

## JRAK AND TUNE BALANCE OF THE FORCE 1.0

This document is intended to add onto Dice Commando's Infinite Holocron. The intent of this project is to open up more play options of older characters and create a fun Infinite environment. To this end we are currently not doing anything to affect the convergence or later blocks as that is the basis for Standard play and something we feel is in good hands with the continuity committee. **Red is new.** Black is how it is on current FFG Holocrons.

### **Awakenings**

Admiral Ackbar 9/12 **Errata** "After an opponent discards or plays the last card in their hand **choose a character** and deal 2 damage to it"

Captain Phasma 11/14                      Count Dooku 11/14      Darth Vader 15/18

Finn 11/13 (Trooper, Scoundrel)      General Grievous 11/15

General Veers 10/13 (Pilot, Leader)      Han Solo 12/15 (Pilot, Scoundrel)

Jabba the Hutt 10/13                      Jango Fett 11/14

Leia Organa 11/14 **Errata** "Power action: reroll up to 2 of your dice."

Luke Skywalker 14/17 **Errata** "After you activate this character you **may** draw a card"

Padme 10/13                      Poe Dameron 16/20                      Quigon Jinn 13/16

### **Spirit of Rebellion**

Asajj Ventress 9/12                      Aurra Sing 13/16                      Baze Malbus 12/16

Chewbacca 11/15                      Chirrut Imwe 11/14                      Darth Vader 12/16

Death Trooper 9                      Director Krennic 12/16                      FN-2199 11/14

IG-88 13/18 **Errata** "Special: Play a Yellow **weapon** or **equipment** from your discard pile on this character, decreasing its cost by 2 or **gain 1 resource**"

Jedi Acolyte 8                      Jyn Erso 12/16                      Luminara Unduli 11/14

Mon Mothma 9/12                      Obi-wan Kenobi 14/18

Palpatine 19/29 **Errata** "After you resolve this die, force an opponent to deal 3 damage to their character's distributed as they wish."

Rebel Commando 9                      Temin "snap" Wexley 8/11

### **Empire at War**

Ahsoka Tano 12/15 (Leader)      Bossk 11/13                      General Hux 10/12

Grand Inquisitor 14/17 **Errata** "Special: Deal 2 damage to a character, then you may remove one of attached character's character dice showing a blank" (sentences reversed to make more usable)

K2-S0 13/18                      Lando Calrissian 11/14                      Mace Windu 14/18

Sabine Wren 16/21

### **Legacies**

Bib Fortuna 8/11      Boba Fett 11/14      Finn 11/14      Greedo 7/10

Han Solo 9/11      Hondo Ohnaka 10/14      Jehda Partisan (Partisan)

Jedi Temple Guard (Jedi, Guard)      Kallus 12/15

Luke Skywalker Errata "Power action: Spend up to 2 resources to resolve one of this character's character or upgrade dice increasing it's value by the number of resources just spent."

Maul 10/14                  Mother Talzin (Leader)                  Obi-wan 14/18  
Palpatine 12/16          Tarkin 11/14                  Veteran Stormtrooper 8  
Wedge Antilles 11/13          Zeb Orrelios 11/14

### **Way of the Force**

Bo-Katan 13/18

Boss Nass Errata "After you roll a **gungan** or **artillery** die into your pool deal 1 indirect if that die just rolled a blank"

Count Dooku 14/17                  Fifth Brother 12/15                  Force Sensitive outcast 8 (scavenger)  
General Grievous 13/18          Jabba the Hutt 11/14                  Jedi Sentinel 9  
Rex 10/13                  Sebulba 9/11                  Trusted informant 8 (Spy)

### **Across the Galaxy**

Bariss Offee 8/11                  Commander Cody 9/12                  Force Mystic 8  
Kit Fisto 12/15                  Leia Organa 12/15 (Bounty Hunter)                  Quigon Jinn 13/17

Savage Oppress (Apprentice) Errata "You must activate this character as your first action each round, if able, unless you pay 1 resource or spot Maul"

Val 10/13

Convergence

Asaj Ventress 12/15          Chewbacca 11/13          Dengar 10/13          Enfys Nest 13/17  
K2-S0 10/13                  Obi-wan Kenobi 12/16

Spark of Hope

Amilyn Holdo 9/12          C-3PO 9/11          Zuckuss 9/12

Covert Missions

Anakin Skywalker 13/17                  Sinjir Rath Velus 12/15

### **PLOTS**

Boonta Eve (mission)                  Fortify 1          Home Turf Advantage 1

Pre-emptive Strike 2                  Stolen Intel 1

United Errata "Include if you have at least 2 characters and each character on your team is the same color. After an opponent removes one of your dice, you may roll it into your pool. Then set this plot aside, or if it is elite, flip it instead"

Choose your destiny Errata "Infinite format only. Choose 3 sets. You can only include other cards on your team and in your deck from those sets.

After you play a card, if you played cards from all 3 sets this round, flip this plot.

Two Player game, Rivals, Allies of Necessity and Transformations are considered 1 set for the purpose of this plot”

I Will Not Turn **Errata** “Your dice cannot be turned by opponents.

Before the round ends, gain 1 resource.

After an opponent plays a card, if they played cards from 3 different sets this round, flip this plot.

Two Player game, Rivals, Allies of Necessity and Transformations are considered 1 set for the purpose of this plot”