


4



Anarista Scorpion of Amara

When played, reveal 1 card from the top of your deck. If the card is Anarista or Menace, place it in your hand, if not, discard the card.

Illustration: F.S.

P036

★★★

— / 10

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3



Anarista 2P Stance of Readiness

When Anarista is in play, Anarista 2P can only receive damage when attacking.

Illustration: F.S.

P048

★★★

— / 10

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1



Anarista Scorpion Stinger

When a character that blocks Anarista that is at short range, if their active stamina card is destroyed, the remaining damage continues to be dealt to the underlying stamina card and they are activated.

Illustration: F.S.

472

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3



Anarista Giant Swing

①: Choose an opponents character that is active, then choose an opponents character that has less defence than the first character and discard 1 stamina from them.

Illustration: F.S.


473

★★★

— / 20

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2



Anarista Twin Noose

When attacking with Anarista, you can also attack with Menace at the same time. If you do, both must be blocked by the same character, Anarista's damage is dealt first.

Illustration: F.S.

474

★★★

50 / 20

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3



Anarista Chokehold

When played, choose an opponents character at short range and discard 1 stamina from them. If they have no stamina, discard the characters active stamina card.

Illustration: 水龍敬

475

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— / 20

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1



Anarista Unbreakable Spirit

When played, deactivate Anarista. The number of cards in your damage area x10 is added to Anarista's attack.

Illustration: F.S.

476

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3



Anarista head Kick

When blocked, activate the blocking character if they have less stamina than Anarista. If activated, the character does not deactivate during your opponents next active phase.

Illustration: 八木

477

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4



Anarista Drop Kick

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

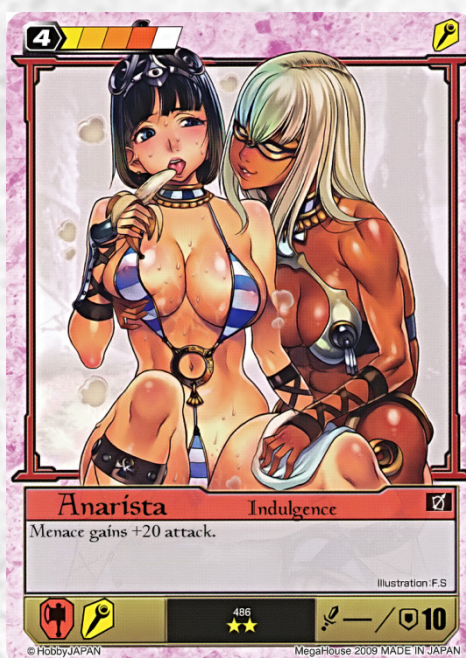
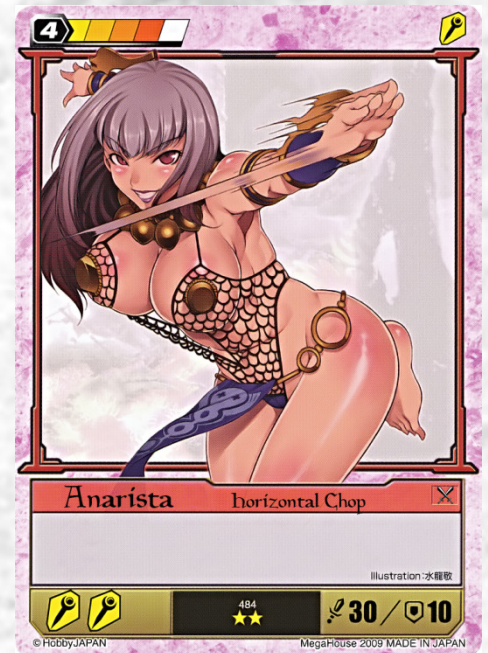
Illustration: F.S.

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3

Anarista Stance of Readiness

Deactivate Anarista when played.

Illustration: F.S.

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3

Anarista Injured Leg

Illustration: 水曜歌

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Anarista Fist

Illustration: 水曜歌

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Anarista Injured Arm

Illustration: 水曜歌

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5

Anarista Off Balance

Illustration: 水曜歌

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4

Anarista Scorpion Spread

①: Choose an opponents character that is at short range and is active. Discard stamina from that character equal to the number of stamina Anarista has.

Illustration: F.S.

609 ★★★ — / 30

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3

Anarista Oil Massage

When played, move Anarista to long range, if you have Menace in play, draw 1 card. The required abilities to play stamina for Menace are decreased by 2.

Illustration: F.S.

610 ★★★ — / 10

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4

Anarista Provoke

When played, move any character at long range with an attack power of "—" to short range. This card is not affected by your opponents abilities that require it to activate.

Illustration: F.S.

611 ★ — / 10

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3

Anarista Flying Cross Chop

When played, move Anarista to short range. Anarista is not affected by your opponents abilities that require her to activate.

Illustration: 水曜歌

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5





5

メナス王女。
さあ、メナス王女。
儀謀の穴に落つこちな



Anarista

Appear

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

Illustration: F.S.



613
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