HOLOCRON: ARH STANDARD FORMAT

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

COVERT MISSIONS (☐)
TRANSFORMATIONS (☐)
FALTERING ALLEGIANCES (☐)
REDEMPTION (☐)
HIGH STAKES (☐)
UNLIKELY HEROES (☐)
GALACTIC STRUGGLE (☐)
SEEKING ANSWERS (☐)
ECHOES OF DESTINY REPRINT LIST (☐)

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.

ANAKIN SKYWALKER (53) 13/17 2/2
ANAKIN SKYWALKER (IA) 13/16 1/1
BENTHIC (63) 13/16 1/1
BERU LARS (44) 8 1/1
BING (23) 10/12 1/1
BO-KATAN KRYZE (72) 14/17 1/1
BURRYAGA AGABURRY (36) 10/13 1/1
CAD BANE (25) 13/16 1/1
CAL KESTIS (31) 10/14 1/1
CLONE COMMANDER CODY (61) 13/16 1/1
COMMANDER PYRE (20) 10/13 1/1
DARTH VADER (18) 16/20 1/1
ELRIK VONREG (22) 12/15 1/1
FN-2199 (15) 9/12 1/1
GALEN ERSO (41) 9/11 1/1
GENERAL GRIEVOUS (17) 11/13 0/1
HAN SOLO (78) 11/14 1/1
IDEN VERSIO (18) 14/17 2/2
KYLO REN (72) 12/16 1/1
LEIA ORGANA (39) 13/16 1/1
LUMPAWARDO (65) 10/12 2/2
MAUL (36) 14/16 1/1
OBI-WAN KENOBI (66) 13/17 2/2
PATIENT PADAWAN (48) 8 1/1
POE DAMERON (73) 13/16 1/1
SECOND SISTER (3) 9/12 1/1
SEND IN THE TROOPERS (5A) 3 1
SINJIR RATH VELUS (90) 10/13 4/4
STAY AHEAD (72) 3 1
SYNARA SAN (41) 11/13 1/1
THE MISSION THAT NEVER ENDS (88) 3 1
TORRA DOZA (91) 10/13 2/2
TRANSHOSHAN HUNTER (42) 9/12 0/1
UNLIKELY HEROES (85) 1/1
ZEB ORRELLOS (75) 10/13 1/1

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

ARMORED REINFORCEMENT (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 (68)
Should read “If this downgrave would leave play, set it aside instead. Attached character cannot be activated.
Action – Flip this downgrave 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 (Empire at War 137), Rebel(Spirit of Rebellion 112), and Act of Cruelty (Across the Galaxy 38) 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.”

Effective: July 18, 2022
ERRATA (CONTINUED)

GREED CAN BE A POWERFUL ALLY ( / 52)
Now reads: After an opponent gains 1 or more resources during the action phase, place resources on this support equal to the amount of resources that opponent gained.

Action - Remove 5 resources from this support and spend 4 resources to ready a Blue character. Set this card aside.

JEDI TEMPLE GUARDS ( / 53)
Now reads: After you play this support, spot a Jedi or apprentice character to make this support elite. Power Action – Reroll a die (yours or an opponent’s).

NO ROOM FOR FAILURE ( / 10)
Now reads: Your character dice cannot be rerolled. Action – Resolve one of your character dice showing damage, increasing its value by 1.

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

REY ( / 45B)
Now reads: After you activate this character, roll a set-aside Luke Skywalker (AWK35) die into your pool. If this character is elite, roll a set-aside Leia Organa (RED39) die into your pool. Power action: Remove one of this character’s character dice to heal damage from this character equal to the value showing on that die.

TUSKEN CAMP ( / 99)
Now reads: Play only if you spot a Yellow character. After you activate this support, roll 2 set-aside Tusken Raider dice into your pool. Then you may remove those dice to gain 1 resource.

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”

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.”"

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.

CASSIAN ANDOR ( / 40)&
REPUBLIC SENATOR ( / 62)
FACE THE ENEMY ( / 27)&
TRANOSHAN HUNTER ( / 42)
HAN SOLO ( / 64)&
JYN ERSO ( / 42)

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

KAMINO CLONING FACILITY ( / 72)
UNITED ( / 9A)
WE STAND ( / 9B)

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
GUAVIAN 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
ECHOES OF DESTINY REPRINT LIST
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CHARACTERS
AAAYLA 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)
KYLO REN (2)
LUKE SKYWALKER (56)
MOTHER TALZIN (3)
POE DAMERON (25)
REY (24)
REY (57)
ROSE (40)
SEVENTH SISTER (10)
THRAWN (4)
TOBIAS BECKETT (36)

SUPPORTS
ANAKIN SKYWALKER’S PODRACER (102)
AWAKENING (124)
BB-8 (84)
BLACK ONE (85)
BUBBLE SHIELD (145)
HOUND’S TOOTH (20)
IT BINDS ALL THINGS (150, 116)
MILLENNIUM FALCON (52)
MODIFIED HWK-290 (70)
QUI-GON JINN’S SPIRIT (70)
SEPARATIST LANDING CRAFT (14)
SLAVE 1 (25)
SUPPRESSIVE FIRE (84)

UPGRADES
A99 AQUATA BREATHER (66)
ARC CASTER (146)
ARMOR PLATING (89, 52)
BLACKMAIL (23)
CROSSGUARD LIGHTSABER (7)

DARTH VADER’S LIGHTSABER (16)
DORSAL TURRET (131)
ENERGY BOW (17)
F-110 RIFLE (8)
FORCE WAVE (57)
GRAND MOFF (16)
HANDCRAFTED LIGHT BOW (39)
HEIRLOOM LIGHTSABER (58)
HIDDEN AGENDA (144)
HOLDOUT BLASTER (63)
HUNKER DOWN (164)
ID9 SEEKER DROID (13)
JEDI LIGHTSABER (72)
JETPACK (66)
LONE OPERATIVE (49)
LUKE SKYWALKER’S LIGHTNING ROD (69)
MANDALORIAN VAMBRACES (143)
MIND PROBE (60)
ON THE HUNT (26)
OVERKILL (33, 86)
PROMOTION (56)
RIOT SHIELD (140)
SHOTO LIGHTSABER (51)
YODA’S LIGHTSABER (74)

DOWNGRADES
DEAD OR ALIVE (138)
HEX (7)
WANTED (143)

EVENTS
AGAINST THE ODDS (107)
AT ODDS (108)
AUTOMATED DEFENSE (122)
BEGIN (109)
BLOCK (153, 163)
COMMANDO RAID (103)
CRASH LANDING (137)
DEFENSIVE RACING (94)
DO OR DO NOT (41)
DOUBT (80, 20)
DRAW ATTENTION (128, 94)

ELECTROSHOCK (159, 144)
ENDLESS RANKS (70)
ENRAGE (81)
EXTRACT (146)
“FAIR TRADE” (145)
FIELD MEDIC (105, 78)
FIGHT DIRTY (95, 44)
FIRST AID (77)
FLANK (156, 44, 15)
FORCE STRIKE (83)
HASTY EXIT (153)
HIGH GROUND (128)
HUNT THEM DOWN (46)
INDIFFERENT (140)
ISOLATION (65, 10)
JEDI MIND TRICK (65)
LIGHTSABER PULL (130)
LIGHTSABER THROW (72)
LOCAL PATROL (112)
LOOSE ENDS (84)
LOTH-WOLF BOND (59)
MOTIVATE (79)
OVERLOAD (124)
PACIFY (61)
POLARITY (117)
PROBE (72, 25)
RISE AGAIN (76)
SABOTAGE (147)
SCORCHED EARTH (87)
STEADFAST (64)
SYNCHRONICITY (106)
TAKE PRISONER (106)
THE BEST DEFENSE... (75, 28)
TRUCE (142, 149)
TWIN SHADOWS (184)
UNSHACKLE (187)
WAY OF THE LIGHT (106)
WITCH MAGICK (82)

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PLOTS
ARMORED REINFORCEMENT (129)
NO ALLEGIANCE (155)
PROFITABLE CONNECTION (171)
RETRIBUTION (54)
SOLIDARITY (156)
TEMPORARY TRUCE (119)

BATTLEFIELDS
CARBON-FREEZING CHAMBER (151)
COMM TOWER (158)
COMMAND CENTER (165, 173)
EMPEROR'S THRONE ROOM (167)
JABBA'S PALACE (158)
REBEL WAR ROOM (171)
RIFT VALLEY (160)