

STAR WARS: DESTINY

HOLOCRON: ARH STANDARD FORMAT

Effective 07.16.2021

ELIGIBLE CARDS

Only cards that appear in these products can be included in a deck for the Standard Format.

CONVERGENCE (👤)

ALLIES OF NECESSITY DRAFT STARTER (👤)

SPARK OF HOPE (👤)

COVERT MISSIONS (👤)

TRANSFORMATIONS (👤)

FALTERING ALLEGIANCES (👤)

REDEMPTION (👤)

HIGH STAKES (👤)

BALANCE OF THE FORCE

This section includes a list of characters/plots whose point values have been modified. The point values listed here supersede the point values printed on the card.

ADMIRAL ACKBAR (👤 #52) 23/30 POINTS

AMILYN HOLDO (👤 #75) 9/12 POINTS

ANAKIN SKYWALKER (👤 #53) 13/17 POINTS

ANAKIN SKYWALKER (👤 #1A) 13/16 POINTS

ASAJJ VENTRESS (👤 #1) 12/15 POINTS

BENTHIC (👤 #63) 13/16 POINTS

BING (👤 #23) 10/12 POINTS

BURRYAGA AGABURRY (👤 #36) 10/13 POINTS

C-3PO (👤 #77) 9/11 POINTS

CAL KESTIS (👤 #31) 10/14 POINTS

CHEWBACCA (👤 #88) 11/13 POINTS

COMMANDER PYRE (👤 #20) 10/13 POINTS

DARTH VADER (👤 #1B) 16/20 POINTS

DENGAR (👤 #35) 10/13 POINTS

ELRIK VONREG (👤 #22) 12/15 POINTS

ENFYS NEST (👤 #141) 13/17 POINTS

FN-2199 (👤 #15) 9/12 POINTS

GALEN ERSO (👤 #41) 9/11 POINTS

HAN SOLO (👤 #16) 11/14

K-2SO (👤 #72) 10/13 POINTS

KES DAMERON (👤 #73) 11/14 POINTS

LEIA ORGANA (👤 #39) 13/16 POINTS

LUMPAWAROO (👤 #65) 10/12 POINTS

OBI-WAN KENOBI (👤 #57) 12/16 POINTS

NINTH SISTER (👤 #1) 11/14 POINTS

POE DAMERON (👤 #73) 13/16 POINTS

SECOND SISTER (👤 #3) 9/12 POINTS

SEND IN THE TROOPERS (👤 #5A) 3 POINTS

SINJIR RATH VELUS (👤 #90) 10/13 POINTS

STAY AHEAD (👤 #74) 3 POINTS

SYNARA SAN (👤 #41) 11/13 POINTS

TARON MALICOS (👤 #4) 12/15 POINTS

TORRA DOZA (👤 #91) 10/13 POINTS

UNITED/WE STAND (👤 #9A/9B) 1/2 POINTS

ZUCKUSS (👤 #41) 9/12 POINTS

ERRATA

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

CAPTURED (👤 #6B)

Should read "If this downgrade would leave play, set it aside instead. Attached character cannot be activated. Action - Flip this downgrade and its controller gains 1 resource. Only attached character's controller may use this ability."

DEN OF THIEVES (👤 #33)

Should read "Discard this support if it has 3 or more damage on it. Before a Yellow character would be dealt damage, you may place that amount of damage on this card instead. After an opponent loses 1 or more resources, remove 1 damage from this support."

DIN DJARIN (👤 #63)

Should read "Power Action - Play an upgrade on this character, giving it ambush. After you activate this character, you may remove one of its character dice showing damage to gain resources equal to half that die's value rounded up."

EJECT (👤 #149)

Should read "Ambush. Discard a vehicle you control with a matching die to heal 2 damage from one of its piloting characters and give that character 2 shields."

EXTREMIST CAMPAIGN (👤 #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, Rebel, and Act of Cruelty into your deck."

FORCE AFFINITY (👤 #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."

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."

PIRATE LOYALIST (👤 #27)

Should read: "<blank>". Ability has been removed.

TARON MALICOS (👤 #4)

Subtype should read "NIGHTBROTHER" (loses Jedi).

UNENDING HATE (👤 #7)

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"

UNITED (👤 #9A)

Should read "Include only if 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's elite, flip it instead."

VETERAN OF WAR (👤 #62)

Should read "Unique Red character only. After you play this upgrade, you may spend 1 resource to heal 2 damage from attached character. 🎲 - Resolve one of your Red dice, increasing its value by 1. Remove an opponent's die."

WE STAND (👤 #9B)

Should read "After an opponent removes one of your character dice, you may spend 2 resources and discard 2 cards from your hand to ready that character. Then set this plot aside."

WAT TAMBOR (👤 #22)

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."

RESTRICTED PAIRS

A player may select one card from each pair for their deck/team and cannot include the other card in their deck/team. A player may run as many copies of their restricted pair card selection as the rules (or card text) allow

C-3PO (👤 #77) | R2-D2 (👤 #56)

FACE THE ENEMY (👤 #27) | TRANDOSHAN HUNTER (👤 #42)

ADMIRAL ACKBAR (👤 #49) | JUMP TO LIGHTSPEED (👤 #103)

BANNED LIST

A player cannot use any of the cards on this list for their deck/team.

FATEFUL COMPANIONS (👤 #111)

KAMINO CLONING FACILITY (👤 #75)

ADMIRAL (👤 #136)