

⚡ **GRAND INQUISITOR**
EMBRACING THE DARKSIDE

12



CHARACTER - INQUISITOR

After you activate this character, if an opponent has one or more dice showing a blank, you may turn one of this character's character dice to any side.

☯ - Turn 2 other dice to a side showing a blank. Then deal damage to a character equal to the number of dice showing a blank.

2X

3X
1☯

2☯

1☯



—

13/17

VILLAIN

BLUE

The Coruscant Initiative - Fanmade

01

⚡ **GRAND INQUISITOR**
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12



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2X

3X
1☛

2☛

1☛



—

13/17

VILLAIN

BLUE

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01

⚡ **PALPATINE**
SITH ETERNAL EMPEROR

16



CHARACTER - SITH

After you remove an opponent's character die, heal 1 damage from this character.

After this die is removed, deal 1 damage to this character.

"I am all the Sith!"

17/21/25

VILLAIN

BLUE

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2

⚡ **PALPATINE**
SITH ETERNAL EMPEROR

16



2 ⚡

3 ⚡

2 🛡️

2 🤖

1 🎲

—

CHARACTER - SITH

After you remove an opponent's character die, heal 1 damage from this character.

After this die is removed, deal 1 damage to this character.

"I am all the Sith!"

17/21/25

VILLAIN

BLUE

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2

SITH CULTIST EMPEROR'S MINION

3



CHARACTER - CULTIST

After setup, add a set-aside Sith Cultist (👤3) to your team.

Before one of your characters would be defeated, you may defeat this character instead. Then heal 2 damage from that character, or 3 damage instead if you spot a **Sith**.

0 ⚡

0 ✕

0 🌀

0 📶

0 📡

0 📶

5

VILLAIN

BLUE

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👤3

SITH CULTIST EMPEROR'S MINION

3



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0 ⚡

0 ✕

0 🌀

0 📶

0 📡

0 📶

5

VILLAIN

BLUE

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👤3

15

ABSORBING THE ESSENCE

EVENT

Play only if an opponent removed one of your dice during their last turn this round.

Spot a Blue character that is 20 or more points to remove a die showing a value of 2 or less and deal 1 damage to up to two different characters.

VILLAIN

BLUE

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4

15

ABSORBING THE ESSENCE

EVENT

Play only if an opponent removed one of your dice during their last turn this round.

Spot a Blue character that is 20 or more points to remove a die showing a value of 2 or less and deal 1 damage to up to two different characters.

VILLAIN

BLUE

The Coruscant Initiative - Fanmade

4

00

ANGER LEADS TO HATE

EVENT

Deal 1 unblockable damage to one of your Blue characters. Then, for each die showing a blank (—), you may turn a die to a side showing a blank (—).

VILLAIN

BLUE

The Coruscant Initiative - Fanmade

5

00

ANGER LEADS TO HATE

EVENT

Deal 1 unblockable damage to one of your Blue characters. Then, for each die showing a blank (—), you may turn a die to a side showing a blank (—).

VILLAIN

BLUE

The Coruscant Initiative - Fanmade

5

15

OVERWHELM

EVENT

Play only if you have 4 or more dice in your pool and no dice showing a blank (—).

Resolve 2 of your dice, increasing each of their values by 1.

VILLAIN

BLUE

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6

15

OVERWHELM

EVENT

Play only if you have 4 or more dice in your pool and no dice showing a blank (—).

Resolve 2 of your dice, increasing each of their values by 1.

VILLAIN

BLUE

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6

25

I AM ALL THE SITH

EVENT

Roll all character dice on one of your Blue characters into your pool.

VILLAIN

BLUE

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7

25

I AM ALL THE SITH

EVENT

Roll all character dice on one of your Blue characters into your pool.

VILLAIN

BLUE

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7



EMPEROR VOICES

PLOT

Power Action - Roll 1 set-aside Snoke (☹️4) die into your pool. You may spot Palpatine to roll 1 more set-aside Snoke (☹️4) die into your pool.

5

VILLAIN

BLUE

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8



EMPEROR VOICES

PLOT

Power Action - Roll 1 set-aside Snoke (☹️4) die into your pool. You may spot Palpatine to roll 1 more set-aside Snoke (☹️4) die into your pool.

5

VILLAIN

BLUE

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8

1

⚡ SITH THRONE

SUPPORT

After one of your Blue dice is removed, you may exhaust this support to place 1 resource on it.

Action - Remove all resources from this support to resolve one of your dice showing damage, increasing its value by that amount.

VILLAIN

BLUE

The Coruscant Initiative - Fanmade

9

1

⚡ SITH THRONE

SUPPORT

After one of your Blue dice is removed, you may exhaust this support to place 1 resource on it.

Action - Remove all resources from this support to resolve one of your dice showing damage, increasing its value by that amount.

VILLAIN

BLUE

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9

50

FORCE CATAclysm

UPGRADE - ABILITY

Blue character only.

After you play this upgrade, you may roll this die into your pool.

⦿ - Reroll this die instead of removing it. You may spot a **Sith** and exhaust this upgrade to roll a character die on that character into your pool.

3 ⚡

4 🌀

5 🌀

1 🎲

3 📶

1 🎲

2 🤖

⦿

VILLAIN

BLUE

The Coruscant Initiative - Fanmade

10

50

FORCE CATAclysm

UPGRADE - ABILITY

Blue character only.

After you play this upgrade, you may roll this die into your pool.

⚙ - Reroll this die instead of removing it. You may spot a **Sith** and exhaust this upgrade to roll a character die on that character into your pool.

3 ⚡

4 🌀

5 🌀

1 🎲

3 📶

1 🎲

2 🤖

⚙

VILLAIN

BLUE

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10

3



INQUISITOR LIGHTSABER

UPGRADE - WEAPON

While an opponent has a die showing a blank, you can resolve this die showing a modifier as if it were not a modifier.

☉ - Deal 1 damage to a character.
Turn an opponent's die to a side showing a blank. Turn one of your dice to any side.

3X



+2X

+3X

1



—

VILLAIN

BLUE

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11

3



INQUISITOR LIGHTSABER

UPGRADE - WEAPON

While an opponent has a die showing a blank, you can resolve this die showing a modifier as if it were not a modifier.

☉ - Deal 1 damage to a character.
Turn an opponent's die to a side showing a blank. Turn one of your dice to any side.

3X



+2X

+3X

1



—

VILLAIN

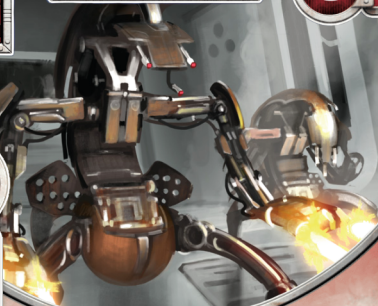
BLUE

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11

DROIDEKA

8



CHARACTER - DROID

You can only play **mod** upgrades on this character.

Your opponents cannot resolve dice showing damage with a value of 1 against this character.

"Where are those Droidekas?" – Rune Haako

8/11

VILLAIN

RED

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12

DROIDEKA

8



CHARACTER - DROID

You can only play **mod** upgrades on this character.

Your opponents cannot resolve dice showing damage with a value of 1 against this character.

"Where are those Droidekas?" – Rune Haako

8/11

VILLAIN

RED

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12

◆ TARKIN
MERCILESS LEADER

10



1

2

1

1



—

CHARACTER - LEADER

After you draw one or more cards except during setup, you may deal 1 indirect damage to an opponent.

⚙ - Draw a card. You may reveal that card to deal indirect damage to an opponent equal to half its cost rounded up.

10/13

VILLAIN

RED

The Coruscant Initiative - Fanmade

13

◆ TARKIN
MERCILESS LEADER

10



1

2

1

1



—

CHARACTER - LEADER

After you draw one or more cards except during setup, you may deal 1 indirect damage to an opponent.

⚙ - Draw a card. You may reveal that card to deal indirect damage to an opponent equal to half its cost rounded up.

10/13

VILLAIN

RED

The Coruscant Initiative - Fanmade

13

1

AGGRESSIVE INTEL

EVENT

Play only if you control the battlefield.

Spot a **leader** to choose a color. Then reveal an opponent's hand and deal indirect damage to them equal to the number of cards in their hand that match the chosen color.

VILLAIN

RED

The Coruscant Initiative - Fanmade

14

1

AGGRESSIVE INTEL

EVENT

Play only if you control the battlefield.

Spot a **leader** to choose a color. Then reveal an opponent's hand and deal indirect damage to them equal to the number of cards in their hand that match the chosen color.

VILLAIN

RED

The Coruscant Initiative - Fanmade

14

10

FEAR OF THIS STATION

EVENT

Spot a support to draw 3 cards.

VILLAIN

RED

The Coruscant Initiative - Fanmade

15

10

FEAR OF THIS STATION

EVENT

Spot a support to draw 3 cards.

VILLAIN

RED

The Coruscant Initiative - Fanmade

15

15

FAR TOO TRUSTING

EVENT

Force your opponent to choose one of their characters. You may resolve one of your dice showing ranged damage (⚡) increasing its value by 2, or by 1 instead if you resolve it against the chosen character.

VILLAIN

RED

The Coruscant Initiative - Fanmade

16

1

FAR TOO TRUSTING

EVENT

Force your opponent to choose one of their characters. You may resolve one of your dice showing ranged damage (⚡) increasing its value by 2, or by 1 instead if you resolve it against the chosen character.

VILLAIN

RED

The Coruscant Initiative - Fanmade

16



IMPERIAL MARCH

PLOT

After you resolve a die showing a resource (🎲), you may exhaust this plot and spend any number of resources to place that many resources on this plot.

Power Action - Remove up to 5 resources from this plot to roll that many set-aside Veteran Stormtrooper (♣️13) dice into your pool. If you spot 2 **leaders**, you may reroll any of those dice. Resolve those dice in any order or remove them.



IMPERIAL MARCH

PLOT

After you resolve a die showing a resource (🎲), you may exhaust this plot and spend any number of resources to place that many resources on this plot.

Power Action - Remove up to 5 resources from this plot to roll that many set-aside Veteran Stormtrooper (♣️13) dice into your pool. If you spot 2 **leaders**, you may reroll any of those dice. Resolve those dice in any order or remove them.

5

♦ EXECUTRIX

3

4

1

3

4

2

3

SUPPORT - VEHICLE

Decrease the cost of this support by 1 if you drew one or more cards during the action phase this round.

Power Action - If this die was removed during an opponent's last turn this round, you may spot a **leader** and discard a card from your hand to roll this die into your pool.

VILLAIN

RED

The Coruscant Initiative - Fanmade

18

5

♦ EXECUTRIX

3

4

1

3

4

2

3

SUPPORT - VEHICLE

Decrease the cost of this support by 1 if you drew one or more cards during the action phase this round.

Power Action - If this die was removed during an opponent's last turn this round, you may spot a **leader** and discard a card from your hand to roll this die into your pool.

VILLAIN

RED

The Coruscant Initiative - Fanmade

18

3

TIE FIGHTER SQUADRON

1

+2

2

1

1

-



SUPPORT - VEHICLE

After you activate this support, if it is piloted, you may roll 1 set-aside copy of this die (19) into your pool. Spot Darth Vader to turn a TIE Fighter Squadron die to any side.

VILLAIN

RED

The Coruscant Initiative - Fanmade

19

3

TIE FIGHTER SQUADRON

1

+2

2

1

1

-



SUPPORT - VEHICLE

After you activate this support, if it is piloted, you may roll 1 set-aside copy of this die (19) into your pool. Spot Darth Vader to turn a TIE Fighter Squadron die to any side.

VILLAIN

RED

The Coruscant Initiative - Fanmade

19

1



AGGRESSIVE STANCE

UPGRADE - MOD

Modify **droid** character or support.

After you resolve one of attached support or character's character dice, exhaust this upgrade to deal 1 indirect damage to an opponent. You may discard this upgrade to play a **mod** from your hand or discard pile, decreasing its cost by 1.

VILLAIN

RED

The Coruscant Initiative - Fanmade

20

1



AGGRESSIVE STANCE

UPGRADE - MOD

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VILLAIN

RED

The Coruscant Initiative - Fanmade

20



0

EMPIRE'S VISIONARIES

UPGRADE - ABILITY - TITLE

Red **leader** character only.

After an opponent resolves a die showing a resource (☐), you may exhaust this upgrade and spend 1 resource to place 1 resource on a non-character card.

VILLAIN

RED

The Coruscant Initiative - Fanmade

21



0

EMPIRE'S VISIONARIES

UPGRADE - ABILITY - TITLE

Red **leader** character only.

After an opponent resolves a die showing a resource (☐), you may exhaust this upgrade and spend 1 resource to place 1 resource on a non-character card.

VILLAIN

RED

The Coruscant Initiative - Fanmade

21

1



1

1

2

1

+1

-

IMPERIAL RANK

UPGRADE - ABILITY

Red character only.

After you play this upgrade, you may draw a card.

VILLAIN

RED

The Coruscant Initiative - Fanmade

22

1



1

1

2

1

+1

-

IMPERIAL RANK

UPGRADE - ABILITY

Red character only.

After you play this upgrade, you may draw a card.

VILLAIN

RED

The Coruscant Initiative - Fanmade

22



1

ROLLING STANCE

UPGRADE - MOD

Modify **droid** character or support.

After you activate attached character or support, give 1 shield to one of your characters. You may discard this upgrade to play a **mod** from your hand or discard pile, decreasing its cost by 1.



1

ROLLING STANCE

UPGRADE - MOD

Modify **droid** character or support.

After you activate attached character or support, give 1 shield to one of your characters. You may discard this upgrade to play a **mod** from your hand or discard pile, decreasing its cost by 1.

◆ GREEDO
OFF-TEMPO MERCENARY

11



1 ⚡

2 ⚡

+2 ⚡

+3 ⚡
1 ⚡

1 ⚡

—

CHARACTER - BOUNTY HUNTER

Before you take an action, if it is the same action as an opponent's action last turn this round, you may discard an event from your hand to gain 1 action.

"I'm lucky I found you first."

11/14

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

24

◆ GREEDO
OFF-TEMPO MERCENARY

11



1 ⚡

2 ⚡

+2 ⚡

+3 ⚡
1 ☒

1 ⚙

—

CHARACTER - BOUNTY HUNTER

Before you take an action, if it is the same action as an opponent's action last turn this round, you may discard an event from your hand to gain 1 action.

"I'm lucky I found you first."

11/14

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

24

◆ QI'RA
THE NEW CRIMSON DAWN

12



CHARACTER - LEADER - SCOUNDREL

After you activate this character, reroll a character die or turn a hero die to any side.

☛ - Roll a set-aside Maul (☛3) die into your pool. You may spend 1 resource to reroll this die instead of removing it.



2X

3X

2☛

1☛



—

14/18

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

25

◆ QI'RA
THE NEW CRIMSON DAWN

12



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☛ - Roll a set-aside Maul (☛3) die into your pool. You may spend 1 resource to reroll this die instead of removing it.



2X

3X

2☛

1☛



—

14/18

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

25

0



FOOLING THE FOOL

EVENT

Spot a **scoundrel** to force an opponent to discard a card from their hand. Then, if that card's cost is not equal to 0, draw a card.

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

26

0



FOOLING THE FOOL

EVENT

Spot a **scoundrel** to force an opponent to discard a card from their hand. Then, if that card's cost is not equal to 0, draw a card.

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

26

05



HIDDEN IN THE SHADOW

EVENT

Remove a die not showing a value of 2. You must pass your next turn this round.

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

27



05

HIDDEN IN THE SHADOW

EVENT

Remove a die not showing a value of 2. You must pass your next turn this round.

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

27

04



RUSH

EVENT

Discard an event from your hand to gain 2 actions.

*"They fly now?! They fly now."
– Finn and Poe Dameron*

VILLAIN

YELLOW

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28

04



RUSH

EVENT

Discard an event from your hand to gain 2 actions.

*"They fly now?! They fly now."
– Finn and Poe Dameron*

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

28



VICIOUS MOVE



SUPPORT

After you reroll one of your Yellow dice, you may discard this support and spend 1 resource to roll a set-aside copy of that die into your pool.

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

29



VICIOUS MOVE



SUPPORT

After you reroll one of your Yellow dice, you may discard this support and spend 1 resource to roll a set-aside copy of that die into your pool.

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

29

20

◆ DRYDEN VOS' BLADES

UPGRADE - WEAPON

Before you draw one or more cards, look at the top card of your deck. You may discard that card.

☼ - You may exhaust this upgrade to roll a set-aside copy of this die (☼30) into your pool. Then reroll this die instead of removing it.

1X

2X

1✦

1⬢



—

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

☼30

20

◆ DRYDEN VOS' BLADES

UPGRADE - WEAPON

Before you draw one or more cards, look at the top card of your deck. You may discard that card.

☼ - You may exhaust this upgrade to roll a set-aside copy of this die (☼30) into your pool. Then reroll this die instead of removing it.

1X

2X

1✦

1⬠



—

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

☼30

20

◆ GREEDO'S BLASTER

UPGRADE - WEAPON

After you discard a card from your hand, if this upgrade is on Greedo, you may exhaust this upgrade to draw a card.

1 ⚡

3 ⚡

1 ⚡

+2 ⚡

1 ⚡

1 ⚡

—

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

31

20

◆ GREEDO'S BLASTER

UPGRADE - WEAPON

After you discard a card from your hand, if this upgrade is on Greedo, you may exhaust this upgrade to draw a card.

1 ⚡

3 ⚡

1 ⚡

+2 ⚡

1 ⚡

1 ⚡

—

VILLAIN

YELLOW

The Coruscant Initiative - Fanmade

31

◆ KI-ADI-MUNDI
FORCE WISDOM

12



1X

3X

1⌚

2⌚

1⚔

—

CHARACTER - LEADER - JEDI

After you activate this character, you may draw a card. Then you may discard that card to give 1 shield to this character.

After you resolve this die showing a value of 1, you may deal 1 damage to a character or give 1 shield to a character.

15/19

HERO

BLUE

The Coruscant Initiative - Fanmade

32

◆ KI-ADI-MUNDI
FORCE WISDOM

12



1X

3X

1♻️

2♻️

1🎲

—

15/19



CHARACTER - LEADER - JEDI

After you activate this character, you may draw a card. Then you may discard that card to give 1 shield to this character.

After you resolve this die showing a value of 1, you may deal 1 damage to a character or give 1 shield to a character.

HERO

BLUE

The Coruscant Initiative - Fanmade

32

◆ QUI-GON JINN
UNCONVENTIONAL MASTER

11



2X

1 

1 





—

CHARACTER - JEDI

After you resolve 3 dice showing a special (☉) in the same action, deal 1 damage to a character.

☉ - Deal 1 damage to a character. Give 1 shield to a character. Turn one of your dice to any side.

12/15

HERO

BLUE

The Coruscant Initiative - Fanmade

 33

◆ QUI-GON JINN
UNCONVENTIONAL MASTER

11



2X

1 

1 





—

CHARACTER - JEDI

After you resolve 3 dice showing a special (☉) in the same action, deal 1 damage to a character.

☉ - Deal 1 damage to a character. Give 1 shield to a character. Turn one of your dice to any side.

12/15

HERO

BLUE

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 33

100

CONFRONTING FEAR

EVENT

Reroll one of your Blue character dice. Then reroll a number of dice equal to the value showing on the die you just rerolled. Then turn one of those dice to any side.

HERO

BLUE

The Coruscant Initiative - Fanmade

34

100

CONFRONTING FEAR

EVENT

Reroll one of your Blue character dice. Then reroll a number of dice equal to the value showing on the die you just rerolled. Then turn one of those dice to any side.

HERO

BLUE

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34



05

PACIFY

EVENT

Remove a character die. Then give that character 2 shields.

HERO

BLUE

The Coruscant Initiative - Fanmade

35



05

PACIFY

EVENT

Remove a character die. Then give that character 2 shields.

HERO

BLUE

The Coruscant Initiative - Fanmade

35



0

THOUGHT CONTROL

EVENT

Spot a Blue character and give 2 resources to an opponent to resolve one of their non-Yellow dice showing a value of 3 or less as if it were your own. Then you may turn one of your dice to a side showing a value of 0.

HERO

BLUE

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36



0

THOUGHT CONTROL

EVENT

Spot a Blue character and give 2 resources to an opponent to resolve one of their non-Yellow dice showing a value of 3 or less as if it were your own. Then you may turn one of your dice to a side showing a value of 0.

HERO

BLUE

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36

2



INNER FORCE

EVENT

Remove any number of shields from one of your Blue characters. Then remove that many dice.

HERO

BLUE

The Coruscant Initiative - Fanmade

37

25



INNER FORCE

EVENT

Remove any number of shields from one of your Blue characters. Then remove that many dice.

HERO

BLUE

The Coruscant Initiative - Fanmade

37

2

◆ LUKE SKYWALKER'S SPIRIT

2

1

1

1



SUPPORT - JEDI

Discard this support from play if you control Luke Skywalker.

◆ - Resolve another one of your Blue dice without removing it from your pool. Then shuffle this support into its owner's deck unless you remove 1 shield from one of your characters.

HERO

BLUE

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38

2

◆ LUKE SKYWALKER'S SPIRIT

2

1

1

1



SUPPORT - JEDI

Discard this support from play if you control Luke Skywalker.

◆ - Resolve another one of your Blue dice without removing it from your pool. Then shuffle this support into its owner's deck unless you remove 1 shield from one of your characters.

HERO

BLUE

The Coruscant Initiative - Fanmade

38

3

◆ KI-ADI-MUNDI'S
BLUE LIGHTSABER

UPGRADE - WEAPON

Redeploy.

Discard this upgrade from play if you control Ki-Adi-Mundi's Green Lightsaber.

After you resolve a die showing a value of 1, you may resolve this die not showing a resource (⚙️), increasing its value by 1.

1X

1X

+3X

1

1

—

HERO

BLUE

The Coruscant Initiative - Fanmade

39

3

◆ KI-ADI-MUNDI'S
BLUE LIGHTSABER

UPGRADE - WEAPON

Redeploy.

Discard this upgrade from play if you control Ki-Adi-Mundi's Green Lightsaber.

After you resolve a die showing a value of 1, you may resolve this die not showing a resource (⚙️), increasing its value by 1.

1X

1X

+3X

1

1

—

HERO

BLUE

The Coruscant Initiative - Fanmade

39

3



◆ KI-ADI-MUNDI'S GREEN LIGHTSABER

UPGRADE - WEAPON

Redeploy.

Discard this upgrade from play if you control Ki-Adi-Mundi's Blue Lightsaber.

☉ - Remove 1 shield from one of your characters to heal 1 damage from a character. Then deal 2 damage to a character.

2X

+3X

2

2



—

HERO

BLUE

The Coruscant Initiative - Fanmade

 40

3

◆ KI-ADI-MUNDI'S GREEN LIGHTSABER

UPGRADE - WEAPON

Redeploy.

Discard this upgrade from play if you control Ki-Adi-Mundi's Blue Lightsaber.

☯ - Remove 1 shield from one of your characters to heal 1 damage from a character. Then deal 2 damage to a character.

HERO

BLUE

The Coruscant Initiative - Fanmade

40



15

◆ QUI-GON JINN'S TRICK

UPGRADE - ABILITY

After an opponent rolls a die, you may spot a **Jedi** and exhaust this upgrade to turn that die to the previous or next side on the box of its dice reference (considering as one all sides that are identical), or to any side instead if this upgrade is on Qui-Gon Jinn and he has one or more shields.

HERO

BLUE

The Coruscant Initiative - Fanmade

41



15

◆ QUI-GON JINN'S TRICK

UPGRADE - ABILITY

After an opponent rolls a die, you may spot a **Jedi** and exhaust this upgrade to turn that die to the previous or next side on the box of its dice reference (considering as one all sides that are identical), or to any side instead if this upgrade is on Qui-Gon Jinn and he has one or more shields.

HERO

BLUE

The Coruscant Initiative - Fanmade

41

⚡ **FINN**
PROMOTED GENERAL

11



CHARACTER - LEADER - TROOPER

After you activate this character, turn an opponent's die to a side showing damage. Then turn one of your dice to a side showing damage.

After you resolve this die, you may activate one of your Red characters, or spend 1 resource to activate one of your non-Red characters instead.

11/14

HERO

RED

The Coruscant Initiative - Fanmade

 **42**

⚡ **FINN**
PROMOTED GENERAL

11



CHARACTER - LEADER - TROOPER

After you activate this character, turn an opponent's die to a side showing damage. Then turn one of your dice to a side showing damage.

After you resolve this die, you may activate one of your Red characters, or spend 1 resource to activate one of your non-Red characters instead.

11/14

HERO

RED

The Coruscant Initiative - Fanmade

 **42**

♦ JAR JAR BINKS
GUNGAN REPRESENTATIVE

10



1 ↺

2 ≡

1 ✦

1 ☐

—

—

CHARACTER - LEADER - GUNGAN

After you activate this character, discard a card from the top of a deck for each die showing a blank (—). Then reroll all opponents' dice showing a blank (—).

"Mesa propose that the Senate gives immediately emergency powers to the Supreme Chancellor."

11/14

HERO

RED

The Coruscant Initiative - Fanmade

43

♦ JAR JAR BINKS
GUNGAN REPRESENTATIVE

10



1 ↺

2 ≡

1 ✦

1 ☐

—

—

CHARACTER - LEADER - GUNGAN

After you activate this character, discard a card from the top of a deck for each die showing a blank (—). Then reroll all opponents' dice showing a blank (—).

"Mesa propose that the Senate gives immediately emergency powers to the Supreme Chancellor."

11/14

HERO

RED

The Coruscant Initiative - Fanmade

43

A circular frame containing a scene from Star Wars. On the left, Obi-Wan Kenobi, wearing his signature brown robes and hood, is leaning forward. On the right, the droid R2-D2 is standing. They are in a dark, industrial-looking environment with a bright light source in the background, creating a hazy atmosphere. The frame is set against a red background with circuit-like patterns.

05

HELP ME OBI-WAN KENOBI

EVENT

Spot a **leader** to draw a card. You may discard that card to remove a die showing a value of 2 or less.

"You're my only hope." – Leia Organa

HERO

RED

The Coruscant Initiative - Fanmade

 45

A circular frame containing a scene from Star Wars. On the left, Obi-Wan Kenobi, wearing his signature brown robes and hood, is leaning forward. On the right, the droid R2-D2 is standing. They are in a dark, industrial-looking environment with a bright light source in the background, creating a hazy atmosphere. The frame is set against a red background with circuit-like patterns.

05

HELP ME OBI-WAN KENOBI

EVENT

Spot a **leader** to draw a card. You may discard that card to remove a die showing a value of 2 or less.

"You're my only hope." – Leia Organa

HERO

RED

The Coruscant Initiative - Fanmade

 45



VICTORY IS AHEAD

EVENT

Play only if you have one or more dice showing a blank (—).

Resolve one of your dice as if it were showing a different symbol.

HERO

RED

The Coruscant Initiative - Fanmade

46



VICTORY IS AHEAD

EVENT

Play only if you have one or more dice showing a blank (—).

Resolve one of your dice as if it were showing a different symbol.

HERO

RED

The Coruscant Initiative - Fanmade

46

15



YOU CAME IN THAT THING?

EVENT

Spot a **leader** to ready a piloted **vehicle**.

"You're braver than I thought." – Leia Organa

HERO

RED

The Coruscant Initiative - Fanmade

47

15



YOU CAME IN THAT THING?

EVENT

Spot a **leader** to ready a piloted **vehicle**.

"You're braver than I thought." – Leia Organa

HERO

RED

The Coruscant Initiative - Fanmade

47

4

TANTIVE IV

2

3

1

2

2

2



SUPPORT - VEHICLE

After you activate this support, you may spot a **leader** to remove a die showing a value of 2 or less.

☉ - Heal 1 damage from a character. Then, if you spot Leia Organa or Bail Organa, heal 1 damage from a character.

HERO

RED

The Coruscant Initiative - Fanmade

48

4

TANTIVE IV

2

3

1

2

2

2



SUPPORT - VEHICLE

After you activate this support, you may spot a **leader** to remove a die showing a value of 2 or less.

⚙️ - Heal 1 damage from a character. Then, if you spot Leia Organa or Bail Organa, heal 1 damage from a character.

HERO

RED

The Coruscant Initiative - Fanmade

48

20

X-WING

X X 1 X 1 1 

—



SUPPORT - VEHICLE

The X on this die is equal to 1.

While this support is piloted, increase X by 1.

While a **mod** is on this support, increase X by 1.

HERO

RED

The Coruscant Initiative - Fanmade

 49

20

X-WING

X

X

1

X

1

1

—



SUPPORT - VEHICLE

The X on this die is equal to 1.

While this support is piloted, increase X by 1.

While a **mod** is on this support, increase X by 1.

HERO

RED

The Coruscant Initiative - Fanmade

49

1



◆ ACE PILOT

UPGRADE - ABILITY - TITLE

Pilot character only.

Before attached character's character die is resolved, if it is against a **Death Star** plot, you may exhaust this upgrade to increase its value by 1.

After you activate attached character, you may resolve one of its character or piloted **vehicle's** support dice.

HERO

RED

The Coruscant Initiative - Fanmade

50

1



◆ ACE PILOT

UPGRADE - ABILITY - TITLE

Pilot character only.

Before attached character's character die is resolved, if it is against a **Death Star** plot, you may exhaust this upgrade to increase its value by 1.

After you activate attached character, you may resolve one of its character or piloted **vehicle's** support dice.

HERO

RED

The Coruscant Initiative - Fanmade

50

25



REBEL TROOPER BLASTER

UPGRADE - WEAPON

Redeploy.

After you resolve this die showing damage, if this upgrade is attached to a **trooper** or **leader**, you may deal 1 indirect damage to an opponent.

1

2

+1

1

1

—

HERO

RED

The Coruscant Initiative - Fanmade

51

25



REBEL TROOPER BLASTER

UPGRADE - WEAPON

Redeploy.

After you resolve this die showing damage, if this upgrade is attached to a **trooper** or **leader**, you may deal 1 indirect damage to an opponent.

1

2

+1

1

1

—

HERO

RED

The Coruscant Initiative - Fanmade

51

100

INTO THE GARBAGE CHUTE

EVENT

Exhaust one of your characters to remove up to 2 dice showing damage.

HERO

GRAY

The Coruscant Initiative - Fanmade

52

100

INTO THE GARBAGE CHUTE

EVENT

Exhaust one of your characters to remove up to 2 dice showing damage.

HERO

GRAY

The Coruscant Initiative - Fanmade

52

✦ **LANDO CALRISSIAN**
GALACTIC TRICKSTER

11



1 ⚡

2 ⚡

3 🌀

1 🎲

2 🎲

1 🎲

2 🎲

1 🎲

—

CHARACTER - SCOUNDREL - PILOT

Piloting.

After you remove one of your dice for the first time each round, you may resolve one of your dice, increasing its value by 1.

"There's no liars in this game, just players."

11/14

HERO

YELLOW

The Coruscant Initiative - Fanmade

53

✦ **LANDO CALRISSIAN**
GALACTIC TRICKSTER

11



1 ⚡

2 ⚡

3 🌀

1 🎲

2 🎲

1 🎲

2 🎲

1 🎲

—

CHARACTER - SCOUNDREL - PILOT

Piloting.

After you remove one of your dice for the first time each round, you may resolve one of your dice, increasing its value by 1.

"There's no liars in this game, just players."

11/14

HERO

YELLOW

The Coruscant Initiative - Fanmade

53

◆ ZEB ORRELIDS
RELIABLE TEAMMATE

10



+1 ⚡

+2 ⚡

+1 X

+2 X
18

+1 ⚙️

—

CHARACTER - SPECTRE

The value of this die is increased by 1 if it modifies or is modified by another **Spectre** die.

Power Action - Spot any number of **Spectres** to resolve that many of your dice showing a modifier as if they were not a modifier.

10/14

HERO

YELLOW

The Coruscant Initiative - Fanmade

54

◆ ZEB ORRELIDS
RELIABLE TEAMMATE

10



+1 ⚡

+2 ⚡

+1 X

+2 X
18

+1 ⚙️

—

CHARACTER - SPECTRE

The value of this die is increased by 1 if it modifies or is modified by another **Spectre** die.

Power Action - Spot any number of **Spectres** to resolve that many of your dice showing a modifier as if they were not a modifier.

10/14

HERO

YELLOW

The Coruscant Initiative - Fanmade

54

15

DOUBLE DARE

EVENT

Spot a **scoundrel** to remove one of your dice.
Then gain 2 resources.

HERO

YELLOW

The Coruscant Initiative - Fanmade

55

15

DOUBLE DARE

EVENT

Spot a **scoundrel** to remove one of your dice.
Then gain 2 resources.

HERO

YELLOW

The Coruscant Initiative - Fanmade

55

10

NEGOTIATE

EVENT

Remove one of your character dice to force an opponent to choose and remove 2 of their dice.

HERO

YELLOW

The Coruscant Initiative - Fanmade

56

10

NEGOTIATE

EVENT

Remove one of your character dice to force an opponent to choose and remove 2 of their dice.

HERO

YELLOW

The Coruscant Initiative - Fanmade

56

3

✦ MILLENNIUM FALCON



3 ⚡

4 ⚡

2 ↻

3 ▨

2 ⚡



SUPPORT - VEHICLE

Before you resolve this die, remove one of your **pilot** dice or remove this die.

After this support becomes piloted, you may roll this die into your pool.

⚙ - Deal 2 damage to a character.
Then deal 1 damage to a character for each character piloting this support.

HERO

YELLOW

The Coruscant Initiative - Fanmade

57

3

✦ MILLENNIUM FALCON



3 ⚡

4 ⚡

2 ↻

3 ▨

2 ⚡



SUPPORT - VEHICLE

Before you resolve this die, remove one of your **pilot** dice or remove this die.

After this support becomes piloted, you may roll this die into your pool.

⚙ - Deal 2 damage to a character.
Then deal 1 damage to a character for each character piloting this support.

HERO

YELLOW

The Coruscant Initiative - Fanmade

57

1



1

1

1

+1



-

BOTTOMS UP!

UPGRADE

After you resolve this die, you may look at the bottom card of your deck. Then, if this upgrade is on Sinjir Rath Velus, you may play that card. Otherwise, play that card, if able, or discard it.

⚙ - Draw a card. Then place a card from your hand on the bottom of your deck.

HERO

YELLOW

The Coruscant Initiative - Fanmade

58

1



1

1

1

+1



-

BOTTOMS UP!

UPGRADE

After you resolve this die, you may look at the bottom card of your deck. Then, if this upgrade is on Sinjir Rath Velus, you may play that card. Otherwise, play that card, if able, or discard it.

☛ - Draw a card. Then place a card from your hand on the bottom of your deck.

HERO

YELLOW

The Coruscant Initiative - Fanmade

58

3



◆ LANDO CALRISSIAN'S BLASTER

UPGRADE - WEAPON

Before you play this upgrade, you may remove one of your dice to decrease its cost by 1.

After you play this upgrade, you may remove one of your dice to roll a character die on one of your characters into your pool.

3

3

1

+2

1

—

—

HERO

YELLOW

The Coruscant Initiative - Fanmade

59

3



◆ LANDO CALRISSIAN'S BLASTER

UPGRADE - WEAPON

Before you play this upgrade, you may remove one of your dice to decrease its cost by 1.

After you play this upgrade, you may remove one of your dice to roll a character die on one of your characters into your pool.

3

3

1

+2

1

-

-

HERO

YELLOW

The Coruscant Initiative - Fanmade

59

05



WELCOME TO THE TEAM

UPGRADE - TITLE

Attached character gains the **Spectre** subtype.

After you activate another **Spectre**, you may reroll one of attached character's character or upgrade dice.

"We're not exactly anything. We're a crew. A team. In some ways, a family." – Sabine Wren

HERO

YELLOW

The Coruscant Initiative - Fanmade

60

05



WELCOME TO THE TEAM

UPGRADE - TITLE

Attached character gains the **Spectre** subtype.

After you activate another **Spectre**, you may reroll one of attached character's character or upgrade dice.

"We're not exactly anything. We're a crew. A team. In some ways, a family." – Sabine Wren

HERO

YELLOW

The Coruscant Initiative - Fanmade

60

FORCE SENSITIVE TRICKSTER

8



1X

1

2

1

1

—

CHARACTER - SCOUNDREL - SCAVENGER

After you activate this character, you may force a player to place all cards in their hand on the bottom of their deck in any order and draw that same number of cards, minus 1 if you spot a Yellow character, plus 1 if you spot a Red character.

8

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

61

FORCE SENSITIVE TRICKSTER

8



1X

1

2

1

1

—

CHARACTER - SCOUNDREL - SCAVENGER

After you activate this character, you may force a player to place all cards in their hand on the bottom of their deck in any order and draw that same number of cards, minus 1 if you spot a Yellow character, plus 1 if you spot a Red character.

8

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

61



20

BEGUILE

EVENT

Reroll an opponent's die. Then turn one of their dice to any side. Then remove one of their dice.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

62



20

BEGUILE

EVENT

Reroll an opponent's die. Then turn one of their dice to any side. Then remove one of their dice.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

62



0

MEDITATIVE TRUCE

EVENT

Remove one of your Blue character dice and give that character 1 shield to remove a die showing damage.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

 63



0

MEDITATIVE TRUCE

EVENT

Remove one of your Blue character dice and give that character 1 shield to remove a die showing damage.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

 63

100

PARRY AND RIPOSTE

EVENT

Spot a Blue character to turn a die to any side. Then, if you turned an opponent's die, you may reroll one of your dice.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

64

100

PARRY AND RIPOSTE

EVENT

Spot a Blue character to turn a die to any side. Then, if you turned an opponent's die, you may reroll one of your dice.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

64

05

SABER QUICK DRAW

EVENT - MOVE

Ambush.

Play a Blue **weapon** from your hand on one of your **Jedi** or **Sith**. Then you may spend 1 resource to give that character 1 shield and activate it.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

65

05

SABER QUICK DRAW

EVENT - MOVE

Ambush.

Play a Blue **weapon** from your hand on one of your **Jedi** or **Sith**. Then you may spend 1 resource to give that character 1 shield and activate it.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

65



SHARING THE FORCE

EVENT

Remove one or more of your character dice. Then turn one of your dice to a side showing a value equal to the number of dice you just removed.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade



SHARING THE FORCE

EVENT

Remove one or more of your character dice. Then turn one of your dice to a side showing a value equal to the number of dice you just removed.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

25

CURVED-HILT LIGHTSABER

UPGRADE - WEAPON

Redeploy.

While this upgrade is on a **Jedi** or a **Sith**, you can resolve this die showing a modifier as if it were not a modifier.

After one of your Blue dice is turned, you may reroll this die.

+1X

+2X

+2X

1



1



—

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

67

25

CURVED-HILT LIGHTSABER

UPGRADE - WEAPON

Redeploy.

While this upgrade is on a **Jedi** or a **Sith**, you can resolve this die showing a modifier as if it were not a modifier.

After one of your Blue dice is turned, you may reroll this die.

+1X

+2X

+2X

1



1



—

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

67

20

DEFENSIVE BLAST

EVENT

Spot a Red character and deal 1 indirect damage to yourself to remove up to 2 dice with a combined value of 3 or more.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

68

20

DEFENSIVE BLAST

EVENT

Spot a Red character and deal 1 indirect damage to yourself to remove up to 2 dice with a combined value of 3 or more.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

68

00

EMERGENCY POWERS

EVENT

Play only if you have one or more dice showing a blank (—).

Remove a character die, or you may spend 2 resources to remove 2 character dice instead.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

69



04

EMERGENCY POWERS

EVENT

Play only if you have one or more dice showing a blank (—).

Remove a character die, or you may spend 2 resources to remove 2 character dice instead.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

69

10

PREPARE TO FIGHT

EVENT

Spot a **leader** to draw 2 cards. You may discard any number of those cards to gain that many resources.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

70

10

PREPARE TO FIGHT

EVENT

Spot a **leader** to draw 2 cards. You may discard any number of those cards to gain that many resources.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

70

100

TROOP REINFORCEMENT

EVENT

Spot a Red character to reroll 2 of your dice. Then remove one of those dice to resolve one of your dice, increasing its value by the removed one's value.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

71

100

TROOP REINFORCEMENT

EVENT

Spot a Red character to reroll 2 of your dice. Then remove one of those dice to resolve one of your dice, increasing its value by the removed one's value.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

71

2

UMBARAN STARFIGHTER



1

2

1

1



—



SUPPORT - VEHICLE

This support can only be piloted by **pilots** that are 14 or more points.

☉ - Deal 2 indirect damage to an opponent. You may spend 1 resource to remove a **droid** or **vehicle** die.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

72

2

UMBARAN STARFIGHTER



1

2

1

1



—



SUPPORT - VEHICLE

This support can only be piloted by **pilots** that are 14 or more points.

☉ - Deal 2 indirect damage to an opponent. You may spend 1 resource to remove a **droid** or **vehicle** die.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

72

100



1



2



100

+2



1



NEUTRAL

RED

The Coruscant Initiative - Fanmade

73

100



1



2



100

+2



1



NEUTRAL

RED

The Coruscant Initiative - Fanmade

73

TUSKEN RAIDER

7



CHARACTER - SCAVENGER

Before you resolve this die, you may discard a card from your hand to increase its value by 1 or to force an opponent to lose 1 resource.

"Oru uru kak."

1

1

1

1

1

—

7

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

74

TUSKEN RAIDER

7



CHARACTER - SCAVENGER

Before you resolve this die, you may discard a card from your hand to increase its value by 1 or to force an opponent to lose 1 resource.

"Oru uru kak."

1

1

1

1

1

—

7

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

74

05

ARRGH!

EVENT

Spot any number of **scavengers** to move that many resources from a card you don't control to a non-plot card you control.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

75

05



ARRGH!

EVENT

Spot any number of **scavengers** to move that many resources from a card you don't control to a non-plot card you control.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

75

2

ENTANGLE

EVENT

Spot a Yellow character to remove up to 2 dice showing a combined value of 3 or less.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

76

2

ENTANGLE

EVENT

Spot a Yellow character to remove up to 2 dice showing a combined value of 3 or less.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

76

100

PLACING A BET

EVENT

Reroll 2 character dice. Then discard a number of cards from the top of a deck equal to the highest value showing on those dice.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

77

100

PLACING A BET

EVENT

Reroll 2 character dice. Then discard a number of cards from the top of a deck equal to the highest value showing on those dice.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

77

1



SHOOT FIRST

EVENT

Reroll 3 dice. Then you may resolve one of your dice, increasing it's value by 1.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

78

15

A circular illustration of Boba Fett in his iconic armor, holding a blaster and firing. The background is a fiery orange and yellow explosion. The entire scene is framed by a metallic, industrial-looking border.

SHOOT FIRST

EVENT

Reroll 3 dice. Then you may resolve one of your dice, increasing it's value by 1.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

78

05

TOO FAST FOR YOU

EVENT

Play only if it is your second action this turn.
Remove a die showing a value of 2 or less.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

79

05

TOO FAST FOR YOU

EVENT

Play only if it is your second action this turn.
Remove a die showing a value of 2 or less.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

79

05

TRADING GOODS

EVENT

Remove one of your **scoundrel** dice showing a value of 2 or more to choose two :

- Gain 1 resource.
- Deal 1 damage to a character.
- Turn a die to any side.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

80

05

TRADING GOODS

EVENT

Remove one of your **scoundrel** dice showing a value of 2 or more to choose two :

- Gain 1 resource.
- Deal 1 damage to a character.
- Turn a die to any side.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

80

A man with brown hair is sitting at a table in a dimly lit cantina, playing the game Sabacc. He is holding a small blue and silver blaster in his right hand and a fan of cards in his left. On the table are several cards and two black cups. In the background, there are other patrons, including a Wookiee in a hood and two tall, thin, red-skinned aliens with long antennae.

A GAME OF SABACC

PLOT

After an opponent plays a card, you may discard a card from your hand with a lower cost to place 1 resource on this plot.

Action - Search your deck or discard pile for a Yellow **vehicle** with a cost equal to or lower than the number of resources on this plot and play it for free. Set this plot aside.

A man with brown hair is sitting at a table in a dimly lit cantina, playing the game Sabacc. He is holding a small blue and silver blaster in his right hand and a fan of cards in his left. On the table are several cards and two black cups. In the background, there are other patrons, including a Wookiee in a hood and two tall, thin, red-skinned aliens with long antennae.

A GAME OF SABACC

PLOT

After an opponent plays a card, you may discard a card from your hand with a lower cost to place 1 resource on this plot.

Action - Search your deck or discard pile for a Yellow **vehicle** with a cost equal to or lower than the number of resources on this plot and play it for free. Set this plot aside.

1

BANTHA

1

2

1

1

1

1

—



SUPPORT - CREATURE

After you discard any number of cards from your hand from a card effect, place 1 resource on this support.

Power Action - Exhaust this support or spot a **scavenger** to take 1 resource from it.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

82

1

BANTHA

1

2

1

1

1

1

—



SUPPORT - CREATURE

After you discard any number of cards from your hand from a card effect, place 1 resource on this support.

Power Action - Exhaust this support or spot a **scavenger** to take 1 resource from it.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

82

1



SABACC TRICKSTER

UPGRADE - ABILITY

Before you resolve this die, if this upgrade is on Lando Calrissian, discard one or more cards from your hand to draw that many cards plus 1.

☯ - If you have more cards in hand than an opponent, take 1 resource from that opponent.

1

1

+1



-

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

83

1



SABACC TRICKSTER

UPGRADE - ABILITY

Before you resolve this die, if this upgrade is on Lando Calrissian, discard one or more cards from your hand to draw that many cards plus 1.

☯ - If you have more cards in hand than an opponent, take 1 resource from that opponent.

1

1

+1



-

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

83

100

ETERNAL CONFLICT

EVENT

Roll a character die on one of your characters into your pool. Force an opponent to roll a character die on one of their characters into their pool. You may remove that opponent's die or resolve the die that you just rolled.

NEUTRAL

GRAY

The Coruscant Initiative - Fanmade

84

100

ETERNAL CONFLICT

EVENT

Roll a character die on one of your characters into your pool. Force an opponent to roll a character die on one of their characters into their pool. You may remove that opponent's die or resolve the die that you just rolled.

NEUTRAL

GRAY

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84



PROFITABLE CONNECTION

PLOT

You start the game with 1 additional resource.



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The background of the card is a cinematic image of the Sith Crypts on the planet Exegol. It shows a dark, cavernous space with jagged rock formations and a bright, ethereal blue light source in the distance, creating a dramatic and atmospheric scene.

SITH CRYPTS

EXEGOL

Claim - Deal 1 damage to a character or heal 1 damage from a villain character.

VILLAIN

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VILLAIN

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RESISTANCE BASE

AJAN KLOSS



Claim - Reroll a die or remove a villain die.

HERO

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88

RESISTANCE BASE

AJAN KLOSS



Claim - Reroll a die or remove a villain die.

HERO

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88

SABACC PLAYROOM

NUMIDIAN PRIME

Power Action - Choose an opponent. You and that opponent reveal 2 random cards from your hands. Then the player whose cards' combined cost is the lowest takes 1 resource from the other (nothing happens in case of a tie).

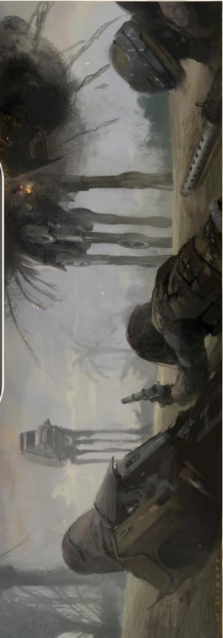
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TACTICAL WARZONE

SCARIF



After you activate a character, you may give control of the battlefield to an opponent to reroll a die.

NEUTRAL

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SCARIF



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NEUTRAL

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⚡ LEIA ORGANA
ALDERAAN PRINCESS

7



1 ⚡

2 ⚡

2 ⚡
1 ⚡

1 ⚡

1 ⚡

—

CHARACTER - LEADER

After setup, give 1 shield to each of your characters.

After this card was flipped, shuffle 2 set-aside copies each of Motivate (👤79) and Help me Obi-Wan Kenobi (👤45) into your deck.

"Somebody has to save our skins."

9/12

HERO

RED

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44A

⚡ LEIA ORGANA
ALDERAAN PRINCESS

7



1 ⚡

2 ⚡

2 ⚡
1 ⚡

1 ⚡

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9/12

HERO

RED

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44A



LEADING THE FRONT

PLOT

After you activate a character, you may reroll a die to flip this plot.

1

NEUTRAL

GRAY

The Coruscant Initiative - Fanmade

85A



LEADING THE FRONT

PLOT

After you activate a character, you may reroll a die to flip this plot.

1

NEUTRAL

GRAY

The Coruscant Initiative - Fanmade

85A