

# Aldra

The Queen

Body Points: 15

Height: 3

Luck Points: 3

Attacks: 1



Move Name		Page	X	Mod	+
Down Swing	O				
	Smash	O	24	50	+3
Side Swing	Strong	O	28	64	+2
	High	R	10	64	+1
	Low	B	2	64	+1
Thrust	High	R	32	54	+1
	Low	B	14	54	+1
Fake	High	R	42	64	0
	Low	B	12	64	0
Skill	Neck Hunter	O	44	56	+4
	Kiss of Confusion	B	48	58	+3
	Secret Blade	R	6	58	+2
Power of Daemon	Gaze of Petrification	O	38	56	+1
	Summon Minion	O	22	60	+2
Special	B				
	Wild Swing	Y	40	64	+2
	Dislodge Weapon	B	30	56	-2
	Retrieve Weapon	G	46	52	-6
Power Gem	Flash	G	26	56	*
	G				
Jump	Up	G	18	52	-6
	Dodge	Y	8	52	-4
	Duck	G	20	52	-5
	Away	Y	16	62	-4
Extended Range	Charge	W	50		+3
	Swing High	K	64		-6
	Secret Blade	K	58		-6
	Thrust	W	54		-5
	Summon Minion	W	60		-5
	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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The Queen

Gear: Magic Sword "Daemon's Blade", 3 General Items

Flash Power Gem: This move does no damage. If it hits it temporarily blinds your opponent, heavily restricting her actions.

Character Design: Aldra is an original character.

Gear: The Gear list comes from the translation.

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# Aldra

## Restrictions

- 01 **Jumping Away:** "No restrictions, but add +1 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 **Thrust:** "Do no Side Swings next turn."
- 11 **Secret Blade:** "Do no Orange next turn, but add +1 to any Skill that scores next turn."
- 13 **Crotch Wound:** "Do no Orange next turn.  
If scoring 6 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 **Kiss of Confusion:** "Do no Orange next turn, but add +3 if Kiss of Confusion scores next turn."
- 19 **Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn, and direct me to add +5 if I score next turn."
- 23 **Behind You:** "No restrictions next turn."
- 25 **Summon Minion:** "Do no Green or Yellow next turn."
- 27 **Weapon Dislodged:** "Do no Sword attacks\* until weapon has been retrieved."
- 29 **Ducking:** "No restrictions, but add +3 to any Skill or Power of Daemon that scores next turn."
- 31 **Arm Wound:** "Do no Red or Orange next turn.  
If scoring 6 or more, then include Critical restriction.  
CRITICAL: Do no Green for the rest of the combat."
- 33 **Dodging:** "No restrictions, but add +1 to any Down or Side 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 **Jumping Up:** "Do no Blue next turn, but add +2 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 5 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."
- 47 **Neck Hunter:** "Do no Sword attack\* next turn."
- 49 **Gaze of Petrification:** "Do no Orange next turn. If I have lost 5 or more Body Points, I turn to stone and you win."
- 51 **Extended Range Secret Blade:** "Do only White next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.  
If scoring 7 or more, then include Critical restriction.  
CRITICAL: Do no Skill for the rest of the combat."
- 55 **Extended Range Back and Regenerate:** "Recover up to 2 Body Points if any have been lost. Do only Extended Range next turn."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn."
- 59 **Extended Range Summon Minion:** "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 **Flashing Power Gem:** "If on a score page direct me to do only Yellow or Brown for the next 2 turns. No restrictions next turn."

\* **Sword Attacks:** Down Swings, Side Swings, Thrusts, Fakes, Wild Swing, Extended Range Charge, Extended Range Swing High, Extended Range Thrust, and Extended Range Block and Close are Sword attacks for Aldra.



### Aldra Credits

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<http://queensblade.net/>

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