


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.

10/13 VILLAIN BLUE The Coruscant Initiative - Fanmade 1

Original Art : © Lucasfilm


DARTH NIHIUS
 LORD OF HUNGER 8



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 The Coruscant Initiative - Fanmade 2

Original Art : Aste17 (DeviantArt)


DARTH REVAN
 BLINDED BY EVIL 12



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

Original Art : Chris Sears © Gentle Giant


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.

9/12 VILLAIN BLUE The Coruscant Initiative - Fanmade 4

Original Art : Annie Ragnarek (DeviantArt)


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 BLUE The Coruscant Initiative - Fanmade 5

Original Art : Obiwan00 (DeviantArt)


LOSING FAITH

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

VILLAIN BLUE The Coruscant Initiative - Fanmade 6


Original Art : © Lucasfilm


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 The Coruscant Initiative - Fanmade 7

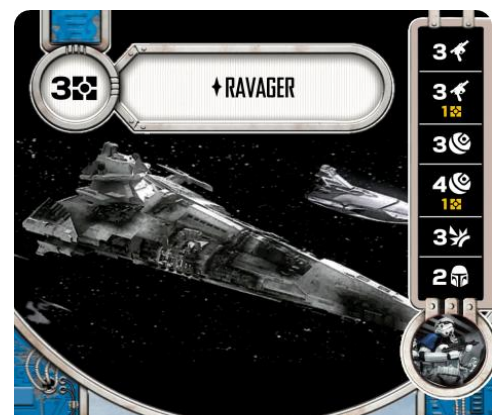
Original Art : Leaked Concept Art @ Lucasfilm


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 The Coruscant Initiative - Fanmade 8

Original Art : Annie Ragnarek (DeviantArt)


RAVAGER

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 BLUE The Coruscant Initiative - Fanmade 9

Original Art : © Electronic Arts



Original Art : FaceFullOfGarbage (DeviantArt)

Original Art - Courtesy Of : Sean Kenary



Original Art : © Electronic Arts

Original Art : © Lucasfilm

Original Art : © Electronic Arts



Original Art : © Electronic Arts

Original Art : © Lucasfilm

Original Art : © Lucasfilm

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 The Coruscant Initiative - Fanmade 19

Original Art : Vlad Ricean © FFG

HMP PREDATOR

2♣
2♣
3♣
4♣
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 The Coruscant Initiative - Fanmade 20

Original Art : © Electronic Arts

ASSASSIN DROID'S RIFLE

3♣

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♣

VILLAIN RED The Coruscant Initiative - Fanmade 21

Original Art : © Electronic Arts

BAZINE METAL
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 The Coruscant Initiative - Fanmade 22

Original Art : Carsten Bradley (ArtStation)

MORALO EVAL
UNDERGROUND CORRUPTER

12

1♣
1♣
3♣
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 The Coruscant Initiative - Fanmade 23

Original Art : Steve Hamilton © FFG

PRE VIZSLA
DEATH WATCH LEADER

11

2♣
2♣
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 The Coruscant Initiative - Fanmade 24

Original Art : © Lucasfilm

XIZOR
PRINCE OF CRIME

13

2♣
3♣
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 The Coruscant Initiative - Fanmade 25

Original Art : Unknown

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 The Coruscant Initiative - Fanmade 26

Original Art : © Lucasfilm

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 The Coruscant Initiative - Fanmade 27

Original Art : © Lucasfilm



Original Art : © Lucasfilm



Original Art : © Lucasfilm



Original Art : © Lucasfilm



Original Art : © Electronic Arts



Original Art : © The Toyark



Original Art : Chris Tevans © Del Rey



Original Art : © Lucasfilm



Original Art : © Lucasfilm



Original Art : Chris Tevans © Del Rey



Original Art : © Lucasfilm / Abrams Books



Original Art : Corbin Hunter



Original Art : © Electronic Arts



Original Art : © Electronic Arts



Original Art : © Lucasfilm



Original Art : R-Valle © FFG



Original Art : © Lucasfilm



Original Art : © Electronic Arts



Original Art : Darren Tan © Del Rey Books

12

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

Original Art : © Electronic Arts

12

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

Original Art : Anthony Devine © FFG

12

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

Original Art : © Lucasfilm

2

Y-WING

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

Original Art : Leonid Kozienko © FFG

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.

HERO RED The Coruscant Initiative - Fanmade 50

Original Art : © Lucasfilm

1

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

Original Art : © Electronic Arts

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.

HERO YELLOW The Coruscant Initiative - Fanmade 52

Original Art : © Electronic Arts

SAW GERRERA
LIMITLESS REBEL

13

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.

HERO YELLOW The Coruscant Initiative - Fanmade 53

Original Art : © Lucasfilm

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.

HERO YELLOW The Coruscant Initiative - Fanmade 54

Original Art : © Electronic Arts

✦ ZORRI BLISS
SPICE RUNNER

9



HERO YELLOW The Coruscant Initiative - Fanmade 55

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

Original Art : © Lucasfilm

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

Original Art : R-Valle © FFG

0



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

Original Art : R-Valle © FFG

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.

HERO YELLOW The Coruscant Initiative - Fanmade 58

Original Art : Kyxarie Peralta © Epik Ink

1

✦ 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

Original Art : © Electronic Arts

✦ MOTHER TALZIN
GOVEN SHAMAN

12



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.

NEUTRAL BLUE The Coruscant Initiative - Fanmade 60

Original Art : © Topps Digital

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

Original Art : © Lucasfilm

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

Original Art : Artyom Kim © FFG

1



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

Original Art : Phase Runner



Original Art : Mizuri (DeviantArt)



Original Art : The Techromancer (ArtStation)



Original Art : Chris Trevas © Lucasfilm



Original Art : Pepe Larraz © Marvel Comics



Original Art : © Lucasfilm



Original Art : © LucasArts



Original Art : Unknown



Original Art : © Lucasfilm



Original Art : © Lucasfilm



1

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

Original Art : © Electronic Arts

↑ TOBIAS BECKETT
PLAYING THE ODDS

10



1 ⚡
2 ☉
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

Original Art : © Marvel Comics

0



AS PLANNED

EVENT

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

NEUTRAL YELLOW The Coruscant Initiative - Fanmade 75

Original Art : © FFG

0



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

Original Art : Adam Brockbank © Lucasfilm

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

Original Art : © Lucasfilm

1



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

Original Art : © Lucasfilm

1

↑ BOR GULLET



SUPPORT - CREATURE

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

NEUTRAL YELLOW The Coruscant Initiative - Fanmade 79

Original Art : Ashley Witter © Marvel Comics

4

↑ EBDN HAWK



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.

3 ⚡
4 ⚡
1 ⚡
3 ☉
2 ⚡
2 ☉
2 ⚡
1 ⚡

NEUTRAL YELLOW The Coruscant Initiative - Fanmade 80

Original Art : Unknown

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

Original Art : © Lucasfilm



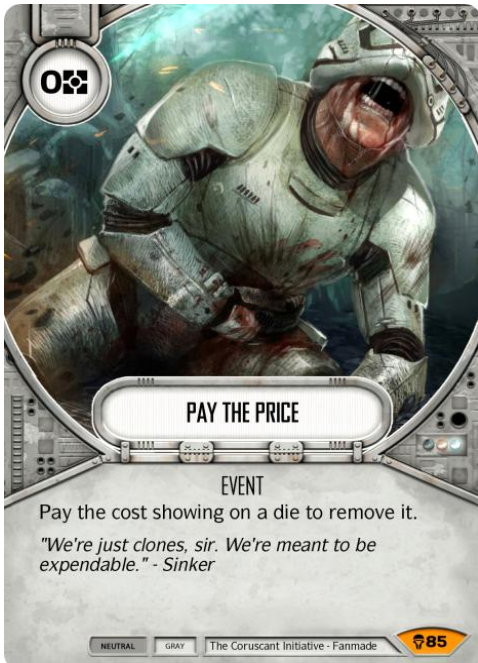
Original Art : © Electronic Arts



Original Art : Doug Chiang @ Lucasfilm



Original Art : © Lucasfilm



Original Art : ACe (?)



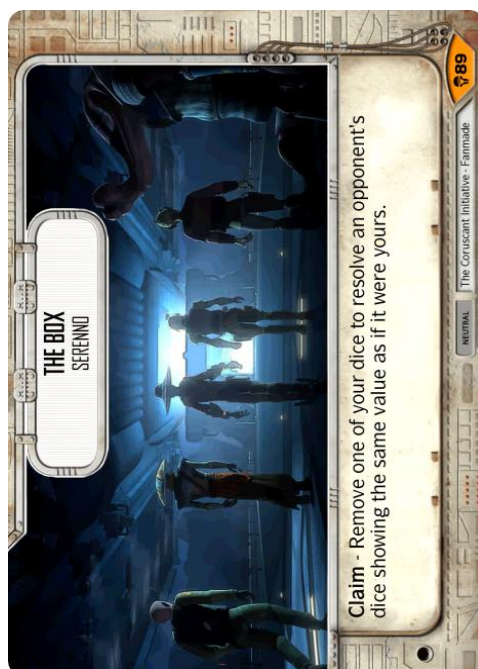
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Original Art : © FFFG



Original Art : © Lucasfilm



Original Art : © Lucasfilm



Original Art : Mike Sass © LucasArts



Original Art : © Electronic Arts



Original Art : © Electronic Arts



In order to accommodate a request we have received from some players, the following cards do not include the parallel dice miniature. In order to use them while keeping an acceptable board state during your games, you must play with dice matching the artwork of the cards you are going to play with.

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.

10/13 VILLAIN BLUE The Coruscant Initiative - Fanmade ⚡1

Original Art : © Lucasfilm

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.

9/12 VILLAIN BLUE The Coruscant Initiative - Fanmade ⚡4

Original Art : Annie Ragnarek (DeviantArt)

RAVAGER



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.

3 ⚡ 3 ⚡ 1 ⚡ 3 ⚡ 4 ⚡ 1 ⚡ 3 ⚡ 2 ⚡

VILLAIN BLUE The Coruscant Initiative - Fanmade ⚡9

Original Art : © Electronic Arts

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.

10 10 10 +10

VILLAIN BLUE The Coruscant Initiative - Fanmade ⚡10

Original Art : FaceFullOfGarbage (DeviantArt)

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 The Coruscant Initiative - Fanmade ⚡11

FN-2187
TROOPER IN DISPAIR **8**



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

1 ⚡ 2 ⚡ 10 1 ⚡ 10

8/10 VILLAIN RED The Coruscant Initiative - Fanmade ⚡12

Original Art - Courtesy Of : Sean Kenary

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.

20 10 20 10 10

11/14 VILLAIN RED The Coruscant Initiative - Fanmade ⚡13

Original Art : © Electronic Arts

GENERAL KALANI
JUSTIFIABLY ARROGANT **12**



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."

2 ⚡ 10 20 20 10

14/17 VILLAIN RED The Coruscant Initiative - Fanmade ⚡14

Original Art : © Lucasfilm

5 **HMP PREDATOR**

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 The Coruscant Initiative - Fanmade **20**

Original Art : © Electronic Arts

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

VILLAIN RED The Coruscant Initiative - Fanmade **21**

Original Art : © Electronic Arts

B **BAZINE NETAL**
THE PERFECT WEAPON

9

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.

VILLAIN YELLOW The Coruscant Initiative - Fanmade **22**

Original Art : Carsten Bradley (ArtStation)

+ **PRE VIZSLA**
DEATH WATCH LEADER

11

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.

VILLAIN YELLOW The Coruscant Initiative - Fanmade **24**

Original Art : © Lucasfilm

2 **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.

VILLAIN YELLOW The Coruscant Initiative - Fanmade **30**

Original Art : © Lucasfilm

+ **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.

HERO BLUE The Coruscant Initiative - Fanmade **33**

Original Art : Chris Tevans © Del Rey

+ **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.

HERO BLUE The Coruscant Initiative - Fanmade **34**

Original Art : © Lucasfilm

2 **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.

HERO BLUE The Coruscant Initiative - Fanmade **38**

Original Art : Corbin Hunter

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.

HERO BLUE The Coruscant Initiative - Fanmade **40**

Original Art : © Electronic Arts


↑ ALEXSANDR KALLUS
 FULCRUM 11

1 **2** **1** **3** **1** **1**

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.

10/13 HERO RED The Coruscant Initiative - Fanmade 41

Original Art : © Lucasfilm


↑ BOHDI ROOK
 REBEL INFORMANT 10

1 **+2** **2** **1** **1**

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

Original Art : R-Valle © FFG


↑ 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

Original Art : © Electronic Arts


↑ AP-5

1 **1** **1** **1**

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

Original Art : © Lucasfilm


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

Original Art : Leonid Kozienko © FFG


↑ MISSION VAO
 OPTIMISTIC SWINDLER 11

2 **1** **1**

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.

12/15 HERO YELLOW The Coruscant Initiative - Fanmade 52

Original Art : © Electronic Arts


↑ ZAALBAR
 BIG Z 11

2 **3** **1** **1** **1**

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.

9/12 HERO YELLOW The Coruscant Initiative - Fanmade 54

Original Art : © Electronic Arts


↑ ZORII BLISS
 SPICE RUNNER 9

1 **2** **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

Original Art : © Lucasfilm


↑ T3-M4

1 **1** **1**

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.

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