

# STAR WARS THE MANDALORIAN ADVENTURES

## RULEBOOK

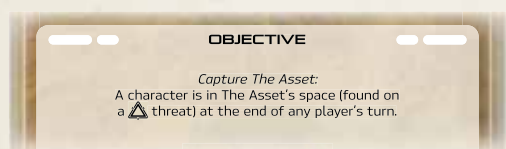
### INTRODUCTION

Players embody the legendary bounty hunter and his allies as they work together to complete daring missions inspired by season 1 of *The Mandalorian*™.

### KEY CONCEPTS

#### MISSIONS

Each game, you play a mission from the mission book. Each mission has an objective that you need to complete in order to win.



*The objective for mission 1.*

Each mission has a map where characters and enemies are placed. Characters perform actions on the map, such as moving and attacking, to try and complete the objective.



*A portion of a map showing a character (1) and enemy (2) in adjacent spaces.*

Each map features a different environment. Learn these maps well, because you will revisit them later in unique ways.

#### THE GUIDE DECK

The guide deck introduces new rules and cards to the game at a fun and manageable pace.

This deck contains a variety of cards, organized in a specific order. **Do not shuffle them.** If this happens by accident, reorganize the deck in order based on the ID numbers shown on the face of the cards.



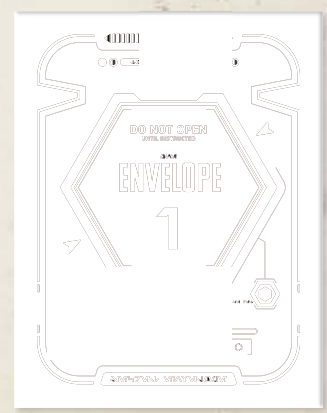
*The Guide Deck*

Before and after each game, follow the instructions on the top card of the guide deck. This will tell you which mission to play or add new cards to your game. Cards added by the guide deck are used in all future games.



*An ID Number*

Additionally, some components are hidden in envelopes. These introduce new ways to play the game, some featuring a hidden traitor. Do not open these envelopes until instructed.



*Envelope #1*

**STOP**

Instead of reading this rulebook, you can watch an online video tutorial:  
[UnexpectedGames.com/Learn-Mandalorian](https://UnexpectedGames.com/Learn-Mandalorian)

# SETUP

Before playing a game, follow these steps. The example shows setup for a 2-player game on novice difficulty:

## 1/ Preparation:

- Read the top card of the guide deck and follow its instructions. Then, permanently remove that card from the deck and reveal the next card. Keep revealing and resolving cards in this deck until you reach a card that tells you to STOP.
- The guide deck will tell you which mission to play. Your first game will use mission 1. Read that mission's graphic intro in the mission book (with mission number in the upper left corner).
- 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. Follow all **SETUP** instructions (mission 1 has none).

**2/ Planning Deck:** Shuffle the planning deck and place it within easy reach of all players.

**3/ Event Deck:** Shuffle all event cards into a single deck. Do this randomly, ignoring the different icons on the back. Place the deck below the "6+" box of the mission briefing.




## 4/ Damage and Disrupt Tokens:

- Place all damage tokens in a pool.
- Find the 5 disrupt tokens with a white face. Randomly place 1 faceup on each action slot at the bottom of the map.
- Randomize all other disrupt tokens in a facedown pool (number-side down), including any remaining tokens from step 4B.



## DIFFICULTY LEVELS

The game can be modified to match your desired level of challenge. Before each game, choose a difficulty level. For your first game, we recommend novice:

-  **Novice:** Use the "Novice" side of character cards (higher health value).
-  **Standard:** Use the standard side of character cards (lower health value).
-  **Veteran:** Use the standard side of character cards and a hand size of 3 skill cards (instead of 4).





Facedown



Faceup



Reinforcements



**5/ Threat Tokens:** Find all threat tokens that have this mission number on the back. Separate these into stacks by shape and randomize each stack. Place them on the map as follows:

- A. : Place a matching token in the space **facedown**.
- B. (no question mark): Place a matching token in the space **faceup**.
- C. Place the orange threat tokens in a facedown pile near the map. These are **reinforcements** and will be used later.



Facedown Token



Faceup Token

Keep all other threat tokens in the game box.

**6/ Pick Characters:** Each mission lists specific characters. Each player chooses a different character from the list and receives the components shown below.

These rules change slightly if playing solo or with more than two players (see "Playing Solo or with Extra Players" at the bottom of this page).

- A. **1 Character Card:** Place it in front of you. Use the novice side (higher health value), unless playing on a higher difficulty (see "Difficulty Levels" on page 2).
- B. **1 Standee:** Place it in the start space of the map (marked with a icon).
- C. **12 Skill Cards:** Shuffle this deck and place it next to your character card. Then, **draw four cards** into your hand. Look at them, but do not show them to other players. (If playing on veteran difficulty, only draw three cards.)
- D. **1 Reference Card:** This gives you a summary of important game rules.

**7/ Choose First Player:** As a group, choose one player to take the first turn of the game. If you cannot agree, decide randomly.

You are ready to begin playing.



6D

**STEPS OF A TURN**

1. **Action Step:** You must perform 2 actions. Limit: 1 skill card per action per turn.
2. **Event Step:** For each action slot, total its strength.
  - 6 or more: resolve the mission's crisis and then an event card.\*
  - 5 or less: resolve an event card.\*
  - 4 or less: no crisis or event.
3. **Draw Step:** Fill your hand to 4 skill cards (or 3 for veteran difficulty).

\* Then discard all cards and tokens from the action slot. If an event card has no effect, spawn 1 reinforcement in the nearest space.

## PLAYING SOLO OR WITH EXTRA PLAYERS

If you have more players than available characters for a mission, you need to share characters or use sandbox mode (see "Character Limitations" on page 13). If playing solo (single player), you will use two characters (see page 13).

# COMPONENT LIST



8 Character Cards



1 Mission Book



96 Skill Cards



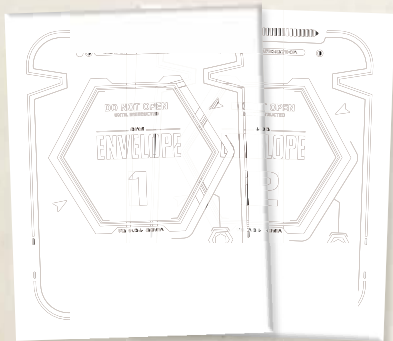
12 Event Cards



71 Guide Deck Cards  
(do not shuffle)



4 Reference Cards



2 Envelopes



106 Threat Tokens  
(24x 1s, 29x 2s, 28x 3s, 25x 4s)



20 Planning Cards



25 Damage Tokens  
(19x 1/2s and 6x 3/4s)



1 The Child Token



10 Disrupt Tokens



8 Standees  
(with plastic bases)

# PLAYING THE GAME

The game is played over a series of turns, starting with the first player.

The basics of a turn are simple: you play two skill cards from your hand, possibly resolve events, and finally refill your hand. These steps are summarized below and described in detail on the following pages.

- 1/ Action Step:** Perform exactly two **different** actions. To perform an action, play one skill card from your hand to an action slot (below the map) and resolve that action's ability.
- 2/ Event Step:** For **each** action slot that has five or more total strength from its cards/tokens, resolve an event card and then discard all cards/tokens from it. (If it has **more** than five strength, resolve a crisis first.)  
  
If all action slots have four or less strength, skip this step.
- 3/ Draw Step:** Draw skill cards from your deck until you have four in your hand (or three in veteran difficulty). If your hand is already full, do not draw or discard any cards.

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.

## ACTION STEP

On your turn, you **must** perform two **different** actions by playing skill cards.

Each skill deck includes cards numbered 1 through 4. The number is the card's strength and represents how powerful it is. For example, if you play a 3-strength card to the move action, you can move up to 3 spaces.

To perform an action, place a skill card from your hand to any action slot (printed at the bottom of the map). If there is already one or more skill cards in that slot, place your card on top, keeping all numbers visible.

You then resolve the action's ability (summarized on the map and described on the following pages).



*Playing a 3-strength card to the move action.*

You can play only one card to each action slot each turn.

**Note:** 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.

There are four basic actions: move, attack, intel, and plan. They are described on the following pages.

## MOVE ACTION

Move your character a number of spaces equal to or less than the skill card's strength. For example, if you play a 2-strength card, you can move 0, 1, or 2 spaces.



Move one space at a time to adjacent spaces. See the "Terrain" sidebar on page 6 for details of what you can and cannot move through.

If you enter a space with an enemy or facedown threat token, you **must** end your movement there. Other characters and **faceup** feature tokens (explained later) 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.

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

The rules in this section apply anytime you move, even if not using a move action.



*The Mandalorian performs a 3-strength move action. He can move to any of the yellow highlighted spaces.*

*He **cannot** move to space 1, because it would require him to move through an enemy.*

## TERRAIN



- 1/ 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.
- 2/ Wall:** Thick gray lines represent walls. Spaces separated by walls are **not** adjacent. Characters and enemies cannot move through walls and cannot count range through walls (explained later).
- 3/ Locked Door:** Characters and enemies cannot move or count range through locked doors. Map rules will specify how the doors are unlocked, after which you can freely move and count range through them.
- 4/ Elevation:** Dotted lines represent elevated areas such as rooftops. Spaces separated by dotted lines are **not** adjacent, but you can count range through elevation. This means characters and enemies cannot move through elevation, but they can attack and use effects through elevation.
- 5/ Star Space:** Some spaces are marked with a . Many effects spawn reinforcements in these spaces (explained later). Some missions have different colored stars. The color has no effect except when specified. Treat such spaces like normal star spaces for all effects.
- 6/ Forbidden Area:** Areas surrounded by red stripes are not spaces. You cannot enter them or count range through them.

## ATTACK ACTION

The attack action is the main way you damage enemies.



When you perform this 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 (see "Threat Tokens: Enemies and Features" on page 7). Remove the defeated enemy from the map and place it in a faceup pile on the table.



*The Mandalorian performs a 3-strength attack action to deal 3 damage to an enemy in an adjacent space. The enemy has 4 health, so it is not defeated, but it receives a 3-damage token.*

**Strategy Tip:** It might be tempting to spend all your actions attacking and moving, but you may quickly become overrun. Be patient and use all four actions to your advantage. Plan actions can save your life, and intel actions can help you avoid traps and enemy abilities.

## ATTACKING FACEDOWN THREATS

The attack action allows you to deal damage to any threat (not just enemies). This means you can attack a facedown threat, hoping that it is an enemy. After making all decisions for the attack, reveal the threat token. If it is an enemy, place damage on it as normal. If the token is **not** an enemy, keep it revealed, but do not place any damage on it.

See "Threat Tokens: Enemies and Features" on page 7 for more information about enemies and features.

## INTEL ACTION

The intel action allows you to secretly look at a facedown threat or move an enemy.



### LOOK AT A THREAT

Looking at a threat can help you determine if it is an enemy or feature. To do this, choose a facedown threat token within range of your skill card's strength. For example, if you play a 3-strength card, you can choose a threat up to 3 spaces away from you.

Look at the chosen token 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

Instead of looking at a facedown threat, you can choose to move an enemy within range of your skill's strength. Simply choose a **faceup** enemy (not a facedown threat) within range, and move it one space. This can help you avoid enemy abilities such as sentry (explained later).

You **cannot** use intel actions through walls, locked doors, or forbidden areas (as per the normal rules of counting range on page 8).

## PLAN ACTION

The plan action allows you to gain powerful cards that you can use in the future. These cards can be crucial to your survival.



When you perform this 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 one of the drawn cards **faceup** below your character card. You cannot keep "Bad Luck" cards (cards with no effect), and you **cannot** ever have more than one copy of the same card.



You may also place one of the drawn cards on top of the planning deck. This lets you save it for future planning actions.



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

*Planning cards are kept faceup below your character card until used.*

Each planning card specifies its effect and when it can be used.






## THREAT TOKENS: ENEMIES AND FEATURES

Threat tokens represent people, items, and goals that you can interact with on the map. Some of these tokens start facedown while others start faceup. Threat tokens remain on the map until defeated or discarded.

There are two types of threats: 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.

### ENEMIES

Enemies have artwork and the following information:

- 1/ Class:** Sharpshooter , melee , or blaster . This icon has no effect on its own, but is referred to by cards. For example, an event card might move all  enemies.
- 2/ Health:** The amount of damage required to defeat this enemy.
- 3/ Ability:** Some enemies have abilities represented by icons such as sentry . These are explained on pages 12 and 14.



*Enemy Threat Token*

### FEATURES

Features show a large icon and represent special objectives or items that you can find. These often have effects specified by the map rules or mission briefing.



*Feature Threat Token*

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 (like sentry).

Once faceup, features do not stop movement.

*Strategy Tip:* There are very few ways to heal damage, so the "Defend" planning card has one of the most powerful effects in the game. You can discard it to block (prevent) 1 damage, which can sometimes be the difference between victory and defeat.


## SPECIAL SKILL CARDS

Some skill cards have bonus icons or abilities. These are described below:

### BONUS ICON

Some skill cards have an icon printed below their strength. These cards gain +1 strength when played to the action slot matching the icon. The printed strength number remains unchanged for the Event Step. This icon has no effect if played to a different action slot.




*This counts as a 2 when played to the attack action .*

### SKILL ABILITIES

Some skill cards have text abilities. You may use the skill ability if you play it to the action slot **listed on the card** (for example, "Move:")



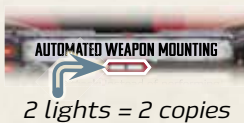
*This ability can be used if played to the move action .*

The skill ability can be used **in addition to** the action's normal ability. If the skill 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 (for example, during a move action, you cannot interrupt your movement with a skill ability).

If the card **does not** match the action slot, you cannot use the skill ability, but you may still perform the action itself (using the card's strength as normal).

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

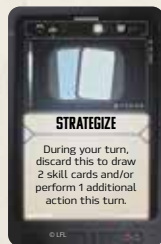
Some skill cards appear twice in your deck. These cards have 2 lights under the card name as a reminder.



### ADDITIONAL ACTIONS

Some abilities allow you to perform additional actions beyond the two 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.



*This planning card lets you perform an additional action.*

## RANGE


Many abilities refer to tokens within a certain range. To determine range, simply count the number of spaces from your character to that token (shortest distance). For example, an enemy in your space is at range 0.

If an ability applies to threats "within" a certain range, this affects threats at that range and closer. For example, "deal 1 damage to a threat within range 1" can affect a threat in your space or 1 space away.

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 (see "Terrain" on page 6).

You can count range **around** walls and forbidden areas (just not through them). Thematically, characters can lean around corners to get a better view.



*This example shows The Mandalorian's range to each enemy and other character. If the door is unlocked, the  threat tokens are at range 4. If the door is locked, then range cannot be counted to them.*

## FREE ACTIONS

Some abilities allow you to perform a free action, for example: "perform a free 3-strength action of your choice." To perform a free action, simply 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.

Like additional actions, free actions do not count toward the two you must perform on your turn.



## EVENT STEP

Event cards represent enemy actions and other setbacks you may encounter. After completing your Action Step, resolve the 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 (both are explained in the following sections). 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.



*This action slot has a total of 6 strength (2 from a disrupt token and 4 from cards). During the Event Step, resolve a crisis and then an event for this action slot.*

You will sometimes resolve zero events during your Event Step, and on other turns you will resolve multiple events and/or crises. Play your skill cards carefully!

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. To resolve a crisis, follow the instructions here.




*The crisis box for mission 1*

## RESOLVING AN EVENT

To resolve an event, draw and resolve the top card of the event deck. Each event card has one or more abilities, represented by icons and text. Resolve each ability one at a time, from top to bottom.

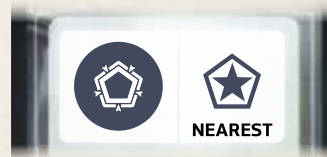
These abilities often make enemies move and attack, or spawn reinforcements on the map. Event abilities are explained in detail on the following pages.

You make **all** choices on event cards drawn during your turn. For example, if an enemy would move toward the nearest character and there are two characters at the same distance, you choose who it moves toward.

**Important:** If an event card has no effect, spawn 1 reinforcement in the nearest  space (see "Event Cards with No Effect" on page 10).


## SPAWN REINFORCEMENT

Some events spawn a reinforcement. When this happens, take the top token from the reinforcement pile and place it **faceup** in the space specified.



*This event spawns one reinforcement in the star space nearest you. Some events spawn enemies in other spaces, such as in your space.*


If there are multiple options for where a reinforcement can be spawned, choose a space **before** drawing the reinforcement token.

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

## ENEMY MOVEMENT


Many events move enemies. They specify how many, which class, and how far to move them.



*This event moves 1  enemy 2 spaces toward the nearest character.*






Enemies always move **toward the nearest character** along the shortest path.

When resolving an event, you 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 (see "Event Cards with No Effect" on the right).

See "Sample Event Step" on page 11 for an example.


### Clarifications

-  Enemies can move through characters and other threats (enemies and features).
-  Enemies do not attack or move until instructed by a card or ability.
-  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.



*With this event you would choose 1  or 1  enemy within range 2 of a character (see "Enemy Attacks").*

## EVENT CARDS WITH NO EFFECT


If you resolve an event card and it has no effect, spawn 1 reinforcement faceup in the **nearest**  space (see "Spawn Reinforcement" on page 9). This often happens when an event makes a certain class of enemy move or attack but there are none on the map.

Do not spawn a reinforcement if the event changed the game in any way, even if it was minor (such as moving an enemy 1 space, or if you are instructed to resolve another event).

## ENEMY ATTACKS

Many events make enemies attack. They specify how many, which class, and the range of the attacks.



*This event makes 2  enemies attack a character within range 0 (in their space).*


When a character is attacked by an enemy, **place 1 damage** on that character's card.



If the damage on a character 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, you 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  space (see "Event Cards with No Effect" above).

See "Sample Event Step" on page 11 for an example.

## SAMPLE EVENT STEP

- 1/ During the Event Step, the move action slot has a total of 6 strength (2 from a disrupt token and 4 from cards).
- 2/ Since the action slot has at least 6 strength, first resolve the crisis. This crisis tells you to place a damage token on the track.
- 3/ Since the action slot has at least 5 strength, then draw and resolve an event card.
- 4/ The event card moves all  enemies 2 spaces toward the nearest character.
- 5/ The event card makes 2  enemies attack characters within range 0 (A). The only  enemy within range 0 of a character is in The Mandalorian's space (B). It deals him 1 damage (C).
- 6/ Discard this event card and all skill cards and disrupt tokens from the move action slot.
- 7/ The attack action slot has a total of 5 strength, so you then resolve an event for that slot (not shown).





## OTHER EVENT ABILITIES

Many event abilities use text instead of icons. Simply follow the instructions on the card.

Some events have a "6+" ability. Resolve this ability if the action slot has a total of six or more strength.

## EVENT CARD BACKS

The back of each event card has an icon on it. This gives you some information about what it will do, and helps you plan out your turn. For example, if the top event card shows a  icon on the back, you know that event will make  enemies move and/or attack.

Whenever you shuffle the event deck, do so randomly, ignoring the icons on the back.

## DISRUPT TOKENS

Disrupt tokens can be placed on action slots and add their strength to that slot during the Event Step.



When an effect disrupts an action, *Disrupt Token Back* 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 five 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 disrupt tokens, 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 (such as a coin) and treat it as a 1-strength token.

## FEATURE TOKEN ABILITIES

Each feature token has different abilities. The Medpac appears in most missions and is explained below. All other feature tokens are described in the mission book.

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 (like sentry).

### MEDPAC

You may discard this feature token from your space during your Action Step to heal 1 damage from your character. This is one of the few ways to heal damage in the game.



Medpac

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

Some enemies have abilities represented by unique icons. In the first mission you will see enemies with the sentry ability, which is explained below. Other enemy abilities appear in future missions and are explained later.

### SENTRY (V)

This enemy deals you 1 damage if you end your movement within range 1 of it.



*The Mandalorian is dealt 1 damage if he ends his movement in any of the yellow highlighted spaces.*

- Ⓜ 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).

## THE GOLDEN RULES

If a card or mission rule contradicts this rulebook, the card or mission rule overrides it. If two cards contradict each other, the current player decides which one is resolved.

The current player decides all ties. They also decide timing if two effects happen at once. Fully resolve the first ability before resolving the second.

## RUNNING OUT OF CARDS

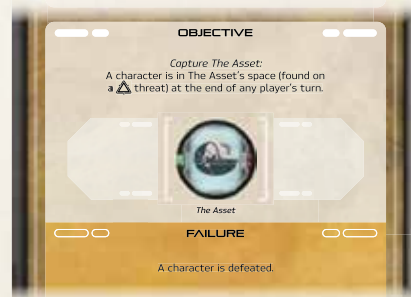
If a deck runs out of cards, **immediately** shuffle its discard pile to create a new deck.

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.

## 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.



*The objective and failure conditions for mission 1.*

## END OF GAME

At the end of the game (win or lose), follow the instructions on the top card of the guide deck. This will often add new cards, rules, or other components to your game. It will then give instructions on which mission to play next.

Keep your guide 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. In addition, 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.

## 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.


# STOP


You are ready to begin your first game. Use the quick reference on the back of this rulebook to help answer questions.

You will be taught the remaining rules when needed. You do not need to read them until instructed.

## CHARACTER LIMITATIONS

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


 **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.

 **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.

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


To play sandbox mode, 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. Simply place it in the start space () as normal.

## SHARED CHARACTER MODE

With these rules, characters do not belong to a specific player. Instead, all players share control of **exactly two characters**.

At the start of the game, choose two characters shown in the mission briefing (regardless of the number of players). All other characters are not used. Follow the normal setup steps with the following 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. For example, if you play an IG-11 skill card on the move action, move IG-11 (not the other character).

On your turn, you perform two actions as normal. You can play two skill cards belonging to the same character or one from each. You can play only one 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 one 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 card is on top of the action slot.

## PLAYING SOLO

To play the game single player, simply use the shared character mode shown above. 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.

## ADDITIONAL RULES

Read these rules before playing mission 2.

### THE CHILD

Some missions use The Child token. The mission briefing will specify how the token enters the game. The token is usually part of the mission objective.



The Child  
Token

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; simply 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, you may rescue it (your character is now carrying The Child). You can do this at any time during the action, even when moving through The Child's space.

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. When this happens, you must place The Child token **adjacent** to your space. You **must** choose a space with an enemy or facedown threat token if able.



*The Mandalorian has  
The Child when it flees.  
It must flee to space  
1, 2, or 3 (his choice).  
It will not flee to the  
empty space or the space  
with only a feature.*

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

Some events can also cause The Child to flee without dealing damage; simply follow the rules above. If The Child is not carried, it does not flee.

## ADDITIONAL ENEMY ABILITIES

Starting in mission 2, new enemy abilities are introduced. These are described below and summarized on your reference card:

- ✂ **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 (for example, by an intel action), you are not dealt damage.
- 📱 **Mission Effect:** When you reveal a threat with this ability, consult the mission briefing (marked with this icon).
  - » This effect cannot be canceled. It happens even if the enemy is defeated.
  - » This ability 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 (for example, if it is already in a character's space), it does not disrupt an action slot.
  - » If this enemy is moved at a different time (such as during the Action Step), do not disrupt an action slot.

As a reminder, here are the rules for sentry (for more information, see page 12):

- 👁 **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).

## NUMBERED SPACES

Some spaces have a small number in the corner. These numbers are used by certain game effects. For example, a mission briefing might place a special token in space #8.

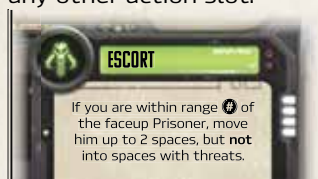


The #8 Space

## MISSION SPECIFIC ACTIONS

Starting in mission 3, 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.



Mission 3 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 (some skill card abilities can make its strength exceed 4).



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THE MANDALORIAN: ADVENTURES

ADDITIONAL RULES

15

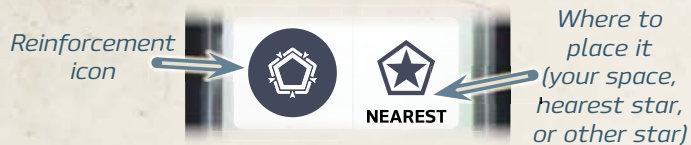
# QUICK REFERENCE

Use this during your game to help you quickly remember rules and look up information.

## EVENT CARD ICONS

### SPAWN REINFORCEMENT (PAGE 9)

Place 1 reinforcement faceup in the specified space.



### ENEMIES MOVE (PAGE 10)

Enemies move toward the nearest character.



### ENEMIES ATTACK (PAGE 10)

Enemies deal 1 damage to the nearest character.



## FREQUENTLY OVERLOOKED RULES

- ❖ **Ties:** The current player decides all ties.
- ❖ **Skill Card Abilities:**
  - » Unless specified, use the skill ability **before or after** resolving the action's ability (your choice).
  - » Skill abilities are optional.
  - » Abilities that affect "any character" can be used on yourself unless it says "another character."
- ❖ **Stopping Movement:**
  - » You must stop moving if you enter a space with an enemy or facedown threat.
  - » **Faceup features** do not stop movement (unless it was facedown at the start of your move).
  - » If you start movement in an enemy's space, you can freely move out of it.
- ❖ **Counting Range:** You can count range through threats, characters, elevation, and unlocked doors. Range can be counted around corners.
- ❖ **Threat Tokens:** Faceup threat tokens are enemies or features. Facedown threat tokens are neither.



**Medpac:** Discard this feature from your space at any time during your Action Step to heal 1 damage. See full rules on page 12.

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