

# QUICK START RULES



## FBI-8616



X-Range Charge	50
X-Range Swing High	64
X-Range Swing Low	5
X-Range Thrust High	
X-Range Thrust Low	60
X-Range Block & Close	56



1. Pick a Character book to play.
2. Take out the Character's card.
3. Exchange books.
4. Open to page fifty-seven.  
You see your opponent in X-Range.  
He chose to be a Skeleton.
5. Read "Tell opponent" instructions to opponent.
6. Listen to his instructions.  
From your Character's card choose your maneuver.  
Let's say Charge p.50, Mod+5.
7. Turn to your maneuver's page number. In this case pg. 50.
8. Ask opponent what pg. he's on.  
Let's say he says, "page 64".
9. Find opponent's maneuver pg. on matrix.  
Turn to the page number by it.  
In this case its pg. 19.
10. If on a score pg. add your character's Score to his maneuver's modifier, found on his Character's card. In this case add +5 from card to 0 in book.  
Score 5 points of damage on Skeleton.
11. Do X-RANGE only when directed.

**THIS BOOK IS PLAYABLE WITH ALL OTHER LOST WORLDS BOOKS!**



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**YOU NEED TWO BOOKS TO PLAY A GAME!**

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# MERESIN

## Dwarf with Warhammer



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