MAUL
TYRANT OF MANDALORE

12

CHARACTER - LEADER - SITH

You can include Yellow villain cards in your deck.

Power Action - Resolve any number of this character's character or upgrade dice showing discard (⬟) or disrupt (✳) as if they were melee damage (⚔) without removing them from your pool.

2 ⚔
3 ⚔ 1
1 ⚡
1 🗡
1 ⬡
—

13/16   VILLAIN   BLUE   The Coruscant Initiative - Fanmade   ⦿1

MAUL
TYRANT OF MANDALORE

12

2 ✕
3 ✕ 1⬡
1 ⚡
1 ▤
1 ⬡
—

CHARACTER - LEADER - SITH

You can include Yellow villain cards in your deck.

Power Action - Resolve any number of this character's character or upgrade dice showing discard (▤) or disrupt (⚡) as if they were melee damage (✕) without removing them from your pool.

13/16

VILLAIN   BLUE   The Coruscant Initiative - Fanmade   ⬡1

0

YOU AND I

EVENT

Turn one of your dice to a side showing a blank (−). Then force an opponent to choose to either turn one of their dice to a side showing a blank (−), or deal 2 indirect damage to themselves.

VILLAIN   BLUE   The Coruscant Initiative - Fanmade   2

0

YOU AND I

EVENT

Turn one of your dice to a side showing a blank (⊟). Then force an opponent to choose to either turn one of their dice to a side showing a blank (⊟), or deal 2 indirect damage to themselves.

VILLAIN   BLUE   The Coruscant Initiative - Fanmade   2

3

⬩ MAUL'S LIGHTSABER

UPGRADE - WEAPON

2✗
+2✗
+3✗
+4✗
1⬡
—

While this upgrade is on a Blue character, you may deal 1 damage to attached character to resolve this die showing a modifier as if it were not a modifier.

Power Action - Reroll this die. You may resolve it, increasing its value by 1 if this upgrade is on Maul.

VILLAIN   BLUE   The Coruscant Initiative - Fanmade   3

⬩ MAUL'S LIGHTSABER

UPGRADE - WEAPON

While this upgrade is on a Blue character, you may deal 1 damage to attached character to resolve this die showing a modifier as if it were not a modifier.

Power Action - Reroll this die. You may resolve it, increasing its value by 1 if this upgrade is on Maul.

VILLAIN   BLUE   The Coruscant Initiative - Fanmade   3

3

✦ ADMIRAL TRENCH
BRILLIANT AND RUTHLESS

12

2 ⚷
1 ↻
2 ↻
2 ▤
1 ⊡
—

CHARACTER - LEADER

After you activate this character, you may reveal any number of cards from your hand to reroll that many of your dice.

Power Action - Force an opponent to resolve one of their dice showing damage against one of your non-unique characters, decreasing its value by 1.

13/16   VILLAIN   RED   The Coruscant Initiative - Fanmade   4

✦ ADMIRAL TRENCH
BRILLIANT AND RUTHLESS

12

2 ⚇
1 ↻
2 ↻
2 ▰
1 ⊡
—

CHARACTER - LEADER

After you activate this character, you may reveal any number of cards from your hand to reroll that many of your dice.

Power Action - Force an opponent to resolve one of their dice showing damage against one of your non-unique characters, decreasing its value by 1.

13/16

VILLAIN   RED   The Coruscant Initiative - Fanmade   ⚙4

D-WING SECURITY DROID

7

+1 ⚔
+2 ⚔
+3 ⚔ 1
1 ↻
1 ⬡
—

CHARACTER - DROID

After you activate this character, you may place 1 shield on two of your **vehicle** or **droid** supports with dice.

After you activate a support with a shield on it, you may move 1 shield from it to one of your characters.

9 VILLAIN RED The Coruscant Initiative - Fanmade 5

D-WING SECURITY DROID

7

+1 ⚔
+2 ⚔
+3 ⚔ 1
1 ↻
1 ⊕
—

CHARACTER - DROID

After you activate this character, you may place 1 shield on two of your **vehicle** or **droid** supports with dice.

After you activate a support with a shield on it, you may move 1 shield from it to one of your characters.

9

VILLAIN   RED   The Coruscant Initiative - Fanmade   5

1

OVERCONFIDENT

EVENT

Activate one of your **vehicle** supports. Then, if that support die is showing damage, remove an opponent's die showing damage. Otherwise, reroll that support die.

VILLAIN | RED | The Coruscant Initiative - Fanmade | 6

1

OVERCONFIDENT

EVENT

Activate one of your **vehicle** supports. Then, if that support die is showing damage, remove an opponent's die showing damage. Otherwise, reroll that support die.

3 ✦

OCTUPTARRA TRI-DROID

2	🏹
3	🏹
3	🔫
1	
2	
⊙	
—	

SUPPORT - VEHICLE - DROID

Before this support is discarded from play, deal 1 damage to each character that is not a **droid** or General Grievous.

⊙ - Deal 2 indirect damage to an opponent. You may discard this support from play.

| VILLAIN | RED | The Coruscant Initiative - Fanmade | 💰7 |

OCTUPTARRA TRI-DROID

3

2
3
3 / 1
2

SUPPORT - VEHICLE - DROID

Before this support is discarded from play, deal 1 damage to each character that is not a **droid** or General Grievous.

⊙ - Deal 2 indirect damage to an opponent. You may discard this support from play.

VILLAIN   RED   The Coruscant Initiative - Fanmade   7

✦MARG KRIM
ILLUSTRIOUS IMPERATOR

9

2 ⬡
2 ◎
1 ✦
1 ▦
1 ⬢
—

CHARACTER - SCOUNDREL - LEADER

After the action phase ends, you and an opponent lose 1 resource. Then gain 1 resource.

"Did you honestly think you'd get away with fooling a Pyke?"

8/11

VILLAIN | YELLOW | The Coruscant Initiative - Fanmade | ⬢ 8

✦ MARG KRIM
ILLUSTRIOUS IMPERATOR

9

2 ⚫
2 ◐
1 ✴
1 ▧
1 ⛶
▬

CHARACTER - SCOUNDREL - LEADER

After the action phase ends, you and an opponent lose 1 resource. Then gain 1 resource.

"Did you honestly think you'd get away with fooling a Pyke?"

8/11

VILLAIN YELLOW The Coruscant Initiative - Fanmade ⬢ 8

1 ⬡→⬡

ONLY THE STRONGEST

EVENT

Spot a **leader** to remove a **Sith**, **Jedi** or **leader** character die.

"This Jedi is mine" — Pre Vizsla

VILLAIN | YELLOW | The Coruscant Initiative - Fanmade | ⬡9

1

ONLY THE STRONGEST

EVENT

Spot a **leader** to remove a **Sith**, **Jedi** or **leader** character die.

"This Jedi is mine" — Pre Vizsla

0

PAY WHAT YOU OWE

EVENT

You and an opponent lose 1 resource. Then deal 2 indirect damage to that opponent.

VILLAIN YELLOW The Coruscant Initiative - Fanmade 10

0

PAY WHAT YOU OWE

EVENT

You and an opponent lose 1 resource. Then deal 2 indirect damage to that opponent.

VILLAIN | YELLOW | The Coruscant Initiative - Fanmade | 10

EFFICIENT OPERATION

1

SUPPORT

After you lose or give an opponent one or more resources, exhaust this support to gain 1 resource.

VILLAIN | YELLOW | The Coruscant Initiative - Fanmade | 11

EFFICIENT OPERATION

1

SUPPORT

After you lose or give an opponent one or more resources, exhaust this support to gain 1 resource.

✦ AHSOKA TANO
REPUBLIC'S LAST CHANCE

13

2 ✗
3 ✗
4 ✗ 1⚅
2 🛡
2 ⟐
▬

CHARACTER - ADVISOR

After you activate this character, if she has exactly 2 **weapons** on her, for each of her character or upgrade dice, give 1 shield to a character if it is showing melee damage (✗), or deal 1 damage to a character if it is showing a shield (🛡).

18/22

HERO   BLUE   The Coruscant Initiative - Fanmade   ⬡12

✦ AHSOKA TANO
REPUBLIC'S LAST CHANCE

13

2 ✕
3 ✕
4 ✕ 1
2 ▣
2 ⊛
—

CHARACTER - ADVISOR

After you activate this character, if she has exactly 2 **weapons** on her, for each of her character or upgrade dice, give 1 shield to a character if it is showing melee damage (✕), or deal 1 damage to a character if it is showing a shield (▣).

18/22

HERO BLUE The Coruscant Initiative - Fanmade ⬡12

0

PARTING WORDS

EVENT

Spot a Blue character to reroll one of its character dice. Then turn another character's character die to a side showing the same value as the die just rerolled.

"Tell Anakin... I will."
– Ahsoka Tano and Obi-Wan Kenobi

HERO | BLUE | The Coruscant Initiative - Fanmade | 13

0

PARTING WORDS

EVENT

Spot a Blue character to reroll one of its character dice. Then turn another character's character die to a side showing the same value as the die just rerolled.

"Tell Anakin... I will."
– Ahsoka Tano and Obi-Wan Kenobi

HERO | BLUE | The Coruscant Initiative - Fanmade | 13

AHSOKA TANO'S LIGHTSABERS

UPGRADE - WEAPON

After you play this upgrade from your hand, you may search your deck for a copy of it and play it on attached character, decreasing its cost by 1.

2

1
+1
+2
1
1
−

HERO | BLUE | The Coruscant Initiative - Fanmade | 14

2

AHSOKA TANO'S LIGHTSABERS

UPGRADE - WEAPON

1 ✕
+1 ✕
+2 ✕
1 🛡
1 ⬦
—

After you play this upgrade from your hand, you may search your deck for a copy of it and play it on attached character, decreasing its cost by 1.

HERO | BLUE | The Coruscant Initiative - Fanmade | 14

THE LAST COMMAND

PLOT - MISSION

You may include Red cards in your deck
(following all other deckbuilding restrictions).

After setup, add 3 set-aside 332nd Clone
Troopers to your team.

After the upkeep phase begins, deal 5 damage
to one of your 332nd Clone Troopers. Flip one
of them and give control of it to an opponent.

7

THE LAST COMMAND

PLOT · MISSION

You may include Red cards in your deck *(following all other deckbuilding restrictions)*.

After setup, add 3 set-aside 332nd Clone Troopers to your team.

After the upkeep phase begins, deal 5 damage to one of your 332nd Clone Troopers. Flip one of them and give control of it to an opponent.

7

✦REX
CLONE COMMANDER

9

CHARACTER - TROOPER - LEADER

Team up 1 : Ahsoka Tano, 332nd Clone Trooper.

Power Action - Remove a **trooper** character die to give 2 shields to that character.

1 🗡
2 🔫
2 ◎
1 ↻
1 ⊡
—

9/12

HERO · RED · The Coruscant Initiative - Fanmade · ⬡17

✦REX
CLONE COMMANDER

9

1 🔫
2 🔫
2 ⚫
1 🔄
1 ⬚
—

9/12

CHARACTER - TROOPER - LEADER

Team up 1 : Ahsoka Tano, 332nd Clone Trooper.

Power Action - Remove a **trooper** character die to give 2 shields to that character.

HERO   RED   The Coruscant Initiative - Fanmade   ⬡17

0

RESISTING ORDER 66

EVENT

Remove all **trooper** character dice. For each die removed, give 2 shields to its matching character.

"Rex, what's happening ?" – Ahsoka Tano

0

RESISTING ORDER 66

EVENT

Remove all **trooper** character dice. For each die removed, give 2 shields to its matching character.

"Rex, what's happening ?" – Ahsoka Tano

HERO   RED   The Coruscant Initiative - Fanmade   18

✦ BAD BATCH

5

3 🏹
3 🏹
2 🔄
2 ✦
◎
◎

SUPPORT - TROOPER

After you activate this support, spot any number of characters and spend up to that many resources to roll that many copies of this die (🎲19) into your pool.

◎ - Deal damage to a character equal to the number of Bad Batch dice in your pool.

HERO   RED   The Coruscant Initiative - Fanmade   🎲19

✦ BAD BATCH

5 ⬡

- 3 ⚔
- 3 ⚔
- 2 ↻
- 2 ⬒
- ⊙
- ⊙

SUPPORT - TROOPER

After you activate this support, spot any number of characters and spend up to that many resources to roll that many copies of this die (⬡19) into your pool.

⊙ - Deal damage to a character equal to the number of Bad Batch dice in your pool.

✦ TRACE MARTEZ
SEEKING HAPPINESS

10

2 ↻
1 🛡
2 🛡
1 ✦
1 ✦
—

CHARACTER - SCAVENGER - ENGINEER

Power Action - Remove 1 damage from a **vehicle** or **droid** support. Then, if you are that support's controller, gain 1 resource.

10/13

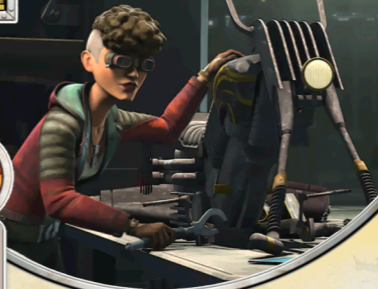HERO | YELLOW | The Coruscant Initiative - Fanmade | 20

✦ TRACE MARTEZ
SEEKING HAPPINESS

10

20

2 ⟳
1 🛡
2 🛡
1 ✷
1 ✷
—

CHARACTER - SCAVENGER - ENGINEER

Power Action - Remove 1 damage from a **vehicle** or **droid** support. Then, if you are that support's controller, gain 1 resource.

10/13

HERO · YELLOW · The Coruscant Initiative - Fanmade

JUST A SCRATCH

EVENT

Spot an **engineer** and place 1 damage on one of your **vehicles** or **droids** to remove a die.

HERO · YELLOW · The Coruscant Initiative - Fanmade · 21

1

JUST A SCRATCH

EVENT

Spot an **engineer** and place 1 damage on one of your **vehicles** or **droids** to remove a die.

✦ SILVER ANGEL

2 ⬡

2 ◎
2 🪖
1 ✴

⊙
⊙
—

SUPPORT - VEHICLE

Your Trace Martez has Piloting.

⊙ - Place 1 damage on this support to deal damage or give shields to a character equal to the number of damage on this support. Then, if this support has 3 or more damage on it, discard it from play.

HERO | YELLOW | The Coruscant Initiative - Fanmade | 22

✦ SILVER ANGEL

2 ⬚

2 ◎
2 🪖
1 ⬡
⊕
⊕
—

SUPPORT - VEHICLE

Your Trace Martez has Piloting.

⊕ - Place 1 damage on this support to deal damage or give shields to a character equal to the number of damage on this support. Then, if this support has 3 or more damage on it, discard it from play.

HERO YELLOW The Coruscant Initiative - Fanmade 22

1 ⬡

DUEL OF THE BLADES

EVENT

Resolve one of your **weapon** dice showing melee damage (X), increasing its value by 1, to remove an opponent's die showing melee damage (X).

NEUTRAL | BLUE | The Coruscant Initiative - Fanmade | ⬡23

DUEL OF THE BLADES

EVENT

Resolve one of your **weapon** dice showing melee damage (X), increasing its value by 1, to remove an opponent's die showing melee damage (X).

NEUTRAL | BLUE | The Coruscant Initiative - Fanmade | 23

JAR'KAI

UPGRADE - ABILITY

Blue character only.

While attached character has exactly 2 **weapons** on it, increase the value of those **weapons'** dice by 1.

Power Action - Give 1 shield to attached character and reroll any number of its **weapon** dice.

2

JAR'KAI

UPGRADE - ABILITY

Blue character only.

While attached character has exactly 2 **weapons** on it, increase the value of those **weapons'** dice by 1.

Power Action - Give 1 shield to attached character and reroll any number of its **weapon** dice.

0

MAKING PLANS

EVENT

Exhaust one of your characters to gain 1 resource and turn one of your character dice to a side showing a value of 2 or less.

NEUTRAL | RED | The Coruscant Initiative - Fanmade | 25

0

MAKING PLANS

EVENT

Exhaust one of your characters to gain 1 resource and turn one of your character dice to a side showing a value of 2 or less.

NEUTRAL · RED · The Coruscant Initiative - Fanmade · 25

1

SQUAD, ON ME!

EVENT

Activate up to 2 of your **troopers**. Resolve that many of your **trooper** dice showing different symbols in the order of your choice.

1◈

SQUAD, ON ME!

EVENT

Activate up to 2 of your **troopers**. Resolve that many of your **trooper** dice showing different symbols in the order of your choice.

NEUTRAL   RED   The Coruscant Initiative - Fanmade   26

WE'RE IN COMMAND

PLOT

Your **leaders** have Piloting.

Power Action - You may spot a **leader** to place an event from your hand under this plot. You may spot a piloted **vehicle** to play an event from under this plot.

2

NEUTRAL | RED | The Coruscant Initiative - Fanmade | 27

WE'RE IN COMMAND

PLOT

Your **leaders** have Piloting.

Power Action - You may spot a **leader** to place an event from your hand under this plot. You may spot a piloted **vehicle** to play an event from under this plot.

2

NEUTRAL | RED | The Coruscant Initiative - Fanmade | 27

2

✦BATTLE STRATEGY
ALGORITHM

UPGRADE - INTEL

Red character only.

Power Action - Spot a villain character to look at an opponent's hand and discard a card from it, or spot a hero character to reveal the top 3 cards of your deck, play one of them if able and add another to your hand.

| NEUTRAL | RED | The Coruscant Initiative - Fanmade | 28 |

2

✦BATTLE STRATEGY ALGORITHM

UPGRADE - INTEL

Red character only.

Power Action - Spot a villain character to look at an opponent's hand and discard a card from it, or spot a hero character to reveal the top 3 cards of your deck, play one of them if able and add another to your hand.

| NEUTRAL | RED | The Coruscant Initiative - Fanmade | 28 |

1

VANDALIZE

EVENT

Remove a number of your character dice equal to the cost of a support or upgrade in play to discard it.

1

VANDALIZE

EVENT

Remove a number of your character dice equal to the cost of a support or upgrade in play to discard it.

1

ILLEGAL SPICE CARGO

UPGRADE - MOD

Modify **vehicle** support.

After you activate attached support, reveal a Yellow card from your hand or discard this upgrade.

1

1

1

1

1

−

NEUTRAL YELLOW The Coruscant Initiative - Fanmade 30

ILLEGAL SPICE CARGO

UPGRADE - MOD

Modify **vehicle** support.

After you activate attached support, reveal a Yellow card from your hand or discard this upgrade.

1

1

1

1

1

—

NEUTRAL YELLOW The Coruscant Initiative - Fanmade 30

SPICE RUNNERS

PLOT - MISSION

Include only if each character on your team is a **pilot** or a **scoundrel**.

Power Action - Set aside a **droid**, **equipment**, **vehicle** or **weapon** from your discard pile to gain 1 resource.

3

NEUTRAL | YELLOW | The Coruscant Initiative - Fanmade | 31

SPICE RUNNERS

PLOT - MISSION

Include only if each character on your team is a **pilot** or a **scoundrel**.

Power Action - Set aside a **droid**, **equipment**, **vehicle** or **weapon** from your discard pile to gain 1 resource.

3

NEUTRAL | YELLOW | The Coruscant Initiative - Fanmade | 31

KEERADAK

1

1
2
1
1
1
—

SUPPORT - CREATURE

You can include up to 4 copies of this support in your deck.

Power Action - Spot any number of other Keeradak to reroll this die up to that many times.

KEERADAK

1

1
2
1
1
1

SUPPORT - CREATURE

You can include up to 4 copies of this support in your deck.

Power Action - Spot any number of other Keeradak to reroll this die up to that many times.

KEERADAK

1

1
2
1
1
1
—

SUPPORT - CREATURE

You can include up to 4 copies of this support in your deck.

Power Action - Spot any number of other Keeradak to reroll this die up to that many times.

KEERADAK

1

1
2
1
1
1

SUPPORT - CREATURE

You can include up to 4 copies of this support in your deck.

Power Action - Spot any number of other Keeradak to reroll this die up to that many times.

PYKES' PRISON
OBA DIAH

33

The Coruscant Initiative · Fanmade

NEUTRAL

Claim - Choose a character. That character's controller must discard a card from their hand to activate that character during the next round.

33

PYKES' PRISON
OBA DIAH

NEUTRAL

Claim - Choose a character. That character's controller must discard a card from their hand to activate that character during the next round.

PEACE PARK
MANDALORE

34

NEUTRAL

Power Action - 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. Remove one of those dice showing the lowest value *(both in case of a tie)*.

PEACE PARK
MANDALORE

★34

Power Action - 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. Remove one of those dice showing the lowest value (*both in case of a tie*).

332ND CLONE TROOPER

8

CHARACTER - TROOPER

1 🔫
2 🗡️
2 ⚫
1 ⚡
—
—

After this die rolls a blank (—), you may turn a character die to a side showing a blank (—).

"The paint job is a little crude, but we think it gets the idea across." – Rex

8

HERO | RED | The Coruscant Initiative - Fanmade | 16A

332ND CLONE TROOPER

8

CHARACTER - TROOPER

After this die rolls a blank (—), you may turn a character die to a side showing a blank (—).

"The paint job is a little crude, but we think it gets the idea across." – Rex

1 🔫
2 🗡
2 ◉
1 ⊡
—
—

8

HERO | RED | The Coruscant Initiative - Fanmade | 16A

332ND CLONE TROOPER

8

CHARACTER - TROOPER

1 🔫
2 🗡️
2 ⚪
1 ⟲
—
—

After this die rolls a blank (—), you may turn a character die to a side showing a blank (—).

"The paint job is a little crude, but we think it gets the idea across." – Rex

8

HERO | RED | The Coruscant Initiative - Fanmade | 16A

332ND CLONE TROOPER

8

CHARACTER - TROOPER

1 🔫
2 🗡️
2 ◎
1 ⚡
—
—

After this die rolls a blank (—), you may turn a character die to a side showing a blank (—).

"The paint job is a little crude, but we think it gets the idea across." – Rex

8 | HERO | RED | The Coruscant Initiative - Fanmade | 16A