

Lumiya™



	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19				

Force Phantoms™

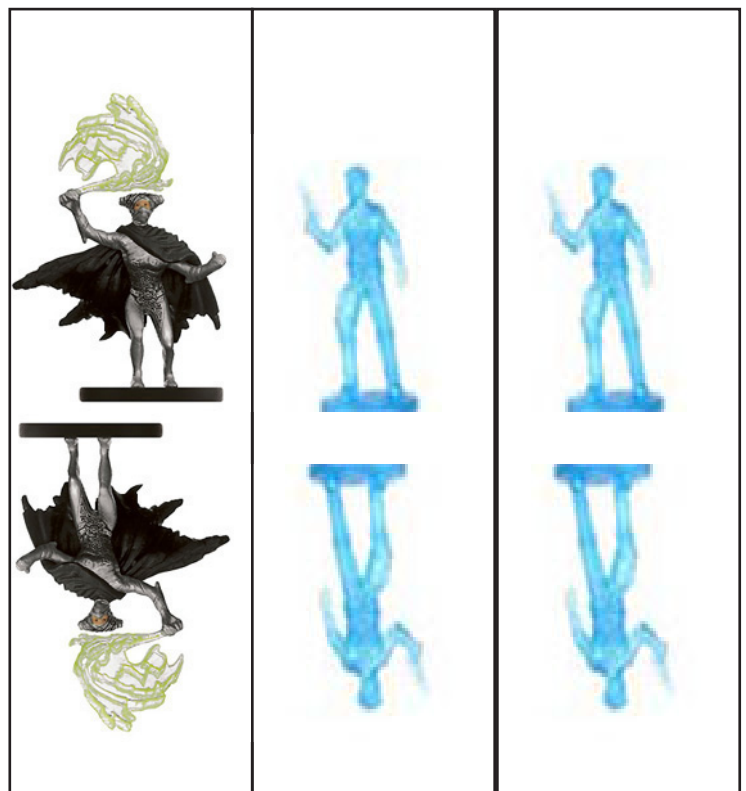


Lumiya begins play with two Force Phantoms, but can gain up to six Phantoms at any one time. If more than six Phantoms could be created, an existing Phantom must be removed to accommodate the new one(s); the player controlling Lumiya may remove a Phantom at any time.

If Force Phantoms take any damage for any reason they are removed from the board. Force Phantoms may be moved like any other pawn and may use any of Lumiya's basic combat cards; they may not use her talent cards. For the purposes of effects of talent cards, they are considered to be minor characters allied with Lumiya.

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**SPECIAL**



Lumiya

**DOPPLEGANGER**

Play anytime on your turn.

Place up to 2 Force Phantom pawns on the board in any empty spaces. Force Phantoms may use any Lumiya basic card as their own. If a Phantom takes any amount of damage, it is removed.

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**SPECIAL**



Lumiya

**LINKED PHANTOM**

Play anytime on your turn.

Place a Force Phantom on the board, along with a corresponding Link token on the health card of any character in play. If the Phantom takes damage, deal the damage to the linked character and remove the Phantom from play. Remove the Phantom if the linked character dies.

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Lumiya

**FORCE PHANTOM MYNOKS**

Play anytime on your turn.

Turn an opponent's figure on its side. While on its side, that figure cannot move, attack, or play Special cards. Any player can discard 2 cards at any time to stand the figure back up.

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Lumiya

**CYBERNETIC ENERGY BLAST**

Play anytime on your turn.

Lumiya deals 3 damage to a character she could attack at range.

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**Attack 5\***



Lumiya

**LIGHTWHIP ASSAULT**

Play when Lumiya is attacking.  
\*If the target is laying on its side when this card is revealed, discard any defense card played by the target.

**Attack 5\***



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Play when Lumiya is attacking.  
\*If the target is laying on its side when this card is revealed, discard any defense card played by the target.

**0\* Defend**



Lumiya

**MISDIRECTION**

Play when Lumiya is attacking.  
\*If Lumiya is adjacent to a Force Phantom, any damage from this attack is dealt to the Phantom instead. Draw a card.

**0\* Defend**



Lumiya

**MISDIRECTION**

Play when Lumiya is attacking.  
\*If Lumiya is adjacent to a Force Phantom, any damage from this attack is dealt to the Phantom instead. Draw a card.

**Attack 5\***



Lumiya

**LIGHTWHIP MASTERY**

Play when Lumiya is attacking.  
\*If the card used to defend against LIGHTWHIP MASTERY has an attack value, swap the defense value with the attack value. If there is no attack value, playing this card does not count as an action.

**Attack 5\***



Lumiya

**LIGHTWHIP MASTERY**

Play when Lumiya is attacking.  
\*If the card used to defend against LIGHTWHIP MASTERY has an attack value, swap the defense value with the attack value. If there is no attack value, playing this card does not count as an action.

**Attack 7**



Lumiya

**DEATH AMONG US**

Play when Lumiya is attacking.  
After resolving this attack, each Force Phantom deals 1 damage to an adjacent character.

