

Alleyne

Elfin Fighting Master

Body Points: 12 Height: 4
Luck Points: 7 Attacks: 1



Move Name		Page	X	Mod	+
Down Swing	Bash O	36	50	+3	
	Strong O	24	50	+2	
Side Swing	Strong O	28	64	+1	
	High R	10	64	0	
	Low B	2	64	0	
Thrust	High R	32	54	+1	
	Low B	14	54	+1	
Fake	High R	42	64	-1	
	Low B	12	64	-1	
Skill	Tornado Strike O	44	58	+4	
	Hurricane Fury R	48	56	+3	
	Eagle Talon B	6	58	+4	
Bolas	Spin and Throw O	38	60	+5	
	Aim and Throw O	22	60	+3	
Special	Kick B	34	56	+1	
	Wild Swing Y	40	64	+2	
	Dislodge Weapon B	30	64	-3	
	Retrieve Weapon G	46	52	-6	
Protected Attack	High G	26	56	+1	
	Low G	4	56	+1	
Jump	Vault Up G	18	52	-6	
	Dodge Y	8	52	-6	
	Duck G	20	52	-4	
	Away Y	16	62	-6	
Extended Range	Charge W	50		+3	
	Swing High K	64		0	
	Tornado Strike K	58		+2	
	Thrust W	54		+1	
	Throw Bolas W	60		+3	
	Block and Close N	56		-4	
	Dodge N	52		-6	
	Jump Back N	62		-6	

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

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Gear: Quarterstaff, Bolas, 3 General Items

Character Design: Alleyne is a new character.

Gear: The Gear list comes from the translation.

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Version 1.0.0

Alleyne

Restrictions

- 01 **Jumping Away:** "Add +2 if you score next turn."
- 03 **Swinging High:** "Do no Thrusts next turn."
- 05 **Swinging Low:** "Do no Thrusts next turn."
- 07 **Dazed:** "Do only Jumps next turn.
If scoring 10 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 **Eagle Talon:** "Do only Green or Yellow next turn. If on a score page, ignore these restrictions and turn to page 41."
- 13 **Leg Wound:** "Do no Red or Orange next turn.
If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Swinging Down:** "Do no Blue next turn."
- 17 **Hurricane Fury:** "Add +2 to any Skill that scores next turn."
- 19 **Struck Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind You:** "No restrictions next turn."
- 25 **Kicking:** "Do no Blue or Yellow next turn."
- 27 **Weapon Dislodged:** "Do only Bolas (if you have them), Specials (except "Wild Swing"), or Jumps until Staff has been retrieved. At Extended Range do only Throw Bolas (if you have them), Dodge, or Jump Back."
- 29 **Ducking:** "Do no Orange next turn, but add +1 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do no Red or Orange next turn.
If scoring 7 or more, then include Critical restriction.
CRITICAL: Do no Green for the rest of the combat."
- 33 **Dodging:** "Add +1 to any Swing that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Skill for the rest of the combat."
- 37 **Vault Up:** "Do no Blue next turn, but add +3 to any Orange that scores next turn."
- 39 **Charging:** "Do no Green or Yellow next turn."
- 41 **Knocked Down:** "Do only Jumps next turn.
If scoring 4 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 43 **Retrieving Weapons:** "May use weapon again.
No restrictions next turn."
- 45 **Parrying:** "No restrictions next turn. I add +1 if I score next turn."
- 47 **Tornado Strike:** "Do no Green or Yellow next turn, but add +2 to any Skill that scores next turn."
- 49 **Throwing Bolas:** "Do no Bolas until weapon has been retrieved.
If you are on page 13, ignore that page and go to page 41.
If on a score page, direct me to do only Orange next turn."
- 51 **Extended Range Tornado Strike:** "Do only Black or Brown next turn, but add +2 to any Black that scores next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Skill for the rest of the combat."
- 55 **Extended Range Back and Eat Cherries:** "Recover 1 Body Point if any have been lost. Do only Extended Range next turn."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn."
- 59 **Extended Range Throwing Bolas:** "Do no Bola attacks until weapon has been retrieved. Do only White or Brown next turn."
- 61 **Extended Range Dodging:** "Do only Extended Range next turn, but add +1 to any Black that scores next turn."
- 63 **Defending and Attacking:** "No restrictions next turn."



Alleyne Credits

Artist:

Publisher: HobbyJAPAN Co., Ltd.

Lost Worlds Series Creator: Alfred Leonardi

Lost Worlds Publisher: Flying Buffalo Inc.

Translations: Brandon Duarte and Haruka Tomose

PDF Editing and Layout: Michael Miller

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