



# STAR WARS™

## DESTINY

**HOLOCRON:  
INFINITE FORMAT**

# STAR WARS DESTINY

## HOLOCRON: INFINITE FORMAT

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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](http://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](http://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 

### 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.

C-3PO (♣77)  
HYPERSPACE JUMP (♣129)  
MEAN STREETS (♣177)  
MILITARY CAMP (♣178)  
ORDER 66 (♣15)  
REBEL TRAITOR (♣22)  
RETREAT (♣110)

### 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  
BAZE MALBUS (♣26) 12/16 POINTS  
CAPTAIN PHASMA (♣2) 10/14 POINTS  
CHEWBACCA (♣43) 11/15 POINTS  
CHIRRUT ÎMWE (♣35) 11/14 POINTS  
DARTH VADER (♣10) 15/19 POINTS  
DIRECTOR KRENNIC (♣3) 14/17 POINTS  
FINN (♣45) 11/13 POINTS  
FN-2199 (♣2) 11/14 POINTS  
GENERAL GRIEVOUS (♣3) 12/16 POINTS  
GRAND INQUISITOR (♣11) 13/17 POINTS  
HAN SOLO (♣46) 13/16 POINTS  
IG-88 (♣20) 13/18 POINTS  
JANGO FETT (♣21) 11/14 POINTS  
JYN ERSO (♣44) 14/18 POINTS  
K-2SO (♣26) 13/18 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  
MON MOTHMA (♣27) 9/12 POINTS  
OBI-WAN KENOBI (♣37) 14/18 POINTS  
PALPATINE (♣11) 19/26 POINTS  
POE DAMERON (♣29) 16/20 POINTS  
SABINE WREN (♣40) 16/21 POINTS  
UNKAR PLUTT (♣21) 11/14 POINTS

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## 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."

### 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 symbol."

### 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.**"

### WATTO (●38)

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

# STAR WARS

## DESTINY

### CHARACTER SUBTYPES

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

ADMIRAL ACKBAR (♣27) LEADER	GENERAL GRIEVOUS (♣3) LEADER	MAZ KANATA (♣45) SCOUNDREL
ANAKIN SKYWALKER (♠1) APPRENTICE	GENERAL HUX (♣2) LEADER	MON MOTHMA (♣27) LEADER
ASAJJ VENTRESS (♣9) APPRENTICE	GENERAL RIEEKAN (♣24) LEADER	NIGHTSISTER (♣12) WITCH
AURRA SING (♣18) BOUNTY HUNTER	GENERAL VEERS (♣4) LEADER	Obi-wan Kenobi (♣37) JEDI
BALA-TIK (♣19) LEADER - SCOUNDREL	GRAND INQUISITOR (♣11) INQUISITOR	OUTER RIM SMUGGLER (♣46) SCOUNDREL
BAZE MALBUS (♣26) GUARD	GUAVIAN ENFORCER (♣19) SCOUNDREL	PADAWAN (♣36) APPRENTICE
BAZINE NETAL (♣16) ADVISOR	HAN SOLO (♣46) SCOUNDREL	PADME AMIDALA (♣48) LEADER
BIB FORTUNA (♣18) ADVISOR	HERA SYNDULLA (♣25) LEADER - PILOT - SPECTRE	PALPATINE (♣11) LEADER - SITH
BOSSK (♣17) BOUNTY HUNTER	HIRED GUN (♣47) 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
CHIRRUT 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 DOOKU (♣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
	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	

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