

The background of the entire image is a detailed, textured illustration of a Star Wars planet, likely Tatooine, showing various structures, roads, and desert terrain in shades of brown and tan. The title "STAR WARS" is prominently displayed in the center in a large, white, bold, sans-serif font. Below it, the word "DESTINY" is written in a smaller, white, bold, sans-serif font, separated by two horizontal white lines. A small "TM" trademark symbol is located to the right of the "STAR WARS" text.

STAR WARSTM

DESTINY

**HOLOCRON:
STANDARD FORMAT**

STAR WARS DESTINY

HOLOCRON: STANDARD FORMAT

Effective: 7.08.19

This document contains relevant information needed to build a deck for the Standard 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 Standard Format. For specific legality dates following a product release, visit FantasyFlightGames.com/OP/legality/SW

LEGACIES

TWO-PLAYER STARTER

RIVALS DRAFT STARTER

WAY OF THE FORCE

ACROSS THE GALAXY

CONVERGENCE

ALLIES OF NECESSITY DRAFT STARTER

SPARK OF HOPE

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.

CAPTAIN PHASMA (\2) 10/14 POINTS

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)
MILITARY CAMP (♣178)
ORDER 66 (♣15)
REBEL TRAITOR (♣22)

ERRATA

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

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."

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."

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."

SNOKE (♣14)

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."

WATTO (♣38)

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

CHARACTER SUBTYPES

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

ANAKIN SKYWALKER (♠1) APPRENTICE
BIB FORTUNA (♣18) ADVISOR
CAPTAIN PHASMA (\2) LEADER - TROOPER
DARK ADVISOR (♣1) ADVISOR
JAWA SCAVENGER (♠4) JAWA - SCAVENGER
KALLUS (♣10) LEADER - TROOPER
KYLO REN (\1) APPRENTICE

LOBOT (♠2) ADVISOR
LUKE SKYWALKER (♣31) APPRENTICE
MAUL (♣2) SCAVENGER - SITH
POE DAMERON (\25) LEADER - PILOT
REY (\24) APPRENTICE
ROSE (♣40) ENGINEER

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