

✦ **BARISS OFFEE**
BETRAYING THE CODE

10



CHARACTER - APPRENTICE

After this character gains 1 or more shields for the first time each round, you may turn one of your character or upgrade dice to a side showing a value of 0.

☉ - Remove all shields from this character. Deal indirect damage to an opponent equal to the number of shields just removed, increasing that value by 1.

1

2

1

☉

☉

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10/13

VILLAIN

BLUE

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1

✦ **BARISS OFFEE**
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10



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1 ☉

2 🛡️

1 🎲

☉

☉

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10/13

VILLAIN

BLUE

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🔦 1

⚡ DARTH NIHILUS
LORD OF HUNGER

8



4 ⚡
2 ☉

2 X

2 X

1 ☰

2 ☰

—

CHARACTER - SITH - TRIUMVIRATE

Before this character would be defeated, defeat him when the round ends instead unless he ends the round with more than 0 remaining health.

Power Action - Deal 1 damage to each other character. Heal damage from this character equal to the amount of damage dealt this way.

17/20

VILLAIN

BLUE

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2

⚡ DARTH NIHILUS
LORD OF HUNGER

8



4 ⚡
2 ☉

2 X

2 X

1 ☰

2 ☰

—

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17/20

VILLAIN

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2

⚡ VISAS MARR
FRACTURED AND CORRUPTED

10



CHARACTER - APPRENTICE

During the action phase, your opponents play with the top card of their deck revealed.

⚡ - Reveal the top card of a deck and deal damage to a character or heal damage from this character equal to half the cost of that card rounded up.

1 ⚡

2 X

1 ⚡

1 ⚡

⚡

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9/12

VILLAIN

BLUE

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4

⚡ VISAS MARR
FRACTURED AND CORRUPTED

10



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1 ⚡

2 X

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1 ⚡

⚡

—

9/12

VILLAIN

BLUE

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4



20

CLAIM YOUR LIFE

EVENT

Defeat one of your characters with 5 or less remaining health to heal that much damage from one of your unique Blue characters. The healed character gains one of the defeated character's character dice.

VILLAIN

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5



20

CLAIM YOUR LIFE

EVENT

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VILLAIN

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5



04

LOSING FAITH

EVENT

Spot an **apprentice** to remove a hero die or to reroll up to 3 character dice.

VILLAIN

BLUE

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6



04

LOSING FAITH

EVENT

Spot an **apprentice** to remove a hero die or to reroll up to 3 character dice.

VILLAIN

BLUE

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6

10

NOURISH

EVENT

Discard the top card of a deck. Then heal damage from a Blue character equal to the cost of the discarded card, to a maximum of 3.

VILLAIN

BLUE

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7

10

NOURISH

EVENT

Discard the top card of a deck. Then heal damage from a Blue character equal to the cost of the discarded card, to a maximum of 3.

VILLAIN

BLUE

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7



WOUND IN THE FORCE

PLOT

Include only if you have a unique Blue character on your team.

After the upkeep phase begins, deal 2 damage to each of your characters.

After a character is defeated, you may set this plot aside.

-2

VILLAIN

BLUE

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8



WOUND IN THE FORCE

PLOT

Include only if you have a unique Blue character on your team.

After the upkeep phase begins, deal 2 damage to each of your characters.

After a character is defeated, you may set this plot aside.

-2

VILLAIN

BLUE

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8

3

◆ RAVAGER

3

3

1

3

4

1

3

2

SUPPORT - VEHICLE

Decrease the value showing on this die by the number of damage on this support.

After you resolve this die, place 1 damage on this support.

Power Action - Deal 1 damage to one of your characters to remove 1 damage from this support, or 2 instead if you spot a **triumvirate** character.

VILLAIN

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9

3

◆ RAVAGER

3

3

1

3

4

1

3

2

SUPPORT - VEHICLE

Decrease the value showing on this die by the number of damage on this support.

After you resolve this die, place 1 damage on this support.

Power Action - Deal 1 damage to one of your characters to remove 1 damage from this support, or 2 instead if you spot a **triumvirate** character.

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9

10

◆ DARTH NIHILUS' MASK

UPGRADE - EQUIPMENT

Attached character gains the **Sith** subtype and can be spotted as a Blue character.

Before attached character takes damage, you may exhaust this upgrade to move 1 damage from that character to one of your characters. Then, if this upgrade is on Darth Nihilus, you may ready it.

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BLUE

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10

10

◆ DARTH NIHILUS' MASK

UPGRADE - EQUIPMENT

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Before attached character takes damage, you may exhaust this upgrade to move 1 damage from that character to one of your characters. Then, if this upgrade is on Darth Nihilus, you may ready it.

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10



3

◆ DARTH REVAN'S LIGHTSABER

UPGRADE - WEAPON

⦿ - Discard this upgrade from play to deal 1 unblockable damage to each of an opponent's characters. Then you may discard a card from your hand to play this upgrade on Darth Revan from your discard pile for free.

3X

3X

1

+3X

2

⦿

-

VILLAIN

BLUE

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11

The card features a background image of Darth Revan in his dark, hooded armor, holding a glowing red lightsaber. The card is framed with a metallic, circuit-like border. In the top left corner, there is a circular icon with the number '3' and a small symbol. On the left side, there is a vertical stack of icons: three 'X' symbols, a '3X' with a small symbol, '+3X', '2' with a helmet icon, a target symbol, and a red bar with a minus sign. At the bottom, there are three boxes: 'VILLAIN', 'BLUE', and 'The Coruscant Initiative - Fanmade'. In the bottom right corner, there is a yellow trapezoidal icon with a helmet symbol and the number '11'.

3

◆ DARTH REVAN'S LIGHTSABER

UPGRADE - WEAPON

☉ - Discard this upgrade from play to deal 1 unblockable damage to each of an opponent's characters. Then you may discard a card from your hand to play this upgrade on Darth Revan from your discard pile for free.

VILLAIN

BLUE

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11

⚡ FN-2187
TROOPER IN DISPAIR

8



1 ⚡

2 ⚡

1 ⌚

1 🗡️

1 🎯

—

CHARACTER - TROOPER

Power Action - You may discard a **weapon** attached to this character to remove a die showing damage.

"FN-2187. Submit your blaster for inspection." - Captain Phasma

8/10

VILLAIN

RED

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12

⚡ FN-2187
TROOPER IN DISPAIR

8



1 ⚡

2 ⚡

1 ⌚

1 📄

1 🎲

—

CHARACTER - TROOPER

Power Action - You may discard a **weapon** attached to this character to remove a die showing damage.

"FN-2187. Submit your blaster for inspection." - Captain Phasma

8/10

VILLAIN

RED

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12

◆ GENERAL HUX
IN SEARCH OF RESPECT

10



CHARACTER - LEADER

Power Action - Give 1 card from your hand to an opponent to choose one of the following :

- Discard the top 2 cards of that opponent's deck.
- Deal 2 indirect damage to that opponent.
- Give 2 shields to one of your characters.

2 ↻

1 ≡

2 ≡

1 🛡️

1 🎯

—

11/14

VILLAIN

RED

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13

◆ GENERAL HUX
IN SEARCH OF RESPECT

10



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Power Action - Give 1 card from your hand to an opponent to choose one of the following :

- Discard the top 2 cards of that opponent's deck.
- Deal 2 indirect damage to that opponent.
- Give 2 shields to one of your characters.

2 ↻

1 ▨

2 ▨

1 🛡️

1 🎯

—

11/14

VILLAIN

RED

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13

◆ GENERAL KALANI
JUSTIFIABLY ARROGANT

12



2 ⚡

1 ♻️

2 🗡️

2 🌟

1 🎯

—

CHARACTER - DROID - LEADER

You may resolve this die not showing damage as if it were showing focus.

Power action - Discard a card from your hand and deal 2 damage to one of your other characters to play a Red or Gray support from your discard pile, decreasing its cost by 1, or by 2 instead if it is a **droid** support.

"Do not underestimate our means."

14/17

VILLAIN

RED

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14

◆ GENERAL KALANI
JUSTIFIABLY ARROGANT

12



2 ⚡

1 ♻️

2 🗡️

2 🌟

1 🎯

—

CHARACTER - DROID - LEADER

You may resolve this die not showing damage as if it were showing focus.

Power action - Discard a card from your hand and deal 2 damage to one of your other characters to play a Red or Gray support from your discard pile, decreasing its cost by 1, or by 2 instead if it is a **droid** support.

"Do not underestimate our means."

14/17

VILLAIN

RED

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14

◆ HK-47
IN NEED OF SLAUGHTER

12



2

3

2

2

1

1

1

1

—

CHARACTER - DROID

Power Action - If a character was defeated during your last turn this round, ready this character.

☉ - Deal damage to a character equal to the number of damaged characters.

"That was a close one. I almost surrendered completely to peace and pacifism."

13/16

VILLAIN

RED

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15

◆ HK-47
IN NEED OF SLAUGHTER

12



2

3

2

2

1

1

1

1

—

CHARACTER - DROID

Power Action - If a character was defeated during your last turn this round, ready this character.

☉ - Deal damage to a character equal to the number of damaged characters.

"That was a close one. I almost surrendered completely to peace and pacifism."

13/16

VILLAIN

RED

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15

02

KILLING MACHINE

EVENT

Resolve one of your **droid** dice. Then, if a character was defeated this way, deal 2 damage to a character.

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16

02

KILLING MACHINE

EVENT

Resolve one of your **droid** dice. Then, if a character was defeated this way, deal 2 damage to a character.

VILLAIN

RED

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16

00

TACTICAL WITHDRAWAL

EVENT

Discard one of your supports from play to remove a die. Then you may shuffle one of your supports in play into your deck to remove a die.

"A prolonged war does not interest me, General." - Count Dooku

VILLAIN

RED

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17

00



TACTICAL WITHDRAWAL

EVENT

Discard one of your supports from play to remove a die. Then you may shuffle one of your supports in play into your deck to remove a die.

"A prolonged war does not interest me, General." -
Count Dooku

VILLAIN

RED

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17

10

TAMING THE PEOPLE

EVENT

Roll a character die on an opponent's character in their pool. You may spot a **leader** to reroll that die. You may spot a **droid** to reroll that die again. Resolve or remove that die as if it were your own.

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18

10

TAMING THE PEOPLE

EVENT

Roll a character die on an opponent's character in their pool. You may spot a **leader** to reroll that die. You may spot a **droid** to reroll that die again. Resolve or remove that die as if it were your own.

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RED

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18



THE CONFEDERACY

PLOT

Each of your characters has + 1 health for each **droid** support you control.

Action - Remove one or more of your dice showing damage to place that much damage on a support. Then, if it has damage on it equal to or more than its cost, discard it from play. Only opponents may use this ability.

2

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THE CONFEDERACY

PLOT

Each of your characters has + 1 health for each **droid** support you control.

Action - Remove one or more of your dice showing damage to place that much damage on a support. Then, if it has damage on it equal to or more than its cost, discard it from play. Only opponents may use this ability.

2

VILLAIN

RED

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19

5

HMP PREDATOR

2

2

3

4

1

1

-



SUPPORT - ARTILLERY - DROID

After you activate this support, you may give 1 shield to each of your droid characters.

Power Action - If each of an opponent's characters are damaged, ready this support.

"By Your Command."

VILLAIN

RED

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20

5

HMP PREDATOR

2

2

3

4

1

1

-



SUPPORT - ARTILLERY - DROID

After you activate this support, you may give 1 shield to each of your droid characters.

Power Action - If each of an opponent's characters are damaged, ready this support.

"By Your Command."

VILLAIN

RED

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20



3



ASSASSIN DROID'S RIFLE

UPGRADE - WEAPON

Redeploy.

Power Action - You may reroll this die for each defeated character.

"Commentary: I say we blast the meatbag and save you the trouble, Master." - HK-47

2

+3

3

3

1

1

-

VILLAIN

RED

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21



3



ASSASSIN DROID'S RIFLE

UPGRADE - WEAPON

Redeploy.

Power Action - You may reroll this die for each defeated character.

"Commentary: I say we blast the meatbag and save you the trouble, Master." - HK-47

2

+3

3

3

1

1

-

VILLAIN

RED

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21

◆ BAZINE NETAL
THE PERFECT WEAPON

9



1

1

2

1

1



—

CHARACTER - BOUNTY HUNTER - SCOUNDREL

After you activate this character, choose a number. Reveal a random card in an opponent's hand. If that card's cost matches the chosen number, discard it or deal 1 damage to a character.

⚡ - Discard the top card of all decks. If one of them is an event, gain 1 resource.

8/10

VILLAIN

YELLOW

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22

◆ BAZINE NETAL
THE PERFECT WEAPON

9



1

1

2

1

1



—

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⚙ - Discard the top card of all decks. If one of them is an event, gain 1 resource.

8/10

VILLAIN

YELLOW

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22

◆ MORALO EVAL
UNDERGROUND CORRUPTER

12



1 ⚡

1 X

3 🎯
1 🗑️

2 🔄

2 🎲

—

CHARACTER - SCOUNDREL - LEADER

Power Action - Give 1 resource to an opponent to resolve one of their dice as if it were yours and showing indirect damage (🎯). That opponent may spend 1 resource to reroll that die instead of removing it.

"My name is Moralo Eval, and I have great influence here".

14/17

VILLAIN

YELLOW

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🔦23

◆ MORALO EVAL
UNDERGROUND CORRUPTER

12



1 ⚡

1 X

3 🎯
1 🗑️

2 🔄

2 🎲

—

CHARACTER - SCOUNDREL - LEADER

Power Action - Give 1 resource to an opponent to resolve one of their dice as if it were yours and showing indirect damage (🎯). That opponent may spend 1 resource to reroll that die instead of removing it.

"My name is Moralo Eval, and I have great influence here".

14/17

VILLAIN

YELLOW

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🔦23

◆ PRE VIZSLA
DEATH WATCH LEADER

11



2 ⚡

2 X

1 ⚡

1 ⚡

⚡

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CHARACTER - TROOPER - LEADER

You may include up to two copies of Darksaber (⚡ 142) in your deck.

Power Action - Play an **equipment** or **weapon** from your discard pile.

⚡ - Spot any number of **equipments** to deal that much indirect damage (⚡) to an opponent.

12/15

VILLAIN

YELLOW

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⚡ 24

◆ PRE VIZSLA
DEATH WATCH LEADER

11



2 ⚡

2 X

1 ⚡

1 ⚡

⚡

—

CHARACTER - TROOPER - LEADER

You may include up to two copies of Darksaber (⚡ 142) in your deck.

Power Action - Play an **equipment** or **weapon** from your discard pile.

⚡ - Spot any number of **equipments** to deal that much indirect damage (⚡) to an opponent.

12/15

VILLAIN

YELLOW

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⚡ 24

⚡ XIZOR
PRINCE OF CRIME

13



2X

3X
1

2

2

1

-

CHARACTER - SCOUNDREL - LEADER

After an opponent gains one or more resources for the first time during each action phase, gain 1 resource.

Power Action - If an opponent resolved exactly one die during their last turn this round, give that opponent 1 resource to resolve one of their dice as if it were yours.

15/19

VILLAIN

YELLOW

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25

⚡ XIZOR
PRINCE OF CRIME

13



2X

3X
1

2

2

1

—

CHARACTER - SCOUNDREL - LEADER

After an opponent gains one or more resources for the first time during each action phase, gain 1 resource.

Power Action - If an opponent resolved exactly one die during their last turn this round, give that opponent 1 resource to resolve one of their dice as if it were yours.

15/19

VILLAIN

YELLOW

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25

0



EAVESDROP

EVENT

Remove one of your Yellow character dice to play an event from any discard pile, decreasing its cost by 1. Then set that event and this event aside.

VILLAIN

YELLOW

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EAVESDROP

EVENT

Remove one of your Yellow character dice to play an event from any discard pile, decreasing its cost by 1. Then set that event and this event aside.

VILLAIN

YELLOW

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26



3

GREAT INFLUENCE

EVENT

Spot a **scoundrel** to force an opponent to pass their next 3 turns this round. If that opponent doesn't take another action this round, deal 3 damage to that **scoundrel**.

VILLAIN

YELLOW

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3

GREAT INFLUENCE

EVENT

Spot a **scoundrel** to force an opponent to pass their next 3 turns this round. If that opponent doesn't take another action this round, deal 3 damage to that **scoundrel**.

VILLAIN

YELLOW

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27



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SPREADING THE WORD

EVENT

Spot a **scoundrel** and place an event from an opponent's discard pile on the top of their deck to gain 1 resource.

VILLAIN

YELLOW

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28



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SPREADING THE WORD

EVENT

Spot a **scoundrel** and place an event from an opponent's discard pile on the top of their deck to gain 1 resource.

VILLAIN

YELLOW

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10



DISC-SHAPED BUZZSAWS

UPGRADE - EQUIPMENT

After you play this upgrade, place 3 damage on it.

Power Action - Move 1 damage from this upgrade to an opponent's character.

VILLAIN

YELLOW

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10



DISC-SHAPED BUZZSAWS

UPGRADE - EQUIPMENT

After you play this upgrade, place 3 damage on it.

Power Action - Move 1 damage from this upgrade to an opponent's character.

VILLAIN

YELLOW

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29



20

MICRODETONATORS

UPGRADE - WEAPON - EQUIPMENT

After you play this upgrade, place 3 resources on it.

☉ - Remove 1 resource from this upgrade to choose one : discard a support from play that costs 1 or less, deal 2 indirect damage to an opponent, or discard the top 2 cards of a deck.

1 

1 





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VILLAIN

YELLOW

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30



20

MICRODETONATORS

UPGRADE - WEAPON - EQUIPMENT

After you play this upgrade, place 3 resources on it.

☉ - Remove 1 resource from this upgrade to choose one : discard a support from play that costs 1 or less, deal 2 indirect damage to an opponent, or discard the top 2 cards of a deck.

1 

1 





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VILLAIN

YELLOW

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30

⚡ MACE WINDU
CRUSHING COMBATANT

14



CHARACTER - JEDI - LEADER

After an opponent removes one or more of this character's character dice, you may discard a card from your hand to deal 2 damage to one of that opponent's characters.

Power Action - Resolve this die showing damage as unblockable, decreasing its value by 1.

2X

3X

3X

1

4X

1

2



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18/23

HERO

BLUE

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32

⚡ MACE WINDU
CRUSHING COMBATANT

14



2X

3X

3X

1

4X

1

2



—

CHARACTER - JEDI - LEADER

After an opponent removes one or more of this character's character dice, you may discard a card from your hand to deal 2 damage to one of that opponent's characters.

Power Action - Resolve this die showing damage as unblockable, decreasing its value by 1.

18/23

HERO

BLUE

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◆ MASTER DOOKU
MARTIAL LEGEND

10



CHARACTER - JEDI

Increase the value of the first **weapon** die showing damage you resolve each round by 1.

Power Action - Resolve one of this character's character dice showing melee damage (X) as if it were showing a discard (≡), or vice versa.

1X

2X

1⌚

2≡
1⌚

1⌚

—

10/13

HERO

BLUE

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33

◆ MASTER DOOKU
MARTIAL LEGEND

10



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Power Action - Resolve one of this character's character dice showing melee damage (X) as if it were showing a discard (≡), or vice versa.

1X

2X

1⌚

2≡
1⌚

1⌚

—

10/13

HERO

BLUE

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⚡ **Obi-wan Kenobi**
Promising Padawan

7



CHARACTER - APPRENTICE

Your **Jedi** characters have Guardian.

After one of your **Jedi** is defeated for the first time each game, ready this character and he becomes elite.

1X

1X

2X

1⌚

1⚡

—

8

HERO

BLUE

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34

⚡ **Obi-wan Kenobi**
Promising Padawan

7



CHARACTER - APPRENTICE

Your **Jedi** characters have Guardian.

After one of your **Jedi** is defeated for the first time each game, ready this character and he becomes elite.

1X

1X

2X

1⌚

1⚡

—

8

HERO

BLUE

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34

10

RETALIATE

EVENT

Resolve one of your dice showing shield (🛡️) as if it were showing melee damage (⚔️), increasing its value by 1.

HERO

BLUE

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35



10

RETALIATE

EVENT

Resolve one of your dice showing shield (🛡️) as if it were showing melee damage (⚔️), increasing its value by 1.

HERO

BLUE

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TELEKINESIS

EVENT

Spot a **Jedi** character that has one or more shields to remove a die not showing damage. If that character has 3 or more shields, it gains Guardian until the end of the round.

HERO

BLUE

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36



TELEKINESIS

EVENT

Spot a **Jedi** character that has one or more shields to remove a die not showing damage. If that character has 3 or more shields, it gains Guardian until the end of the round.

HERO

BLUE

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36

10



TRANQUILITY

EVENT

Remove up to 3 shields from one of your characters to gain that many resources.

HERO

BLUE

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37

10



TRANQUILITY

EVENT

Remove up to 3 shields from one of your characters to gain that many resources.

HERO

BLUE

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37

25



◆ BASTILA SHAN'S LIGHTSABER

UPGRADE - WEAPON

You may remove 1 shield from attached character to resolve this die showing shield (☉) as if it were showing melee damage (X), increasing its value by 1.

1 ☉

1 ☉

2 ☉

2 ☉

1 ☉

-

HERO

BLUE

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38

20



◆ BASTILA SHAN'S LIGHTSABER

UPGRADE - WEAPON

You may remove 1 shield from attached character to resolve this die showing shield (🛡️) as if it were showing melee damage (X), increasing its value by 1.

1 🔄

1 🛡️

2 🛡️

2 🛡️

1 🎲

-

HERO

BLUE

The Coruscant Initiative - Fanmade

38



3

BATTLE MEDITATION

UPGRADE - ABILITY

Blue character only. Limit 1 Battle Meditation per character.

Your **Jedi** and **apprentices** have + 1 shield limit.

Before you play this upgrade, you may remove 2 shields from one of your characters to decrease its cost by 1.

3

2

2

3

2

2

—

HERO

BLUE

The Coruscant Initiative - Fanmade

39



3

BATTLE MEDITATION

UPGRADE - ABILITY

Blue character only. Limit 1 Battle Meditation per character.

Your **Jedi** and **apprentices** have + 1 shield limit.

Before you play this upgrade, you may remove 2 shields from one of your characters to decrease its cost by 1.

3

2

2

3

2

2

—

HERO

BLUE

The Coruscant Initiative - Fanmade

39



3

◆ REVAN'S LIGHTSABER

UPGRADE - WEAPON

After you play this upgrade, gain resources equal to the number of form upgrades on attached character, to a maximum of 3.

☪ - Remove all shields from attached character to deal that many damage to a character. Give 3 shields to attached character.

3X

1

+3X

2



1



-

HERO

BLUE

The Coruscant Initiative - Fanmade

40



3

◆ REVAN'S LIGHTSABER

UPGRADE - WEAPON

After you play this upgrade, gain resources equal to the number of form upgrades on attached character, to a maximum of 3.

☘ - Remove all shields from attached character to deal that many damage to a character. Give 3 shields to attached character.

3X

1

+3X

2



1



-

HERO

BLUE

The Coruscant Initiative - Fanmade

40

✦ ALEXSANDR KALLUS
FULCRUM

11



CHARACTER - TROOPER

You can include Red villain upgrades in your deck.

This character gains the **Spectre** subtype if your team has another **Spectre**.

Power Action - Reveal 2 cards from your hand to turn an opponent's die to any side. Then turn one of your dice to a side showing the same symbol.

1 ⚡

2 ⚡

1 X

3 X

1 ⚡

1 ⚡

—

10/13

HERO

RED

The Coruscant Initiative - Fanmade

41

✦ ALEXSANDR KALLUS
FULCRUM

11



CHARACTER - TROOPER

You can include Red villain upgrades in your deck.

This character gains the **Spectre** subtype if your team has another **Spectre**.

Power Action - Reveal 2 cards from your hand to turn an opponent's die to any side. Then turn one of your dice to a side showing the same symbol.

1 ⚡

2 ⚡

1 X

3 X

1 ⚡

1 ⚡

—

10/13

HERO

RED

The Coruscant Initiative - Fanmade

41

◆ BOHDI ROOK
REBEL INFORMANT

10



CHARACTER - SCOUNDREL - PILOT

Piloting

Power Action - Each player loses 1 resource, discards a card from their hand, deals 1 indirect damage to themselves and removes one of their dice.

"What's your call sign, pilot? Rogue.... Rogue One."

10/13

HERO

RED

The Coruscant Initiative - Fanmade

42

◆ BOHDI ROOK
REBEL INFORMANT

10



CHARACTER - SCOUNDREL - PILOT

Piloting

Power Action - Each player loses 1 resource, discards a card from their hand, deals 1 indirect damage to themselves and removes one of their dice.

"What's your call sign, pilot? Rogue.... Rogue One."

10/13

HERO

RED

The Coruscant Initiative - Fanmade

42

◆ **GALEN ERSO**
SUBTLE SABOTEUR

11



CHARACTER - ENGINEER

After you place damage on a support, if that support has a number of damage equal to its cost on it, you may gain 1 resource.

☉ - Place 1 damage on a support. Then deal indirect damage to an opponent equal to the number of damage on that support, to a maximum of its cost.

2 ↻

1 ⚡

2 ⚡
1 ☉

1 ⚡

☉

☉

1 ☉

11/14

HERO

RED

The Coruscant Initiative - Fanmade

43

◆ **GALEN ERSO**
SUBTLE SABOTEUR

11



CHARACTER - ENGINEER

After you place damage on a support, if that support has a number of damage equal to its cost on it, you may gain 1 resource.

☉ - Place 1 damage on a support. Then deal indirect damage to an opponent equal to the number of damage on that support, to a maximum of its cost.

2 ↻

1 ⚡

2 ⚡
1 ☉

1 ⚡

☉

☉

1 ☉

11/14

HERO

RED

The Coruscant Initiative - Fanmade

43

⚡ IDEN VERSIO
IMPERIAL DEFECTOR

12



2 ⚡

2 ⚡

2 ↻

1 ▨

1 ⚡

—

CHARACTER - LEADER - TROOPER

After you play a non-event card, choose and do one of the following :

- Spot a **droid** to resolve one of your dice.
- Spot a **weapon** to activate this character.
- Spot a **vehicle** to give this character Piloting until the end of this round.

12/15

HERO

RED

The Coruscant Initiative - Fanmade

44

⚡ IDEN VERSIO
IMPERIAL DEFECTOR

12



CHARACTER - LEADER - TROOPER

After you play a non-event card, choose and do one of the following :

- Spot a **droid** to resolve one of your dice.
- Spot a **weapon** to activate this character.
- Spot a **vehicle** to give this character Piloting until the end of this round.

12/15

HERO

RED

The Coruscant Initiative - Fanmade

44



0

FALSE LEAD

EVENT

Remove 1 damage on one of your supports to remove a character die.

HERO

RED

The Coruscant Initiative - Fanmade

45



0

FALSE LEAD

EVENT

Remove 1 damage on one of your supports to remove a character die.

HERO

RED

The Coruscant Initiative - Fanmade

45

10

OLD ACQUAINTANCES

EVENT

Reduce the cost of this event by 1 if you spot an **Altered Paths** Red hero character.

Choose a character. If that character shares a subtype with one of your other characters, you may turn or remove one of its character or upgrade dice.

HERO

RED

The Coruscant Initiative - Fanmade

46

10

OLD ACQUAINTANCES

EVENT

Reduce the cost of this event by 1 if you spot an **Altered Paths** Red hero character.

Choose a character. If that character shares a subtype with one of your other characters, you may turn or remove one of its character or upgrade dice.

HERO

RED

The Coruscant Initiative - Fanmade

46



10

REMOTE BOMB

EVENT

Discard a support from play that has damage on it equal to its cost or above.

HERO

RED

The Coruscant Initiative - Fanmade

47



10

REMOTE BOMB

EVENT

Discard a support from play that has damage on it equal to its cost or above.

HERO

RED

The Coruscant Initiative - Fanmade

47



◆ AP-5



SUPPORT - DROID - SPECTRE

Power Action - Choose one :

- Reroll a die.
- Remove this die to resolve another **Spectre** die, increasing its value by 1.

"Chopper helped me, and I have chosen to help Chopper."

HERO

RED

The Coruscant Initiative - Fanmade

48



◆ AP-5



SUPPORT - DROID - SPECTRE

Power Action - Choose one :

- Reroll a die.
- Remove this die to resolve another **Spectre** die, increasing its value by 1.

"Chopper helped me, and I have chosen to help Chopper."

HERO

RED

The Coruscant Initiative - Fanmade

48

2

Y-WING

2

2



-

-



SUPPORT - VEHICLE

- ☉ - Choose one :
- Deal 2 indirect damage to an opponent.
 - Spend 1 resource and return this support to its owner's hand to discard an exhausted support from play.

HERO

RED

The Coruscant Initiative - Fanmade

49

2

Y-WING

2

2



-

-



SUPPORT - VEHICLE

- ☉ - Choose one :
- Deal 2 indirect damage to an opponent.
 - Spend 1 resource and return this support to its owner's hand to discard an exhausted support from play.

HERO

RED

The Coruscant Initiative - Fanmade

49



2



UNDER COVER

UPGRADE - ABILITY

After you play this upgrade, you may turn an opponent's die to a side not showing a blank (—).

Power Action - Reveal a random card from an opponent's hand. You may deal 1 indirect damage to yourself to discard that card.

2

2

1

2

1

2

1

1

—

HERO

RED

The Coruscant Initiative - Fanmade

50



2



UNDER COVER

UPGRADE - ABILITY

After you play this upgrade, you may turn an opponent's die to a side not showing a blank (—).

Power Action - Reveal a random card from an opponent's hand. You may deal 1 indirect damage to yourself to discard that card.

2

2

1

2

1

2

1

1

—

HERO

RED

The Coruscant Initiative - Fanmade

50



10



◆ DIO

UPGRADE - DROID - MOD

Ambush. Redeploy.

Modify **trooper** character or **vehicle** support.

After you activate attached character or support, you may reroll one of your dice.

HERO

RED

The Coruscant Initiative - Fanmade

51



10



◆ DIO

UPGRADE - DROID - MOD

Ambush. Redeploy.

Modify **trooper** character or **vehicle** support.

After you activate attached character or support, you may reroll one of your dice.

HERO

RED

The Coruscant Initiative - Fanmade

51

◆ MISSION VAO
OPTIMISTIC SWINDLER

11



CHARACTER - SCOUNDREL

Before you resolve a die, you may discard a card from your hand to decrease its cost by 1.

☉ - Gain 1 resource. Turn a die to a side showing damage. Then, if it was an opponent's die, deal 1 damage to a character.



2 ☉

1 ☉

1 ☉

☉

☉

—

12/15

HERO

YELLOW

The Coruscant Initiative - Fanmade

52

◆ MISSION VAO
OPTIMISTIC SWINDLER

11



CHARACTER - SCOUNDREL

Before you resolve a die, you may discard a card from your hand to decrease its cost by 1.

☉ - Gain 1 resource. Turn a die to a side showing damage. Then, if it was an opponent's die, deal 1 damage to a character.



2 ☉

1 ☉

1 ☉

☉

☉

—

12/15

HERO

YELLOW

The Coruscant Initiative - Fanmade

52

♣ SAW GERRERA
LIMITLESS REBEL

13



2 ♣

2 ☉
1 ☉

3 ☉
1 ☉

2 ☰

1 ☲

—

CHARACTER - LEADER

After you deal indirect damage to yourself, you may deal 1 indirect damage to an opponent.

Power Action - Deal 2 indirect damage to yourself to play an event that costs 1 from your hand for free.

14/18

HERO

YELLOW

The Coruscant Initiative - Fanmade

53

♣ SAW GERRERA
LIMITLESS REBEL

13



2 ♣

2 ☉
1 ☉

3 ☉
1 ☉

2 ☰

1 ☲

—

CHARACTER - LEADER

After you deal indirect damage to yourself, you may deal 1 indirect damage to an opponent.

Power Action - Deal 2 indirect damage to yourself to play an event that costs 1 from your hand for free.

14/18

HERO

YELLOW

The Coruscant Initiative - Fanmade

53

♣ ZAALBAR
BIG Z

11



CHARACTER - SCOUNDREL - WOOKIEE

Guardian

After you play a **weapon** or **equipment** on this character, you may draw a card.

Before you resolve one of this character's character dice showing damage, increase its value by 1 if this character has 6 or more damage.

2X



3X



1



1



1



—

9/12

HERO

YELLOW

The Coruscant Initiative - Fanmade

54

♣ ZAALBAR
BIG Z

11



CHARACTER - SCOUNDREL - WOOKIEE

Guardian

After you play a **weapon** or **equipment** on this character, you may draw a card.

Before you resolve one of this character's character dice showing damage, increase its value by 1 if this character has 6 or more damage.

2X



3X



1



1



1



—

9/12

HERO

YELLOW

The Coruscant Initiative - Fanmade

54

✦ ZORII BLISS
SPICE RUNNER

9



1 ⚡

2 ⚡

1 ⚡

1 ⚡

1 ⚡

—

CHARACTER - SCOUNDREL - PILOT

Piloting.

Before you resolve a support die of a **vehicle** piloted by this character not showing a special (⚡), you may decrease its value by 1 to gain 1 resource.

9/11

HERO

YELLOW

The Coruscant Initiative - Fanmade

55

✦ ZORII BLISS
SPICE RUNNER

9



1 ⚡

2 ⚡

1 ⚡

1 ⚡

1 ⚡

—

CHARACTER - SCOUNDREL - PILOT

Piloting.

Before you resolve a support die of a **vehicle** piloted by this character not showing a special (⚡), you may decrease its value by 1 to gain 1 resource.

9/11

HERO

YELLOW

The Coruscant Initiative - Fanmade

55



0



SLICING

EVENT

Ambush.

Play only if you turned an opponent's die during your last turn this round.

Turn one of your dice to any side.

HERO

YELLOW

The Coruscant Initiative - Fanmade

56



OX



SLICING

EVENT

Ambush.

Play only if you turned an opponent's die during your last turn this round.

Turn one of your dice to any side.

HERO

YELLOW

The Coruscant Initiative - Fanmade

56

00



PROTECT YOUR FRIENDS

EVENT

Spot a Yellow character to remove a die showing damage. Then deal damage to your character with the most remaining health equal to half the value showing on that die rounded up, or rounded down instead if it is a wookiee.

HERO

YELLOW

The Coruscant Initiative - Fanmade

57



00

PROTECT YOUR FRIENDS

EVENT

Spot a Yellow character to remove a die showing damage. Then deal damage to your character with the most remaining health equal to half the value showing on that die rounded up, or rounded down instead if it is a wookiee.

HERO

YELLOW

The Coruscant Initiative - Fanmade

57

4

EXTREMIST LEADER

UPGRADE - TITLE

Unique Yellow character only.

Power Action - Remove a die showing damage. Then deal indirect damage to yourself equal to the value showing on that die to deal that many indirect damage to an opponent.

3



1

4



1

2



3



2



2



1

HERO

YELLOW

The Coruscant Initiative - Fanmade

58

4

EXTREMIST LEADER

UPGRADE - TITLE

Unique Yellow character only.

Power Action - Remove a die showing damage. Then deal indirect damage to yourself equal to the value showing on that die to deal that many indirect damage to an opponent.

3



1

4



1

2



3



2



2



1

HERO

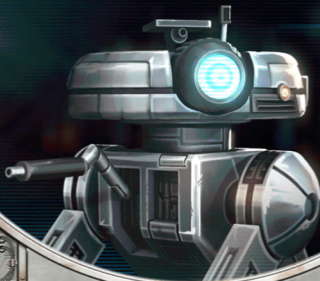
YELLOW

The Coruscant Initiative - Fanmade

58



⚡ T3-M4



SUPPORT - DROID

Power Action - Spot the Ebon Hawk to attach this card to it as a **mod** upgrade (discard all upgrades on this card).

⚡ - You may turn an opponent's die to any side. Then, if that die is showing damage, gain 1 resource.

HERO

GRAY

The Coruscant Initiative - Fanmade

59



⚡ T3-M4



SUPPORT - DROID

Power Action - Spot the Ebon Hawk to attach this card to it as a **mod** upgrade (discard all upgrades on this card).

⚡ - You may turn an opponent's die to any side. Then, if that die is showing damage, gain 1 resource.

HERO

GRAY

The Coruscant Initiative - Fanmade

59

◆ MOTHER TALZIN
GOVEN SHAMAN

12



2 ⚡

3 ⚡
1 ☉

2 ☰

3 🏠
1 🌐



—

CHARACTER - LEADER - WITCH

Power Action - Choose an opponent. That opponent turns one of your dice to any side. Then turn another of your dice to any side.

☉ - Give 1 shield to a character. You may play a set aside **curse** on an opponent's character. You may ready that character to gain 1 resource and gain 1 action.

14/17

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

60

◆ MOTHER TALZIN
GOVEN SHAMAN

12



2 ⚡

3 ⚡
1 ☉

2 ☳

3 🏠
1 🌊



—

CHARACTER - LEADER - WITCH

Power Action - Choose an opponent. That opponent turns one of your dice to any side. Then turn another of your dice to any side.

☉ - Give 1 shield to a character. You may play a set aside **curse** on an opponent's character. You may ready that character to gain 1 resource and gain 1 action.

14/17

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

60



OC

LOYALTY TO THE CAUSE

EVENT

Remove one of your **witch** or **apprentice** dice to remove an opponent's die. Then you may spot another **witch** or **apprentice** to play an event from your discard pile.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

61



0

LOYALTY TO THE CAUSE

EVENT

Remove one of your **witch** or **apprentice** dice to remove an opponent's die. Then you may spot another **witch** or **apprentice** to play an event from your discard pile.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

61



0

SABER THROW

EVENT - MOVE

Discard a **weapon** upgrade attached to one of your Blue characters to roll that upgrade die into your pool. Set that die aside after it is resolved or removed.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

62



0

SABER THROW

EVENT - MOVE

Discard a **weapon** upgrade attached to one of your Blue characters to roll that upgrade die into your pool. Set that die aside after it is resolved or removed.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

62

10



WHAT COULD BE

EVENT

Look at a random card in an opponent's hand. If that card is villain deal 2 damage to a character. Otherwise, give 2 shields to a character.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

63

10



WHAT COULD BE

EVENT

Look at a random card in an opponent's hand. If that card is villain deal 2 damage to a character. Otherwise, give 2 shields to a character.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

63

10



YOU HAVE LOST!

EVENT - MOVE

Force an opponent to remove one of your character dice. Deal 2 damage to one of that opponent's characters, or 3 damage instead if that die belongs to a 20 or more points character. Treat this damage as unblockable if that character has a card titled Juyo Mastery on it.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

64

10



YOU HAVE LOST!

EVENT - MOVE

Force an opponent to remove one of your character dice. Deal 2 damage to one of that opponent's characters, or 3 damage instead if that die belongs to a 20 or more points character. Treat this damage as unblockable if that character has a card titled Juyo Mastery on it.

NEUTRAL

BLUE

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64



ALTERED PATHS

PLOT

You can only include Bastila Shan and Revan or Darth Revan on your team.

After you play a hero card, place 1 shield on this plot. Then, if there are 3 or more shields here, remove them to flip one of your villain characters.

After you play a villain card, place 1 damage on this plot. Then, if there are 3 or more damages here, remove them to flip one of your hero characters.

0

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

65



ALTERED PATHS

PLOT

You can only include Bastila Shan and Revan or Darth Revan on your team.

After you play a hero card, place 1 shield on this plot. Then, if there are 3 or more shields here, remove them to flip one of your villain characters.

After you play a villain card, place 1 damage on this plot. Then, if there are 3 or more damages here, remove them to flip one of your hero characters.

0

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

65



3



JUYO MASTERY

UPGRADE - ABILITY - FORM

Blue character only. Limit 1 **form** per character.

After you play this upgrade, deal 1 unblockable damage to 2 different characters.

☛ - Deal 2 unblockable damage to 2 different characters.

3X
1☛

2☛

2☛

1☛

☛

☛

1☛

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

66



3



JUYO MASTERY

UPGRADE - ABILITY - FORM

Blue character only. Limit 1 **form** per character.

After you play this upgrade, deal 1 unblockable damage to 2 different characters.

☛ - Deal 2 unblockable damage to 2 different characters.

3X
1☛

2☛

2☛

1☛

☛

☛

1☛

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

66

20

JUYO TRAINING

UPGRADE - ABILITY

Blue character only.

☉ - Deal 1 unblockable damage to 2 different characters. You may discard this upgrade to play a card titled Juyo Mastery from your hand or discard pile on attached character for free.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

67

20

JUYO TRAINING

UPGRADE - ABILITY

Blue character only.

☉ - Deal 1 unblockable damage to 2 different characters. You may discard this upgrade to play a card titled Juyo Mastery from your hand or discard pile on attached character for free.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

67

2

♦ MOTHER TALZIN'S BLADE

UPGRADE - WEAPON

Power Action - Discard one of your curses from play to roll this die into your pool.

☉ - Deal damage to an opponent's characters equal to the number of curses on each of them.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

68

2

♦ MOTHER TALZIN'S BLADE

UPGRADE - WEAPON

Power Action - Discard one of your curses from play to roll this die into your pool.

⚡ - Deal damage to an opponent's characters equal to the number of curses on each of them.

NEUTRAL

BLUE

The Coruscant Initiative - Fanmade

68

10

COORDINATE!

EVENT

Spot a Red character to turn 2 dice to a side showing each a different cost.

"We fight.. We win!" - Clone Officer

NEUTRAL

RED

The Coruscant Initiative - Fanmade

69



10

COORDINATE!

EVENT

Spot a Red character to turn 2 dice to a side showing each a different cost.

"We fight.. We win!" - Clone Officer

NEUTRAL

RED

The Coruscant Initiative - Fanmade

69

10

REPAIRED AND UPGRADED

EVENT

Spot an **engineer** to move up to 2 tokens from one of your **vehicle** or **droid** support to another non-plot card. If you moved those tokens to a **droid** upgrade or support, you may ready it.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

70

10

REPAIRED AND UPGRADED

EVENT

Spot an **engineer** to move up to 2 tokens from one of your **vehicle** or **droid** support to another non-plot card. If you moved those tokens to a **droid** upgrade or support, you may ready it.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

70

10



SOLDIERS OF HONOR

EVENT

Spot a hero card to remove a hero die. Spot a villain card to remove a villain die. Spot a neutral character to turn a neutral die to any side.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

71

10



SOLDIERS OF HONOR

EVENT

Spot a hero card to remove a hero die. Spot a villain card to remove a villain die. Spot a neutral character to turn a neutral die to any side.

NEUTRAL

RED

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71



ZETA-CLASS CARGO SHUTTLE

2

1

1



SUPPORT - VEHICLE

- Choose one :

- Look at the top 4 cards of your deck. You may add a **weapon** or **equipment** from among them to your hand and place the rest on the bottom of your deck in any order.
- Play a **weapon** or **equipment** from your hand, decreasing its cost by 1.

NEUTRAL

RED

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72



ZETA-CLASS CARGO SHUTTLE

2

1

1



SUPPORT - VEHICLE

- Choose one :
- Look at the top 4 cards of your deck. You may add a **weapon** or **equipment** from among them to your hand and place the rest on the bottom of your deck in any order.
 - Play a **weapon** or **equipment** from your hand, decreasing its cost by 1.

NEUTRAL

RED

The Coruscant Initiative - Fanmade

72

10



SE-44C BLASTER PISTOL

UPGRADE - WEAPON

Trooper character only.

Before attached character is defeated, you may move this upgrade to a leader.

1

+2

2

1

-

-

NEUTRAL

RED

The Coruscant Initiative - Fanmade

73

10



SE-44C BLASTER PISTOL

UPGRADE - WEAPON

Trooper character only.

Before attached character is defeated, you may move this upgrade to a leader.

1

+2

2

1

-

-

NEUTRAL

RED

The Coruscant Initiative - Fanmade

73

⚡ **TOBIAS BECKETT**
PLAYING THE ODDS

10



1 ⚡

2 🎯

2 🌿
1 🎯

2 🎯
1 🌿

2 🎯
1 🌿

—

CHARACTER - SCOUNDREL

Power Action - Spend 1 resource to reroll two of your dice. Then, if they are both showing a cost, resolve them for free in any order, if able.

"Thinking, and I prefer to be the only one holding a blaster while I'm doin' it."

10/12

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

74

⚡ **TOBIAS BECKETT**
PLAYING THE ODDS

10



1 ⚡

2 🎯

2 🌿
1 🎯

2 🎯
1 🌿

2 🎯
1 🌿

—

CHARACTER - SCOUNDREL

Power Action - Spend 1 resource to reroll two of your dice. Then, if they are both showing a cost, resolve them for free in any order, if able.

"Thinking, and I prefer to be the only one holding a blaster while I'm doin' it."

10/12

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

74



00

AS PLANNED

EVENT

Resolve one of your dice showing a cost, increasing its value by 1.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

75



00

AS PLANNED

EVENT

Resolve one of your dice showing a cost, increasing its value by 1.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

75



OR

EVERYDAY... MORE LIES

EVENT

Ambush.

Spot a Yellow character to use the power action of one of your characters.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

76



OR

EVERYDAY... MORE LIES

EVENT

Ambush.

Spot a Yellow character to use the power action of one of your characters.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

76

0



IN TOO DEEP

EVENT

Play only if you have no other cards in your hand.

Give 1 shield to up to 2 of your characters. If one of them is a **scoundrel**, you may turn one of its character dice to a side showing a resource (☛).

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

77

0



IN TOO DEEP

EVENT

Play only if you have no other cards in your hand.

Give 1 shield to up to 2 of your characters. If one of them is a **scoundrel**, you may turn one of its character dice to a side showing a resource (☛).

NEUTRAL

YELLOW

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77

10

SMART MOVE

EVENT

Resolve one of your die showing a resource (☐) as if it were showing ranged damage (☠), decreasing its cost by 1 and increasing its value by 1.

"I would've killed you.." - Tobias Beckett

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

78

10

SMART MOVE

EVENT

Resolve one of your die showing a resource (☐) as if it were showing ranged damage (☠), decreasing its cost by 1 and increasing its value by 1.

"I would've killed you.." - Tobias Beckett

NEUTRAL

YELLOW

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✦ *BDR GULLET*



SUPPORT - CREATURE

Power Action - Deal 1 indirect damage (☉) to a player. Discard a random card from another player's hand.

NEUTRAL

YELLOW

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✦ *BDR GULLET*



SUPPORT - CREATURE

Power Action - Deal 1 indirect damage (☉) to a player. Discard a random card from another player's hand.

NEUTRAL

YELLOW

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79

4

✦ *EBON HAWK*

3 ✦

4 ✦

1

3

2

2

2

1

SUPPORT - VEHICLE

After you activate this support, you may place an upgrade from your discard pile on the top of your deck.

Power Action - Give 1 resource to an opponent to roll this die into your pool.

NEUTRAL

YELLOW

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80

4

✦ *EBON HAWK*

3 ✦

4 ✦

1

3

2

2

2

1

SUPPORT - VEHICLE

After you activate this support, you may place an upgrade from your discard pile on the top of your deck.

Power Action - Give 1 resource to an opponent to roll this die into your pool.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

80


2

STOLEN Y-45 HAULER



SUPPORT - VEHICLE

Power Action - Force an opponent to pay the cost showing on one of your dice to resolve that die.

Loads could be secured by localized traction fields, as well as strong cable ties and winches of Steelton make.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

81


2

STOLEN Y-45 HAULER



SUPPORT - VEHICLE

Power Action - Force an opponent to pay the cost showing on one of your dice to resolve that die.

Loads could be secured by localized traction fields, as well as strong cable ties and winches of Steelton make.

NEUTRAL

YELLOW

The Coruscant Initiative - Fanmade

81



3



DLT-19X BLASTER

UPGRADE - WEAPON

Redeploy.

Before you resolve this die showing damage, if this upgrade is exhausted, increase its value by 2.

Power Action - Remove one of your character dice to exhaust this upgrade.

2

2

+3

2

1

—

NEUTRAL

YELLOW

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82



3



DLT-19X BLASTER

UPGRADE - WEAPON

Redeploy.

Before you resolve this die showing damage, if this upgrade is exhausted, increase its value by 2.

Power Action - Remove one of your character dice to exhaust this upgrade.

2

2

+3

2

1

—

NEUTRAL

YELLOW

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82

10



ALWAYS A BIGGER FISH

EVENT

Spot a **creature** to remove a die not showing damage. Then, if it was a **creature** die, gain 1 resource.

NEUTRAL

GRAY

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83

10



ALWAYS A BIGGER FISH

EVENT

Spot a **creature** to remove a die not showing damage. Then, if it was a **creature** die, gain 1 resource.

NEUTRAL

GRAY

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83



10

I HAVE A BAD
FEELING ABOUT THIS

EVENT

Reroll a Blue, a Red and a Yellow die. If you just rerolled 2 or more dice, remove one of those dice with the lowest value (you choose in case of a tie).

NEUTRAL

GRAY

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10

I HAVE A BAD
FEELING ABOUT THIS

EVENT

Reroll a Blue, a Red and a Yellow die. If you just rerolled 2 or more dice, remove one of those dice with the lowest value (you choose in case of a tie).

NEUTRAL

GRAY

The Coruscant Initiative - Fanmade

84



O

PAY THE PRICE

EVENT

Pay the cost showing on a die to remove it.

"We're just clones, sir. We're meant to be expendable." - Sinker

NEUTRAL

GRAY

The Coruscant Initiative - Fanmade

85



OR

PAY THE PRICE

EVENT

Pay the cost showing on a die to remove it.

"We're just clones, sir. We're meant to be expendable." - Sinker

NEUTRAL

GRAY

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85

10



YOU OVERESTIMATE THEIR CHANCES

EVENT

For each die showing (do all that apply):

- An indirect cost (☉) - Heal 1 damage from a character.
- A discard cost (☳) - Draw 1 card.
- A shield cost (☰) - Give a character 1 shield.

NEUTRAL

GRAY

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86

10



YOU OVERESTIMATE THEIR CHANCES

EVENT

For each die showing (do all that apply):

- An indirect cost (☉) - Heal 1 damage from a character.
- A discard cost (☳) - Draw 1 card.
- A shield cost (☰) - Give a character 1 shield.

NEUTRAL

GRAY

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86

2

TERENTATEK

1X

1X

3X

1X

1X



-



SUPPORT - CREATURE

Before you resolve this die, increase its value by 1 if it is resolved against a **Jedi**, a **Sith** or an **apprentice**.

⚙ - Deal 1 unblockable damage to each of an opponent's characters.

NEUTRAL

GRAY

The Coruscant Initiative - Fanmade

87

2

TERENTATEK

1X

1X

3X

1X

1X



-



SUPPORT - CREATURE

Before you resolve this die, increase its value by 1 if it is resolved against a **Jedi**, a **Sith** or an **apprentice**.

⚙ - Deal 1 unblockable damage to each of an opponent's characters.

NEUTRAL

GRAY

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87

ERSO'S HOMESTEAD
LAH'MU



Claim - Place 1 damage on a support or remove 1 damage from it.

NEUTRAL

The Coruscant Initiative - Fanmade

88

ERSO'S HOMESTEAD
LAH'MU



Claim - Place 1 damage on a support or remove 1 damage from it.

NEUTRAL

The Coruscant Initiative - Fanmade

88

THE BOX SERENNO

Claim - Remove one of your dice to resolve an opponent's dice showing the same value as if it were yours.

NEUTRAL

The Coruscant Initiative - Fanmade

89

THE BOX SERENNO

Claim - Remove one of your dice to resolve an opponent's dice showing the same value as if it were yours.

NEUTRAL

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89

UPPER CITY
TARIS

- Claim** - Choose one :
- Give 1 shield to a Blue character.
 - Spot a Red character to deal 1 damage to a character.
 - Spot a Yellow character to force an opponent to lose 1 resource.

NEUTRAL

The Coruscant Initiative - Fanmade

990

UPPER CITY
TARIS

- Claim** - Choose one :
- Give 1 shield to a Blue character.
 - Spot a Red character to deal 1 damage to a character.
 - Spot a Yellow character to force an opponent to lose 1 resource.

NEUTRAL

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990

⚡ DARTH REVAN
BLINDED BY EVIL

12



2 ⚡

1 X

3 X
1 ☉

1 ☰

1 ☲

—

CHARACTER - SITH - LEADER

After you discard an upgrade attached to this character for the first time each round, roll a character die on this character into your pool.

"In the end, you belong to neither the light nor the darkness. You will forever stand alone." - Darth Malak

13/16

VILLAIN

BLUE

The Coruscant Initiative - Fanmade

3A

⚡ DARTH REVAN
BLINDED BY EVIL

12



2 ⚡

1 X

3 X
1 ☺

1 ☰

1 ☲

—

CHARACTER - SITH - LEADER

After you discard an upgrade attached to this character for the first time each round, roll a character die on this character into your pool.

"In the end, you belong to neither the light nor the darkness. You will forever stand alone." - Darth Malak

13/16

VILLAIN

BLUE

The Coruscant Initiative - Fanmade

3A

⚡ **BASTILA SHAN**
CONSULAR PRODIGY

10



CHARACTER - JEDI

The shields from this character's character and upgrade dice can be given to any of your characters distributed as you wish.

Power Action - Heal 1 damage from each of your character with one or more shields.

2 ⚡

2 X
1 ⚡

1 ⚡

3 ⚡
1 ⚡

1 ⚡

—

11/14

HERO

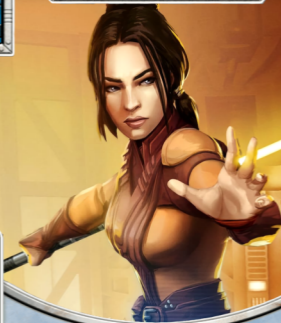
BLUE

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31A

⚡ **BASTILA SHAN**
CONSULAR PRODIGY

10



CHARACTER - JEDI

The shields from this character's character and upgrade dice can be given to any of your characters distributed as you wish.

Power Action - Heal 1 damage from each of your character with one or more shields.

2 ⚡

2 X
1 ⚡

1 ⚡

3 ⚡
1 ⚡

1 ⚡

—

11/14

HERO

BLUE

The Coruscant Initiative - Fanmade

31A