STAR WARS: DESTINY
INFINITE FORMAT
LOCAL HOLOCRON

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Effective: 3.13.2020

This document contains relevant information needed to build a deck for the Infinite Format, following the Customization section in the Official Rules Reference.

This document replaces *in it's entirety* the official Star Wars: Destiny Infinite Holocron as published by Fantasty Flight Games. This document is intended as a single-source reference for the Infinite Format as played at the local level citing this as the reference document.

LIMITED LIST

This section includes a list of characters whose point values have been modified. The point values listed here supersede the point values listed on the card. The listed points correspond to the printed value for one die/two die character costs, respective.

ADMIRAL ACKBAR (⟁ 27) | 9/12 POINTS
AHSOKA TANO (↔ 31) | 12/15 POINTS
BAZE MALBUS (⬤ 26) | 12/16 POINTS
BIB FORTUNA (✦ 49) | 8/11 POINTS
BO-KATAN KRYZE (➹ 89) | 13/18 POINTS
C-3PO (☉ 77) | 9/11 POINTS
CHEWBACCA (⬤ 49) | 11/15 POINTS
CHIRRUT IMWE (⬤ 35) | 11/14 POINTS
DARTH VADER (⟁ 10) | 15/19 POINTS
DIRECTOR KRENNIC (⬤ 3) | 14/17 POINTS
FINN (⟁ 45) | 11/13 POINTS
FINN (✦ 49) | 11/14 POINTS
FN-2199 (⬤ 49) | 11/14 POINTS
GENERAL GRIEVOUS (⟁ 49) | 12/16 POINTS
GENERAL GRIEVOUS (➹ 49) | 13/18 POINTS
GRAND INQUISITOR (↔ 11) | 13/17 POINTS
HAN SOLO (⟁ 46) | 13/16 POINTS
IG-88 (⬤ 20) | 13/18 POINTS
JABBA THE HUTT (➹ 36) | 11/14 POINTS
JANGO FETT (⟁ 21) | 11/14 POINTS
JYN ERSO (⬤ 44) | 14/18 POINTS
K-2SO (↔ 26) | 13/18 POINTS
KALLUS (✦ 10) | 12/15 POINTS
KIT FISTO (✎ 57) | 12/15 POINTS
LEIA ORGANA (⟁ 28) | 11/14 POINTS
LUMINARA UNDULI (⬤ 36) | 11/14 POINTS
LUKE SKYWALKER (⟁ 35) | 14/18 POINTS
MACE WINDU (↔ 34) | 14/19 POINTS
MAUL (✦ 2) | 10/14 POINTS
MON MOTHMA (↔ 49) | 9/12 POINTS
OBI-WAN KENOBI (⬤ 37) | 14/18 POINTS
PALPATINE (⬤ 11) | 19/26 POINTS
PALPATINE (✦ 4) | 14/18 POINTS
POE DAMERON (⟁ 29) | 16/20 POINTS
QUI-GON JINN (✎ 58) | 13/17 POINTS
REX (➹ 49) | 10/13 POINTS
SABINE WREN (↔ 40) | 16/21 POINTS
UNKAR PLUTT (⬤ 21) | 11/14 POINTS
ZEB ORRELIOS (✦ 50) | 11/14 POINTS

LIMITED LIST

This section includes a list of cards that have had their maximum deck building limit decreased by one. When building a deck, players may only include one less copy of these cards than would be normally allowed by deck construction rules.

EXAMPLE: A player may only include one copy of Commando Raid (⚜103) in their deck. If that player includes Double Down (✎143) in their starting team, they may now include two copies in their deck (because Double Down allows for one additional copy).

ANCIENT LIGHTSABER (↔ 49)
BUY OUT (↔ 80)
CLOSE QUARTERS ASSAULT (⚜ 154)
COMMANDO RAID (⚜ 103)
GUARD (⬤103)
FRIENDS IN HIGH PLACES (⬤ 83)
FORCE ILLUSION (⬤ 135)
FORCE SPEED (⬤ 55)
PRICE OF FAILURE (⬤ 77)
RIPOSTE (⚜ 121)
SECOND CHANCE (⚜ 137)

RESTRICTED INTERACTIONS LIST

This section includes a list of groupings of cards that may not be included within the same deck. A player may select one card from any given pairing for their deck and cannot include the other card(s) for the same deck. A player may run as many copies of their restricted card as the rules (or card text) allow.

EXAMPLE: Hyperspace Jump (129) cannot be included in the same deck as Retreat (110) <u>or</u> Mean Streets (177). However, it can be included in the same deck with C-3PO (77) and Delve (92), which appear on the list but are not within the same group.

CARD A	CARD B	CARD C
C-3PO (77)	FATEFUL COMPANIONS (111)	
C-3PO (77)	MILITARY CAMP (178)	
C-3PO (77)	DROIDS' DAY OUT (79)	
ORDER 66 (15)	REBEL TRAITOR (22)	
HYPERSPACE JUMP (129)	RETREAT (110)	MEAN STREETS (177)
DELVE (92)	VADER'S FIST (13)	THEED PALACE (159)
EWOK WARRIOR (95)	ARENA OF DEATH (156)	
RESISTANCE RING (87)	NO ANSWER (128)	

BANNED LIST

This section includes a list of cards that are banned from constructed play. When building a deck, players may not include any copies of the below cards in their list.

CARD (⟷ XX)
there are no banned cards at this time

ERRATA

This section includes a list of cards that have had their text changed for the purpose of constructed play within this format.

AWAKENINGS (⬦)

AWARD CEREMONY (⬦138)
Should read: "Spot a Red character to draw cards equal to the number of exhausted characters you have. *Set that many cards from your hand aside*."

HYPERSPACE JUMP (⬦129)
Should read: ""End the action phase. You may switch the battlefield with the battlefield that is not being used. *Set this card aside instead of discarding it*."

IT'S A TRAP (⬦107)
This card no longer has Ambush and should read: "Choose a symbol showing on an opponent's die. Then turn *up to 2* of your Red dice to sides showing that symbol."

SECOND CHANCE (⬦137)
Should read: "Yellow character only. Before attached character would be defeated, instead heal 5 damage from it and *set this upgrade aside*."

SITH HOLOCRON (⬦16)
Should read: "⚫ - *Set this upgrade aside to play a Blue **Ability** upgrade onto attached character, reducing its cost by 4 and ignoring play restrictions.*"

STRATEGIC PLANNING (⬦111) (2-PLAYER SET REPRINT # 37)
Should read: "Ready *a support that has no mods* or exhaust a support."

SPIRIT OF REBELLION (☢)

AFTERMATH (☢123)
Should read: "After a character is defeated, *you may exhaust this support to* gain 1 resource."

AMMO BELT (☢141)
Should read: "Before a *weapon* upgrade on attached character would be discarded by a card effect, you may discard this upgrade instead."

FAST HANDS (☢150)
Should read: "*Yellow character only.* After you activate attached character, you may resolve one of its character or upgrade dice."

IMPERIAL INSPECTION (⬤150)
Should read: "After one of your dice rolls a disrupt (✹), you may *set* this support *aside* to return an upgrade in play that costs 2 or less to its owner's hand."

LONG CON (⬤150)
Should read: "Gain *1 resource for each other copy* of this event in your discard pile."

OUTER RIM SMUGGLER (⬤ 46)
Should read: "*The first time each round* you play the last card from your hand, gain 1 resource."

VIBROKNIFE (⬤ 57)
Should read: "Ambush. *Damage dealt by this die or by dice it modifies is unblockable*."

EMPIRE AT WAR (↔)

CIENA REE (↔1)
Should read: "*Power* Action - Spend 2 resources to ready a vehicle."

HEAT OF BATTLE (↔123)
Should read: "Choose an opponent. That opponent turns *up to 2* of their dice to sides showing damage. Turn *up to 2* of your dice to sides showing damage."

RUNNING INTERFERENCE (↔115)
Should read: "After you take an action, you may *set* this support *aside* to choose an opponent. That opponent cannot take the same action that you just took on their next turn."

LEGACIES (✦)

MAUL'S LIGHTSABER (✦ 8)
Should read: "Blue character only. Power Action - If an opponent has no shields on all of their characters, *spend 1 resource* to roll this die into your pool."

WAY OF THE FORCE (✦)

SNOKE (✦ 8)
Should read: "Power Action - Deal 1 damage to another one of your characters to resolve one of its character dice *showing damage*, increasing its value by 2."

ACROSS THE GALAXY (✦)

THEED PALACE (✦ 8)
Should read: "Power Action - *Remove one of your dice to* gain 1 resource. Spot a neutral character to take one additional action."

CONVERGENCE (☺)

FORCE STORM (☺ 8)
Should read: "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."

LATT GUNSHIP (☺ 84)
Should read: "Blue character only. ⊕ - 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."

WAT TAMBOR (☺ 8)
Should read: "Power Action - Play a *Red* support from your hand (paying its cost). Then roll that support's die into your pool."

WATTO (☺ 38)
First ability should read: "This character's character dice cannot be removed by opponents' *Blue* events."

SPARK OF HOPE (☺)

n/a

COVERT MISSIONS (☺)

n/a

WILD HORIZONS (☺)

n/a

CHANGE HISTORY

2020-03-13 – Final implementation of Rev 1.0.1, complete document for initial deployment
2020-03-06 – Initial implementation of Limited and Restricted lists

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