STAR WARS
THE MANDALORIAN
ADVENTURES

HALL OF INFAMY & CHALLENGE LOG

This sheet includes copies of the Hall of Infamy and Challenge logs from *The Mandalorian:* Adventures. You can print these out and use them instead of writing in your rules supplements.

HALL OF INFAMY

If you win a legendary victory as a disloyal player, sign your name below and write the date.

CHALLENGES

Put your skills to the test and try to complete the following goals. You choose the difficulty level unless specified:

- ☐ **AT-ST HUNTER:** Defeat the AT-ST on expert difficulty (mercenary mission A).
- ☐ **EARN YOUR SIGIL:** The Mudhorn is **not** on the map when you win mercenary mission B.
- ☐ **SHARED BURDEN:** Win story mission 3 or 4 using shared character mode.
- ☐ **MISSION 1 REMIX:** Win story mission 1 with the following setup change: use the advanced story mission sheet **without** motive cards.
- ☐ **MISSION 2 REMIX:** Win story mission 2 with the following setup change: discard all "Defend" cards from the planning deck, then shuffle it.
- ☐ **MISSION 3 REMIX:** Win story mission 3 with the following setup change: start with 2 damage tokens on the tracking beacon.
- ☐ **MISSION 4 REMIX:** Win story mission 4 with the following setup change: discard all event cards with a ? back from the deck, then shuffle it.

EXPERT BOUNTY HUNTER: Win each story mission on expert difficulty:

☐ 1 ☐ 2 ☐ 3 ☐ 4

TRUST NO ONE: Play (win or lose) each advanced mission:

☐ 1 ☐ 2 ☐ 3 ☐ 4

LEGENDARY MERCENARY: Play (win or lose) every mercenary mission on every map:

☐ 1A ☐ 2A ☐ 3A ☐ 4A
☐ 1B ☐ 2B ☐ 3B ☐ 4B
☐ 1C ☐ 2C ☐ 3C ☐ 4C
☐ 1D ☐ 2D ☐ 3D ☐ 4D

THE STORY RETOLD: Win story missions 1–4, in order, without losing a single mission:

☐ Novice Difficulty ☐ Standard Difficulty
☐ Veteran Difficulty ☐ Expert Difficulty

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STAR WARS THE MANDALORIAN ADVENTURES

RULES SUPPLEMENT 1

OVERVIEW

This envelope contains the following components:

- **2 Mercenary Mission Sheets** (double-sided)
- **18 Threat Tokens**
- **1 Attack Overlay**
- **10 Damage Tokens**

Add these new components to your game box. They introduce a brand new way to play the game: mercenary missions.

MERCENARY MISSIONS

Instead of retelling events from *The Mandalorian™* series, mercenary missions allow you to create your own stories.

To play a mercenary mission, choose any map and place the mercenary mission sheet covering the map's mission briefing. Each mercenary mission can be used on any map for 16 different combinations!



Placing a mercenary mission sheet over the mission briefing

Map rules are not covered by a mission sheet and apply as normal. These often include rules for unlocking doors and feature token abilities.



The map rules are not covered, so they still apply.

Mercenary mission sheets sometimes cover feature token rules (for example, The Prisoner in mission 3). If a feature token is revealed that has no visible rules, it has no effect (but remains on the map). Likewise, if a token has a ability, but no rules are visible, the ability has no effect.

SETTING UP THE GAME

Each mercenary mission sheet has a "Setup" box with instructions to follow during step 1 of setup. This will place mercenary threat tokens in specific spaces and sometimes give players hidden motive cards (explained later).



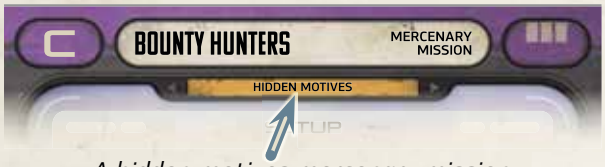
The back of an "A" Mercenary Threat Token

After following these instructions, follow the normal steps of setup. This includes placing all normal threat tokens on the map (even in spaces that already have mercenary threat tokens).

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

HIDDEN MOTIVES

There are moments in *The Mandalorian* when he finds himself fighting against his former allies. To represent this, some mercenary missions can have one player secretly working against the group. These are labeled as "Hidden Motives" missions and require a minimum of 2 players (all other mercenary missions can be played with 1-4 players).



A hidden motives mercenary mission

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



Loyal Motive



Disloyal Motive

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

- 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, then this is a **legendary victory** for the disloyal player. To do this, 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 to the "Hall of Infamy" (on the right), so that they can always remember (and gloat about) this moment.

MOTIVE CARD SETUP



Motive Card Back

The mission's setup rules will tell you how and when to deal out motive cards. All unused motive cards are returned to the game box without revealing them.

Important: 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.

Three of the four motive cards are loyal, so when playing with less than four players, there is a chance that all players are loyal. In this case, you all win or lose together, but you will not know that you are all working together until the end of the game.

Strategy Tip: When playing a 2-player hidden motives mission, you should assume that the other player will not help you win. Although there is a chance you are working together, you will have a hard time winning if they decide to betray you.

HALL OF INFAMY

If you win a legendary victory as a disloyal player, sign your name below and write the date.

A printable version of this can be found at UnexpectedGames.com/Mandalorian-Support

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 your future turns are skipped.
  - 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 (for example, you cannot be chosen for event card abilities).
  - 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 (for example, if you would suffer damage).

ATTACK OVERLAY

When playing a hidden motives mission, the setup rules will tell you to place the hidden motives attack overlay. Simply cover the attack action slot with this overlay.



When you perform this action, instead of dealing damage to an enemy, you may discard your "Retaliate" planning card to deal 1 damage to another character in your space. This always deals 1 damage, regardless of the strength of your skill card.

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). Be careful though, because 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. For example, **characters are not enemies**, so you cannot deal damage to a character with an ability that deals damage to an enemy. Likewise, when you resolve an event card, you choose which enemies move or attack, but they still move toward and attack the nearest character (even if it is you).

Your best weapons are misdirection and paranoia. When sharing information, you are **not** required to be honest. For example, if you secretly look at a threat token, you can tell the truth, share nothing, or lie about it. 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. You cannot whisper to one player or pull them into another room for a private conversation.

Some skill card abilities can be used to directly affect other characters (such as moving them or taking their planning cards). You do not need a player's permission to use these abilities on them.



COLLECTED RULES CARDS

This lists the complete rules from guide deck cards #3 and #17, along with additional details and clarifications.

TACTICAL SKILLS

Tactical skill cards have a icon in the upper left corner. These cards have powerful abilities, but 0 strength.



The Tactical Icon

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). This means that you 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.



During the Event Step, both action slots above have 5 strength, and each will cause an event.

JETPACK

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).



A Wild Skill Card

DISRUPTING ENEMIES

Some abilities disrupt an enemy. When this happens, place a disrupt token from the pool on the enemy, number-side down.



A Disrupted Enemy

Each enemy can have a maximum of two disrupt tokens.

An enemy cannot move or attack **during the Event Step** while disrupted. 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.)

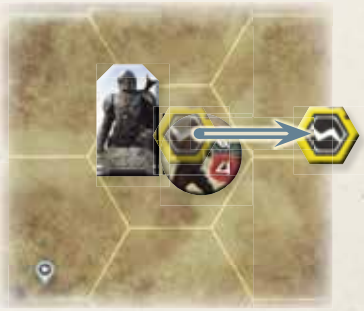
A disrupted enemy also cannot use its abilities (for example, grapple:).

A disrupted enemy can be moved by other abilities (for example, with an intel action). If this happens, keep the disrupt token on the enemy.

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.





An event moves all enemies 2 spaces toward the nearest character. There is only 1 enemy on the map and it is disrupted. This enemy is already in the nearest character's space, so it does not move (leave the disrupt token on it).

Then, 2 enemies attack characters in their space. There is 1 in a character's space, but it is disrupted. Instead of attacking, remove the disrupt token.

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RULES SUPPLEMENT 2

OVERVIEW

This envelope contains the following components:

- **2 Advanced Mission Sheets** (double-sided)
- **38 Expert Threat Tokens:** Do not mix these in with your other tokens. They are only used when playing expert difficulty (see page 2).

These components introduce two exciting new options: advanced missions and expert difficulty. These options can be used together or separately and are explained on the following pages.

ADVANCED MISSIONS

Advanced missions allow you to play the four story missions in a new way. In these missions, one disloyal player may be working against the group. All advanced missions require a minimum of two players.

Advanced missions 1, 2, and 3 use motive cards as described in Rules Supplement 1. Each mission sheet describes how and when to deal out motive cards. Mission 4 does not use motive cards and instead assigns an openly disloyal player.

To play an advanced mission, go to the matching page in the mission book and cover that mission briefing with the advanced mission sheet. Then, set up the game as normal, following all setup instructions listed on the advanced mission sheet.



Advanced mission sheet for mission 1



Each advanced mission lists one character as **required**. This character is central to the gameplay and must always be used, even when playing sandbox mode.

Important: When playing advanced missions, **do not** use shared character mode. You may use sandbox mode.

ADVANCED MISSION 4 CLARIFICATIONS

This mission has one player take on the role of The Warlord instead of a character. This mission is unique and requires some extra clarifications:

- 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 two 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

If you want additional challenge and complexity, you can use the expert difficulty level.

This allows you to replay the story missions with new surprises, or to increase the difficulty of mercenary and advanced missions. To play this difficulty, use all the rules for veteran difficulty, plus the rules shown below.

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).



All basic threat tokens are removed and all expert threat tokens are added.

Threat tokens with no basic or expert icon are used in all game difficulties.

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

ENEMIES WITH MULTIPLE CLASSES

Some expert enemies have two classes, for example and . These enemies are treated as both types, meaning that they can 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).



This enemy is both a and enemy.

EXPERT ENEMY ABILITIES

Many expert threat tokens contain new abilities. These are explained in detail below and summarized on the expert reference cards.

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. For example, if The Mandalorian uses his "Flamethrower" card to deal it two damage twice, the enemy will only try to block the first time.
- 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 (for example, from a "Retaliate" planning card), 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).

COLLECTED RULES CARDS

This section lists the complete rules from guide deck cards #45 and #54 with additional detail and clarifications.

THE CHILD SKILL DECK

If a mission uses The Child token, place The Child skill deck near the mission book.



The Child Skill Card

If you are **carrying The Child** during your Draw Step, you may choose to draw **one** of those cards from The Child skill 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 the discard pile 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.







When resolving the "Panic" event, the top card of the action slot belongs to The Child. In a shared-character game, you decide which character moves toward a facedown threat.

ADVANCED CHARACTER CARDS

The advanced character cards replace the standard character cards and should always be used (unless playing on novice difficulty). These cards have powerful one-time abilities that help you face additional challenges.



Character Card Ability

During setup, place your character card ability-side up.

You can use your ability at the time specified on the card. After use, flip your card facedown (ability-side down) as a reminder that you can no longer use the ability. This means that you can normally use your character ability only once per game. Some rare effects allow you to flip your character card faceup so that you can use your ability again.

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 ability 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 your future turns are skipped.

- 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 (for example, you cannot be chosen to be dealt damage).
- At the end of the game, you win or lose as normal (regardless of the fact that you are disabled). 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.

WHAT'S NEXT?

Although you have unlocked all rules and components, this is just the beginning of your journey. From here on out, play the game in the way that best suits your group.

If your group enjoys hidden-traitor games, you can play "Hidden Motives" missions. Other groups will replay their favorite story missions or try to complete all challenges shown on the right.

Visit **UnexpectedGames.com/Mandalorian-Support** to print out this challenge log. We may also post additional rules, new ways to play, and more!

PRE-GAME SETUP STEPS

Due to the wide range of gameplay options, we have collected these choices into a simple list. Follow these steps **instead of step 1** of setup:

1/ **Mission Selection:** As a group, make these choices:

A. *Choose Mission:* Choose any story mission, advanced mission, or mercenary mission. If playing a mercenary mission, also choose which map to use.

B. *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).

C. *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

D. Read through the mission briefing and map rules, and follow any SETUP instructions.

Then follow steps 2-7 of setup and begin your game.

CHALLENGES

Put your skills to the test and try to complete the following goals. You choose the difficulty level unless specified:

- ☐ **AT-ST HUNTER:** Defeat the AT-ST on expert difficulty (mercenary mission A).
- ☐ **EARN YOUR SIGIL:** The Mudhorn is **not** on the map when you win mercenary mission B.
- ☐ **SHARED BURDEN:** Win story mission 3 or 4 using shared character mode.
- ☐ **MISSION 1 REMIX:** Win story mission 1 with the following setup change: use the advanced story mission sheet **without** motive cards.
- ☐ **MISSION 2 REMIX:** Win story mission 2 with the following setup change: discard all "Defend" cards from the planning deck, then shuffle it.
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- ☐ **MISSION 4 REMIX:** Win story mission 4 with the following setup change: discard all event cards with a ? back from the deck, then shuffle it.

EXPERT BOUNTY HUNTER: Win each story mission on expert difficulty:

☐ 1 ☐ 2 ☐ 3 ☐ 4

TRUST NO ONE: Play (win or lose) each advanced mission:

☐ 1 ☐ 2 ☐ 3 ☐ 4

LEGENDARY MERCENARY: Play (win or lose) every mercenary mission on every map:

☐ 1A ☐ 2A ☐ 3A ☐ 4A
☐ 1B ☐ 2B ☐ 3B ☐ 4B
☐ 1C ☐ 2C ☐ 3C ☐ 4C
☐ 1D ☐ 2D ☐ 3D ☐ 4D

THE STORY RETOLD: Win story missions 1–4, in order, without losing a single mission:

☐ Novice Difficulty ☐ Standard Difficulty
☐ Veteran Difficulty ☐ Expert Difficulty

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