 12 **skill cards** and place it next to your character card. Then, draw 4 cards into your hand. Look at them, but do not show them to other players.
- Take 1 **reference card**.

As a group, choose one player to take the first turn of the game. If you cannot agree, decide randomly.

DIFFICULTY LEVELS

Before each game, choose a difficulty level.

Novice: Use the *Novice* side of character cards (higher **HEALTH**).

Standard: Use the standard side of character cards (lower **HEALTH**).

Veteran: Use the standard side of character cards and a hand size of 3 skill cards (instead of 4).

GAME TURN

The game is played over a series of **turns**, starting with the first player. After your turn, the player to your left takes the next turn. This continues clockwise around the table until you have completed or failed the mission objective.

1. ACTION STEP

On your turn, you must **perform 2 different actions by playing skill cards**. The number on a card is its **STRENGTH**. To perform an action, place a skill card from your hand to any action slot (at the bottom of the map).

If there are already any skill cards in that slot, place your card on top, keeping all numbers visible. You then resolve the action's ability. You can play only 1 card to each action slot each turn.

You can play a skill card to an action slot and choose not to perform the action's ability. The card's **STRENGTH** is still counted in the event step.

MOVE ACTION

These rules apply anytime you move, even not using a move action.

Move your character a number of spaces equal to or less than the skill card's **STRENGTH**. Move 1 space at a time to adjacent spaces and noting terrain restrictions.

If you enter a space with an enemy or facedown threat token, you must end your movement there. Other characters and faceup feature tokens do not stop movement. Spaces can contain any number of characters, enemies, and other threat tokens.

If you start your movement in an enemy's space, you can freely move out of the space.

Whenever you share a space with a facedown threat token, immediately reveal it (flip it faceup).

ATTACK ACTION

Deal **DAMAGE** equal to your skill card's **STRENGTH** to an enemy within range 1 (in your space or 1 space away). Place a damage token on the enemy with that value. The damage remains until the enemy is defeated.

An enemy is defeated if the damage on it equals or exceeds its **HEALTH**. Remove the defeated enemy from the map and place it in a faceup pile on the table.

You may deal damage to any threat (not just enemies), so you can attack a facedown threat. After making the attack, reveal the threat token. If it is an enemy, place damage on it as normal. If it is not, keep it revealed, but do not place any damage on it.

INTEL ACTION

This action allows you to **secretly look at a facedown threat or move an enemy**. You cannot use intel actions through walls, locked doors, or forbidden areas.

LOOK AT A THREAT

Choose a facedown threat token within range of your skill card's **STRENGTH**. Look at it without showing it to other players, then return it facedown to its space. You may discuss any information you saw to help strategize with other players.

MOVE AN ENEMY

Choose a faceup enemy (not a facedown threat) within range, and move it 1 space.

PLAN ACTION

Draw a number of cards from the planning deck equal to your skill card's **STRENGTH**. Do not show these cards to other players (but you can talk about them).

You may keep 1 of the drawn cards faceup below your character card, where it remains until used. You cannot keep *Bad Luck* cards (cards with no effect), and you cannot ever have more than 1 copy of the same card.

You may also place 1 of the cards on top of the planning deck.

Discard all remaining cards you drew in a faceup pile next to the planning deck.

2. EVENT STEP

Check the **STRENGTH** of each action slot from left to right (add the value of all its skill cards and disrupt tokens). For each slot, if the **STRENGTH** is:

- 6 or more:** Resolve a **crisis** and then an **event**. Then, discard all skill cards and disrupt tokens from the action slot (place them in faceup piles next to their skill deck/token pool).
- 5:** Resolve an **event**. Then, discard all skill cards and disrupt tokens from the action slot.
- 4 or less:** Do not resolve a crisis or event for this action slot. All cards and tokens stay in the slot.

Bonus icons and skill abilities are not counted during the Event step. Only use the numbers printed in the upper left corner of skill cards (plus disrupt tokens).

RESOLVING A CRISIS

Each mission has its own crisis box printed at the bottom of the mission briefing. Follow its instructions.

RESOLVING AN EVENT

The back of each event card has an icon on it, which gives you some information about what it will do, and helps you plan out your turn.

Draw the top card of the event deck and resolve each ability 1 at a time, from top to bottom. You make all choices on event cards drawn during your turn.

If the event ability uses text instead of icons, follow the instructions.

If the event has a **6+** ability, resolve this ability if the action slot has a total of 6 or more strength.

If an event card has no effect, spawn 1 reinforcement in the nearest 🗿 space. Do not spawn a reinforcement if the event changed the game in any way.

When an event spawns a reinforcement, draw the top token from the reinforcement pile and place it faceup in the specified space. If there are multiple options, choose a space before drawing.

If you need to spawn a reinforcement and there are none available, flip all defeated reinforcements (5 enemies) facedown and randomize them to create a new pile. If all reinforcements are in use when you need to spawn one, nothing happens.

3. DRAW STEP

Draw skill cards from your deck until you have 4 in your hand (or 3 in **veteran** difficulty). If your hand is already full, do not draw or discard any cards.

SPECIAL SKILL CARDS

BONUS ICON

A bonus icon printed below a card's **STRENGTH** means that the card gains +1 **STRENGTH** when played to the action slot matching the icon. The printed number remains unchanged for the Event step. This icon has no effect if played to a different action slot.

SKILL ABILITIES

If a skill card has a text ability, you may use the ability if you play it to the action slot listed on the card, in addition to the action's normal ability. If the ability does not specify when to use it, you may use it before or after using the action's ability (your choice). You cannot use it in the middle of resolving the action's ability unless specified.

If the card does not match the action slot, you cannot use the skill ability, but you may still perform the action itself.

Skill abilities are optional, but if you choose to use it, you must use the entire ability except for parts that use the word *may*.

ADDITIONAL ACTIONS

Some abilities allow you to perform additional actions beyond the 2 you normally perform. To perform an additional action, you must play a skill card from your hand as normal. You cannot play a card to an action slot you already played a card to this turn.

FREE ACTIONS

To perform a free action, resolve the action without playing a skill card. This can be an action you already performed, and it does not prevent you from using that action again this turn. Free actions do not count toward the 2 you must perform on your turn.

RANGE

To determine **range** to a token, count the number of spaces from your character to the token (shortest distance).

If an ability applies to threats *within* a certain range, this affects threats at that range and closer.

Range *cannot* be counted through walls, locked doors, or forbidden areas. Range *can* be counted through elevation, threats (enemies and features), characters, and unlocked doors. You can count range *around* walls and forbidden areas.

THREAT TOKENS

Threat tokens remain on the map until defeated or discarded. There are two types: **enemies** and **features**.

When an ability refers to threats, it refers to all threats regardless of type or whether they are faceup or facedown. When an effect refers to enemies, it only affects faceup enemies.

Features represent special objectives or items. You can use a feature token in your space at any time during your Action step, even when moving through the feature's space or before resolving enemy abilities. Once faceup, features do not stop movement.

TERRAIN

Space: Characters, enemies, and threats are always in spaces. Any number of characters and tokens can share the same space. Spaces separated by a thin line are **adjacent**.

Wall: Thick gray lines are walls. Spaces separated by walls are not adjacent. Characters and enemies cannot move through walls and cannot count range through walls.

Locked door: Characters and enemies cannot move or count range through locked doors. Map rules specify how doors are unlocked, after which you can freely move and count range through them.

Elevation: Dotted lines indicate elevated areas such as rooftops. Spaces separated by dotted lines are not adjacent, but you can count range through elevation. So characters and enemies cannot move through elevation, but they can attack and use effects through elevation.

Star space: Many effects spawn reinforcements in the spaces marked with 🌟. The color has no effect except when specified. Treat such spaces like normal star spaces for all effects.


Forbidden area: Areas surrounded by red stripes are not spaces. You cannot enter them or count range through them.

ENEMY EVENTS

ENEMY MOVEMENT

Event cards that move enemies specify how many, which class, and how far to move them. Enemies always move **toward the nearest character** along the shortest path.

When resolving an event, choose which enemies of that class move, but you must choose enemies that will move at least 1 space.

If no enemies can be moved, nothing happens. If the entire card has no effect, spawn 1 reinforcement in the nearest  space.

Enemies do not attack or move until instructed by a card or ability. They can move through characters and other threats (enemies and features), and there is no limit to the number of enemies and characters in a single space. If you can't physically fit them in the space, overlap the enemies while keeping the icons visible.

Some rare effects move enemies away from a character. To do so, move the enemy so that each space moved makes the enemy 1 movement further away from that character (this might make it move closer to another character). If it cannot move further away, it does not move.

If an event shows multiple enemy classes, you choose enemies from any of those classes.

ENEMY ATTACKS

Event cards that make enemies attack how many, which class, and the range of the attacks.

When a character is attacked by an enemy, place 1 damage on that character's card. If the damage equals or exceeds their **HEALTH**, they are defeated and all players lose the game.

If there are multiple characters within range of an attack, the enemy attacks the **nearest** character.

When you are resolving an event, make all decisions, including which enemies attack, the order they attack, and deciding ties for nearest character. You *must* make choices so that as many enemies attack as possible.

If no enemies can attack, nothing happens. If the entire card has no effect, spawn 1 reinforcement in the nearest 0 space.


DISRUPT TOKENS

Disrupt tokens add their **STRENGTH** to the action slot they are on during the Event Step. When an effect disrupts an action, take a random disrupt token from the pool of facedown tokens and place it number-side-up on that action slot.

If this happens during the Event step and causes an action slot to have 5 or more total **STRENGTH**, resolve an event (and possibly a crisis) for that slot after resolving the current event.


There is no limit to the number of disrupt tokens that can be on an action slot. If you run out of them, flip all discarded disrupt tokens (white and yellow) facedown and randomize them to create a new pool. If you need a disrupt token but all are in use, use a suitable replacement and treat it as a 1 strength token.

FEATURE TOKEN ABILITIES


MEDPAC
 Discard this feature token from your space during your Action step to **heal 1 damage** from your character.

You cannot use this on other characters or if you have 0 damage. If you do not use it, keep the feature token in its space.


ENEMY ABILITIES

SENTRY
 This enemy deals you **1 damage if you end your movement within range 1** of it. This happens at the end of your movement. If you move past a sentry enemy and end your movement at least range 2 from it, you are dealt no damage. If a facedown sentry enemy is revealed because you moved into its space, it deals you 1 damage as normal. If it is revealed when not moving, it does not deal damage.

If you perform a move action to move 0 spaces, do not resolve sentry abilities (you did not move).


GRAPPLE
 This enemy deals you **1 damage if you move out of its space**.

The damage is dealt in the enemy's space (immediately before you move out). If a grapple enemy moves out of your space, you are not dealt damage.

MISSION EFFECT
 When you reveal a threat with this ability, consult the mission briefing (marked with the mission effect icon).

This effect cannot be canceled. It happens even if the enemy is defeated.

This ability also appears on some feature tokens. Follow the same rules as if it were on an enemy.

SABOTAGE
 After this enemy moves during the Event step, **disrupt the action slot with the lowest total STRENGTH**.

If the enemy does not move, it does not disrupt an action slot. If the enemy moves at a different time, do not disrupt an action slot.

OTHER RULES

RUNNING OUT OF CARDS
If a deck runs out of cards, immediately shuffle its discard pile to create a new deck.


In the rare situation that you cannot draw skill cards because there are no cards in your deck and discard pile, draw cards as soon as they become available.

COMMUNICATION AND HIDDEN INFORMATION
You can talk about cards in your hand, but you cannot show them to other players. Likewise, when you secretly look at a threat, you cannot show it to other players, but you can say whatever you like (even lie about it).

All cards in discard piles are open information, so you can examine them at any time. You cannot examine cards in the event deck; you can only see the icon on the back of the top card.

MISSION SPECIFIC ACTIONS
Some missions have unique actions. These action slots are shown in green and are treated like any other action slot. When you play a skill card here, resolve the action as described.

During setup, these action slots receive a white disrupt token just like any other action slot.

Some of these actions specify **If  is 4+**. You can play any skill card here, but the action only has an effect if your skill card's **STRENGTH** is 4 or higher.

WINNING THE GAME

The game ends when the mission objective is complete or its failure condition is met. Most objectives happen at the end of a player's turn, meaning that characters need to survive the Event step to win.

If the objective is completed, all players win the game. If any of the failure conditions are met, all players immediately lose the game.

At the end of the game (win or lose), follow the instructions on the top card of the **guide deck**. Keep this deck in a safe place to preserve its order. When you are ready to begin your next game, refer to the top card of the deck.

Each mission is a separate game. All damage on characters is removed between games, and players are not required to use the same characters. Also, you are not required to play all games with the same players, difficulty, or game modes; you can freely change any of these between games.


CHARACTER LIMITATIONS

If there are more players than available characters for a mission, you need to either use **sandbox mode** or **share characters**.

Both modes are compatible with the guide deck, and you are free to change modes between games. Choose the mode that feels best for your group. The full rules for both are described in the following sections.

SANDBOX MODE
This allows you to use any characters in any mission instead of following the events of *The Mandalorian*. These rules are quick and easy to use.

Each player chooses any character (even a character not listed in the mission briefing). Players are not required to choose the Mandalorian.

If a character is chosen that is not referenced in the mission briefing, it has no special setup rules. Place it in the start space () as normal.

SHARED CHARACTER MODE
This mode uses characters as they appeared in *The Mandalorian*, but requires players to share control of them. It is more complex, and may make the game longer and more challenging.

Characters do not belong to a specific player. Instead, all players share control of exactly 2 characters.

At the start of the game, choose 2 characters shown in the mission briefing (regardless of the number of players). All other characters are not used. Follow the normal setup steps with these exceptions:

- Shuffle both characters' skill decks together into a single deck. All players share this deck, and each player draws their starting skill cards from it.
- Place both character cards near the skill deck.

When you perform an action, the character shown on the skill card uses the action.

On your turn, you perform 2 actions as normal. You can play 2 skill cards belonging to the same character or 1 from each. You can play only 1 skill card to each action slot each turn (regardless of which character's skill card is played).

When a character gains a planning card, place the card below their character card. Each character is limited to 1 of each planning card as normal. During your turn, you make all decisions, including when to use planning cards.

When a rule affects you, this is the character currently performing an action. When *resolving* an event, *you* is the character whose skill card is on top of that action slot. Likewise, if the event refers to the *nearest facedown threat*, it affects the threat nearest to the character whose skill card is on top of the action slot.

PLAYING SOLO
To play the game single player, use the shared character mode. You play with a single hand controlling both characters. You win by completing the mission objective as normal. All other rules apply, including using the guide deck.

WHAT'S NEXT?

After unlocking all rules and components, play the game in the way that best suits your group, or you can try to complete specific challenges.

PRE-GAME SETUP STEPS
When selecting a mission, as a group, make these choices:

- Choose mission:** Choose any story mission, advanced mission, or mercenary mission. If playing a mercenary mission, also choose which map to use.
- Choose mode:** If playing a story mission, choose whether you want to use sandbox mode, shared character mode, or neither (if the mission has enough characters). If playing an advanced mission or mercenary mission, do not use shared character mode (unless playing a mercenary mission solo).
- Choose difficulty:** Choose a difficulty that best suits your group:
 - Novice:** Use the novice character cards (more **HEALTH**). Skill card hand size: 4
 - Standard:** Use the advanced character cards. Skill card hand size: 4
 - Veteran:** Use the advanced character cards. Skill card hand size: 3
 - Expert:** Use the advanced character cards and the expert threat tokens. Skill card hand size: 3
- Read through the mission briefing and map rules**, and follow any setup instructions.

Then follow the rest of the setup steps and begin your game.

ADVANCED CHARACTER CARDS

During setup, place your advanced character card ability-side up. You can use your ability at the time specified. After use, flip your card facedown as a reminder that you can no longer use the ability. These abilities are optional. If you choose to use an ability, you must use the entire ability (unless it has the word *may*).

If playing with shared characters, the current player decides when/if to use the ability. If you want to use your character ability at the same time as another player's ability, the current player decides which is resolved first.

DISABLED
When you use IG-11's *Self-Destruct* ability, you become disabled and the game continues without you. Remove your standee from the map and skip your future turns.

If you have any feature tokens or were carrying The Child, drop them faceup in your space.

Abilities cannot affect you for the remainder of the game.

At the end of the game, you win or lose as normal. If the objective requires all characters to be in a specific space, you are not required for this.

Unlike being defeated, do not reveal your motive card. If you were loyal, the loyal players do not automatically lose the game. If you were disloyal, you can still win if the other players fail the mission.

If all characters are defeated or disabled and the mission has somehow not failed, then the game ends and all players lose the game.

THE CHILD

When a mission uses **The Child token**, its mission briefing specifies how it enters the game. The token is usually part of the mission objective. The Child can be:

- **Carried:** If a character has The Child, place it on their character card. Some missions also allow enemies to carry The Child: place The Child on the enemy token when instructed.
- **Not carried:** When no one has The Child, it is placed in a space on the map.

RESCUING THE CHILD

When you perform any action in The Child's space, at any time during the action, even when moving through The Child's space, you may **rescue** it. Your character is now carrying The Child.

You cannot rescue The Child if it is carried by another character or enemy. When an enemy carrying The Child is defeated, drop The Child in its space.

You cannot intentionally drop The Child or give it to other characters. You also cannot rescue The Child if it **fled** this turn.

THE CHILD FLEES

If you are dealt damage (without blocking it) while carrying The Child, The Child **flees**. Place The Child token adjacent to your space. You must choose a space with an enemy or facedown threat token if able.

If you block all damage, The Child does not flee (you continue carrying it).

Some events cause The Child to flee without dealing damage. If The Child is not carried, it does not flee.


THE CHILD SKILL DECK

If a mission uses The Child token, place The Child skill deck near the mission book. If you are carrying The Child during your Draw step, you may choose to draw one of those cards from this deck. You cannot draw these at other times.

While this card is in your hand, you can use it like any other skill card, even if you no longer carry The Child. This deck has its own discard pile; if the deck runs out, shuffle it to create a new deck.

If playing with shared characters, you may draw from this deck if any character is carrying The Child. When performing an action, The Child skill cards can be used for any character. When an event refers to *you* while a Child skill card is on top of the action slot, you choose the character.

TACTICAL SKILLS

Tactical skill cards have a  icon in the upper left corner. They have powerful abilities, but 0 **STRENGTH**.


When you play a tactical skill card to an action slot, do not use that action's ability. You may use the skill ability if you played it to the action slot listed on the card.

During your Event step, treat the **STRENGTH** of this action slot as exactly 5 (regardless of other cards and tokens). You therefore resolve an event and discard all cards from the action slot as normal, while avoiding a crisis.

Likewise, if an effect does something based on the **STRENGTH** of an action slot, this slot's **STRENGTH** is treated as 5.

Jetpack skill cards allow you to move directly to a space within range 3. You do not enter the spaces in-between, and cannot rescue The Child or reveal threat tokens in those spaces.

WILD SKILLS

Some skill cards have all action icons. Their abilities can be used when played to any action slot (even a green mission action ).

DISRUPTING ENEMIES

When an ability **disrupts** an enemy, place a disrupt token from the pool on the enemy, number-side down.

Each enemy can have a maximum of 2 disrupt tokens.

An enemy cannot move or attack during the Event step while disrupted, nor can it use its abilities. Each time it would move or attack, instead remove 1 disrupt token from it (return it facedown to the pool of unused disrupt tokens without revealing it).



A disrupted enemy can be moved by other abilities (keep the disrupt token on it).

If no enemies move or attack from an event card because they are all disrupted, the event still had an effect (disrupt tokens were removed), so do not spawn a reinforcement.

When choosing which enemies to move during an event, you can choose disrupted enemies as long as they would normally move. Enemies in a character's space *cannot* be chosen because they already share a space with the nearest character.

MERCENARY MISSIONS

To play a **mercenary mission**, choose any map and place the mercenary mission sheet covering the map's mission briefing. Rules are not covered by a mission sheet apply as normal.

Mercenary mission sheets sometimes cover feature token rules. If a feature token is revealed that has no visible rules, it has no effect (but remains on the map). If a token has a  ability, but no  rules are visible, the ability has no effect.

When playing a mercenary mission, each player can choose any character. **Do not use shared character mode in mercenary missions unless playing solo.**

SETUP

Follow the mercenary mission sheet's setup instructions. Then follow the normal steps of setup, including placing all normal threat tokens on the map (even in spaces that already have mercenary threat tokens).

HIDDEN MOTIVES

Hidden motives missions can have 1 player secretly working against the group. They require a minimum of 2 players (all other mercenary missions can be played with 1-4 players).

The setup rules will tell you to place the hidden motives attack overlay; cover the attack action slot with this overlay.

Each player secretly receives a **motive card** during setup which specifies how you win: either by completing the mission objective (**loyal**) or having the mission fail (**disloyal**).

This mission specifies how and when motive cards are dealt out. Look at your own motive card, then place it facedown in front of you. You can look at it at any time, but you cannot reveal it to other players except when you are defeated or when the game ends.

The game ends as soon as the mission objective is completed or a failure condition is met. All players then reveal their motive cards:

- If the mission objective is completed, all loyal players win, and the disloyal player loses (if there is one).
- If a failure condition is met, all loyal players lose and the disloyal player wins (if there is one).

If the mission fails with no characters defeated, it is a **legendary victory** for the disloyal player. The disloyal player will need to accomplish the alternate failure condition for the mission.

A legendary victory allows the disloyal player to sign their name on the *Hall of Infamy* sheet.

DEFEATED PLAYERS WITH HIDDEN MOTIVES

When you are defeated, reveal your motive card:

- If you were **loyal**, the game ends as normal (all loyal players lose, and the disloyal player wins).
- If you were **disloyal**, you are eliminated and the other players continue without you. Remove your standee from the map, and skip your future turns.

The other players will win if they complete the objective. If they fail the mission, you win (even though you were eliminated).

If you have any feature tokens or The Child, drop them faceup in your space. Abilities cannot affect you.

If you are defeated in the middle of your turn, immediately resolve your event step (or the rest of it). Anything that would specifically affect you, instead affects the player to your left.

ATTACK OVERLAY

When you perform the action on the hidden motives attack overlay, instead of dealing damage to an enemy, you may discard your *Retaliate* planning card to deal 1 damage (regardless of the strength of your skill card) to another character in your space.

This allows you to try and defeat a player that you think has a disloyal motive (or to defeat a loyal player if you are a disloyal player seeking a non-legendary victory). Remember the mission fails if you defeat a loyal player.

PLAYING AS A DISLOYAL PLAYER

You should always claim to be loyal even if you are not. If you are disloyal, try to appear helpful until you find the perfect moment for betrayal. You must follow all normal rules of the game.

When sharing information, you are not required to be honest. Likewise, other players may choose to withhold information in order to keep it from a potential disloyal player. If you wish to share information, you must share it with the entire group.

Some skill card abilities can be used to directly affect other characters. You do not need a player's permission to use these abilities on them.

ADVANCED MISSIONS

All advanced missions require a minimum of 2 players. To play cover the appropriate mission's mission briefing with the **advanced mission sheet**. Then, set up the game as normal, following setup instructions listed on this sheet.


Each advanced mission lists 1 character as **required**. This character must always be used, even in sandbox mode.

Do not use shared character mode. You may use sandbox mode.

ADVANCED MISSION 4 CLARIFICATIONS

This mission has 1 player take on the role of The Warlord instead of a character.

- The Warlord player takes their turn in normal turn order (although they do not resolve an Action step, Event step, or Draw step).
- The Warlord is not a character. They cannot be chosen for event cards like *Thermal Detonator*.
- The current player makes all decisions on event cards as normal. They still break ties and decide which enemies move and attack.
- When Moff Gideon moves by an event, the Warlord controls him. He does not need to move toward the nearest character or move the full amount.
- Moff Gideon can only pick up The Child when moving. He can even take it from an enemy in his space.
- Disrupted enemies cannot move or attack during the Warlord player's turn (or Event step). When they would move or attack, instead remove 1 token.

- If 2 or more crises are resolved in the same turn, the Warlord may use the same option each time.
- When a **sabotage** enemy () is moved with *Mobilize*, do not resolve the sabotage ability.

EXPERT DIFFICULTY

Expert difficulty allows you to replay the story missions with new surprises, or to increase the difficulty of mercenary and advanced missions. Use all the rules for veteran difficulty, plus the following:

EXPERT THREAT TOKENS

Expert threat tokens have new abilities and more health. These tokens replace some of the weaker threat tokens in each mission.

Before setup, replace all of the basic threat tokens (1 yellow dot) with the **expert threat tokens** (2 red dots). Threat tokens with no basic or expert icon are used in all game difficulties.

Two expert threat tokens are double sided: the expert *E-Web* enemy (advanced mission 1) is on the back side of the basic token. The expert *AT-ST* (mercenary mission A) is a separate double-sided token.

ENEMIES WITH MULTIPLE CLASSES

Expert enemies with 2 classes are treated as both types, so they move or attack when either type would move or attack. They can only move and attack once per event card (not once for each icon).

EXPERT ENEMY ABILITIES

TOUGH



When you deal this enemy damage, discard the bottom card of the planning deck. If it is a *Defend* card, it blocks 1 damage (deal it 1 less damage).

The enemy only tries to block once from each action. Always discard a planning card, even if you know the attack will defeat the enemy. Tough can block damage from all effects, including *Retaliate* planning cards.

If the enemy is disrupted, tough has no effect (disrupted enemies cannot use abilities). If an effect 'moves' damage to a tough enemy, tough has no effect.

You make all choices for other abilities before resolving the tough ability. You cannot change your mind based on whether the enemy blocks damage or not.

STEADFAST



This enemy cannot be moved by the intel action. It can still be moved by event cards, skill card abilities, and other effects.

HUNTER



During the Event step, when this enemy moves, it always moves toward the character with the least remaining **HEALTH** (instead of the nearest character).

When this enemy attacks, it always tries to attack the character with the least remaining **HEALTH**. If it cannot, it attacks the nearest player within range.

BARRAGE



When this enemy attacks, it attacks all characters within range, not just the nearest character. The current player chooses the order in which characters are attacked. If this causes the enemy to be defeated, it stops attacking.

If this enemy is disrupted when it would attack, the disrupt token cancels all attacks (then remove the disrupt token as normal).

STAR WARS THE MANDALORIAN ADVENTURES

GAME TURN

1. ACTION STEP

On your turn, you must **perform 2 different actions by playing skill cards**. The card's number is its **STRENGTH**.

To perform an action, place a skill card from your hand to any action slot (at the bottom of the map).

If there are already any skill cards in that slot, place your card on top, keeping all numbers visible. You then resolve the action's ability. You can play only 1 card to each action slot each turn.

A **bonus icon** below a card's **STRENGTH** means the card gains +1 **STRENGTH** when played to the action slot matching the icon.

If a card has a text ability, you may use the ability if you play it to the action slot listed, in addition to the action's normal ability.

Some abilities allow you to perform additional actions beyond the 2 you normally perform. To perform an additional action, you must play a skill card from your hand as normal. You cannot play a card to an action slot you already played a card to this turn.

You can play a skill card to an action slot and choose not to perform the action's ability.

MOVE ACTION

Move your character 1 space at a time a number of spaces up to the skill card's **STRENGTH**.

If you enter a space with an enemy or facedown threat token, you must end your movement there. Other characters and faceup feature tokens do not stop movement. Whenever you share a space with a facedown threat token, flip it faceup.

ATTACK ACTION

Deal **DAMAGE** equal to your skill card's **STRENGTH** to an enemy within range 1. Place a damage token on the enemy with that value. The damage remains until the enemy is defeated. An enemy is defeated if its damage equals or exceeds its **HEALTH**.

You may attack any facedown threat; then reveal the threat token. If it is an enemy, place damage on it. If it is not, keep it revealed, but do not place any damage on it.

INTEL ACTION

Secretly look at a facedown threat or move an enemy. You cannot use intel actions through walls, locked doors, or forbidden areas.

Look at a threat: Choose a facedown threat token within range of your skill card's **STRENGTH**. Secretly look at it, then return it facedown to its space. You may discuss the information.

Move an enemy: Choose a faceup enemy (not a facedown threat) within range, and move it 1 space.

PLAN ACTION

Secretly draw a number of cards from the planning deck equal to your skill card's **STRENGTH**. You may keep 1 of the cards faceup below your character card. You cannot keep *Bad Luck* cards, and you cannot have more than 1 copy of the same card.

You may also place 1 of the cards on top of the planning deck. Discard the remaining cards in a discard pile.

2. EVENT STEP

Check the **STRENGTH** of each action slot, left to right (all skill cards and disrupt tokens). For each slot, if the **STRENGTH** is:

- **6 or more:** Resolve a **crisis** and then an **event**. Then, discard all skill cards and disrupt tokens from the action slot.
- **5:** Resolve an **event**. Then, discard all skill cards and disrupt tokens from the action slot.
- **4 or less:** Do not resolve a crisis or event for this action slot. All cards and tokens stay in the slot.

Resolving a crisis: Follow the mission's crisis box instructions.

Resolving an event: Draw the top card of the event deck and resolve each ability 1 at a time, from top to bottom. If the event ability uses text instead of icons, follow the instructions.

If the event has a **6+** ability, resolve this ability if the action slot has a total of 6 or more strength.

If an **event card** has no effect, **spawn 1 reinforcement in the nearest ☆ space**. Do not spawn a reinforcement if the event changed the game in any way.

When an event spawns a reinforcement, draw the top token from the reinforcement pile and place it faceup in the specified space. If there are none available, flip all defeated reinforcements facedown and randomize to create a new pile.

3. DRAW STEP

Draw skill cards until you have 4 in your hand (3 in **veteran** difficulty). If your hand is full, do not draw or discard any cards.

TERRAIN

Space: Any number of characters and tokens can share the same space. Spaces separated by a thin line are **adjacent**.

Wall: Thick gray lines. Spaces separated by walls are not adjacent. Characters and enemies cannot move through walls and cannot count range through walls.

Locked door: Characters and enemies cannot move or count range through locked doors. Rules specify how they are unlocked, after which you can move and count range through them.


Elevation: Spaces separated by dotted lines are not adjacent. Characters and enemies cannot move through elevation, but they can attack and use effects through elevation.

Star space: Many effects spawn reinforcements in the spaces marked with ☆.


Forbidden area: Areas surrounded by red stripes are not spaces. You cannot enter them or count range through them.

ENEMY ABILITIES


SENTRY

 This enemy deals you **1 damage** if you **end your movement within range 1** of it. If a facedown sentry enemy is revealed because you moved into its space, it deals you 1 damage as normal.


GRAPPLE

 This enemy deals you **1 damage** if you **move out of its space**.

MISSION EFFECT

 When you reveal a threat with this ability, consult the mission briefing (marked with the mission effect icon).

SABOTAGE

 After this enemy moves during the Event step, **disrupt the action slot with the lowest total STRENGTH**.

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