

# THE CORUSCANT INITIATIVE

TCI Standard Holocron v1.2 - Effective 30 November 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
- **PW** : Parting Words
- **AP** : Altered Paths

## ⚠️ 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.

- **Resistance Ring** (👤 87)
- **Mean Streets** (👤 177)
- **Military Camp** (👤 178)
- **Desperate Measures** (👤 43)
- **Droid's Day Out** (👤 79)
- **Fateful Companions** (👤 111)
- **Face the Enemy** (👤 27)

## ⚖️ 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.

- **Asajj Ventress** (👤 1) : 12/15 points ↓
- **Dengar** (👤 35) : 10/13 points ↓
- **Mace Windu** (👤 56) : 12/15 points ↓
- **Obi-Wan Kenobi** (👤 57) : 12/16 points ↓
- **K-2SO** (👤 72) : 10/13 points ↓
- **Chewbacca** (👤 88) : 11/13 points ↓
- **Ezra Bridger** (👤 89) : 8/11 points ↓
- **Maz Kanata** (👤 90) : 9/12 points ↓
- **Enfys Nest** (👤 141) : 13/17 points ↓
- **Outer Rim Outlaw** (👤 9) : 9 points ↓
- **Old Daka** (👤 5) : 8/13 points ↓
- **4-LOM** (👤 38) : 11/14 points ↓
- **Zuckuss** (👤 41) : 9/12 points ↓
- **Amilyn Holdo** (👤 75) : 9/12 points ↓
- **C-3PO** (👤 77) : 9/11 points ↑
- **Pong Krell** (👤 3) : 11/14 points ↓
- **Elrik Vonreg** (👤 22) : 12/15 points ↓
- **Synara San** (👤 41) : 10/13 points ↓
- **Trandoshan Hunter** (👤 42) : 9/12 points ↑
- **Anakin Skywalker** (👤 53) : 13/17 points ↓
- **Poe Dameron** (👤 73) : 13/16 points ↓
- **Tarfful** (👤 74) : 10/13 points ↓
- **Sinjir Rath Velus** (👤 90) : 10/13 points ↓
- **Torra Doza** (👤 91) : 11/14 points ↓
- **Han Solo** (👤 7B) : 11/14 points ↑
- **United** (👤 9A) : 1/2 points ↑

## 👤 Subtyped Cards

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

- **Modular Frame** (👤 34) : Mod

## ♥️ Errata

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

- **Force Storm** (👤 14) : 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.
- **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.
- **Uneti Force Tree** (👤 66) : Action - Exhaust this support to choose another player. **Then**, you and that player each draw a card.
- **LAAT Gunship** (👤 84) : ⚡ - 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** (👤 128) : 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.
- **C-3PO** (👤 77) : 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.
- **Chopper** (👤 94) : Power Action - Play a mod from your hand ~~or discard pile~~ onto this character, decreasing its cost by 1.

- **Anakin Skywalker** (♣1A) : Parallel die Anakin Skywalker (♣53). After you activate this character, deal 1 damage to him and 1 **unblockable** damage to another character. Then, if that character was just defeated, flip this character.
- **Captured** (♣6B) : 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.**
- **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.
- **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.
- **Sith Cultist** (♣3) : **Include only if you have a unique Blue character on your team.** After setup, add a set-aside Sith Cultist (♣3) to your team. Before one of your characters would be defeated, you may defeat this character instead. Then heal 2 damage from that character, or 3 damage instead if you spot a **Sith**.

## Parallel Dice

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

- Grand Inquisitor (🎲1) → Grand Inquisitor (🎲11)
- Maul (🎲1) → Maul (🎲2)
- Bariss Offee (🎲1) → Inner Strength (🎲31)
- Palpatine (🎲2) → Palpatine (🎲11)
- Sith Cultist (🎲3) → Nexus Of Power (🎲117)
- Maul's Lightsaber (🎲3) → Maul's Lightsaber (🎲8)
- Admiral Trench (🎲4) → Tarkin (🎲12)
- Visas Marr (🎲4) → Ezra Bridger's Lightsaber (🎲67)
- D-wing Security Droid (🎲5) → TIE Pilot (🎲4)
- Octuptarra Tri-droid (🎲7) → Droid Commandos (🎲3)
- Marg Krim (🎲8) → Jedha Partisan (🎲48)
- Ravager (🎲9) → Vader's Fist (🎲13)
- Darth Nihilus' Mask (🎲10) → Crystal Ball (🎲6)
- Inquisitor Lightsaber (🎲11) → Kylo Ren's Lightsaber (🎲15)
- Darth Revan's Lightsaber (🎲11) → Grand Inquisitor's Lightsaber (🎲15)
- Droideka (🎲12) → E-Web Emplacement (🎲5)
- FN-2187 (🎲12) → Captain Phasma (🎲1)
- Ahsoka Tano (🎲12) → Darth Vader (🎲1)
- General Hux (🎲13) → Leia Organa (🎲73)
- General Kalani (🎲14) → Director Krennic (🎲3)
- Ahsoka Tano's Lightsabers (🎲14) → Shoto Lightsaber (🎲51)
- 332nd Clone Trooper (🎲16A) → Clone Trooper (🎲38)
- Imperial Clone Trooper (🎲16B) → Death Trooper (🎲1)
- Rex (🎲17) → Rex (🎲74)
- TIE Fighter Squadron (🎲19) → TIE Fighter (🎲31)
- Bad Batch (🎲19) → U-Wing (🎲31)
- HMP Predator (🎲20) → Ground Battalion (🎲60)
- Trace Martez (🎲20) → Quadjumper (🎲58)
- Assassin Droid's Rifle (🎲21) → Handheld L-S1 Cannon (🎲132)
- Imperial Rank (🎲22) → Nute Gunray (🎲11)
- Bazine Netal (🎲22) → Bazine Netal (🎲16)
- Silver Angel (🎲22) → Stealthy (🎲105)
- Pre Vizsla (🎲24) → Boba Fett (🎲19)
- Qi'ra (🎲25) → Dryden Vos (🎲35)
- Dryden Vos' Blades (🎲30) → Energy Pike (🎲106)
- Illegal Spice Cargo (🎲30) → Anakin Skywalker (🎲88)
- Microdetonators (🎲30) → V-1 Thermal Detonator (🎲145)
- Greedo's Blaster (🎲31) → X-8 Night Sniper (🎲55)
- Ki-Adi-Mundi (🎲32) → Obi-Wan Kenobi (🎲37)
- Keeradak (🎲32) → Podracer (🎲153)
- Master Dooku (🎲33) → Count Dooku (🎲9)
- Obi-Wan Kenobi (🎲34) → Padawan (🎲36)
- Luke Skywalker's Spirit (🎲38) → Yoda (🎲33)
- Bastila Shan's Lightsaber (🎲38) → Luke Skywalker (🎲56)
- Ki-Adi-Mundi's Blue Lightsaber (🎲39) → Ancient Lightsaber (🎲49)
- Ki-Adi-Mundi's Green Lightsaber (🎲40) → Obi-Wan Kenobi's Lightsaber (🎲37)
- Revan's Lightsaber (🎲40) → Luke Skywalker's Lightsaber (🎲41)
- Aleksandr Kallus (🎲41) → Kallus (🎲10)
- Finn (🎲42) → Rex's Blaster Pistol (🎲87)
- Bohdi Rook (🎲42) → E-11 Blaster (🎲63)
- Iden Versio (🎲44) → Iden Versio (🎲18)
- Leia Organa (🎲44A) → Leia Organa (🎲28)
- Tantive IV (🎲48) → Ghost (🎲28)
- AP-5 (🎲48) → C-3PO (🎲30)
- X-Wing (🎲49) → X-Wing (🎲86)
- Y-wing (🎲49) → Y-Wing (🎲29)
- Rebel Trooper Blaster (🎲51) → Rebel Trooper (🎲30)
- Mission Vao (🎲52) → Padme Amidala (🎲48)
- Zaalbar (🎲54) → Wookiee Warrior (🎲41)
- Zorii Bliss (🎲55) → Outer Rim Smuggler (🎲46)
- Millennium Falcon (🎲57) → Millennium Falcon (🎲49)
- Bottoms up! (🎲58) → Bartering (🎲67)
- Lando Calrissian's Blaster (🎲59) → DL-44 Heavy Blaster Pistol (🎲51)
- T3-M4 (🎲59) → R2-D2 (🎲42)
- Force Sensitive Trickster (🎲61) → Jedi Acolyte (🎲34)
- Curved-Hilt Lightsaber (🎲67) → Makashi Training (🎲56)
- Mother Talzin's Blade (🎲68) → Luminara Unduli (🎲36)
- Umbaran Starfighter (🎲72) → Black One (🎲85)
- Zeta-class Cargo Shuttle (🎲72) → Rose (🎲40)
- DH-17 Turret (🎲73) → DH-17 Blaster Pistol (🎲54)
- SE-44C Blaster Pistol (🎲73) → Dorsal Turret (🎲131)
- Tusken Raider (🎲74) → Energy Slingshot (🎲43)
- Bantha (🎲82) → Sebulba's Podracer (🎲50)
- DLT-19x Blaster (🎲82) → Relby-V10 Mortar Gun (🎲23)
- Sabacc Trickster (🎲83) → Extortion (🎲54)
- Terentatek (🎲87) → Rey's Staff (🎲44)

# THE CORUSCANT INITIATIVE

Rules Reference v1.2 - Effective 30 November 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.

## COST ON A DIE

There are 4 types of costs: resource , indirect , shield , and discard .

When a card mentions a cost on a die, it can be ANY type of cost. When a card mentions a resource cost on a die, then it ONLY applies to a die showing a resource cost and not the other costs.

To resolve a die showing a cost a player must pay that cost. If they cannot pay that cost, they cannot resolve that die.

To pay:

- A resource  cost: a player must spend resources equal to its value.
- An indirect  cost: a player must deal damage to themselves equal to its value.
- A shield  cost: a player must remove a number of shields from any of their characters equal to its value.
- A discard  cost: a player must discard a number of cards from their hand equal to its value (they choose those cards to discard, it is not random).

## ? 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 **Millennium Falcon's** (♣57) die?

Yes, if you do not remove a pilot die before resolving Millennium 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 upgrade 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.

- Is there a misprint on the french version of **Umbaran Starfighter** (♣72)?

Yes, it should be **14 or more points**.

- When is **Darth Nihilus** (♣2) defeated ?

Darth Nihilus (♣2) is defeated only if he has 0 remaining health at the end of the round.

- Can players actually play the cards revealed by **Visas Marr's** (♣4) ability ?

No, those cards are only revealed to everyone.

- Do **Wound In The Force** (♣8) deal damage to my characters at the start of the game ?

No, damage are dealt after the upkeep phase begins which is after the action phase. Upkeep phase is the second phase of a round, after setup players directly enter the first action phase.

- Can I play the card given to me through **General Hux's** (♣13) ability ?

Yes, you can. After that card is played or discarded, it goes directly into its owner's discard pile.

- Am I forced to resolve the dice rerolled by **Tobias Beckett's** (♣74) power action ?

Yes, you must resolve them is able, there is no "may" in his power action.

- Can I use a power action already used this round when playing **Every Day... More Lies** (♣76) ?

No, you can't. Only power actions not yet used this round are eligible when playing that card.