

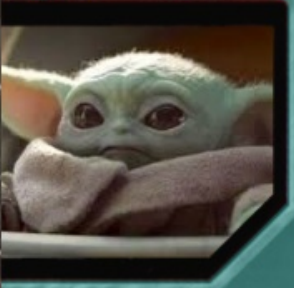
Mando



●	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	●	



Grogu



●	1	2	3	4	5
6	7	●			



 <p>Attack 4</p> <p>The Mandalorian I CAN BRING YOU IN WARM</p> <p>Play when Mandalorian is attacking If this attack is defended, draw 2 cards.</p>	 <p>Attack 4</p> <p>The Mandalorian I CAN BRING YOU IN WARM</p> <p>Play when Mandalorian is attacking If this attack is defended, draw 2 cards.</p>	 <p>Attack 4</p> <p>The Mandalorian I CAN BRING YOU IN WARM</p> <p>Play when Mandalorian is attacking If this attack is defended, draw 2 cards.</p>
 <p>Attack 7</p> <p>The Mandalorian OR I CAN BRING YOU IN COLD</p> <p>Play when Mandalorian is attacking If the defending character is destroyed with this card then draw 3 cards.</p>	 <p>Attack 7</p> <p>The Mandalorian OR I CAN BRING YOU IN COLD</p> <p>Play when Mandalorian is attacking If the defending character is destroyed with this card then draw 3 cards.</p>	 <p>Attack 9</p> <p>The Mandalorian THIS IS THE WAY</p> <p>Play when Mandalorian is attacking If Grogu is alive, then after attacking, move the Mandalorian up to 6 spaces.</p>
 <p>Defend 5*</p> <p>The Mandalorian BESKAR ARMOR</p> <p>Play when Mando is defending. If The Child is alive draw a card. *If you already have a BESKAR ARMOR in your discard pile, the defense value is 10.</p>	 <p>Defend 5*</p> <p>The Mandalorian BESKAR ARMOR</p> <p>Play when Mando is defending. If The Child is alive draw a card. *If you already have a BESKAR ARMOR in your discard pile, the defense value is 10.</p>	<p>SPECIAL</p>  <p>The Mandalorian WHISTLING BIRDS</p> <p>Play anytime on your turn. WHISTLING BIRDS does 3 damage to all adjacent major characters and 6 damage to all adjacent minor characters.</p>



Attack 4
Defend 4

Grogu

FORCE POWERS

Play when attacking or defending.
If used as an attack, the player controlling the defending character loses an action on his/her next turn.



Attack 4
Defend 4

Grogu

FORCE POWERS

Play when attacking or defending.
If used as an attack, the player controlling the defending character loses an action on his/her next turn.



SPECIAL

Grogu

FORCE HEAL

Play anytime on your turn.
Move Grogu up to 4 spaces. Then Grogu recovers 4 damage, or choose a character adjacent to Grogu to recover 4 damage.



Attack 4
Defend 1



Attack 4
Defend 1



Attack 4
Defend 1



Attack 3
Defend 1



Attack 3
Defend 1



Attack 3
Defend 2





