HOLOCRON: ARH STANDARD FORMAT

ELIGIBLE CARDS
Only cards that appear in these sets can be included in a deck for ARH Standard Format.

SPARK OF HOPE (.HashMap)
COVERT MISSIONS (HashMap)
TRANSFORMATIONS (HashMap)
FALTERING ALLEGIANCES (HashMap)
REDEMPTION (HashMap)
HIGH STAKES (HashMap)
UNLIKELY HEROES (HashMap)
ECHOES OF DESTINY REPRINT LIST (HashMap)

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.

ADIMIR ACKBAR (HashMap) 49 23/30 2/2 ▲
AMILYN HOLDO (HashMap) 75 9/12 V V
ANAKIN SKYWALKER (HashMap) 53 13/17 2/2 ▲
ANAKIN SKYWALKER (HashMap) 1A 13/16 V V
BENTHIC (HashMap) 63 13/16 V V
BING (HashMap) 23 10/12 V V
BURRYAGA AGABURRY (HashMap) 36 10/13 V V
C-3PO (HashMap) 77 9/11 V V
CAL KESTIS (HashMap) 31 10/14 V V
CLONE COMMANDER CODY (HashMap) 61 13/16 V V
COMMANDER KYRE (HashMap) 20 10/13 V V
DARTH VADER (HashMap) 18 16/20 V V
ELRIK VONREG (HashMap) 22 12/15 V V
FN-2199 (HashMap) 15 9/12 V V
GALEN ERSO (HashMap) 41 9/11 V V
HAN SOLO (HashMap) 78 11/14 V V
LEIA ORGANA (HashMap) 39 13/16 V V
LUMPAWARDO (HashMap) 65 10/12 2/2 ▲
NINTH SISTER (HashMap) 11/14 V V

PATIENT PADAWAN (HashMap) 48 8 ▲
POE DAMERON (HashMap) 73 13/16 V V
SECOND SISTER (HashMap) 3 9/12 V V
SEND IN THE TROOPERS (HashMap) 5A 3 V V
SINJIR RATH VELUS (HashMap) 90 10/13 12/4 ▲
STAY AHEAD (HashMap) 72 3 ▲
SYNARA SAN (HashMap) 41 11/13 V V
TARON MALICOS (HashMap) 4 12/15 V V
THE MISSION THAT NEVER ENDS (HashMap) 98 3 ▲
TORRA DOZA (HashMap) 91 10/13 2/2 ▲
UNITED (HashMap) 9A 1/2 V V
ZUCKUS (HashMap) 41 9/12 V V

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

ARMORED REINFORCEMENT (HashMap) 129
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.”

CAPTURED (HashMap) 68
Should read “If this downgradable would leave play, set it aside instead. Attached character cannot be activated. Action – Flip this downgradable and its controller gains 1 resource. Only attached character’s controller may use this ability.”

DEN OF THIEVES (HashMap) 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 (HashMap) 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 (HashMap) 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 (HashMap) 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 (Empire at War 137), Rebel(Spirit of Rebellion 112), and Act of Cruelty (Across the Galaxy 38) into your deck.”

FORCE AFFINITY (HashMap) 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.”

PIRATE LOYALIST (HashMap) 27
Should read “<blank>”. Ability has been removed.

TARON MALICOS (HashMap) 4
Subtype should read “NIGHTBROTHER” (loses Jedi).
ERRATA (CONTINUED)

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. (Special) - 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.”

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.

ADIMRAL ACKBAR (49) & JUMP TO LIGHTSPEED (103)
C-3PO (77) & R2-D2 (56)
FACE THE ENEMY (27) & TRANDOSHAN HUNTER (42)

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

ADIMRAL (136)
FATEFUL COMPANIONS (111)
KAMINO CLONING FACILITY (72)

CHARACTER SUBTYPES
This is a list of characters that have subtypes that are not reflected on the printed card.

CAPTAIN PHASMA (2) LEADER - TROOPER
FIRST ORDER STORMTROOPER (2) TROOPER
GUAIVAN ENFORCER (19) SCOUNDREL
HIRED GUN (47) SCOUNDREL
KYLO REN (1) APPRENTICE
POE DAMERON (25) LEADER - PILOT
REY (24) APPRENTICE
ROSE (40) ENGINEER
SEVENTH SISTER (10) INQUISITOR
THRAWN (4) LEADER
**CHARACTERS**

- Aayla Secura (29)
- Anakin Skywalker (88)
- Captain Phasma (2)
- Cassian Andor (90)
- Clone Trooper (38)
- First Order Stormtrooper (2, 20)
- Greedo (21)
- Guavian Enforcer (19)
- Hired Gun (47)
- Kylo Ren (1)
- Luke Skywalker (56)
- Mother Talzin (3)
- Poe Dameron (25)
- Rey (24)
- Rose (40)
- Seventh Sister (10)
- Thrawn (44)
- Tobias Beckett (36)

**UPGRADES**

- ARC Caster (146)
- Crime Lord (49)
- Crossguard Lightsaber (7)
- Dorsal Turret (131)
- Energy Bow (17)
- F-11D Rifle (8)
- Force Wave (57)
- Grand Moff (16)
- Handcrafted Light Bow (39)
- Heirloom Lightsaber (58)
- Hidden Agenda (144)
- Holdout Blaster (63)
- Huneker Down (164)
- IDS Seeker Droid (113)
- Lone Operative (49)
- Mandalorian Vambraces (143)
- Mind Probe (60)
- On the Hunt (26)
- Overkill (33, 86)
- Promotion (56)
- Rey’s Lightsaber (30)
- Riot Shield (140)

**EVENTS**

- Against The Odds (107)
- At Odds (108)
- Automated Defense (122)
- Beguile (109)
- Block (153, 163)
- Commando Raid (103)
- Crash Landing (137)
- Defensive Racing (94)
- Do Or Do Not (41)
- Dodge (155, 164)
- Doubt (80, 20)
- Draw Attention (128, 94)
- Electroshock (159, 144)

**ENDLESS RANKS**

- Enrage (81)
- Field Medic (105, 78)
- Fight Dirty (95, 44)
- First Aid (77)
- FLANK (156, 44, 15)
- Hasty Exit (153)
- High Ground (128)
- Isolation (85, 10)
- Krayt Dragon Howl (104)
- Lightsaber Pull (130)
- Loose Ends (84)
- Loth-Wolf Bond (59)
- Negotiate (131)
- Pacify (61)
- Probe (72, 25)
- Rise Again (76)
- Sabotage (147)
- Take Prisoner (68)
- The Best Defense... (175, 28)
- Truce (142, 149)
- Twin Shadows (84)
- Way of the Light (106)
- Witch Magick (82)

**PLOTS**

- Armored Reinforcement (129)
- Espionage (188)
- No Allegiance (155)
- Solidarity (156)

**BATTLEFIELDS**

- Carbon-Freezing Chamber (151)
- Comm Tower (158)
- Command Center (165, 173)
- Emperor’s Throne Room (167)
- Rebel War Room (171)
- Rift Valley (160)