

STAR WARS: DESTINY
INFINITE FORMAT
LOCAL HOLOCRON

DICE COMMANDO
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LOCAL HOLOCRON: INFINITE FORMAT

Effective: 2021.02.05














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

This document replaces *in its entirety* the official Star Wars: Destiny Infinite Holocron as published by Fantasy Flight Games. This document is intended as a single-source reference for the Infinite Format as played at the local level citing this as the reference document.














ELIGIBLE CARDS

This section includes a list of cards that are legal for use in the Infinite and ARH Infinite formats. Only cards that appear in these products and set releases can be included in a deck for the corresponding format.

TRADITIONAL INFINITE

AWAKENINGS 
SPIRIT OF REBELLION 
EMPIRE AT WAR 
LEGACIES 
TWO-PLAYER STARTER SET 
RIVALS DRAFT KIT 
WAY OF THE FORCE 
ACROSS THE GALAXY 
CONVERGENCE 
ALLIES OF NECESSITY DRAFT KIT 
SPARK OF HOPE 
COVERT MISSIONS 
TRANSFORMATIONS 

ARH INFINITE

AWAKENINGS 
SPIRIT OF REBELLION 
EMPIRE AT WAR 
LEGACIES 
TWO-PLAYER STARTER SET 
RIVALS DRAFT KIT 
WAY OF THE FORCE 
ACROSS THE GALAXY 
CONVERGENCE 
ALLIES OF NECESSITY DRAFT KIT 
SPARK OF HOPE 
COVERT MISSIONS 
TRANSFORMATIONS 
FALTERING ALLEGIANCES (FA)
REDEMPTION (RDM)

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 listed on the card. The listed points correspond to the printed value for one die/two die character costs, respective.

This single-section list includes all sets. Traditional Infinite point values are listed in **RED**. If ARH Infinite has diverged, those point values are listed in **BLUE**. Because Traditional Infinite format does not utilize the ARH sets; there is thus no conflict on those cards.

EXAMPLE: CHARACTER NAME (CARD ID) | TRADITIONAL INFINITE POINTS | ARH INFINITE POINTS

ADMIRAL ACKBAR (♣ 27) | 9/12 POINTS
AMILYN HOLDO (♣ 75) | 9/12 POINTS
ANAKIN SKYWALKER (♣ 53) | 13/17 POINTS
AHSOKA TANO (↔ 31) | 12/15 POINTS
ASAJJ VENTRESS (♣ 1) | 12/15 POINTS
BAZE MALBUS (♣ 26) | 12/16 POINTS
BIB FORTUNA (♣ 49) | 8/11 POINTS
BO-KATAN KRYZE (♣ 89) | 13/18 POINTS
C-3PO (♣ 77) | 9/11 POINTS
CHEWBACCA (♣ 49) | 11/15 POINTS
CHEWBACCA (♣ 88) | 11/13 POINTS
CHIRRUT IMWE (♣ 35) | 11/14 POINTS
DARTH VADER (♣ 10) | 15/19 POINTS
DENGAR (♣ 35) | 10/13 POINTS
DIRECTOR KRENNIC (♣ 3) | 14/17 POINTS
ENFYS NEST (♣ 141) | 13/17 POINTS
FINN (♣ 45) | 11/13 POINTS
FINN (♣ 49) | 11/14 POINTS
FN-2199 (♣ 49) | 11/14 POINTS
GENERAL GRIEVOUS (♣ 49) | 12/16 POINTS
GENERAL GRIEVOUS (♣ 49) | 13/18 POINTS
GRAND INQUISITOR (↔ 11) | 13/17 POINTS
HAN SOLO (♣ 46) | 13/16 POINTS
IG-88 (♣ 20) | 13/18 POINTS
JABBA THE HUTT (♣ 36) | 11/14 POINTS
JANGO FETT (♣ 21) | 11/14 POINTS
JYN ERSO (♣ 44) | 14/18 POINTS
K-2S0 (↔ 26) | 13/18 POINTS
K-2S0 (♣ 72) | 10/13 POINTS
KALLUS (♣ 10) | 12/15 POINTS
KIT FISTO (♣ 57) | 12/15 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
MAUL (♣ 2) | 10/14 POINTS
MON MOTHMA (↔ 49) | 9/12 POINTS

OBI-WAN KENOBI (☉ 37) | 14/18 POINTS
OBI-WAN KENOBI (☉ 57) | 12/16 POINTS
PALPATINE (☉ 11) | 19/26 POINTS
PALPATINE (☉ 4) | 14/18 POINTS
POE DAMERON (☉ 29) | 16/20 POINTS
QUI-GON JINN (☉ 58) | 13/17 POINTS
REX (☉ 49) | 10/13 POINTS
SABINE WREN (☉ 40) | 16/21 POINTS
SINJAR RATH VELUS (☉ 90) | 12/15 POINTS | 10/13 POINTS
UNKAR PLUTT (☉ 21) | 11/14 POINTS
ZEB ORRELIOS (☉ 50) | 11/14 POINTS
ZUCKUSS (☉ 41) | 9/12 POINTS

ARH INFINITE SPECIFIC

ELRIK VONREG (☉ 22) | 12/15 POINTS
KES DAMERON (☉ 73) | 11/14 POINTS
SYNARA SAN (☉ 41) | 11/13 POINTS
TARON MALICOS (FA 4) | 12/15 POINTS
UNITED/WE STAND (☉ 9A/9B) | 1/2 POINTS

LIMITED LIST

This section is being left in this revision of the document only to make it clear that it no longer exists and has been removed. It will be removed on future revisions of this document.

BANNED LIST

This section includes a list of cards that are banned from constructed play. When building a deck, players may not include any copies of the below cards in their list.

BUY OUT (↔ 80)	REASON: As Destiny developed, the ability to generate resources ramped beyond the point where this card is reasonable to include in an un-checked format.
CLOSE QUARTERS ASSAULT (♣ 154)	REASON: Expanding card pool/power creep; prevalence of characters with 50% or more damage sides. Blow-out card.
COMMANDO RAID (♣ 103)	REASON: Expanding card pool; on Red characters w/ multiple discard sides and 2+ value discard sides. Blow-out card.
DEFENSIVE POSITION (♣ 104)	REASON: Power creep on character point/die side values led to an increased abundance of 2+ sides on basic characters, making this card a blow-out and extreme value.
FATEFUL COMPANIONS (♣ 111)	REASON: Droids, Fives, etc.
FRIENDS IN HIGH PLACES (♣ 83)	REASON: Power creep on character point/die side values, making this card overly easy to achieve, combined with increasing value on high cost supports.
GUARD (♣ 103)	REASON: Power creep on character point/die side and also on upgrade/weapons, making this card a blow-out and extreme value.
PRICE OF FAILURE (♣ 77)	REASON: As power creep and cards enabled multiple/unlimited upgrades, combined with extremely low-cost characters, reset became a problem.
SECOND CHANCE (♣ 137)	REASON: Continued power creep of ever-increasing expanding character health

WATCH LIST

This section has no impact on play or available card pool. It serves as a note to potentially problematic cards and/or pairings that are evaluated on an ongoing basis.

ADMIRAL ACKBAR (RDM 49)	CONCERN: X-Wing linear ramp in a card pool where X-wing is legal at 4x per deck is potential problem.
ANCIENT LIGHTSABER (↔ 49)	CONCERN: Repeatable/recurring anything (in this case healing) is a continual problem in Destiny.
DOCTOR APHRA (RDM 87)	CONCERN: Access to entire card pool of droids as a potential problem.
FORCE ILLUSION (☹ 135)	CONCERN: In a more aggressive format this card having no limit presents a potential issue.
FORCE SPEED (☹ 55)	CONCERN: Perhaps most hated card of all time. Falls into repeatable/recurring bucket. Largest (current) issue is w/ CON Palpatine, which is restricted pair.
RIPOSTE (☹ 121)	CONCERN: Shields are easier to make and can go on characters with higher limits.

RESTRICTED INTERACTIONS LIST

This section includes a list of groupings of cards that may not be included within the same deck. A player may select one card from any given group for their deck and cannot include the other card(s) for the same deck. A player may run as many copies of a restricted card as the rules (or card text) allow.

EXAMPLE: Hyperspace Jump (👤129) cannot be included in the same deck as Retreat (👤110) or Mean Streets (👤177). However, it can be included in the same deck with C-3PO (👤77) and/or Delve (👤92), which appear on the list but are not within the pairing group.

SET	#	CARD NAME	RESTRICTED PAIRING(S)
👤	110	RETREAT (👤110)	HYPERSPACE JUMP (👤129) MEAN STREETS (👤177)
👤	129	HYPERSPACE JUMP (👤129)	RETREAT (👤110) MEAN STREETS (👤177)
👤	55	FORCE SPEED (👤55)	PALPATINE (👤2)
👤	153	DOCKING BAY (👤153)	K-3PO (RDM 56)
👤	24	GENERAL RIEEKAN (👤24)	JAWA JUNK DEALER (👤147)
👤	22	REBEL TRAITOR (👤22)	ORDER 66 (👤15)
👤	92	DELVE (👤92)	VADER'S FIST (👤13) THEED PALACE (👤159)
👤	5	HIDDEN MOTIVE (👤5)	DESPERATE MEASURES (👤43)
👤	156	ARENA OF DEATH (👤156)	EWOK WARRIOR (👤95)
👤	13	VADER'S FIST (👤13)	DELVE (👤92) THEED PALACE (👤159)
👤	159	THEED PALACE (👤159)	DELVE (👤92) VADER'S FIST (👤13)
👤	2	PALPATINE (👤2)	FORCE SPEED (👤55)
👤	87	RESISTANCE RING (👤87)	NO ANSWER (👤128)
👤	128	NO ANSWER (👤128)	RESISTANCE RING (👤87)
👤	177	MEAN STREETS (👤177)	RETREAT (👤110) HYPERSPACE JUMP (👤129)
👤	178	MILITARY CAMP (👤178)	C-3PO (👤77)
👤	15	ORDER 66 (👤15)	REBEL TRAITOR (👤22)
👤	43	DESPERATE MEASURES (👤43)	HIDDEN MOTIVE (👤5) FACE THE ENEMY (👤27) TRANDOSHAN HUNTER (👤42)
👤	77	C-3PO (👤77)	DROIDS' DAY OUT (👤79) MILITARY CAMP (👤178)
👤	79	DROIDS' DAY OUT (👤79)	C-3PO (👤77)
👤	94	CHOPPER (👤94)	ABANDONED REFINERY (👤157)
👤	95	EWOK WARRIOR (👤95)	ARENA OF DEATH (👤156)
👤	27	FACE THE ENEMY (👤27)	TRANDOSHAN HUNTER (👤42) DESPERATE MEASURES (👤43)
👤	42	TRANDOSHAN HUNTER (👤42)	DESPERATE MEASURES (👤43) FACE THE ENEMY (👤27)
👤	147	JAWA JUNK DEALER (👤147)	GENERAL RIEEKAN (👤24)
👤	157	ABANDONED REFINERY (👤157)	CHOPPER (👤94)
RDM	56	K-3PO (RDM 56)	DOCKING BAY (👤153)

ERRATA

This section includes a list of cards that have had their text changed for the purpose of constructed play within this format.

AWAKENINGS (🌀)

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.*"

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)

This card 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."

SECOND CHANCE (🌀 137)

Should read: "Yellow character only. Before attached character would be defeated, instead heal 5 damage from it and *set this upgrade aside.*"

SITH HOLOCRON (🌀 16)

Should read: "🌀 - *Set this upgrade aside to play a Blue Ability upgrade onto attached character, reducing its cost by 4 and ignoring play restrictions.*"

STRATEGIC PLANNING (🌀 111) (2-PLAYER SET REPRINT # 37)

Should read: "Ready *a support that has no mods* or exhaust a support."

SPIRIT OF REBELLION (🌀)

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."

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 (☉150)

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."

LONG CON (☉150)

Should read: "Gain *1 resource for each other copy* of this event in your discard pile."

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 (↔)

CIENA REE (↔1)

Should read: "*Power* Action - Spend 2 resources to ready a vehicle."

HEAT OF BATTLE (↔123)

Should read: "Choose an opponent. That opponent turns *up to 2* of their dice to sides showing damage. Turn *up to 2* of your dice to sides showing damage."

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."

LEGACIES (⚡)

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."

WAY OF THE FORCE (☉)

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."

ACROSS THE GALAXY (☉)

THEED PALACE (☉8)

Should read: "*Power* Action - *Remove one of your dice* to gain 1 resource. Spot a neutral character to take one additional action."

ARMORED REINFORCEMENT (8)

Should read: "Action - Set this plot aside to search your deck or discard pile for a *Red* vehicle support and play it, decreasing its cost by 1. If you searched your deck, shuffle it."

CONVERGENCE (8)

FORCE STORM (8)

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."

LATT GUNSHIP (84)

Should read: "Blue character only. ☉ - 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."

WATTAMBOR (8)

Should read: "Power Action - Play a *Red* support from your hand (paying its cost). Then roll that support's die into your pool."

WATTO (38)

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

SPARK OF HOPE (8)

n/a

COVERT MISSIONS (8)

n/a

TRANSFORMATIONS (8)

CAPTURED (6B)

Action should read: "Action – *Flip this downgrade and its controller gains 1 resource.* Only attached character's controller may use this ability."

UNITED (9A)

Second paragraph should read: "After an opponent removes one of your dice, you may roll it into your pool. *Then* set this plot aside, or if it's elite, flip it instead."

FALTERING ALLEGIANCES (FA)

FORCE AFFINITY (FA 64)

Should read: "Spot *up to 2* **apprentice**, **Sith**, or **Jedi** characters to draw that many cards. Spot a Jedi to gain 1 resource. Spot a **Sith** to deal 1 damage to a character."

UNENDING HATE (FA 83)

Should read: "Spot a **Sith** or **Inquisitor** to turn an opponent's die to a side showing a blank. Then deal damage to a character equal to the number of dice in that opponent's pool showing a blank, *to a maximum of 2*."

EXTREMIST CAMPAIGN (FA 83)

Should read: "You can only include Yellow characters on your team. During setup, you lose the starting character roll. After setup, *lose the game unless you* shuffle 2 set-aside copies each of Disable (↔ 137), Rebel (☹ 112), and Act of Cruelty (☹ 38) into your deck."

TARON MALICOS (FA 4)

Subtype should read: "NIGHTBROTHER". (*Character loses JEDI subtype*)

REDEMPTION (RDM)

ENFILADING FIRE (RDM 17)

Should read: "Spend up to 2 resources to resolve that many of your non-unique Red character dice showing *non-indirect* (X or ⚡) damage against each of an opponent's characters."

CHARACTER SUBTYPES

This section includes a list of characters that have subtypes that are not reflected on the printed card. The subtypes listed here are in addition to any/all listed on the printed card. *In most cases, the subtypes were added because the card was printed prior to the creation of the subtype.*

ADMIRAL ACKBAR (♁ 27) | **LEADER**
ANAKIN SKYWALKER (♁ 1) | **APPRENTICE**
ASAJJ VENTRESS (♁ 9) | **APPRENTICE**
AURRA SING (♁ 18) | **BOUNTY HUNTER**
BALA-TIK (♁ 19) | **LEADER - SCOUNDREL**
BAZE MALBUS (♁ 26) | **GUARD**
BAZINE NETAL (↔ 16) | **ADVISOR**
BIB FORTUNA (♁ 18) | **ADVISOR**
BOSSK (↔ 17) | **BOUNTY HUNTER**
CAD BANE (↔ 18) | **BOUNTY HUNTER**
CAPTAIN PHASMA (♁ 1) | **LEADER - TROOPER**
CAPTAIN PHASMA (↘ 2) | **LEADER - TROOPER**
CHEWBACCA (♁ 43) | **WOOKIEE - SCOUNDREL**
CHIRRUT IMWE (♁ 35) | **GUARD**
CIENA REE (↔ 1) | **PILOT**
COUNT DOOKU (♁ 9) | **SITH**
DARK ADVISOR (♁ 1) | **ADVISOR**
DARTH VADER (♁ 10) | **SITH**
DARTH VADER (♁ 9) | **APPRENTICE - SITH**
DEATH TROOPER (♁ 1) | **TROOPER**
DIRECTOR KRENNIC (♁ 3) | **LEADER**
EZRA BRIDGER (↔ 38) | **SCAVENGER**
FINN (♁ 45) | **SCOUNDREL**
FIRST ORDER STORMTROOPER (♁ 2) | **TROOPER**
FN-2199 (♁ 2) | **TROOPER**
GAMORREAN GUARD (↔ 19) | **GUARD**
GENERAL GRIEVOUS (♁ 3) | **LEADER**
GENERAL HUX (↔ 2) | **LEADER**
GENERAL RIEEKAN (↔ 24) | **LEADER**
GENERAL VEERS (♁ 4) | **LEADER**
GRAND INQUISITOR (↔ 11) | **INQUISITOR**
GUAVIAN ENFORCER (♁ 19) | **SCOUNDREL**
HAN SOLO (♁ 46) | **SCOUNDREL**
HERA SYNDULLA (↔ 25) | **LEADER - PILOT - SPECTRE**
HIRED GUN (♁ 47) | **SCOUNDREL**
HONDO OHNAKA (♁ 65) | **PIRATE - SCOUNDREL**
IG-88 (♁ 20) | **BOUNTY HUNTER**
JABBA THE HUTT (♁ 20) | **LEADER - SCOUNDREL**
JANGO FETT (♁ 21) | **BOUNTY HUNTER**
JAWA SCAVENGER (♁ 4) | **JAWA - SCAVENGER**
JEDI ACOLYTE (♁ 34) | **APPRENTICE**
JEDI INSTRUCTOR (↔ 32) | **JEDI**
JYN ERSO (♁ 44) | **SCOUNDREL**

K-2SO (↔ 26) | **DROID**
 KALLUS (↖ 10) | **LEADER - TROOPER**
 KANAN JARRUS (↔ 33) | **JEDI - SPECTRE**
 KYLO REN (⚡ 11) | **APPRENTICE**
 LANDO CALRISSIAN (↔ 39) | **SCOUNDREL**
 LEIA ORGANA (⚡ 28) | **LEADER**
 LOBOT (⚡ 2) | **ADVISOR**
 LUKE SKYWALKER (⚡ 35) | **JEDI**
 LUKE SKYWALKER (↖ 31) | **APPRENTICE**
 LUMINARA UNDULI (⚡ 36) | **JEDI - LEADER**
 MACE WINDU (↔ 34) | **JEDI - LEADER**
 MAGNAGUARD (↔ 3) | **DROID - GUARD**
 MAUL (↖ 2) | **SCAVENGER - SITH**
 MAZ KANATA (⚡ 45) | **SCOUNDREL**
 MON MOTHMA (⚡ 27) | **LEADER**
 NIGHTSISTER (⚡ 12) | **WITCH**
 OBI-WAN KENOBI (⚡ 37) | **JEDI**
 OUTER RIM SMUGGLER (⚡ 46) | **SCOUNDREL**
 PADAWAN (⚡ 36) | **APPRENTICE**
 PADME AMIDALA (⚡ 48) | **LEADER**
 PALPATINE (⚡ 11) | **LEADER - SITH**
 POE DAMERON (⚡ 29) | **PILOT**
 POE DAMERON (↖ 25) | **LEADER - PILOT**
 QUI-GON JINN (⚡ 37) | **JEDI**
 QUINLAN VOS (↔ 8) | **APPRENTICE**
 REBEL COMMANDO (⚡ 28) | **TROOPER**
 REBEL TROOPER (⚡ 30) | **TROOPER**
 REY (⚡ 38) | **SCAVENGER**
 REY (↖ 24) | **APPRENTICE**
 ROOKIE PILOT (↔ 27) | **PILOT**
 ROSE (↖ 40) | **ENGINEER**
 ROYAL GUARD (⚡ 12) | **GUARD**
 SABINE WREN (↔ 40) | **SPECTRE**
 SERVANT OF THE DARK SIDE (↔ 9) | **SCAVENGER**
 SEVENTH SISTER (↔ 10) | **INQUISITOR**
 TEMMIN "SNAP" WEXLEY (⚡ 29) | **PILOT**
 THRAWN (↔ 4) | **LEADER**
 TIE PILOT (⚡ 4) | **PILOT**
 TUSKEN RAIDER (⚡ 22) | **SCAVENGER**
 UNKAR PLUTT (⚡ 21) | **SCAVENGER**
 WOOKIE WARRIOR (↔ 41) | **WOOKIEE - TROOPER**

CHANGE HISTORY

2020-03-13 – Final implementation of Rev 1.0.1, complete document for initial deployment

2020-03-06 – Initial implementation of Limited and Restricted lists




2020-07-30 – Incorporated July RRG/Holo changes; modified restricted interactions list

2020-10-19 – Revision 2.0.1 implementation; Updated document logo/ownership; FC ban; traditional and ARH formats.

2021-01-27 – Revision 3.0.1 Implementation; Changes to BoF section to capture ARH diversions; Removal of Limited list; additions to Banned list; addition of watch list; all references to Wild Horizons removed (sad face)

ADMIN

Disregard below this space. Placeholders/templates and storage area for author.

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	CARD A	CARD B	CARD C
A	C-3PO (U 77)	FATEFUL COMPANIONS (U 111)	
B	C-3PO (U 77)	MILITARY CAMP (S 178)	
C	C-3PO (U 77)	DROIDS' DAY OUT (U 79)	
D	ORDER 66 (U 15)	REBEL TRAITOR (K 22)	
E	HYPERSPACE JUMP (U 129)	RETREAT (U 110)	MEAN STREETS (S 177)
F	DELVE (K 92)	VADER'S FIST (@ 13)	THEED PALACE (@ 159)
G	EWOK WARRIOR (U 95)	ARENA OF DEATH (S 156)	
H	RESISTANCE RING (S 87)	NO ANSWER (S 128)	

Save below for reference only in case wording used in future:

LIMITED LIST

This section includes a list of cards that have had their maximum deck building limit decreased by one. When building a deck, players may only include one less copy of these cards than would be normally allowed by deck construction rules.

EXAMPLE: A player may only include one copy of Commando Raid (U 103) in their deck. If that player includes Double Down (@ 143) in their starting team, they may now include two copies in their deck (because Double Down allows for one additional copy).

- ANCIENT LIGHTSABER (K 49)
- BUY OUT (K 80)
- CLOSE QUARTERS ASSAULT (U 154)
- COMMANDO RAID (U 103)
- DEFENSIVE POSITION (U 104)
- GUARD (S 103)
- FRIENDS IN HIGH PLACES (S 83)
- FORCE ILLUSION (S 135)

FORCE SPEED (● 55)
PRICE OF FAILURE (● 77)
RIPOSTE (♣ 121)
SECOND CHANCE (♣ 137)