STAR WARS
DESTINY

HOLOCRON:
INFINITE FORMAT
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 (z)
SPIRIT OF REBELLION (r)
EMPIRE AT WAR (w)
LEGACIES (v)
TWO-PLAYER STARTER (n)
RIVALS DRAFT STARTER (a)
WAY OF THE FORCE (b)
ACROSS THE GALAXY (z)
CONVERGENCE (v)
ALLIES OF NECESSITY DRAFT STARTER (b)

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.

AAYLA SECURA (z29) 10/13 points
ADMIRAL ACKBAR (ω27) 9/12 points
AHSOKA TANO (z31) 12/15 points
BAZE MALBUS (v26) 12/16 points
CAPTAIN PHASMA (v2) 10/14 points
CHEWBACCA (ω43) 11/15 points
CHIRRUT ÎMWE (v35) 11/14 points
DARTH VADER (ω10) 15/19 points
DIRECTOR KRENNIC (z3) 14/17 points
FINN (ω45) 11/13 points
FN-2199 (ω2) 11/14 points
GENERAL GRIEVOUS (ω3) 12/16 points
GRAND INQUISITOR (z11) 13/17 points
HAN SOLO (ω46) 13/16 points
IG-88 (ω20) 13/18 points
JANGO FETT (ω21) 11/14 points
JYN ERSO (ω44) 14/18 points
K-2SO (z26) 13/18 points
LEIA ORGANA (ω28) 11/14 points
LUMINARA UNDULI (ω36) 11/14 points
LUKE SKYWALKER (ω28) 14/16 points
MACE WINDU (z34) 14/19 points
MON MOTHMA (ω27) 9/12 points
ODI-WAN KENOBI (ω37) 14/18 points
PALPATINE (v1) 19/26 points
POE DAMERON (ω29) 16/20 points
SABINE WREN (ω40) 16/21 points
SNOKE (v4) 12/14 points
UNKAR PLUTT (ω21) 11/14 points
ERRATA

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

**AMMO BELT (D141)**
Should read: “Before a weapon upgrade on attached character would be discarded by a card effect, you may discard this upgrade instead.”

**AWARD CEREMONY (U138)**
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 (V1)**
Should read: “Power Action - Spend 2 resources to ready a vehicle.”

**FAST HANDS (D150)**
Should read: “Yellow character only. After you activate attached character, you may resolve one of its character or upgrade dice.”

**HEAT OF BATTLE (V123)**
Should read: “Choose an opponent. That opponent turns up to 2 of their dice to sides showing damage (F or X). Turn up to 2 of your dice to sides showing damage.”

**HYPERSONE JUMP (R129)**
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 (D70)**
Should read: “After one of your dice rolls a disrupt (W), 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 (R107)**
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.”

**LONG CON (U113)**
Should read: “Gain 1 resource for each other copy of this event in your discard pile.”

**MAUL'S LIGHTSABER (Z8)**
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 (D46)**
Should read: “The first time each round you play the last card from your hand, gain 1 resource.”

**RUNNING INTERFERENCE (V115)**
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.”

**STRATEGIC PLANNING (U111) (U37)**
Should read: “Ready a support that has no mods or exhaust a support.”

**THEED PALACE (bh159)**
Should read: “Power Action - Remove one of your dice to gain 1 resource. Spot a neutral character to take one additional action.”

**VIBROKNIFE (D57)**
Should read: “Ambush. Damage dealt by this die or by dice it modifies is unblockable.”
CHARACTER SUBTYPES

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

ADMIRAL ACKBAR (w27) LEADER
ANAKIN SKYWALKER (w1) APPRENTICE
ASAJJ VENTRESS (w9) APPRENTICE
AURRA SING (D18) BOUNTY HUNTER
BALA-TIK (r19) LEADER - SCOUNDREL
BAZE MALBUS (D26) GUARD
BAZINE NETAL (v16) ADVISOR
BIB FORTUNA (z18) ADVISOR
BOSSK (v17) BOUNTY HUNTER
CAD BANE (v18) BOUNTY HUNTER
CAPTAIN PHASMA (z1), (U2) LEADER - TROOPER
CHEWBACCA (D43) WOOKIEE - SCOUNDREL
CHIRRUT ÎMWE (D35) GUARD
CIENA REE (v1) PILOT
DARTH VADER (r10) SITH
DARTH VADER (D10) APPRENTICE - SITH
DEATH TROOPER (w1) TROOPER
DIRECTOR KRENNIC (D3) LEADER
EZRA BRIDGER (w38) SCOUNDREL
FINN (u45) SCOUNDREL
FIRST ORDER STORMTROOPER (w2) TROOPER
FN-2199 (D2) TROOPER
GAMORREAN GUARD (w19) GUARD
GENERAL GRIEVOUS (w3) LEADER
GENERAL HUX (w2) LEADER
GENERAL RIEEKAAN (w24) LEADER
GENERAL VEERS (w4) LEADER
GRAND INQUISITOR (w11) INQUISITOR
GUAVIAN ENFORCER (D19) SCOUNDREL
HAN SOLO (w46) SCOUNDREL
HERA SYNDULLA (w25) LEADER - PILOT - SPECTRE
HIRED GUN (w47) SCOUNDREL
IG-88 (D20) BOUNTY HUNTER - DROID
JABBA THE HUTT (w20) BOSS - BOUNTY HUNTER
JAWA SCAVENGER (w4) JAWA - SCAVENGER
JEDI ACOLYTE (D34) APPRENTICE
JEDI INSTRUCTOR (w32) JEDI
JYN ERSO (D46) SCOUNDREL
K-2SO (w26) DROID
KALLUS (w10) LEADER - TROOPER
KANAN JARRUS (w33) JEDI - SPECTRE
KYLO REN (w1), (w1) APPRENTICE
LANDO CALRISSIAN (w39) SCOUNDREL
LEIA ORGANA (w28) LEADER
LOBOT (w2) ADVISOR
LUKE SKYWALKER (w28) JEDI
MAEL ZUR (w31) APPRENTICE
MAGNAGUARDI (w3) DROID - GUARD
MAUL (w2) SCOUNDREL - SITH
MAZ KANATA (D45) SCOUNDREL
MON MOTHMA (w27) LEADER
MYSK (w12) WITCH
OB/G-R (w37) JEDI
OUTER RIM SMUGGLER (w46) SCOUNDREL
PADAWAN (w36) APPRENTICE
PAJAMAL (w48) LEADER
PALPATINE (w11) LEADER - SITH
POE DAMERON (w29) PILOT
QUEEN ALANNAH (w25) LEADER - PILOT
QUI-GON JINN (w37) JEDI
QUINN (D8) APPRENTICE
REBEL COMMANDO (w28) TROOPER
REBEL TROOPER (w30) TROOPER
REY (w38) SCOUNDREL
REY (w24) APPRENTICE
ROokie PILOT (w27) PILOT
ROYAL GUARD (w12) GUARD
ROYAL GUARD (w12) GUARD
SABINE WREN (w40) SPECTRE
SERVANT OF THE DARK SIDE (w9) SCOUNDREL
SEVENTH SISTER (w10) INQUISITOR
TIE PILOT (w4) PILOT
THRAWN (w4) LEADER
TIE PILOT (w4) PILOT
TUSKEN RAIDER (w22) SCOUNDREL
UNKAR PLUTT (w21) SCOUNDREL
WOOKIEE WARRIOR (w41) WOOKIEE - TROOPER