

Notes From
Planet Cray

22-7-25 JULY 2022
W. Sanc - LH Mt
550 円 one way



July's "IMAGE":

Journeys

Hello again to cardfighters and CFV fans; "Notes from Planet Cray" is back for a 2nd issue! Thank you to all who read last month's zine and welcome to all who just found us this month! There was a lot of great feedback in last issue's survey comments:

1. A lot of you actually love VG lore, huh? I'm surprised but glad to see it!
2. Going forwards I'll try to have decklist features from at least 2 different formats.
3. Decklists have been expanded a bit to be more "in depth".
4. My handwriting is less sloppy now.

Some people also left very heartwarming comments for the zine; I truly felt that my 'voice' had reached somewhere to share a tiny fragment of joy to this small yet large world.

-Tempest
@dragon&blade

Towards the Moon - by Tempest

Premium format,
"Full Stack" style
Tsukuyomi OTT

Winning Image:

View the top cards of your deck and memorize them before sending to the bottom of the deck in the order you choose. Deplete the remaining deck by drawing cards and use the knowledge of your bottom stack to orchestrate a winning turn!

Great for people who don't like searching/shuffling!

The full ride chain will generate a 12-15 card 'bottom deck stack'

Be creative! Make a mess for your future self!



When I first started playing Vanguard in the summer of 2012, OTT was one of the first clans I considered (I ended up a kagero player but that's a story for another day). BT-03 recently came out, and Tsukuyomi was a tempting choice.

It wasn't until a year or 2 later that I first started acquiring cards for the deck, albeit, halfheartedly. The price of the G2 tsuku remained quite expensive. And something about the deck wasn't quite there for me.

The cards stayed in a box for many years.

Last year, in 2021, as I found myself in a dark and difficult place, physically, mentally, and geographically, I took out a scrap of paper and in that place, far from anywhere I'd call home, I started to pen out a deck list.

I printed out proxies, gluing them to pieces of heavy paper, even with nobody to play with, I shuffled, drew, and remembered each card as I placed them on the bottom of the deck.

When I finally returned home, I bought the rest of the deck. New cards, old cards, cards given by a dear friend, at last a completed deck. This journey took nearly 10 years, but I think I'm happy with the road traveled, guided by a gentle moonlight.



4x Goddess of the Full Moon, Tsukuyomi (V) *Main ride*
3x Goddess of the Sun, Amaterasu (V) →
1x Supreme Heavenly Battle Deity, Susanoo (V)

4x Goddess of the Half Moon, Tsukuyomi *+ 2 soul*
4x Diviner, Kuroikazuchi (V) →
3x Silent Tom (V) →

4x Goddess of the Crescent Moon, Tsukuyomi (V)
4x Virtuoso Housekeeper →
4x Director Angel →
2x Tetra Magus (V) *flex slot, good for crits in hand*

1x Godhawk, Ichibyoshi
4x Divine Sword, Kusanagi (V) [C] *More crits for the offensive pressure OTT lacks*
4x Celeste Witch, ToTo [C]
4x Weather Girl, Cendol [C]
3x Goddess of Water Dragon, Toyotamahime [H]
1x Light Dragon Deity of Honors, Amartinoa [0]

↑
- *Either OT is fine. Ultima clashes with deck.*

2x Moon Deity Who Governs Night, Tsukuyomi
2x Happiness Gathering Dragon King *Shuffle WARNING*
4x Still Water Festival Deity, Ichikishima →
2x Lord of Guidance, Wakahirume
1x Sterling Witch, MoMo *Situational, but has a crit*
1x State Affair Subjugation Deity, Kamususanoo ↘
2x Sun of Eternity, Amaterasu →
1x Excite Battle Sister, Bavarois
1x Octadic Reinforcer, Octagonal Magus



Quick fixes
for top of deck

enables 1st effect

sets up for



1-2 card
acceleration
+ spot fixing
near stack



Very important
card!!!

- Builds stack
- 5 card acceleration to stack

+ Soul



G4 + G0 + most G1-3*
Guard restrict



Opponent turn
stack manipulation

* watch out for G3 heal triggers

Other tips / card recommendations



Battle Sister Panettone can pull double duty of providing deck manipulation and power, at the cost of going to soul. Biggest drawback: The 2 cards checked MUST go 1 top, 1 bottom. Also see: Knight of Heavenly Roar, Reedy (DBT02-103)

The CB cost and 5 in hand requirement isn't great, but Diviner, Yachimatahiko opens up some very interesting plays that Silent Tom can't do. Good synergy with Goddess of the Sun, Amaterasu especially if you tracked the opp hand well.



There's a lot to be said about the difficulty of playing a deck like this. Each unique card, trigger type, 'pseudo trigger' cards like Tsukumiori, adds another dimension to the data that needs to be memorized. OTT has a lot of generic great "tools" and it is important to adjust the deck to your own style/comfort. Awkward ≠ Good, usually...

Top Heavy? - A (Very) Brief History of Grade 3 Count in Vanguard Decks

In recent vanguard, (2021 onwards) it's been commonplace to see decks running a whole lot of grade 3s (and 4s). In standard format, the ride deck allows you to run as many as you'd like without the penalty of misriding, enabling decks like Bastion to run about 25 G3s to facilitate its main mechanic. In premium, we have many G3s with powerful effects that can activate on the RG (Percival, Hope on Damp, Goddess of the Sun Amaterasu, etc), making them worthwhile to include even at the increased risk of skewing grade ratios. Older players might remember this hasn't always been the case...



2012 era (TD01 - BT07~): Beginnings and 14-11-8

Outside of a few G3 centric (Goku-type, etc) decks, most decks of early vanguard ran about 7-8 G3s. Aside from being able to consistently ride to G3, there was little reason to run more. The early TDs came with 7, and 14-11-8 soon became a popular G1/G2/G3 ratio for consistency (the mathematically optimal ratio is actually 13-11-9 but people like extra G1s far more than they liked extra G3s). Some decks like Tsukuyomi, which had an incentive to stay on G2 an extra turn even ran only 4 G3.

2013~ era (BT05 - BT15~): Break Time/Crazy Diamond

The belated arrival of crossrides in EN changed the G3 count little, other than near guaranteeing that any Overlord or PBO player was definitely running at least 8. It was the start of the Break Ride mechanic that near universally incentivized running at least 8 G3, none of which were fillers. Meanwhile, the "Type-2" ride chains (Blaukruger, Enigman, etc) allowed players to experiment with higher G3 counts, most replacing the G2s in the deck with little penalty due to the ride chain searching its G2. (Story for another day: Daikaiser and the Crazy Diamond deck.)

2015~ era (GBT01 - end of G): Discard to Stride

With the release of the Stride mechanic, players were given another incentive to run G3s, in that they were now the optimal discard to pay stride cost. Still, most decks stuck firmly to 8-10 G3, largely constrained by ride consistency for other grades. It was also around late G era where we started getting more G3s with useful rear guard skills. Most of the main 'stride bonus' cards of each clan ended up with 2-3 versions of themselves, USUALLY working well in the same deck.

2018~ era (VBT01 - mid V): Back to the 4x +3

Early V format decks ended up doing much the same as BT01 decks did back then, with 4x main ride and then maybe 3 or so of the "less optimal ride". On the premium format side, most of the new V G3s had little synergy with the older G3s from G era and prior, giving few reasons to up the G3 count.

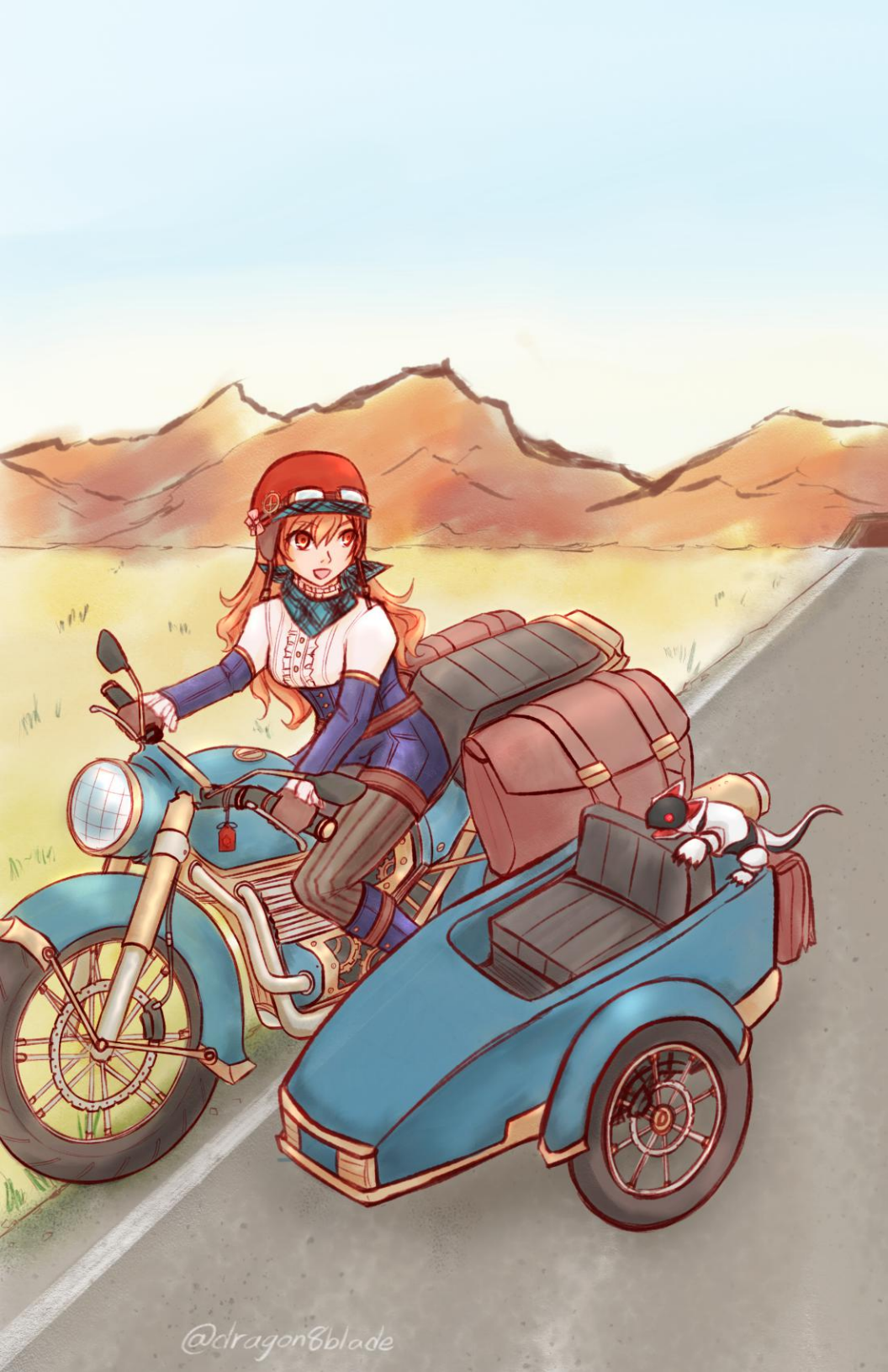
2020~ Current (VBT12 - D): G3 rears + V starters

There was a bit here and there before that point but VBT12 is when we got Percival, so naturally, I remember it well. At this point the pool of excellent V era G3s has grown to the point where most decks (not you, Luard) have more G3s they want to use than they know where to put. A not oft considered fact, but the presence of V starting vanguards effectively increases your opening hand size to 6. Combined with the modern mulligan rule and new G-assist, a 2022 premium deck with 10-12 G3s is no less consistent in riding than a 2012 deck with 8-9. Standard throws out the '13-11-9' entirely, allowing 'anything goes' with the ride deck in play. In premium, G3 orders and D G3s with synergy in V centric decks further complicate the G3 lineup of decks (Eugene, Ordercolony, etc). The average count is likely closer to 10 G3s nowadays, vs the 8 that we've had for most of vanguard's history.



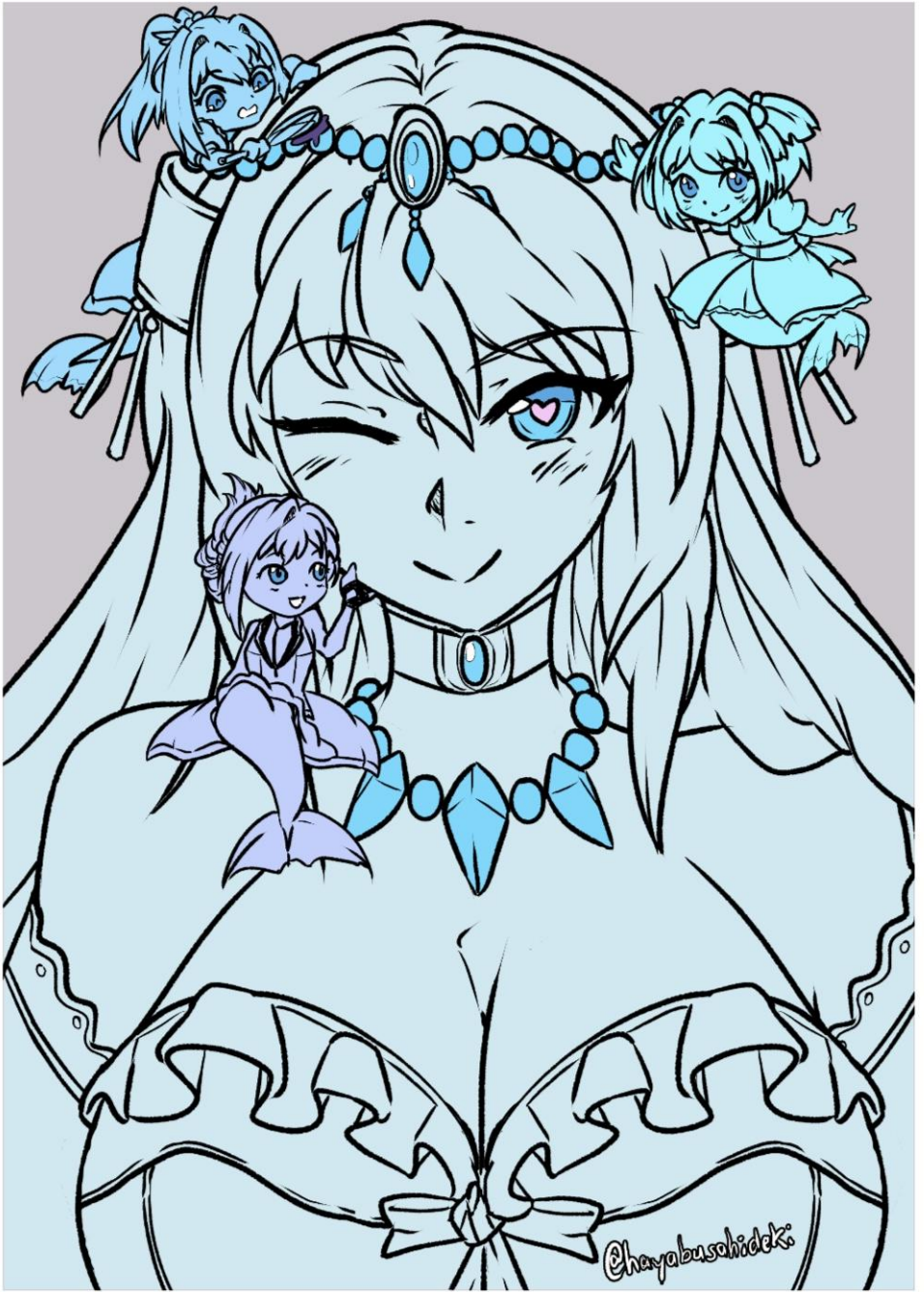


Guest artist: [@scharhrot](https://twitter.com/scharhrot)
(twitter)



@dragon8blade





Guest artist: @hayabusahideki (twitter)

VG Fashion Check : Luard's Outfit

It's not uncommon for units to get a new outfit when they get a new card. There often isn't any sort of reason or explanation needed. Nevertheless, the G-era novels /lores DID give us an explanation for a lot of them – from Ahsha's flower colors to Lordly Maelstrom's new armaments.



So, how about our stylish but unfortunate dragwizard, Luard?



From 'Dragheart' to 'Dragfall', he gets a whole new set of clothes (it's not just those exposed shoulders)! Obligatory evil costume swap? (Thanks Gyze?) Maybe... just lack doing a flex???

Now hold on though... The JP 'DRAGHEART' promo ALSO has this outfit!

Wild Speculation Ahead!

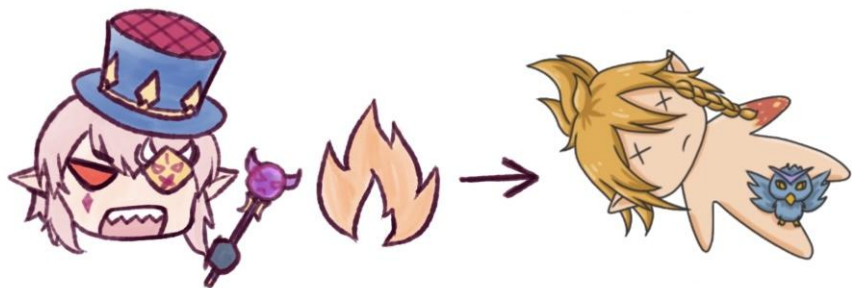


So it's not just a 'Dragfall' thing then maybe? Can we find a lore reason somewhere? I've got a theory. In the April 2017 short novel, an "altercation" results in Harri setting Luard on fire. The fight leaves him naked and unconscious and when he wakes, he is in his own clothes again.

(Luard was wearing prisoner restraints prior.)

Did Ildona (seen in the end of the ch.) bring him some clothes from home?

A wanted felon in at least 3 nations at this point probably didn't have time to change outfits otherwise...



D Format List



"Dark States
is a PvP
Enabled Zone"
-by Tempest

4x Master of Gravity,
Baromagnes (R) ▲

1x Electro Spartan (R) ●

1x Deep Soniker (R) ▲●

1x Uncanny Burning (R)



4x Phantasma Magician, Curtis ● ▲

4x Selfish Engraver ● ☆

3x Cutting Sword Dance, Qiehgra ▲ ☆

<https://decklog-en.bushiroad.com/view/78LP>



2x Keenly Loodely



4x Brainwash Swirler



3x Desire Devil, Gouman ☆



4x Pandemonium Tactics



3x Recusal Hate Dragon

Legend

- Soul Charge
- ▲ + Power
- (R) Ride Deck
- ☆ Special Notes

- Selfish Engraver is this deck's only countercharger
- Between Baro, Gouman, and P. Tactics, use CB wisely.

- Qiehgra helps search cards from soul but... also...
- Keenly Loodely can prevent deck out at the cost of compression.
- At 15+ soul, Gouman combos with Baro's skill to make guarding costly for opponent (6+ total needed)



4x Flinty Slasher
4x Stem Deviate Dragon
4x Rouse Wildmaster, Riley
3x Vital Leaver
1x Hades Dragon Deity of Resentment, Gallmageheld ☆

- Either overtrigger is usually fine in this deck, but using 3x Gouman, the priority on crit pressure goes up and the need for higher power rears goes down.
- Rush early if situation allows for it.
- Very important to keep track of opponent's drive checks and public info cards. Do the math, assess their damage and guarding potential; it is not uncommon to be able to end games on the first G3 turn. Be realistic but don't be a coward.
- Prioritize getting 10+ soul by your first G3 attack even if you have to minus to do it.

VG Accessories Concept / Designs



Cray Zoo
Protag's



Matt



Bracelets

Wooden (carved +
resin
fill)
charm

Releases / Events

7/16 - EN Lore 020 (Regurgitation from the Underworld)

7/x-8/x - BRO 2022

7/23-7/24 • VG Premium

7/30-7/31 • VG V-Premium

8/13-8/14 • VG Standard

8/5 - JP release for D-BT06

~~8/12~~ - V-Clan Collection

vol.5 + vol.6

1 week delay

8/19

TBD - BCS 2022 Regionals

EN-TDs for
Lionorn, Youth,
Drajeweled

Lyrical set 03

Dear Days



Looking
Ahead...

