

Luminara Unduli



●	1	2	3	4	5
6	7	8	9	10	11
12	13	14	●		



-Barriss Offee



●	1	2	3	4	5
6	7	8	9	●	





Attack 3
Defend 3

Luminara Unduli
JEDI AGILITY

Play when attacking or defending.
If used as an attack, playing this card does not count as an action. If used as defense, draw a card.



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Attack 8*
Defend 8*

Luminara Unduli
BLADE OF THE HEART

Play when attacking or defending.
*After you reveal this card, you must discard a Luminara basic card or the attack and defense values of this card are 1.



Attack 7

Barriss Offee
FORCE CONTROL

Play when Offee is attacking.
After attacking, move Barriss and the attacked character up to 2 spaces.



Attack 4

Barriss Offee
KISS OF DEATH


Play when Offee is attacking.
If this card is not blocked, look at the hand of the opponent controlling the attacked character. Then choose one card. Your opponent must discard the chosen card.

SPECIAL



Barriss Offee
JEDI HEALER

Play anytime on your turn.
Barriss recovers up to 3 damage. If Luminara is adjacent to Barriss, Luminara may recover up to 3 damage instead of Barriss.




Attack 3*
Defend 3*

Luminara or Barriss
TANDEM FIGHTING

Play when attacking or defending.
*If Luminara and Barriss are both adjacent to the attacked character when attacking, or adjacent to each other when defending, the attack and defense values of this card are 9.

SPECIAL



Luminara or Barriss
FORCE BUBBLE

Play anytime on your turn.
Luminara and Barriss each do 2 damage to all adjacent characters except each other. Luminara and Barriss may not take damage from any source until their next turn.



SPECIAL

Luminara or Barriss
FORCE BUBBLE

☞ Play anytime on your turn.
Luminara and Barriss each do 2 damage to all adjacent characters except each other. Luminara and Barriss may not take damage from any source until their next turn.



SPECIAL

Luminara or Barriss
JEDI LEAP

☞ Play anytime on your turn.
Move Luminara and Barriss up to 5 spaces each. Ignore enemies and obstacles while they move. If they start and end adjacent to each other, draw a card.



SPECIAL

Luminara or Barriss
JEDI LEAP

☞ Play anytime on your turn.
Move Luminara and Barriss up to 5 spaces each. Ignore enemies and obstacles while they move. If they start and end adjacent to each other, draw a card.







