

LunaLuna

Moon Shadow Dancer

Body Points: 10 Height: 4
Luck Points: 9 Attacks: 1



Move Name			Page	X	Mod	+
Divine Blow	Fate	O	36	50	+3	
	Annihilate	O	24	50	+2	
Side Swing	Strong	O	28	64	0	
	High	R	10	64	0	
	Low	B	2	64	0	
Thrust	High	R	32	54	0	
	Low	B	14	54	0	
Fake	High	R	42	64	+1	
	Low	B	12	64	+1	
Dance of War	Destruction	B	44	60	+2	
	Saving	R	48	56	+1	
	Creation	O	6	56	*	
Dance of...	Temptation	B	38	58	**	
Special	Kick	R	34	56	0	
	Wild Swing	Y	40	64	+2	
	Dislodge Weapon	B	30	64	-4	
	Retrieve Weapon	G	46	52	-6	
Dance of Peace	High	G	26	56	+1	
	Low	G	4	56	+1	
Jump	Up	G	18	52	-6	
	Dodge	Y	8	52	-4	
	Duck	G	20	52	-5	
	Away	Y	16	62	-6	
Extended Range	Charge	W	50		+3	
	Swing	K	64		-6	
	Dance of Temptation	K	58		**	
	Thrust	W	54		-5	
	Dance of Destruction	W	60		0	
	Block and Close	N	56		0	
	Dodge	N	52		-6	
	Jump Back	N	62		-6	

Color Key: Orange, Red, Blue, Green, Yellow, White, black, brown

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Gear: 2 Ring Blades, 3 General Items

* (Dance of War - Creation): This move does no damage. Instead, on a Score you may restrict your opponent to a single color.

** (Dance of Temptation): This move does no damage. Instead, on a Score your opponent will be restricted to Orange or Yellow (at Extended Range, only Charge or Brown).

Blank Move Entry: LunaLuna's character card is missing one of the standard move lines. Ignore the blank line if you are using the older character advancement rules.

Dual Wielder: LunaLuna's twin Ring Blades are treated as one weapon for being Dislodged and Retrieved.

Ring Blade Maneuvers: Side Swings, Wild Swing, and Extended Range Swing are Ring Blade maneuvers.

Character Design: LunaLuna is a new character.

Gear: The Gear list comes from the translation.

LunaLuna

Restrictions

- 01 **Jumping Away:** "Add +2 if you score next turn." (P)
- 03 **Swinging High:** "Do no Thrusts or Red next turn."
- 05 **Swinging Low:** "Do no Thrusts or Blue next turn."
- 07 **Dazed:** "Do only Jumps next turn.
If scoring 9 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting:** "Do no Side Swings next turn."
- 11 **Dance of Creation:** "If on a score page, direct me to do only one color of your choosing. (You may see my character sheet to select the color.) Do no Blue next turn."
- 13 **Leg Wound:** "Do no Red or Orange next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Divine Blow:** "Do no Blue next turn."
- 17 **Dance of Saving:** "Add +2 to any Orange that scores next turn."
- 19 **Off Balance:** "Do only Yellow or Green next turn."
- 21 **Turned Around:** "Do only Dances of Peace or Yellow next turn."
- 23 **Behind You:** "No restrictions next turn." (P*)
- 25 **Kicking:** "Do no Yellow or Blue next turn."
- 27 **Weapon Dislodged:** "Do no Ring Blade maneuvers until weapons have been retrieved."
- 29 **Ducking:** "Do no Orange, but add +2 to any Blue that scores next turn." (P*)
- 31 **Arm Wound:** "Do no Red or Orange next turn.
If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Dance of Peace for the rest of the combat."
- 33 **Dodging:** "Add +2 to any Down or Side Swing that scores next turn." (P*)
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 9 or more, then include Critical restriction.
CRITICAL: Do no Dances of War for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue, but add +2 to any Orange that scores next turn."
- 39 **Charging:** "Do no Yellow or Green next turn."
- 41 **Knocked Down:** "Do only Jumps next turn.
If scoring 3 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 43 **Retrieving Weapons:** "May use weapons again.
No restrictions next turn."
- 45 **Parrying:** "No restrictions next turn."
- 47 **Dance or Destruction:** "Do no Orange next turn."
- 49 **Dance of Temptation:** "If on a score page, direct me to do only Yellow or Orange next turn. Do no Orange next turn."
- 51 **Extended Range Dance of Temptation:** "If on a score page, direct me to do only Charge or Brown next turn. Do no Black next turn."
- 53 **Body Wound:** "Do only Yellow or Green next turn.
If scoring 9 or more, then include Critical restriction.
CRITICAL: Do no Dances of War for the rest of the combat."
- 55 **Extended Range Back and Drink Potion:** "Regain 1 Body Point if you have lost any. Do only Extended Range next turn." (P)
- 57 **Extended Range Blocking:** "Do only Extended Range next turn." (P)
- 59 **Extended Range Dance of Destruction:** "Do only White or Brown next turn."
- 61 **Extended Range Dodging:** "Do only Extended Range, but add +2 to any White that scores next turn." (P*)
- 63 **Dance of Peace:** "Do no Yellow or Green, but add +1 if you score next turn."



LunaLuna Credits

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