



STAR WARS™ THE MANDALORIAN ADVENTURES

CLAN OF TWO EXPANSION

OVERVIEW

The Mandalorian's journey continues in the *Clan of Two* expansion! Relive iconic moments from Season 2 of the hit TV show and test your skills against new mercenary missions. More characters, enemies, card types, and mechanics provide new strategies to discover and new challenges to overcome.

COMPONENT LIST



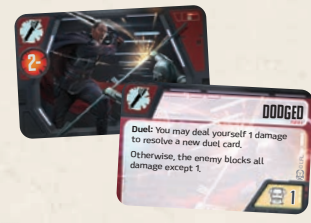
2 Mercenary Mission Sheets
(double-sided)



1 Mission Book



4 Character Cards



12 Duel Cards



1 Star Token
5 Damage Tokens



10 Normal Event Cards



64 Skill Cards (15 per new character,
2 The Mandalorian, 2 The Child)



6 Planning Cards



2 Scope Tokens



6 Mercenary Event Cards (purple)



4 Character Standees
(with plastic bases)



4 Reference Cards



129 Threat Tokens
(25x 5s, 23x 6s, 24x 7s,
32x 8s, 1x Jedi, 3x Es, 5x Fs,
5x Gs, 2x Hs, 9x expert)



7 Dangerous Event Cards (red face)

USING THIS EXPANSION

Before your first game, add the following cards to their matching components from the base game: planning cards, character cards, and normal event cards (not red or purple). They will be used every game.

Keep the event cards with the red and purple faces separate. They are used with specific missions or rules.

The duel deck is a new component that may appear in any game. During setup, shuffle it and place it near the planning deck. It is described later.

The threat tokens, star token, and scope tokens are used in specific missions. Keep them in the box until needed.

REPLACEMENT CARDS

Two base game skill cards have been revised in this expansion: The Mandalorian's "Jetpack" card and The Child's "Hidden Potential" card. Remove both base game cards and use the replacements from this expansion. Note that The Mandalorian's replacement is called "Rising Phoenix."

The new reference cards replace the "Expert Enemy Abilities" reference cards from the base game. (The other base game reference cards can still be used.)

DANGEROUS EVENT CARDS

Seven event cards have a red face. During setup, if you wish to add additional challenge to your game, use these to **replace** the base game cards with the same names. They can be used with any difficulty level (even novice).

If you choose not to use these cards, keep them separate in your game box.



A Dangerous Event Card

EXPANSION ICON

All cards in this expansion are marked with the *Clan of Two* icon to help you easily identify them.



Clan of Two
Expansion Icon

PLAYING THE GAME

There is no guide deck in this expansion. Instead, all components are available from the start.

Each game, you can play the story mission or mercenary mission of your choice. Simply follow the setup rules on page 4 of Rules Supplement 2 (from the base game) and optionally add dangerous event cards from this expansion (see left).

For your first game, we recommend you play story mission 5, as this is a good introduction to many of the new rules.

NEW RULES

The *Clan of Two* expansion introduces some exciting new mechanics, such as persistent character abilities, ongoing events, and duels! These are described on the following pages.

PERSISTENT CHARACTER ABILITIES

All character cards in this expansion have a standard side and a novice side. Use the standard side unless playing on novice difficulty.

Unlike the characters in the base game, the abilities on these cards apply for **the entire game** (do not flip them after use). They provide positive and/or negative abilities that are always in effect, even on novice difficulty.

Like the base game, character abilities with **italicized** timing are optional (such as Fennec Shand's ability).

The new characters are slightly more complex than the characters from the base game and require more skill and planning to use effectively.



A Persistent Character Ability

CHARACTER CLARIFICATIONS

If you have questions about a character ability during the game, refer to these clarifications:

Ahsoka Tano

- » Although Ahsoka can only use attack actions against enemies in her space, she can deal damage to enemies not in her space in other ways (for example, using the “Retaliate” planning card).
- » Many Ahsoka skill cards have effects based on the top card of the planning discard pile. You can look at the cards in the discard pile at any time, but you cannot reorganize them. If an effect removes specific cards from the pile, keep the remaining cards in the same order.
- » When performing a plan action, you choose the order in which you discard cards. Likewise, if you use both “Defend” and “Retaliate” planning cards during the same attack, you choose the order.
- » Her movement ability (and the “Mobilize” planning card) **cannot** be used in the middle of performing an action or skill ability.
- » If another player allows Ahsoka to perform an action during their turn, she can use her movement ability (even if she used it on her own turn).
- » You may use Ahsoka’s character ability to move before you decide which action to perform. Ahsoka must still perform an action (even if playing solo/shared character mode).

❖ **Boba Fett:** In solo/shared character mode, Boba Fett’s ability only allows you to attack again using a Boba Fett skill card (regardless of which character performed the first attack).

Bo-Katan Kryze

- » Only turn the top card of your deck faceup, not the entire deck itself.
- » If you draw multiple cards, do not reveal your top card until after you’ve drawn them all.
- » In solo/shared character mode, turn the top card of your deck faceup regardless of the character shown on the skill card.
- » Remember to immediately shuffle your discard pile when your skill deck runs out.

❖ **Fennec Shand:** Her character ability only adds range to the attack action, not skill abilities that deal damage (such as “Concentrated Fire”).

ONGOING EFFECTS

Some event cards have an ongoing effect printed upside-down at the bottom of the card. After resolving the event and discarding all cards from that action slot, rotate the event card and place it in that action slot.

Some ongoing effects have a requirement. If the requirement is not met, discard the card after resolving the top of the card. For example, the ongoing effect on the right is only placed in the action slot if no enemy attacked from this event card.



An Ongoing Effect

While an ongoing effect is in an action slot, it adds a penalty that you must obey.

For example, the ongoing effect shown on the right is in the attack action slot. It makes you discard a random card from your hand each time you play a skill card to this action (**before** resolving the action itself).



Ongoing effects remain in play until you resolve another event for that action slot. Then discard all event cards with ongoing effects there (in addition to all skill cards and disrupt tokens).

CLARIFICATIONS

- ❖ When performing a “free action” from an ability, **do not** resolve ongoing effects in that action slot.
- ❖ The “Event Cards with No Effect” rule on page 10 of the base rulebook does not apply if the event card places itself in an action slot. (The card had an effect, so do not spawn a reinforcement.)
- ❖ If an ongoing effect reduces a skill card’s strength, this only applies during this Action Step, not during the Event Step.
- » A skill card’s strength can be reduced to a minimum of 0. A 0-strength action will usually have no effect (except when using an intel action against an enemy in your space).
- ❖ In rare situations, an action slot can have more than one ongoing effect.
- ❖ Xi’an’s “Agility” skill card can discard an event from another action slot (assuming the event is the only card there). The “Hinder” event card **can never** be discarded (as specified on the card).

NEW ENEMY ABILITIES

Four new challenging abilities appear on enemies in this expansion.

FAST

When this enemy moves during the Event Step, it moves 1 additional space (toward the nearest character, unless specified).

This ability applies even when the enemy is moved by the crisis, but it does not apply when a player moves the enemy (for example, with an intel action).

PARTING BLOW

When this enemy is defeated, it deals 1 damage to a character in its space.

-  If there are multiple characters in the space, the current player decides which character is damaged.
-  Skill card abilities that are resolved “before” enemy abilities have no effect on parting blow. For example, if The Mandalorian uses the “Sneak Attack” skill card to defeat an enemy, parting blow still happens.
-  This does not interrupt card abilities. If a card ability defeats an enemy, fully resolve the card before resolving parting blow.

VIGILANT

This enemy cannot be disrupted and its abilities cannot be ignored. For example, if an enemy has vigilant and sentry () , the “Mobilize” planning card cannot be used to ignore sentry.

Vigilant applies even when an event card (like “Panic”) would ignore enemy abilities.

DUEL

The duel ability is found on iconic enemies that require special attention to defeat. These enemies use duel cards to simulate unpredictable and cinematic fights.

An enemy with the duel ability can only be dealt damage **by characters in its space** (it ignores all other sources of damage). When it is dealt damage, draw a duel card and resolve the duel ability.

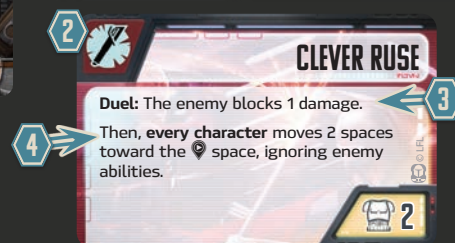
This ability will always try to block some damage. Deal all remaining damage to the enemy (if any), then resolve the rest of the duel ability.

After resolving the duel card, discard it to a faceup pile next to the duel deck.

The icon on the back of each duel card gives a hint as to what amounts of damage work best against this card’s ability. For example, a card with the 3+ icon will likely block 1 or 2 damage.

DUEL EXAMPLE

- 1/ Fennec Shand is in Moff Gideon’s space. She plays a 2-strength skill card to the attack action and uses the action to deal 2 damage to Moff Gideon.
- 2/ Moff Gideon has the duel ability , so a duel card is drawn.
- 3/ The duel card blocks 1 damage, so Moff Gideon only suffers 1 damage.
- 4/ The card then moves every character 2 spaces toward the  space.
- 5/ Fennec Shand cannot use the “Concentrated Fire” skill card ability against Moff Gideon, because duel enemies can only be damaged by characters in their space.



DUEL CLARIFICATIONS

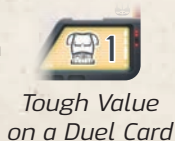
- ❖ The tough value (next to the  icon in the lower right corner of the card) has **no effect** when damaging a duel enemy. This value is only used for tough enemies.
- ❖ Resolve the entire duel ability (if able), even if the enemy is defeated by the attack.
- ❖ Draw a duel card whenever you damage a duel enemy (while in its space). This includes when using a "Retaliate" planning card.
- ❖ If the enemy moves out of your space while resolving a duel card, it still suffers damage.
- ❖ If multiple effects deal the enemy damage, draw a duel card for each.
 - » If the enemy is no longer in your space after the first duel card is resolved, you cannot deal it additional damage (see the example on page 4).
 - » If one ability deals variable damage or increased damage, use a single duel card (for example: "Base Function," "Whistling Birds," and "I Don't Miss" skill cards).
- ❖ You cannot **move** damage to a duel enemy (for example: Migs Mayfeld's character ability).
- ❖ You cannot automatically defeat a duel enemy (for example: Greef Karga's "Underground Connections" skill card).
- ❖ If a skill card deals damage "before enemy abilities," draw a duel card as normal (for example: The Mandalorian's "Sneak Attack" skill card).

OTHER ENEMY ABILITIES

Some expert enemy abilities from the base game appear on normal enemies in this expansion. These abilities apply when playing on any difficulty level. In addition, the tough () ability has been revised. This is explained below and summarized on the new reference cards.

TOUGH (REVISED ABILITY)

When you deal damage to an enemy with the tough ability, draw the top card of the duel deck. This enemy blocks the amount of damage shown in the lower right corner of the card (from 0 to 2). Limit once per action per enemy.



- ❖ Do not resolve the text ability on the card (this is only used by enemies with the duel ability).
- ❖ If a skill card deals damage "before enemy abilities," draw a duel card and block damage as normal.

See additional clarifications in Rules Supplement #2.

EXPERT DIFFICULTY

When playing expert difficulty on maps 5–8, use the expert reinforcement tokens instead of the map's reinforcement tokens. Unlike the base game, these tokens all have the same back, and all 9 tokens can be used on every *Clan of Two* map.



Expert Threat Back



Expert Threat Face

MISSION CLARIFICATIONS

This section lists clarifications for the new missions, as well as rules for the star and scope tokens which are used in some missions.

STAR TOKEN

The star token is used in missions 7 and 8 and represents a mobile spawn point. The space containing this token gains the  icon, meaning that reinforcements can spawn there. Unlike normal  spaces, effects can move this token.



The Star Token

This token cannot move through walls or forbidden areas, but it can move through elevation and locked doors. If an effect places the token in a specific space, ignore all movement restrictions.

MISSION 5 CLARIFICATIONS

- ❖ Morgan Elsbeth is defeated as soon as the damage on her equals or exceeds the power track's health value. She remains defeated even if the power track later increases.
- ❖ Once Morgan is defeated, crises will still advance the power track. This will have no effect unless the token is at the end of the track.

MISSION 6 CLARIFICATIONS

- ❖ When an event card has no effect, place a reinforcement token facedown near the Dropship track instead of spawning it on the map.
- ❖ If an event spawns 2 reinforcements (such as "Swarm"), place both reinforcements near the Dropship track. If 2 damage is on the track, instead disrupt the action slot with the lowest strength, then disrupt the slot with the lowest strength.
- ❖ If you move an enemy (for example, with the intel action), that enemy has "moved this turn" and will not move due to the crisis.
- ❖ A Boulder feature only damages enemies in spaces it moves into, not its starting space.
- ❖ An enemy with the duel ability cannot be damaged by a Boulder feature (because they can only be damaged by characters in their space).

MISSION 7 CLARIFICATIONS

- ❖ The AA Cannon is an enemy and is affected by all abilities that affect enemies and threats. It does not have a class.

SNIPER RULES

Up to two characters in this mission use sniper rules. These characters are not physically on the map and instead provide long range weapon support. Sniper characters use a scope token to mark their space instead of a standee.



A Scope Token

Sniper characters follow these rules:

- ❖ Snipers cannot be dealt damage, except by skill abilities that damage themselves (for example: IG-11's "Calculated Risk" skill card).
- » When there is a choice of which character to damage, snipers cannot be chosen. For example, if you draw the "Thermal Detonator" event card, you cannot choose to damage a sniper.
- » If an event gives you the option of damaging a character or resolving an effect (such as "Concussion" or "Hinder"), you cannot damage a sniper. This may force you to resolve the other effect.
- ❖ Enemies do not move toward or attack snipers.

- ❖ Snipers resolve all actions as normal, treating their scope token as their character. For example, they can attack enemies within range 1 of their scope token. There is one exception:

» Snipers can move through threats (faceup and facedown). When they enter a space with a facedown threat token, **do not** reveal it.

- ❖ If using sandbox mode, any two characters can be snipers. Use the reverse side of the scope tokens (the side with no character artwork). At least one character standee must start on the map.
- ❖ Anything that refers to a character's space applies to a scope token's space. For example, Cara Dune's "Escort" skill card ability can be used if her scope token is in a character's or sniper's space.
- ❖ Snipers cannot attack enemies that have the duel ability. (This issue can only occur when using expert difficulty).

MISSION 8 CLARIFICATIONS

- ❖ The triangle enemies do not begin on the map. Keep these in a facedown stack like reinforcements and spawn them when instructed. These enemies are not used in mercenary missions.
- ❖ When determining the nearest ★ space, do not count through a locked door unless all ★ spaces are through locked doors.
- ❖ When the star token is on the Vented Space, it is never the nearest ★ space. In the rare situation that a reinforcement spawns in the Vented Space, it will be stuck there and can do nothing.
- ❖ Sometimes you will need to determine range to a door. Doors are considered to be in both spaces that they are touching. For example, in the image below, The Mandalorian can use his "Amban Phase-Pulse Blaster" to damage door "A" at exactly range 3.



MERCENARY MISSION CLARIFICATIONS

- ❖ **Mission E:** The Krayt Dragon cannot move or attack when it is facedown (just like other enemies).
- ❖ **Mission F:** If IG-11 becomes disabled, any Charges he is carrying cannot be set. If he is loyal and has not planted all his Charges, the mission fails.
- ❖ **Mission G:** Enemies can move through characters.
- ❖ **Mission H:** The Outcast's movement from events and duel cards is always 1 space toward The Magistrate, even if the card says to move toward or away from a different space.

NARRATIVE MODE

Narrative mode allows you to experience The Mandalorian's journey chronologically. In this mode, you will play through every story mission, starting with mission 1.

You can play with any number of players (1-4), and new players can join and leave between games. In addition:

- ❖ Use characters shown in the mission rules (if able). If there are not enough characters, add any characters of your choice (or use shared character mode).
- ❖ One player must play as The Mandalorian (this does not need to be the same player each game).
- ❖ You can use any difficulty level, but use the same level for all missions.
- ❖ **Do not use advanced mission sheets** (found in the base game), because these use motive cards.
- ❖ Before each mission, we encourage you to read the mission's graphic intro.
- ❖ After each game, fully heal all characters.

After you win a mission, you will play the next mission for your next game. If you fail, you must replay the mission. If you fail 3 total times during narrative mode, you lose narrative mode.

If you win mission 8, you win narrative mode!

NARRATIVE LOG

Use this log to track your progress in narrative mode. It tells you when to add or remove cards from The Mandalorian's deck.

You can download and print this at:
UnexpectedGames.com/Mandalorian-Support

- Mission 1
 - » After winning, gain the "Whistling Birds" skill card.
- Mission 2
- Mission 3
- Mission 4
 - » After winning, gain the "Rising Phoenix" skill card.
- Mission 5
 - » After winning, gain the "Beskar Spear" skill card.
- Mission 6
 - » After winning, remove the "Amban Phase-Pulse Blaster" skill card.
- Mission 7
- Mission 8
 - » If won, you win narrative mode!

FAILED MISSIONS

- First ■ Second ■ Third (You lose)

NARRATIVE MODE SETUP

Before the first mission, remove the following 3 cards from The Mandalorian's deck:

- ❖ Whistling Birds
- ❖ Rising Phoenix (Jetpack replacement)
- ❖ Beskar Spear

These cards will be added to your deck later. After each game, record whether you won or failed on the log shown above. This will tell you when to add or remove cards from The Mandalorian's deck for all future missions.

All other characters use their full deck unless specified in the mission.

CLAN OF TWO CHALLENGE LOG

Replay missions with a unique twist by attempting the following challenges. You choose the difficulty unless specified.

■ **KRAYT DRAGON HUNTER:** Win mercenary mission E with the following change: You must defeat the Krayt Dragon 4 times instead of 3. After defeating it the 3rd time, place the "E" threat tokens facedown on spaces #1 and 2.

■ **MASTER SABOTEUR:** Win mercenary mission F with the following setup changes:

- » Do not use hidden motives.
- » Distribute all 5 "F" threat tokens among characters as evenly as possible (instead of using 4).

■ **VALIANT RESCUER:** Win mercenary mission G with the following setup changes:

- » Do not use hidden motives.
- » Place 1 additional damage on each Civilian token.

NARRATIVE CHAMPION: Win narrative mode using dangerous event cards on each difficulty:

- Novice Difficulty
- Standard Difficulty
- Veteran Difficulty
- Expert Difficulty

■ **THE MAGISTRATE'S SAVIOR:** Win mercenary mission H with the following setup changes:

- » Do not use hidden motives.
- » Place 3 damage on The Magistrate.
- » Remove 1  card, 1  card, and 1  card randomly from the event deck.

■ **MISSION 5 REMIX:** Win story mission 5 with the following setup change: The power track starts on the 5th space (the second 9-health space) instead of the start space.

■ **MISSION 6 REMIX:** Win story mission 6 without using any "Boulder" feature tokens.

■ **MISSION 7 REMIX:** Win story mission 7 with the following setup change: Place all  threat tokens faceup, ignoring abilities. (When a  threat with a  ability is revealed, the alarm triggers as normal.)

■ **MISSION 8 REMIX:** Win story mission 8 without using the Airlock Controls feature token.

MYTHIC MERCENARY: Win each of the new mercenary missions on each map:

- 1E ■ 2E ■ 3E ■ 4E ■ 5E ■ 6E ■ 7E ■ 8E
- 1F ■ 2F ■ 3F ■ 4F ■ 5F ■ 6F ■ 7F ■ 8F
- 1G ■ 2G ■ 3G ■ 4G ■ 5G ■ 6G ■ 7G ■ 8G
- 1H ■ 2H ■ 3H ■ 4H ■ 5H ■ 6H ■ 7H ■ 8H

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