

NOTES FROM PLANET CRAY



MARCH 2024

March's "IMAGE":

PvP

2.5 years ago, I built my Baromagnes deck because several friends told me "I think you'd like this" (I was a Baro lore enjoyer before mained the deck) and I've taken this deck to every major event I've gone to since.

In recent times, the general-ish consensus seems to be that the deck has fallen off due to lack of support so I always wonder if I'm only doing well still because I'm lucky.

This year's springfest, once more, I said "Maybe this will be the time my luck has actually run out" and the result was that I won all except 3 of my games on Standard day (got OT'd twice, and 6th dmg healed on) out of I don't remember, 8 rounds?

What can I say, I guess the deck really is still fine as is.

-Tempest
@dragon8blade



Baromagnes 2024 Update

(1st quarter)

Standard format

-Tempest

@dragon8blade

"What is victory but a good coinflip on a bad day?"

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- Biggest change since last update is the change to 50 card main deck.
 - Initial concerns about consistency are addressed; the 4 added cards MUST contribute to soul charge.
 - If defensive options weren't viable before, they definitely aren't now.
 - New decks in the format; some are good matchups, some aren't.
 - I don't talk about G1 Mikani but he's a fine option in theory that just never shows up for me.

Decklog from BSF 2024 + several weeks of post-Luard/Shiranui deckset locals:

<https://decklog-en.bushiroad.com/view/5CVAE>

DZ01-DZ02 approaching, w/ new support:

<https://decklog-en.bushiroad.com/view/4FC8J>

Ride Deck



* new addition

7x G3
16x G2
11x G1

What's that new order?

There's 2 things we don't have much of in Dark States:
-good orders that aren't G3
-good orders that don't cost CB

Cage of Furious Star provides a unique niche in Baro as a soul tutor, like Qiehgra, and also a free SC when Amandine's skill is active (otherwise it breaks even)

In practice it is nearly always able to provide a SC, as the chances that there's no Curtis, Amazement Magician, or Brainwash Swirl in soul is slim to none.

With a 50 card main deck a big issue is having trouble drawing into Amandine. Cage is able to grab her as a stopgap measure.



↑
Does his job with 10 CB needed



The rest of the deck remains the same as last August's deck profile, please refer to it for a more in depth read!

<https://heyzine.com/flip-book/7b3346c9f6.html>



*Always consider the turn 2 aggro play if you can!
(Maybe not against Vermillion or Gondeka when going 2nd)*

Some notes on matchups:

Youthberk sometimes suffers from "fake hand advantage" where half the cards in hand are G3s with no shield value. Overall a 50/50 matchup, feels like.



They like to go 2nd, which is good for Baro. If the game drags on to Luard's 2nd stride turn, you're finished.

Another deck that will let you go first most of the time. This is actually a decent matchup for Baro; did you know that Lilac Lasher is one of the only units that cannot hit the VG after being dominated +10k?



One of Baro's worst matchups. Only saving grace is they may choose to go 2nd. The 7th dmg leeway is Baro's worst enemy.

They like to go 2nd; good. They have Roaming Prison Dragon; bad. Multiple big rear guards with crits is always yikes.



Bad matchup. Capable of early aggro without much loss to them. Lots of attacks is not good for our low hand size either. Going 2nd vs Lianorn Vivace is real bad.

Awful matchup. They can stabilize easily and generally don't lose much RGs to soul. The extra guard value for PRISMs hurts.



I don't actually have a lot of notes for this matchup, I've just played against it a lot vs many different players, so the data is good. 50/50 but I think Baro is slightly favored.

I have to put this here because I ASSURE YOU this is not as bad for Herminia as it looks at first sight. Powerful does have a number of ways to empty the soul +future SB support.



Projected changes to main deck for DZ01-DZ02:



Hardening Insight is a must have when it comes out. Energy usage, soul charge, optional anti-deckout, and a good beatstick in a pinch. 3-4x for sure.

Steam Gunner, Tizkar is good to have but very optional. I think 1-2x is enough, but some may opt to try 4x for more much needed card draw. If going that route, I think returning to a 7x draw setup complements well.

What to cut: Start with the G3s; no shield value + can't be played on turn 2 either. Qiehgrra and Crimson Igpeller can be reduced as well.



BORN TO GET JOBBED
WORLD IS A FUCK

鬼神 Kill Em All 2024

I am trash man

410,757,864,530 SOUL CHARGES

Races of Planet Cray: Who's Missing 3000 Years Later?

3000 years after the original timeline, the races found on Cray remain mostly unchanged with a few exceptions...

Nobles: Mentioned amongst the higher ups of Oracle Think Tank; none have been seen in lore or card this era so far.

Gnomes: Formerly found amongst United Sanctuary's weapon smiths/dealers (invariably as draw triggers); nowhere to be seen in V or D.

Salamanders: Both the winged sanctuary salamanders and the flame haired salamanders of dragon empire (and the elemental type ones) are nowhere to be found in D era.



Dragonmen: Once very common races (largely belonging to Dragon Empire), neither present;
Winged Dragons: we will keep an eye on what the dragritter's partner races are... On the other hand Dragoroids are new to D.....

*Too scaly?
Dragonman +
Human = Dragoroid?
Marketing decision?
Forgotten race?*



*old era ↗
new era
← ???*

*special races (gyze, astral poet, zeroth dragon, etc) excluded

** 'new unit' in this article refers to a new character, not a new card

Goblins: A number of goblins were present in old Dark Zone, usually random mooks; circus clowns, spikes support crew, etc. None have showed up in D yet. #BringBackAdalaide



Gillmen: Uncommon race, but no new printing of a Gillman unit has been errata'd to another race, so it stands. No new gillmen in V/D.

Krakens: I left off all the 'unique'/one-of/archetype specific races from this list (ZTB, astral poet, etc) but I guess kraken has been seen twice (both are Granblue generics). Notable such that they have been MENTIONED EXPLICITLY in D lore but no new units in V/D.



Wait, where are the vampires?

Good question! So far, Feltyrosa is the only vampire we've seen in the new era! No others are seen or mentioned (save for Nightmist, who is brought up in past tense).

Feltyrosa's idol unit is composed of herself and 11 ghosts. None of the Stoicheia pirates or Dark States residents have been vampires so far either.

Feltyrosa's status as a vampire is not mentioned to be unusual in the current era, so no clues here.





Liddy Control
By @AtelierBarrel



GIMMICK

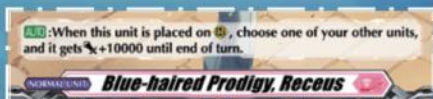


Let's get straight to the point and go over Liddy's main skill.



If you played with or against Bermuda Triangle, this should sound familiar. Part of Liddy's skill is similar to your G-Guardian, Citron. Take advantage of your on-place skills while conserving G-Guardians for the bigger swings.

Tip: Liddy's skill references a unit on your circle, not your unit. This means you can use her skill to return Dominated units back to your hand.

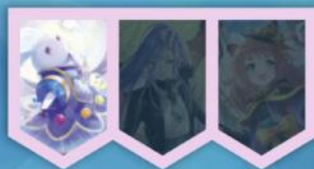
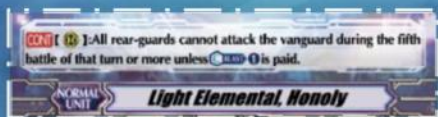


Build a wall to defend against the rabble.

Use Receus to increase Liddy's power to make guarding easier. Enjoy your free Damage Trigger without the Damage.

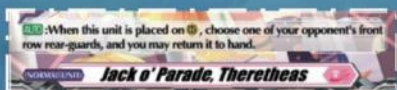
Keep in mind, one of Liddy's other skills gives herself +2000 power for the turn.





Funnel through your opponent's numbers.

Unless your opponent is always on guard of a surprise-Honoly, timing a Honoly superior call at the right moment can save you in a pinch.



Launch them home with our new friend.



The answer to problematic units.

She's our Denial Griffon.

Winning Image



If you have the opportunity to ride Lauris, you want go Force II when Striding via Somni's skill.

However, depending on the match up and cards available, it's better to ride Liddy first.

Olyvia applies additional pressure with the extra critical and bounces the units called during the opponent's last turn, allowing them to be used again on the defensive.





Once the opponent is depleted of Perfect Guards, Balanerena secures victory through its guard break skill.

If you're close to decking out, combine the guard break with Lacol's guard restrict.



Closing Remarks

Manage resources!

Always check how much CB you will need next turn.

Know the matchup and identify the choke points!

Are there attack extenders?

Do they need to attack with certain units?

Do they need to satisfy certain Costs for their skills?



LAWFUL GOOD

"If you keep swearing, I'm going to have to report you."



NEUTRAL GOOD

"Wow! Great game, guys. Good luck next round!"



CHAOTIC GOOD

"I'm gonna teabag the sh*t out of you f**king campers."



LAWFUL NEUTRAL

"Requesting air support! I repeat! Requesting air support!"



TRUE NEUTRAL

" .. "



CHAOTIC NEUTRAL

"How do I crouch? ...How do I know which team I'm on?"



LAWFUL EVIL

"Grenade launchers are part of the game. If you don't like it, don't play."



NEUTRAL EVIL

"Quit bitching about kill steals. It won't stop me."



CHAOTIC EVIL

"SUUUCKKKKKKKKKK
MYYYYYYYY
DIIIIIIIIIIIIICCKKKK!!!!"

ROYAL PALADIN

team jacket design
ver 1.0

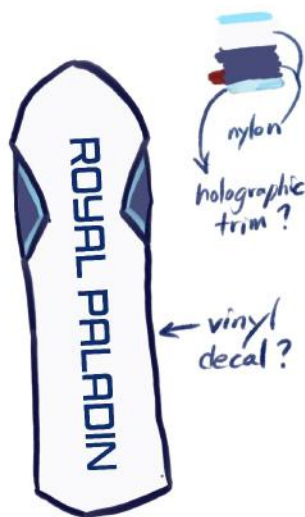


Front

detachable hood
+ alt. lining colors



Back



L. Sleeve

nylon
holographic
trim?

← vinyl
decal?

ORACLE THINK TANK

team jacket design
ver 1.0



Nation flag



print or patch

cotton fabric

wide sleeves

'kariginu-like' design

side slit

Front

faded textile pattern

joined segments

printed text



Back

flat cords



L. Sleeve

GENESIS

team jacket design
ver 1.0



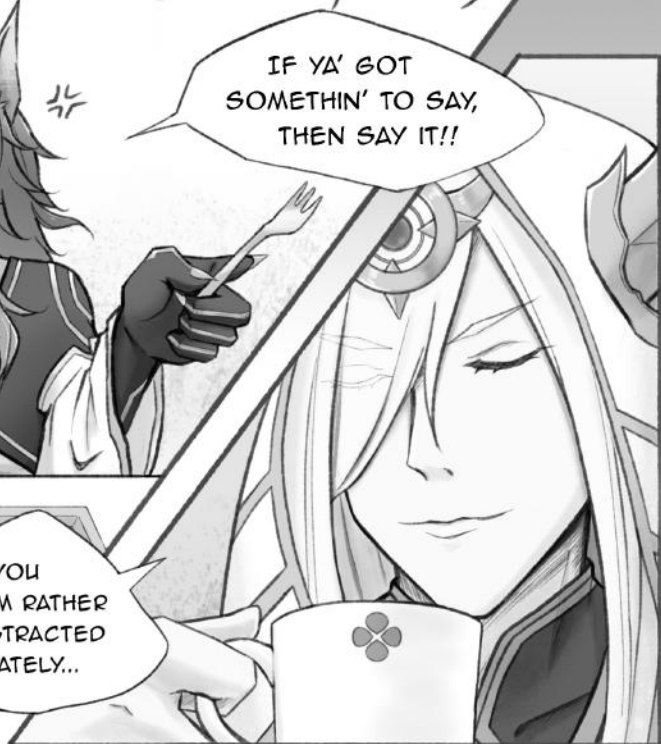


IT'S NOTHING~



IF YA' GOT
SOMETHIN' TO SAY,
THEN SAY IT!!

YOU
SEEM RATHER
DISTRACTED
LATELY...



In Progress:

A reference spreadsheet for VG standard which outlines the offensive capabilities of every rideline/deck on turn 3 and only turn 3.

Recruiting people to help collect data!

Contact @dragon8blade via twitter/email form or the Notes From Planet Cray discord if interested in contributing for decks you are familiar with!

https://docs.google.com/spreadsheets/d/1lifqAC2XcsburCcgVIfT_im-O6ILJZxJXUkmyBosQnHg/edit



Imaginary Gift **Accel**