

Mirim

Ultra-Vibration Valkyrie

Body Points: 12 Height: 4
Tactics Points: 8 Attacks: 1



	Move Name		Page	X	Mod	+
Down Swing	Smash	O	24	50	+3	
Side Swing	Strong	O	28	64	+2	
	High	R	10	64	+1	
	Low	B	2	58	+1	
Thrust	High	R	32	54	0	
	Low	B	14	60	0	
Fake	High	R	42	58	0	
	Low	B	12	64	0	
	Side Swing	B	22	54	-1	
	Thrust	R	38	58	0	
Protected Attack	Down Swing	O	44	56	+2	
	Side Swing	B	48	56	0	
	Thrust	R	6	56	-1	
Special	Ultra-Vibration Arrow	O	36	50	-3	
	Wild Swing	Y	40	58	+2	
	Dislodge Weapon	B	30	58	-4	
	Retrieve Weapon	G	46	52	-6	
Shield Block	High	G	26	56	+2	
	Low	G	4	56	+2	
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		+5	
	Swing High	K	64		-6	
	Swing Low	K	58		-6	
	Thrust High	W	54		-5	
	Thrust Low	W	60		-5	
	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

Mirim

Restrictions

- 01 **Jumping Away:** "No restrictions, but add +2 if you score next turn."
- 03 **Swinging High:** "Do no Thrusts or Red next turn."
- 05 **Swinging Low:** "Do no Thrusts or Blue next turn."
- 07 **Dazed:** "Do only Green next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting High:** "Do no Side Swings next turn."
- 11 **Thrusting Low:** "Do no Side Swings or Red next turn."
- 13 **Leg Wound:** "Do no Orange or Red next turn.
If scoring 5 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Swinging Down:** "Do no Red or Blue next turn."
- 17 **Shield Attack:** "Do no Orange or Red next turn."
- 19 **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 **Ultra-Vibration Arrow:** "Do no Blue or Yellow next turn."
- 27 **Weapon Dislodged:** "Do no Sword maneuvers until weapon has been retrieved."
- 29 **Ducking:** "Do no Orange or Red, but add +2 to any Blue that scores next turn."
- 31 **Arm Wound:** "Do only Green or Yellow next turn.
If scoring 4 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 33 **Dodging:** "Do no Thrusts, but add +2 to any Down Swing or Side Swing that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue next turn."
- 39 **Charging:** "Do no Green or Yellow next turn."
- 41 **Knocked Down:** "Do only Jumps for the next two turns.
(Ignore the normal restrictions on your next maneuver.)
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 High:** “No restrictions next turn.”
- 47 **Extended Range Leg Wound:** “Do only Brown next turn.”
- 49 **Parrying Low:** “No restrictions next turn.”
- 51 **Knees Buckled by Vibration:** “Do only Blue, Green, or Yellow next turn.”
- 53 **Body Wound:** “Do only Green or Yellow next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Specials (except ‘Retrieve Weapon’) for the rest of the combat.”
- 55 **Shield Smashed:** “Do no Shield maneuvers for the rest of the game. No restrictions next turn.”
- 57 **Extended Range Blocking:** “Do only Extended Range next turn.”
- 59 **Pushed Off Balance:** “Do only Green or Yellow next turn.”
- 61 **Extended Range Dodging:** “Do only Extended Range next turn.”
- 63 **Momentarily Dazzled:** “Do only Green or Yellow next turn.”



Mirim Credits

Artist:

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Lost Worlds Publisher: Flying Buffalo Inc.

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<http://queensblade.net/>

<http://www.lostworlds.com/>

<http://www2s.biglobe.ne.jp/~tomose/>

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Mirim

Ultra-Vibration Valkyrie

Gear: Ultra-Vibration Sword, Ultra-Vibration Shield,
Ultra-Vibration Crystal, 3 General Items

Blank Maneuver Entry: Mirim’s character card is missing one of the standard maneuver lines. Ignore the blank line if you are using the older character advancement rules.

Ultra-Vibration Arrow: Mirim’s Ultra-Vibration Arrow maneuver can be done without a weapon.

Sword Maneuvers: All Down Swings, Side Swings, Thrusts, Fakes, Protected Attacks, Special Wild Swing, Whites, and Blacks are Sword Maneuvers.

Shield Maneuvers: All Protected Attacks, Shield Blocks, and Extended Range Block and Close are Sword Maneuvers.

Character Design: Mirim is a new character.

Gear: The Gear list comes from the translation.