

Star Wars Skirmish: The Mandalorian supplement

This chart gives some ideas for some of the characters in this excellent series!

Stats:

Type	Firepower*	Defence+	Initiative	Melee	Notes
Din Djarin	2/5/8	4	7	6	In Beskar Alloy
Din Djarin	2/5/8	8	7	6	In Beskar Armour
<p>NB The Mandalorian, and other Mandalorians, have several special weapons:</p> <p>Amban phase-pulse blaster: This has the range of a heavy blaster and any hit using 'Hero shooting' disintegrates a man sized or smaller (organic) target.</p> <p>Vambrace: Flamer: This can give a single enemy figure within 6" an automatic hit which Causes a 'Duck back' on a 1-2 or kills on a 3-6 (D6) . This replaces any other shooting by the figure.</p> <p>Whistling bird: One shot only: This will kill any enemies within 4", or D4-1 if in an enclosed space. This replaces any other shooting by the figure.</p> <p>Vambrace Grappling Line: This can immobilise a man sized enemy, unless he has a light Sabre!. This replaces any other shooting by the figure.</p> <p>Mandalorians have grenades and smoke bombs (These create a 3" diameter area of smoke which prevents visibility for 2 turns.) They may only fly up to 18" a turn if they have a jetpack!</p> <p>Beskar Armour: This is reflected in the Defence value, which gives Din a chance even if 'ducked back' in the open. Also, any hit on it is -1 damage. Beskar armour also counts as Armoured against Light Sabres.</p>					
Cara Dune	2/4/6	-	6	6	
If using repeating rifle, reduce for any hit which missed to Cara's front 90° arc					
Greef Karga	2/4/6	-	4	4	
Bo-Katan Kryse	2/5/7		6	6	Jet Pack
Other Clan Kryse	2/5/6		5	5	Jet Pack?
Boba Fett	2/5/7		4	6	Jet Pack
Fennec Shand	3/6/8		4	5	Sniper
<p>Sniper: if stationary, a figure armed with a sniper rifle gets a double firepower at long range (so Fennec would be a 6) – They always fire as in the 'Hero shooting' rules in the main rulebook.</p>					
Ahsoka Tano	(2/5/8)	9	7	10	Uses Force (14pts)