



STAR WARS™

DESTINY

**HOLOCRON:
INFINITE FORMAT**

STAR WARS DESTINY

HOLOCRON: INFINITE FORMAT

Effective: 7.13.2020

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

Visit FantasyFlightGames.com/SWDestiny for the most recent version of all game documents.

ELIGIBLE CARDS

Only cards that appear in these products can be included in a deck for the Infinite Format. For specific legality dates following a product release, visit FantasyFlightGames.com/OP/legality/SW

AWAKENINGS 
SPIRIT OF REBELLION 
EMPIRE AT WAR 
LEGACIES 
TWO-PLAYER STARTER 
RIVALS DRAFT STARTER 
WAY OF THE FORCE 
ACROSS THE GALAXY 
CONVERGENCE 
ALLIES OF NECESSITY DRAFT STARTER 
SPARK OF HOPE 
COVERT MISSIONS 
TRANSFORMATIONS 

RESTRICTED LIST

A player may select one card from this list for their deck, and cannot include any other restricted cards for the same deck. A player may run as many copies of their restricted card as the rules (or card text) allow.

ABANDONED REFINERY (♣157)
C-3PO (♣77)
CHOPPER (♣94)
DELVE (♣92)
FATEFUL COMPANIONS (♣111)
HYPERSPACE JUMP (♣129)
MEAN STREETS (♣177)
MILITARY CAMP (♣178)
ORDER 66 (♣15)
REBEL TRAITOR (♣22)
RETREAT (♣110)
VADER'S FIST (♣13)

BALANCE OF THE FORCE

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

ADMIRAL ACKBAR (♣27) 9/12 POINTS
AHSOKA TANO (♣31) 12/15 POINTS
AMILYN HOLDO (♣75) 9/12 POINTS
ANAKIN SKYWALKER (♣53) 13/17 POINTS
ASAJJ VENTRESS (♣1) 12/15 POINTS
BAZE MALBUS (♣26) 12/16 POINTS
BIB FORTUNA (♣18) 8/11 POINTS
BO-KATAN KRYZE (♣89) 13/18 POINTS
C-3PO (♣77) 9/11 POINTS
CHEWBACCA (♣43) 11/15 POINTS
CHEWBACCA (♣88) 11/13 POINTS
CHIRRUT ÎMWE (♣35) 11/14 POINTS
DARTH VADER (♣10) 15/19 POINTS
DENGAR (♣35) 10/13 POINTS
DIRECTOR KRENNIC (♣3) 14/17 POINTS
ENFYS NEST (♣141) 13/17 POINTS
FINN (♣45) 11/13 POINTS
FINN (♣39) 11/14 POINTS
FN-2199 (♣2) 11/14 POINTS
GENERAL GRIEVOUS (♣3) 12/16 POINTS
GENERAL GRIEVOUS (♣21) 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 (♣72) 10/13 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 (♣27) 9/12 POINTS
OBI-WAN KENOBI (♣37) 14/18 POINTS
OBI-WAN KENOBI (♣57) 12/16 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 (♣74) 10/13 POINTS
SABINE WREN (♣40) 16/21 POINTS
SINJIR RATH VELUS (♣90) 12/15 POINTS
UNKAR PLUTT (♣21) 11/14 POINTS
ZEB (♣50) 11/14 POINTS
ZUCKUSS (♣41) 9/12 POINTS

STAR WARS DESTINY

ERRATA

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

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."

ARMORED REINFORCEMENT (🌀129)

Should read: "Action - Set this plot aside to search your deck or discard pile for a **Red** vehicle support and play it, decreasing its cost by 1. If you searched your deck, shuffle it."

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.**"

CIENA REE (↔1)

Should read: "**Power** Action - Spend 2 resources to ready a vehicle."

FAST HANDS (●150)

Should read: "**Yellow character only.** After you activate attached character, you may resolve one of its character or upgrade dice."

FORCE STORM (⚡14)

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."

HEAT OF BATTLE (↔123)

Should read: "Choose an opponent. That opponent turns **up to 2** of their dice to sides showing damage (⚡ or X). Turn **up to 2** of your dice to sides showing damage."

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.**"

IMPERIAL INSPECTION (●70)

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."

IT'S A TRAP (👤107)

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

LAAT GUNSHIP (⚡84)

Should read: "⚡ - 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."

LONG CON (●113)

Should read: "Gain **1 resource for each other** copy of this event in your discard pile."

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."

OUTER RIM SMUGGLER (●46)

Should read: "**The first time each round** you play the last card from your hand, gain 1 resource."

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."

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."

STRATEGIC PLANNING (👤111) (↖37)

Should read: "Ready **a support that has no mods** or exhaust a support."

THEED PALACE (🌀159)

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

VIBROKNIFE (●57)

Should read: "Ambush. **Damage dealt by this die or by dice it modifies is unblockable.**"

WAT TAMBOR (⚡22)

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."

STAR WARS DESTINY

CHARACTER SUBTYPES

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

ADMIRAL ACKBAR (♣27) LEADER	GENERAL HUX (↔2) LEADER	MAZ KANATA (♣45) SCOUNDREL
ANAKIN SKYWALKER (♠1) APPRENTICE	GENERAL RIEEKAN (↔24) LEADER	MON MOTHMA (♣27) LEADER
ASAJJ VENTRESS (♣9) APPRENTICE	GENERAL VEERS (♣4) LEADER	NIGHTSISTER (♣12) WITCH
AURRA SING (♣18) BOUNTY HUNTER	GRAND INQUISITOR (↔11) INQUISITOR	Obi-wan Kenobi (♣37) JEDI
BALA-TIK (♣19) LEADER - SCOUNDREL	GUAVIAN ENFORCER (♣19) SCOUNDREL	OUTER RIM SMUGGLER (♣46) SCOUNDREL
BAZE MALBUS (♣26) GUARD	HAN SOLD (♣46) SCOUNDREL	PADAWAN (♣36) APPRENTICE
BAZINE NETAL (↔16) ADVISOR	HERA SYNDULLA (↔25) LEADER - PILOT - SPECTRE	PADME AMIDALA (♣48) LEADER
BIB FORTUNA (♣18) ADVISOR	HIRED GUN (♣47) SCOUNDREL	PALPATINE (♣11) LEADER - SITH
BOSSK (↔17) BOUNTY HUNTER	HONDO OHNACA (♣65) PIRATE - SCOUNDREL	POE DAMERON (♣29) PILOT
CAD BANE (↔18) BOUNTY HUNTER	IG-88 (♣20) BOUNTY HUNTER - DROID	POE DAMERON (↔25) LEADER - PILOT
CAPTAIN PHASMA (♣1), (↔2) LEADER - TROOPER	JABBA THE HUTT (♣20) LEADER - SCOUNDREL	QUI-GON JINN (♣37) JEDI
CHEWBACCA (♣43) WOOKIEE - SCOUNDREL	JANGO FETT (♣21) BOUNTY HUNTER	QUINLAN VOS (↔8) APPRENTICE
CHIRRUNT ÎMWE (♣35) GUARD	JAWA SCAVENGER (♠4) JAWA - SCAVENGER	REBEL COMMANDO (♣28) TROOPER
CIENA REE (↔1) PILOT	JEDI ACOLYTE (♣34) APPRENTICE	REBEL TROOPER (♣30) TROOPER
COUNT DOKU (♣9) SITH	JEDI INSTRUCTOR (↔32) JEDI	REY (♣38) SCAVENGER
DARK ADVISOR (♣1) ADVISOR	JYN ERSO (♣44) SCOUNDREL	REY (↔24) APPRENTICE
DARTH VADER (♣10) SITH	K-2SO (↔26) DROID	ROOKIE PILOT (↔27) PILOT
DARTH VADER (♣10) APPRENTICE - SITH	KALLUS (♣10) LEADER - TROOPER	ROSE (♣40) ENGINEER
DEATH TROOPER (♣1) TROOPER	KANAN JARRUS (↔33) JEDI - SPECTRE	ROYAL GUARD (♣12) GUARD
DIRECTOR KRENNIC (♣3) LEADER	KYLO REN (♣11), (↔1) APPRENTICE	SABINE WREN (↔40) SPECTRE
EZRA BRIDGER (↔38) SCAVENGER	LANDO CALRISSIAN (↔39) SCOUNDREL	SERVANT OF THE DARK SIDE (↔9) SCAVENGER
FINN (♣45) SCOUNDREL	LEIA ORGANA (♣28) LEADER	SEVENTH SISTER (↔10) INQUISITOR
FIRST ORDER STORMTROOPER (♣2) TROOPER	LOBOT (♠2) ADVISOR	TEMMIN (♣29) PILOT
FN-2199 (♣2) TROOPER	LUKE SKYWALKER (♣35) JEDI	THRAWN (↔4) LEADER
GAMorrean GUARD (↔19) GUARD	LUKE SKYWALKER (♣31) APPRENTICE	TIE PILOT (♣4) PILOT
GENERAL GRIEVOUS (♣3) LEADER	LUMINARA UNDULI (♣36) JEDI - LEADER	TUSKEN RAIDER (♣22) SCAVENGER
	MACE WINDU (↔34) JEDI - LEADER	UNKAR PLUTT (♣21) SCAVENGER
	MAGNAGUARD (↔3) DROID - GUARD	WOOKIEE WARRIOR (↔41) WOOKIEE - TROOPER
	MAUL (♣2) SCAVENGER - SITH	

Permission granted to print or photocopy for personal use.