

# THE CORUSCANT INITIATIVE

TCI Standard Holocron v1.0 - Effective 8 January 2021

This document contains relevant information needed to build a deck for the Standard Format proposed by TCI committee, following the Customization section in the Rules Reference made by Fantasy Flight Games, creator of Star Wars : Destiny.

All colored information reflect the changes from previous effective TCI Standard Holocron.

Tip : Each card is a clickable link.

## Eligible Cards

Only cards that appear in these sets can be included in a deck for the TCI Standard Format.

- **CONV** : Convergence
- **AoN** : Allies of Necessity
- **SoH** : Spark of Hope
- **CM** : Covert Missions
- **TR** : Transformations
- **EC** : Eternal Conflict

## Restricted List

This list does not exist anymore in the TCI Standard Format proposed by TCI committee.

## Banned List

A player cannot include a card from this list into their deck.

- **Desperate Measures** (U43)
- **Droid's Day Out** (U79)
- **Face the Enemy** (U27)
- **Fateful Companions** (U111)
- **Mean Streets** (S177)
- **Military Camp** (S178)
- **Resistance Ring** (S87)

## Balance of the Force

This section includes a list of characters whose points values have been modified. The point values listed here supersede the point values printed on the card.

- **Amilyn Holdo** (U75) : 9/12 points ↓
- **Anakin Skywalker** (U53) : 13/17 points ↓
- **Asajj Ventress** (S1) : 12/15 points ↓
- **C-3PO** (U77) : 9/11 points ↑
- **Chewbacca** (S88) : 11/13 points ↓
- **Dengar** (S35) : 10/13 points ↓
- **Elrik Vonreg** (U22) : 12/15 points ↓
- **Enfys Nest** (S141) : 13/17 points ↓
- **Ezra Bridger** (S89) : 8/11 points ↓
- **Han Solo** (S7B) : 11/14 points ↑
- **K-2SO** (S72) : 10/13 points ↓
- **Mace Windu** (S56) : 12/15 points ↓
- **Maz Kanata** (S90) : 9/12 points ↓
- **Obi-Wan Kenobi** (S57) : 12/16 points ↓
- **Old Daka** (U5) : 8/13 points ↓
- **Poe Dameron** (U73) : 13/16 points ↓
- **Pong Krell** (U3) : 11/14 points ↓
- **Sinjir Rath Velus** (U90) : 10/13 points ↓
- **Synara San** (U41) : 10/13 points ↓
- **Tarfful** (U74) : 10/13 points ↓
- **Torra Doza** (U91) : 11/14 points ↓
- **Trandoshan Hunter** (U42) : 9/12 points ↑
- **United** (S9A) : 1/2 points ↑
- **Zuckuss** (U41) : 9/12 points ↓

## Subtyped Cards

This is a list of cards that have subtypes that are not reflected on the printed card.

- **Asajj Ventress** (S1) : *Apprentice*
- **Modular Frame** (S34) : *Mod*

## Errata

This section includes a list of changes made to cards that are not reflected on the printed card.

- **Anakin Skywalker** (S1A) : *Parallel die Anakin Skywalker (U53). After you activate this character, deal 1 damage to him and 1 damage to another character. Then, if that character was just defeated, flip this character.*
- **C-3PO** (U77) : *After you activate this character, you may resolve one of this character's character or upgrade dice, increasing its value by 1 if you spend 1 resource or spot R2-D2.*
- **Captured** (S6B) : *If this downgrade would leave play, set it aside instead. Attached character cannot be activated. Action - Flip this downgrade and its controller gains 1 resource. Only attached character's controller may use this ability.*
- **Chopper** (U94) : *Power Action - Play a mod from your hand or discard pile onto this character, decreasing its cost by 1.*
- **Force Storm** (S14) : *Blue character only. Exhaust this upgrade to place 1 resource on it. Deal damage to a character equal to the number of resources on this upgrade. Reroll this die instead of removing it.*
- **LAAT Gunship** (S84) : *Roll a trooper die on one of your cards in play into your pool and resolve it. Otherwise, remove it. Reroll this support's die instead of removing it.*
- **No Answer** (S128) : *Discard a random card from an opponent's hand. Then, if that opponent has no cards in hand, discard the top 3 cards of their deck.*
- **Uneti Force Tree** (S66) : *Action - Exhaust this support to choose another player. Then, you and that player each draw a card.*

- **United** (🎲9A) : Include only if each character on your team is the same color. After an opponent removes one of your dice, you may roll it into your pool. **Then**, set this plot aside, or if it's elite, flip it instead.
- **Wat Tambor** (🎲22) : Power Action - Play a **Red** support from your hand (paying its cost). Then roll that support's die into your pool.
- **Watto** (🎲38) : This character's character dice cannot be removed by opponents' **Blue** events.
- **We Stand** (🎲9B) : After an opponent removes one of your character dice, you may spend 2 resources and discard 2 cards from your hand to ready that character. **Then**, set this plot aside.

## 🎲 Parallel Dice

This section includes the list of TCI cards that reuse a die from a previous set.

- Grand Inquisitor (🎲1) → Grand Inquisitor (↔11)
- Palpatine (🎲2) → Palpatine (🎲11)
- Sith Cultist (🎲3) → Nexus Of Power (🎲117)
- Inquisitor Lightsaber (🎲11) → Kylo Ren's Lightsaber (🎲15)
- Droideka (🎲12) → E-Web Emplacement (🎲5)
- TIE Fighter Squadron (🎲19) → TIE Fighter (🎲31)
- Imperial rank (🎲22) → Nute Gunray (🎲11)
- Qi'ra (🎲25) → Dryden Vos (🎲35)
- Dryden Vos' Blades (🎲30) → Energy Pike (🎲106)
- Greedo's Blaster (🎲31) → X-8 Night Sniper (↔55)
- Ki-Adi-Mundi (🎲32) → Obi-Wan Kenobi (🎲37)
- Luke Skywalker's Spirit (🎲38) → Yoda (🎲33)
- Ki-Adi-Mundi's Blue Lightsaber (🎲39) → Ancient Lightsaber (↔49)
- Ki-Adi-Mundi's Green Lightsaber (🎲40) → Obi-Wan Kenobi's Lightsaber (🎲37)
- Finn (🎲42) → Rex's Blaster Pistol (🎲87)
- Leia Organa (🎲44A) → Leia Organa (🎲28)
- Tantive IV (🎲48) → Ghost (↔28)
- X-Wing (🎲49) → X-Wing (🎲86)
- Rebel Trooper Blaster (🎲51) → Rebel Trooper (🎲30)
- Millennium Falcon (🎲57) → Millennium Falcon (🎲49)
- Bottoms up! (🎲58) → Bartering (🎲67)
- Lando Calrissian's Blaster (🎲59) → DL-44 Heavy Blaster Pistol (🎲51)
- Force sensitive trickster (🎲61) → Jedi Acolyte (🎲34)
- Curved-hilt lightsaber (🎲67) → Makashi Training (🎲56)
- Umbaran Starfighter (🎲72) → Black One (🎲85)
- DH-17 Turret (🎲73) → DH-17 Blaster Pistol (🎲54)
- Tusken Raider (🎲74) → Energy Slingshot (↔43)
- Bantha (🎲82) → Sebulba's Podracer (🎲50)
- Sabacc trickster (🎲83) → Extortion (↔54)

# THE CORUSCANT INITIATIVE

Rules Reference v1.0 - Effective 8 January 2021

This document contains relevant rules information needed to play in the Standard Format proposed by TCI committee, they must be added to all rules created by Fantasy Flight Games in their own Rules Reference document.

☰ This document is based on the last official V2.4 of the rules - [Accessible here](#)

## DOUBLE-SIDED CARDS

Side B of double-sided cards cannot be included in a deck.

## DOUBLE ELITE CHARACTER

A character can have up to 3 costs. Players must choose which cost they want to use when building their team, this determines how many dice the character is played with. The first cost is played with 1 die (non-elite), the second is played with 2 dice (elite) and the third cost is played with 3 dice (double elite). Double elite characters are also consider as elite characters.

## PARALLEL DIE

As the Parallel die is a long keyword, it can also be represented by the graphic miniature of the old die reused for a card. This miniature is placed above or below the die reference box.

Please refer to the Holocron Parallel Dice section for a detailed list.



## SET-ASIDE DIE

When a card tells you to roll a die into your pool that is different than the card's die or is another copy of it, it is always a set-aside die.

After a die of that kind (a taken aside die or a die not belonging to any card in play) is resolved or removed, it is always set aside.

## SEARCH

After you search a card into your deck, you must always shuffle it.

## ? Frequently Asked Question

This section answers to a few common questions that a player might have while playing TCI committee cards.

- Do the opponents' dice and my own dice count for **Grand Inquisitor's** (☉1) special?  
Yes, Grand Inquisitor's special deals 1 damage to a character for each die showing a blank in all pools.
- When can I deal 1 indirect damage to an opponent with **Tarkin's** (☉13) ability?  
You can deal 1 indirect damage to an opponent with Tarkin's ability after you draw one or more cards during the action and during the upkeep phase. You can't deal indirect damage to an opponent with Tarkin's ability after you draw your hand during setup.
- After an opponent discards a card from my hand, can I exhaust **Greedo's Blaster** (☉31) to draw a card if it is on Greedo?  
No, you can do that only if you discard a card from your hand yourself.
- Can I turn a die from its first side to its last side, and vice-versa, thanks to **Qui-Gon Jinn's Trick** (☉41) ability?  
No, you can't as the first side of a die has no previous side and the last side of a die has no next side.
- Do the opponents' dice count for **Jar Jar Binks'** (☉43) ability?  
Yes, Jar Jar Binks's ability discard 1 card from the top of a deck for each die showing a blank in all pools.

- When exactly does **Leia's** (🎲44A) ability triggers to add cards in my deck?

Leia's ability says "After this card was flipped" which is a first time situation in Star Wars : Destiny. This wording describes a situation when the card flips from the other side to the side where it is written. Hence here Leia's ability triggers when flipping from side B to side A.

- Does **Lando Calrissian's** (🎲53) ability trigger when I remove an opponent die or when an opponent removes one of my dice?

No, Lando Calrissian's ability only triggers when you remove one or more of your own dice.

- Do I always need to remove a pilot die to resolve **Millenium Falcon's** (🎲57) die?

Yes, if you do not remove a pilot die before resolving Millenium Falcon's die then you have to remove its die instead.

- What's the difference between resolving **Bottoms up!**'s (🎲58) die if the upgrade is on Sinjir Rath Velus or not?

If this upgrade is on Sinjir Rath Velus, you may play the card that you're looking at the bottom of the deck. If this update is not on Sinjir Rath Velus, you either must play the card that you're looking, or discard it.

- When using **Force Sensitive Trickster's** (🎲61) ability, if I have a Red character and a Yellow character, do I get to choose if the targeted player draws plus 1 or minus 1 card?

No, you can't choose as spotting is not an option. If both your Red and Yellow characters are alive then the targeted player draws the same amount of cards that have been placed on the bottom of their deck.

- When can I play **Too fast for you** (🎲79)?

You can play the card if it is the second action during any of your turn of any round. Don't misread the card, it is not written the second turn of the round.

- After an opponent discards any number of cards from my hand from a card effect, can I place 1 resource on **Bantha** (🎲82)?

No, you can do that only if you discard cards from your hand yourself.