BASILISK WAR DROID — 51

Hit Points 100
Defense 18
Attack +10
Damage 30

Special Abilities
Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)
Mounted Weapon (Only allies with Mounted Weapon or adjacent allies with Gunner can combine fire with this character)
Speed 10 (Can move up to 10 squares and attack, or 20 squares without attacking)
Strafe Attack (As this character moves, it can attack each enemy whose space it enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space it has just left)

Symbiotically linked with its rider, a Mandalorian warrior's Basilisk war droid was more a mount than a machine.

BOBA FETT, MERCENARY COMMANDER — 57

Hit Points 120
Defense 20
Attack +13
Damage 20

Special Abilities
Unique. Flight
Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round); Double Attack
Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)
Missiles 30 (Replaces attacks; sight; 30 damage to target and to each character adjacent to that target; save 11)
Penetration 10 (Enemies' Damage Reduction is reduced by 10 against this character's attacks)

Commander Effect
Mandalorian followers within 6 squares gain Accurate Shot.

CANDEROUS ORDO — 48

Hit Points 120
Defense 17
Attack +10
Damage 30

Special Abilities
Unique
Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)
Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Veteran soldier and Mandalorian leader, Canderous Ordo is a pragmatic fighter who gets the job done right the first time.

Death Watch Raider — 15

Hit Points 40
Defense 17
Attack 7
Damage 20

Special Abilities
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Internal Strife (On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish)
Mobile Attack (Can move both before and after attacking)

The Death Watch was a violent splinter group of mercenaries who disagreed with Mandalore Jaster Mereel's insistence on honorable behavior.

MANDALORE THE INDOMITABLE — 68

Hit Points 120
Defense 19
Attack +13
Damage 30

Special Abilities
Unique
Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)
Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

Commander Effect
Mandalorian allies gain Momentum.

The legendary leader of the Mandalorian warrior clans committed his followers to the dark side during the Great Sith War.

MANDALORE THE ULTIMATE — 75

Hit Points 130
Defense 19
Attack +12
Damage 30

Special Abilities
Unique
Charging Fire (Replaces turn: Can move up to 12 squares, then attack)
Flurry Attack (Whenever this character scores a critical hit, he can make 1 immediate extra attack)
Mandalorian Conscription (All characters in your squad are considered Mandalorian for the rest of the skirmish)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect
Mandalorian allies gain Charging Fire.

"When our leader falls in battle, the most worthy takes his place." —Canderous Ordo

MANDALORIAN BLADEMASTER — 18

Hit Points	40
Defense	16
Attack	+8
Damage	20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Parry (When hit by a melee attack, this character takes no damage with a save of 11)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Few can stand against the whirling weapons of a deadly Mandalorian blademaster.

MANDALORIAN CAPTAIN — 23

Hit Points	50
Defense	18
Attack	+8
Damage	20

Special Abilities
Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect
Mandalorian followers within 6 squares gain Twin Attack.

Among the Mandalorians, only the most dedicated warriors can become leaders.

MANDALORIAN COMMANDER — 28

Hit Points	60
Defense	17
Attack	+10
Damage	20

Special Abilities
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Mobile Attack (Can move both before and after attacking)

Commander Effect
Mandalorian allies gain Mobile Attack.

Mandalorian war officers led the deadly but honorable Mandalorian crusaders into battle.

MANDALORIAN COMMANDO — 13

Hit Points	50
Defense	17
Attack	+8
Damage	20

Special Abilities
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

For some Mandalorians, there is no such thing as "behind enemy lines"—only places they have not conquered yet.

MANDALORIAN GUNSLINGER — 17

Hit Points	50
Defense	17
Attack	+9
Damage	10

Special Abilities
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)
Double Attack (On her turn, this character can make 1 extra attack instead of moving)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Mandalorian men and women fight alongside one another, believing the battlefield to be the ultimate equalizer.

Mandalorian Jedi Hunter — 24

Hit Points	60
Defense	17
Attack	8
Damage	20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)
Parry (When hit by a melee attack, this character takes no damage with a save of 11)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Some of the scattered survivors of the Mandalorian Wars seek out Jedi to punish for their humiliation.

MANDALORIAN MARAUDER — 15

Hit Points 40
Defense 8
Attack +9
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Parry (When hit by a melee attack, this character takes no damage with a save of 11)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

For years the Mandalorians were content to raid worlds on the Outer Rim, but during the Mandalorian Wars they began launching assaults across the Old Republic.

STAR WARS

MANDALORIAN QUARTERMASTER — 26

Hit Points 70
Defense 18
Attack +9
Damage 20

Special Abilities
Melee Attack (Can attack only adjacent enemies)
Gregarious (+4 Attack if an ally is within 6 squares)
Parry (When hit by a melee attack, this character takes no damage with a save of 11)
Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Commander Effect
Mandalorian followers within 6 squares get +4 Attack.

Someone has to provide Mandalorian warriors with all those weapons.

STAR WARS

MANDALORIAN SCOUT — 19

Hit Points 50
Defense 17
Attack +8
Damage 10

Special Abilities
Cloaked (If this character has cover, he cannot be targeted by nonadjacent enemies)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Greater Mobile Attack (Can move both before and after attacking. This character can make extra attacks even if he moves this turn, but he must make them all before resuming movement.)
Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

By the time you see the Mandalorian scouts, the invasion force isn't far behind.

STAR WARS

MANDALORIAN SOLDIER — 16

Hit Points 40
Defense 16
Attack +8
Damage 10

Special Abilities
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Double Attack (On his turn, this character can make 1 extra attack instead of moving)

The warlike Mandalorians were considered to be among the best fighters in the galaxy some 4,000 years before the time of the Empire.

STAR WARS

MANDALORIAN SUPERCOMMANDO — 23

Hit Points 60
Defense 17
Attack +10
Damage 30

Special Abilities
Sniper (Other characters do not provide cover against this character's attack)

Mandalore the Indomitable himself was the model for the unstoppable supercommando.

STAR WARS

MANDALORIAN TROOPER — 14

Hit Points 40
Defense 16
Attack +8
Damage 10

Special Abilities
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)
Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Dangerous and talented mercenaries, the Mandalorians value victory on the battlefield above all else.

STAR WARS

MANDALORIAN WARRIOR — 14

Stat	Value
Hit Points	40
Defense	16
Attack	+9
Damage	20

Special Abilities
Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (Enemies up to 2 squares away are considered adjacent for purposes of Melee Attack)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

*"Surrender is betrayal!
We fight, we conquer, or we die!"*

STAR WARS

Taung Warrior — 8

Stat	Value
Hit Points	40
Defense	14
Attack	6
Damage	20

Special Abilities
Melee Attack (Can attack only adjacent enemies)

Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can make 1 immediate attack against another adjacent enemy)

Legends say that the Taung once controlled Coruscant but were driven off by a force of unified human nations. Renaming themselves Warriors of the Shadow, the Taung were said to have conquered a new homeworld, which they named for their first leader, Mandalore.

STAR WARS