



鋼鉄姫 QUEEN'S BLADE

LOST
Worlds

対戦型ビジュアルブック

character created by
みぶなつき

3

Ymir Knockdown

When becoming the active stamina due to damage, reveal your hand to your opponent.

Illustration: みふなつき

P004 ★★

— / 20

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4

Ymir Anticipating Gaze

When becoming the active stamina, if your opponents hand contains more cards than your own, draw 1 card.

Illustration: もんぢい

P024 ★★

— / 10

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2

Ymir Skim Along Body

When becoming the active stamina due to damage, draw 1 card.

Illustration: みふなつき

P030 ★★

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Ymir 2P Stance of Readiness

If no characters are present in Ymir 2P's range, she can only receive damage when attacking.

Illustration: みふなつき

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1

Ymir Hidden Might

Illustration: 戦都えーじ

056 ★★

60 / 30

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1

Ymir Broad Swing

Damage dealt by Ymir that exceeds the defence power of the blocking character's stamina is dealt to your opponents life card.

Illustration: たまこ

057 ★★

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1

Ymir Eye for an Eye

When becoming the active stamina due to damage, move Ymir and the character that damaged Ymir to long range.

Illustration: KIM'S-

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Ymir Leg Blow

When played, choose an opponents character at short range and activate them.

Illustration: みふなつき

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Ymir High Strike

When Ymir is at long range, she gains +20 attack.

Illustration: みふなつき

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Ymir Jump Away

When played, deactivate Ymir and move her to long range.

Illustration: みぶなつき

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Ymir Charge

When played, deactivate Ymir and move her to short range.

Illustration: みぶなつき

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Ymir Injured Body

When becoming the active stamina due to damage, draw 1 card.

Illustration: みぶなつき

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Ymir Low Strike

Deactivate Ymir when played.

Illustration: みぶなつき

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Ymir Chop

Illustration: みぶなつき

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Ymir Kick

When Ymir is at short range, any character that blocks her is activated.

Illustration: みぶなつき

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Ymir Injured Leg

Illustration: みぶなつき

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Ymir Low Parry

Illustration: みぶなつき

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Ymir Injured Arm

Illustration: みぶなつき

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Ymir Jump

When played, move Ymir to any range.

Illustration: みぶなつき

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Ymir Stance of Readiness

Deactivate Ymir when played.

Illustration: みぶなつき

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Ymir Back Attack

When played, draw 1 card.

Illustration: みぶなつき

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Ymir Knocked Off Balance

Illustration: みぶなつき

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Ymir Evade

Illustration: みぶなつき

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Ymir Shield Clash

②: Choose an opponents character that is at long range, move them to short range and activate them.

Illustration: みぶなつき

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Ymir Turned Around

When played, activate Ymir and draw 1 card.

Illustration: みぶなつき

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1

Ymir head Blow

When becoming the active stamina due to damage, discard 1 card and draw 1 card.

Illustration: みぶなつき

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Ymir Retrieve Weapon

②: Return one card from Ymir's stamina to your hand.

Illustration: みぶなつき

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2

Ymir War hammer

When played, choose an opponents character that is active and discard 1 stamina from them.

Illustration: 緑色雪

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4

Ymir Provoke

When played, all opponents characters that have a higher attack than Ymir are moved to short range.

Illustration: みぶなつき

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Ymir Broken Weapon

When played, your life is reduced to 1.

Illustration: みぶなつき

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3

Ymir High Parry

When blocking, if Ymir has more stamina than the character she blocks, Ymir gains +30 defence.

Illustration: みぶなつき

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Ymir Drop Weapon

When played, you can reveal another stamina card for Ymir and play it at no cost.

Illustration: みぶなつき

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Ymir Duck

This card is not affected by your opponents abilities that require it to activate.

Illustration: みぶなつき

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Ymir Unsteady Guard

Illustration: みぶなつき

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Ymir Pursuing Snake

When played, move Ymir to a different range and draw 1 card.

Illustration: 海崎いく

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Ymir Iron Mountain Axe

This card does not count towards the maximum number of cards played for a character per turn. Deactivate Ymir when played.

Illustration: かんたか

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2

Ymir

Deflection

597

★

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Illustration: みふなつき

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5

Ymir

Appear

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★

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Ymir

Stumble

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