

STAR WARS™

DESTINY

**HOLOCRON:
STANDARD FORMAT**

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Effective: 2.1.18

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

Visit www.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 Standard Format. For specific legality dates following a product release, visit www.fantasyflightgames.com/op/legality/sw/.

AWAKENINGS 

SPIRIT OF REBELLION 

EMPIRE AT WAR 

LEGACIES 

TWO-PLAYER STARTER 

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.

+1 POINT

CAPTAIN PHASMA (↖ 2) 10/14 POINTS

+2 POINTS

FN-2199 (☉ 2) 12/15 POINTS

POE DAMERON (☉ 29) 16/20 POINTS

UNKAR PLUTT (☉ 21) 12/15 POINTS

ERRATA

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

AWAKENINGS (☉)

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)

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."

SPIRIT OF REBELLION (☉)

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 (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."

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 (↔)

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."