MAUL
TYRANT OF MANDALORE

12

2

3
1

1

1

1

-

13/16

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.

VILLAIN | BLUE | The Coruscant Initiative - Fanmade | 1

MAUL
TYRANT OF MANDALORE

12

2

3
1

1

1

1

-

13/16

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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.

VILLAIN | BLUE | The Coruscant Initiative - Fanmade | 1

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

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

2

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.

2

+2

+3

+4

1

–

VILLAIN | BLUE | The Coruscant Initiative - Fanmade | 3

3

2

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.

2

+2

+3

+4

1

–

VILLAIN | BLUE | The Coruscant Initiative - Fanmade | 3

ADMIRAL TRENCH

BRILLIANT AND RUTHLESS

12

2

1

2

2

1

–

13/16

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.

VILLAIN | RED | The Coruscant Initiative - Fanmade | 4

ADMIRAL TRENCH

BRILLIANT AND RUTHLESS

12

2

1

2

2

1

–

13/16

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.

VILLAIN | RED | The Coruscant Initiative - Fanmade | 4

D-WING SECURITY DROID

7

+1

+2

+3

1

1

1

—

9

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.

VILLAIN | RED | The Coruscant Initiative - Fanmade | 5

D-WING SECURITY DROID

7

+1

+2

+3

1

1

1

—

9

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.

VILLAIN | RED | The Coruscant Initiative - Fanmade | 5

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

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

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

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

MARG KRIM
ILLUSTRIOUS IMPERATOR

9

2
2
1
1
1
–

8/11

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?"

VILLAIN | YELLOW | The Coruscant Initiative - Fanmade | 8

MARG KRIM
ILLUSTRIOUS IMPERATOR

9

2
2
1
1
1
–

8/11

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?"

VILLAIN | YELLOW | The Coruscant Initiative - Fanmade | 8

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

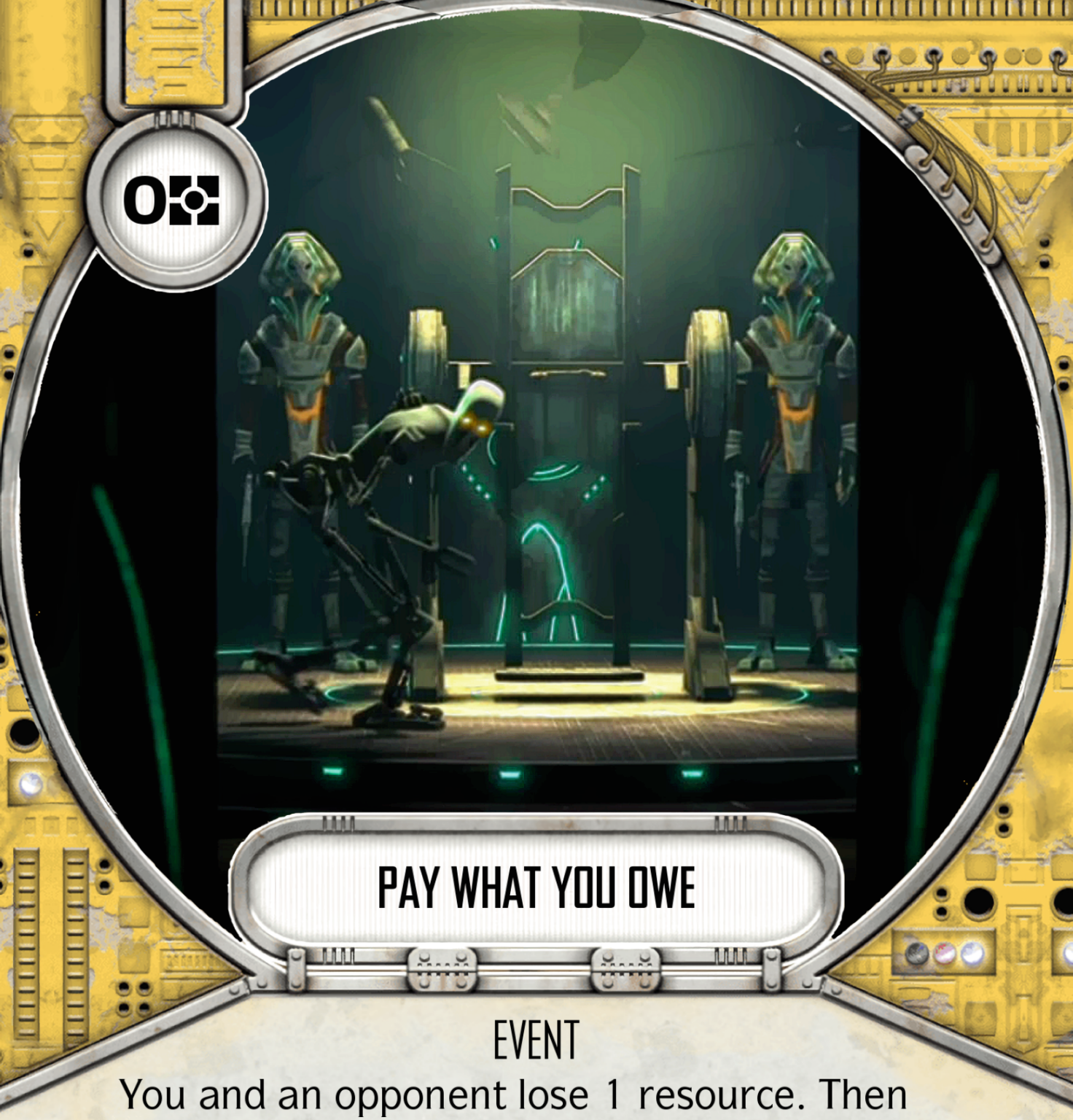
ONLY THE STRONGEST

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

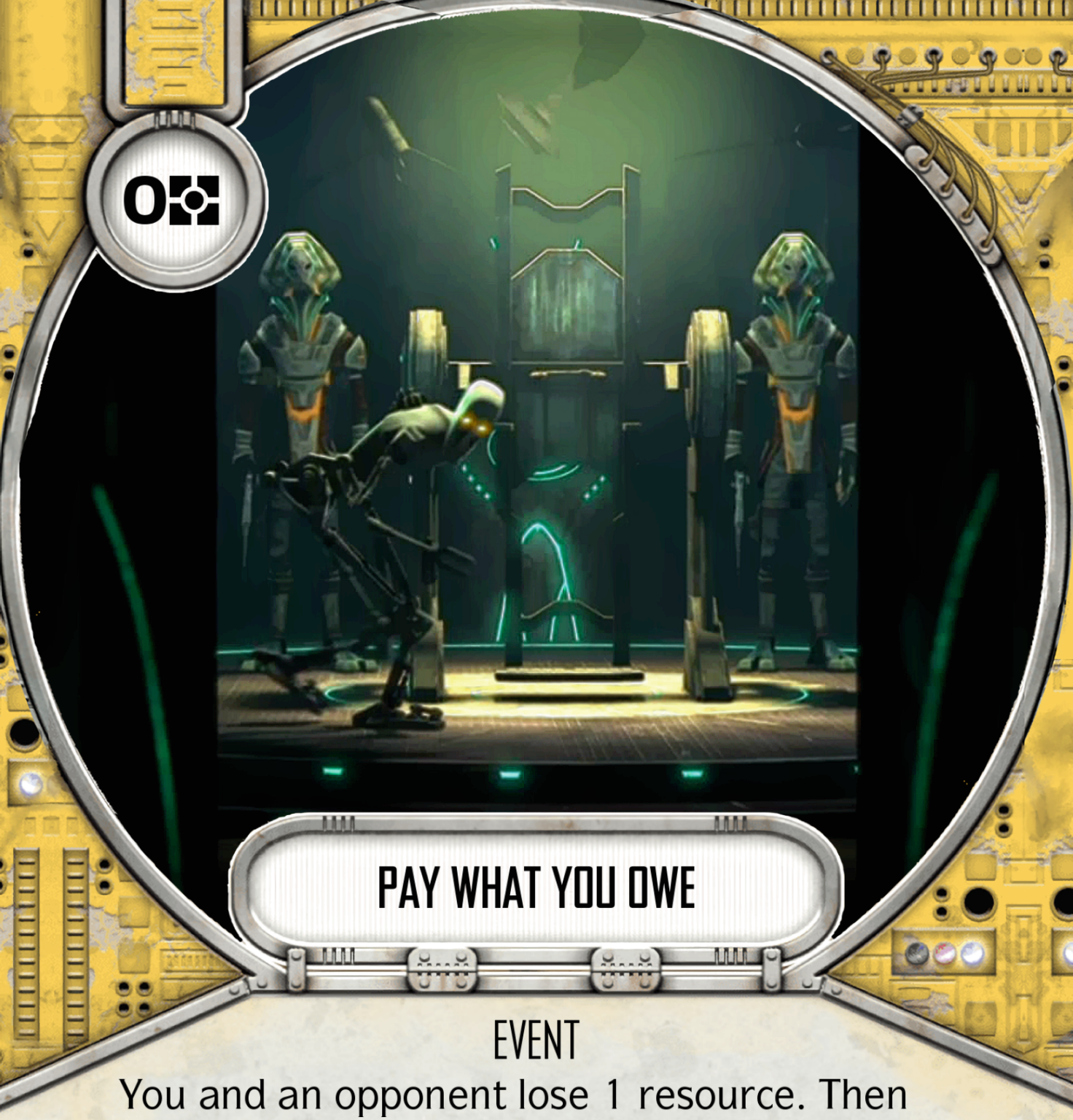


PAY WHAT YOU OWE

EVENT

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

VILLAIN | YELLOW | The Coruscant Initiative - Fanmade | 10



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

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

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

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 ().

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 ().

HERO | BLUE | The Coruscant Initiative - Fanmade | 12

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

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

2
AHSOKA TANO'S LIGHTSABERS
1
+1
+2
1
1
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.
HERO
BLUE
The Coruscant Initiative - Fanmade
14

2
AHSOKA TANO'S LIGHTSABERS
1
+1
+2
1
1
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.
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.

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.

REX

CLONE COMMANDER

9

1

2

2

1

1

—

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.

9/12

HERO | RED | The Coruscant Initiative - Fanmade | 17

REX

CLONE COMMANDER

9

1

2

2

1

1

—

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.

9/12

HERO | RED | The Coruscant Initiative - Fanmade | 17

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

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

5

BAD BATCH

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

5

BAD BATCH

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

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

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

JUST A SCRATCH

EVENT

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

JUST A SCRATCH

EVENT

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

2

SILVER ANGEL

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

2

SILVER ANGEL

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

DUEL OF THE BLADES

EVENT

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

NEUTRAL | BLUE | The Coruscant Initiative - Fanmade | 23

DUEL OF THE BLADES

EVENT

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

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.

NEUTRAL | BLUE | The Coruscant Initiative - Fanmade | 24

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.

NEUTRAL | BLUE | The Coruscant Initiative - Fanmade | 24

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

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

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.

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.

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

BATTLE STRATEGY ALGORITHM

UPGRADE - INTEL

Red character only.

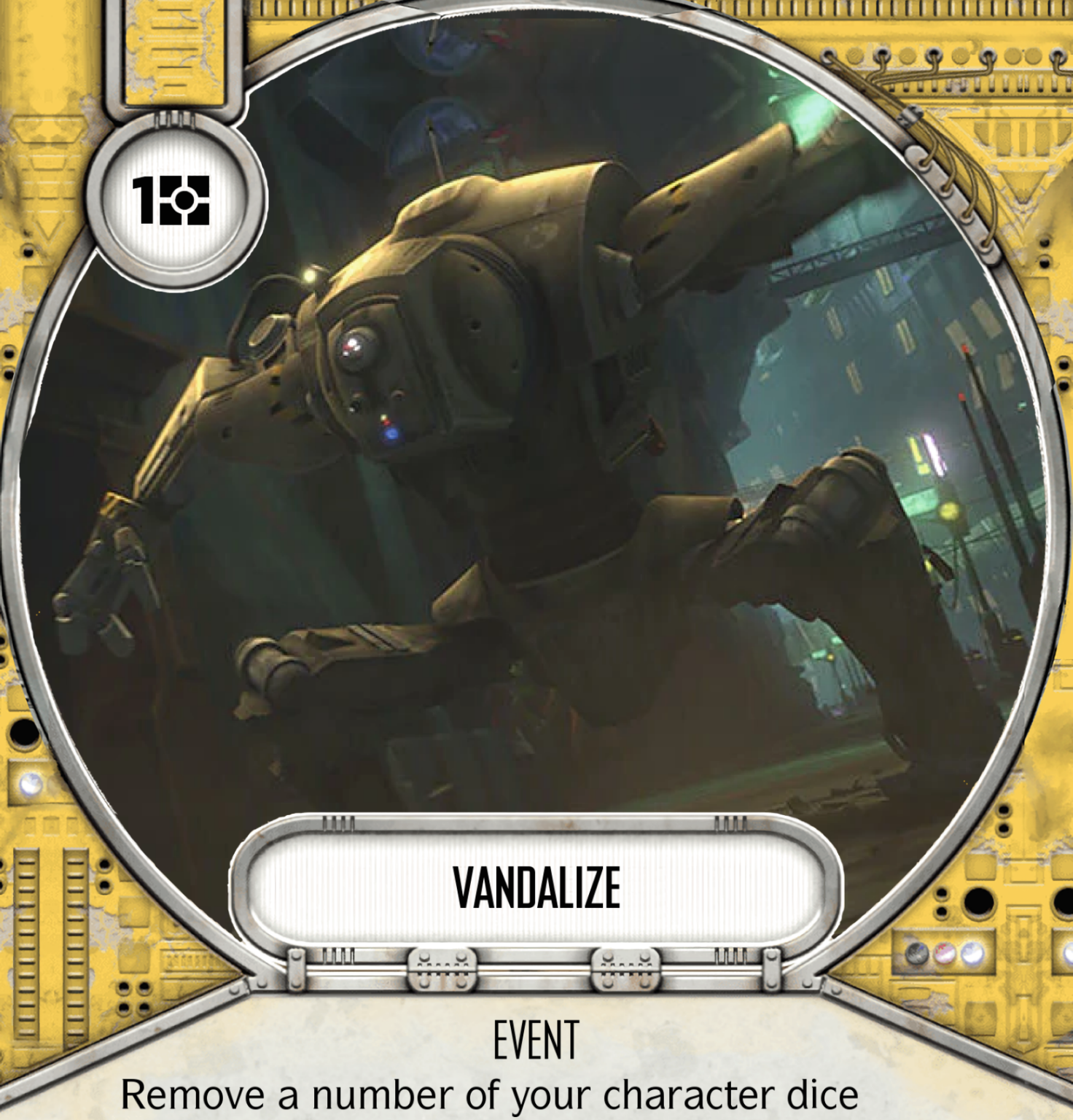
Power Action - Spot a villain character to look at an opponent's hand and discard a card from it, or spot a hero character to reveal the top 3 cards of your deck, play one of them if able and add another to your hand.

BATTLE STRATEGY ALGORITHM

UPGRADE - INTEL

Red character only.

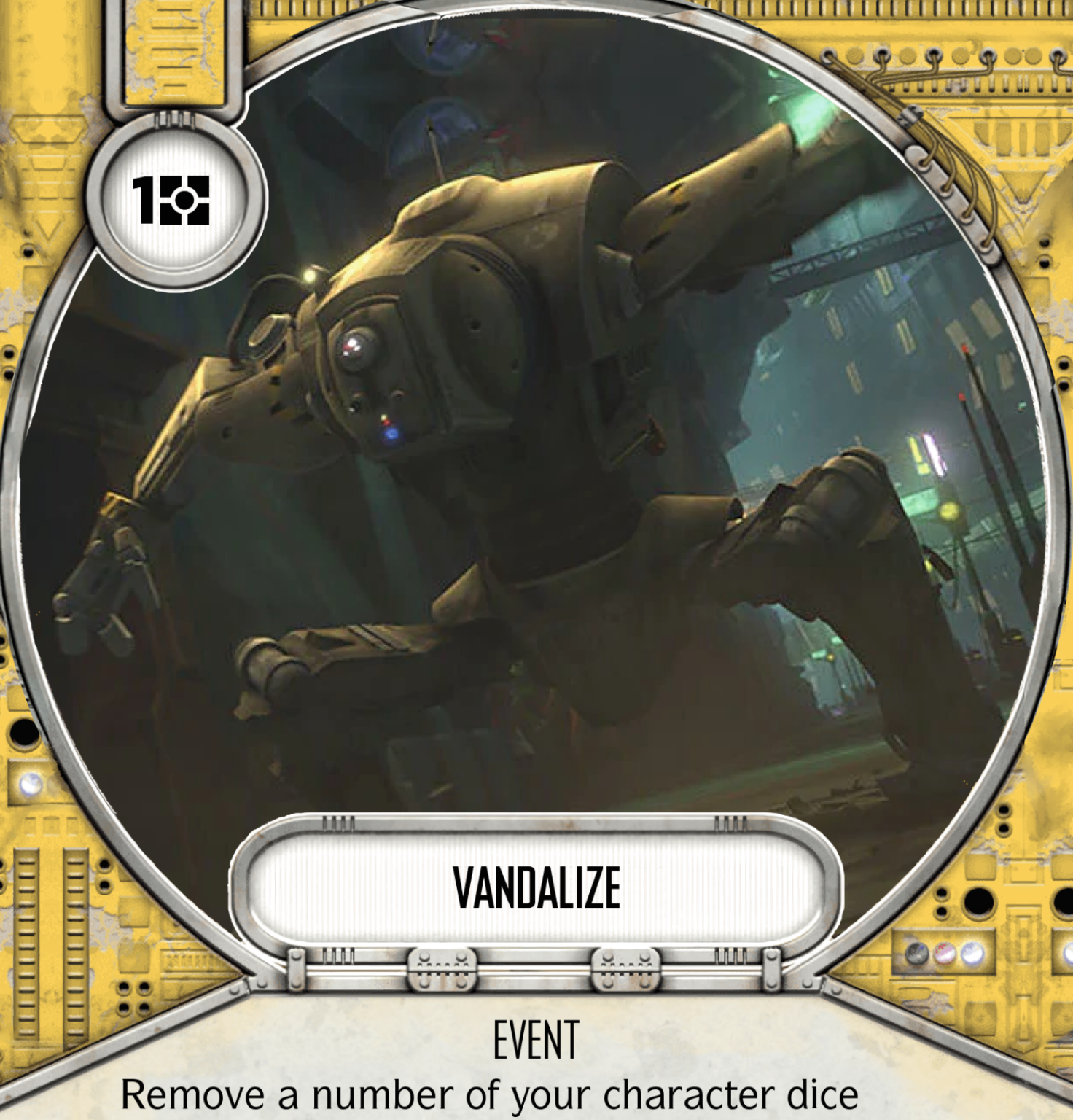
Power Action - Spot a villain character to look at an opponent's hand and discard a card from it, or spot a hero character to reveal the top 3 cards of your deck, play one of them if able and add another to your hand.



VANDALIZE

EVENT

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



VANDALIZE

EVENT

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

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

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

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

1

KEERADAK

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.

NEUTRAL | GRAY | The Coruscant Initiative - Fanmade | 32

1

KEERADAK

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.

NEUTRAL | GRAY | The Coruscant Initiative - Fanmade | 32

1

KEERADAK

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.

NEUTRAL | GRAY | The Coruscant Initiative - Fanmade | 32

1

KEERADAK

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.

NEUTRAL | GRAY | The Coruscant Initiative - Fanmade | 32

PYKES' PRISON

OBA DIAH

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

NEUTRAL

The Coruscant Initiative - Fanmade

33

PYKES' PRISON

OBA DIAH

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

NEUTRAL

The Coruscant Initiative - Fanmade

33

PEACE PARK
MANDALORE

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

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

1

2

2

1

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

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

332ND CLONE TROOPER

8

1

2

2

1

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

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

332ND CLONE TROOPER

8

1

2

2

1

8

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332ND CLONE TROOPER

8

1

2

2

1

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

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