

1-year mark,  
Anniversary  
Issue



Notes From

Planet Cray

MAY 2023





# May's "IMAGE":

## Message

This marks the 12th issue of "Notes From Planet Cray" ... a whole year of zines; I'm honestly surprised this is working out. This month's theme not only serves as an "anniversary issue" but was also chosen to match Fanime 2023's theme (that's why this issue is delayed btw) and the theme for our doujin circle's entry for AtelierFes 14 (the other reason this issue is delayed). [Fanime → CFV zine → AtelierFes]

This month I'll show you a deck I've wanted to build since 2013, a cosplay I got some good photos of at Fanime, and a table of Stordeia themed sweets to welcome the coming summer.

- Tempest

@dragon8blade

# DAYBREAK'S BELL

-by Tempest

Premium Format Blau

Putting this forward, I'm no expert on this deck, nor experienced in playing Novas...

But I had to show this list because after about 10 years of thinking of building Blasus, I finally did. And I'm satisfied with the deck, both aesthetically and mechanically. Got a lot of help from Pheonixfera at springfest, and DifferentFight's Blau video from a couple years ago.



4x Stern Blaukluger [V] ← typical 1st ride  
4x Galaxy Blaukluger [V]  
2x Neumond Blaukluger ← 2nd ride, Blau stride turn

4x Blaukluger [V] ← **GET INTO SOUL,  
3x Regia Blaulanze ← RIDE OR NOT.  
2x Cool Hank [V] ← RG restands **PRIORITY #1****

4x Blaupanzer [V] ← search G3 ride targets/Galaxy  
4x Riema Blaurakete ← countercharge/soul charge  
1x Vesta Blauklinge  
2x Morgenrot [V] ← situational piece recovery  
3x Beast Deity, Frog Master ← LB4 enabler

1x Blaujunger [V] ← can also use original Blaujunger

3x Saar Blauglanze (C)

4x Kitton Piccon (C)

2x Extreme Battler, Break-Pass [V] (C) (Sentinel)

2x Twin Blader [V] (D) (Sentinel)

4x Cardinal Draco, Enpyro (F)

1x Star Dragon Deity of Infinitude, Eldobreath (O)

3x Blazar Blaukluger ← LB4 re-ride

2x Sonne Blaukluger ← LB5 re-ride

2x Uncanny Dragon King, Azhdabalk

2x Favorite Champ, Victor

1x Winning Champ, Victor

1x Universe Ace, Busted

1x Fighting Emperor Dragon, Merciless Dragon

1x Fang Dragon King Fist, Driger

1x Progenitor Dragon of Horizon Limit, Origorem

1x Zeroth Dragon of Destroy Star, Stark

1x Meteokaiser, Dogantitan

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Ride chain offers good amount of consistency + combo piece searching + soul fixing.

Priority: Blaukluger in soul > Stern on 1st G3 ride > Galaxy for RG call/bind

# STRIDE TO RE-RIDE



does not search ride target

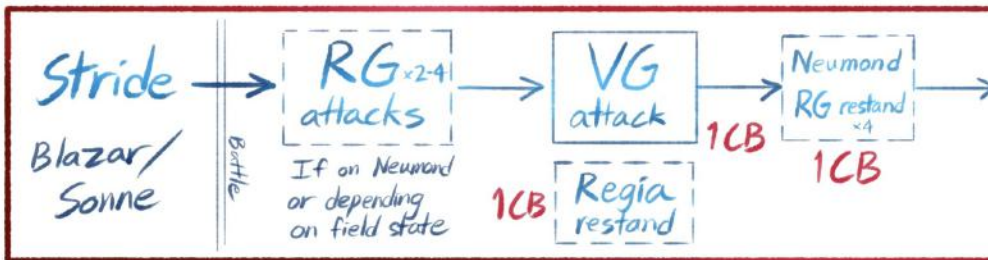
LB5, searches ride target

enable LB4



Stride skill facilitates Neumond's break ride effect to stand 4 Blau units

change in RG attack order on Neumond turns



STERN



Ride

Call



GALAXY

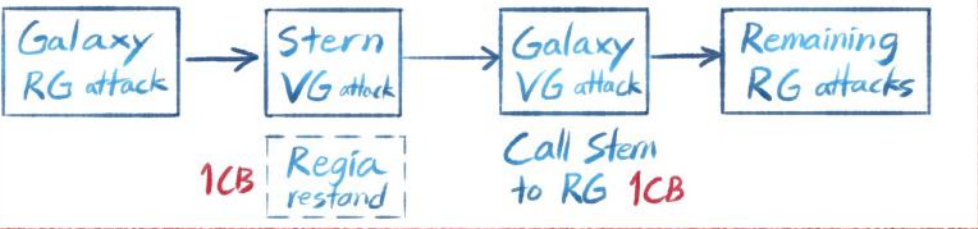
Post-stride/non-stride turns: Ride Stern, have Galaxy on RG --> attack with Galaxy --> attack with Stern --> bind/ride Galaxy --> call Stern to RG and attack with Galaxy VG --> remaining RG (may go earlier depending on power/opponent skills).



Additional CB usage / management



(only when equal/ahead in damage)



# Other situations/ suboptimal fields

Azhdabalk is usually not a bad stride choice for when things don't work out for Blau turns, seeing as how most other Nova strides require some amount of independent RG restands. If conditions allow for a Stark or Origorem turn, that works too. Overall, Blas are in a weird spot, stride-wise.



## Countercharge and unlocking

Alternatively, there are always the V soul crits and D soul crits although neither are particularly useful to the deck outside of having 10k power



## Fronts vs Stands

Energy Girl has a nice skill, but the deck doesn't use it very consistently, notably complicated on Neumond turns. Fronts can complement the deck nicely while offering extra shield. I'd say this particular build prefers fronts.



higher 'floor'

higher 'ceiling'



# Luard's Magic Circles



I've completed images of a few of Luard's magic circles based on some of his card arts.

- DOWNLOADABLE -

V- Dragheart



Dragdriver



Free to use for art, cosplay, etc. (non-commercial)

# Fenrir Cosplay templates

Adjust  
to fit



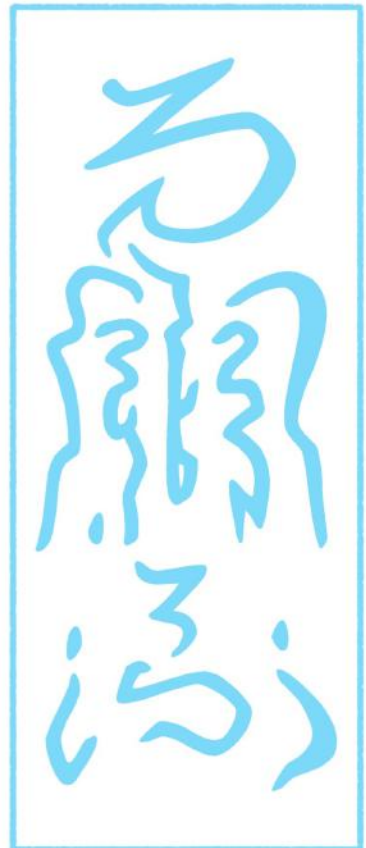
Ears

Seals →

(Mythic Beast  
ref - based)

Feel free to  
use for art!

-Download-



@dragon&blade



@dragonblade



Fruit Tea



Ice Cream Soda



Cheesecake

Chocolate-covered Crackers



Stoicheia  
Afternoon  
Tea



2012 -



Thank you for 11 years  
of CFV



1 year of  
"Notes From Planet Gay"



Gratitude ...



to be allowed  
to play

through both  
illness and  
tragedy.



Our futures ...

of a game  
that brought us  
together



@dragon8blade



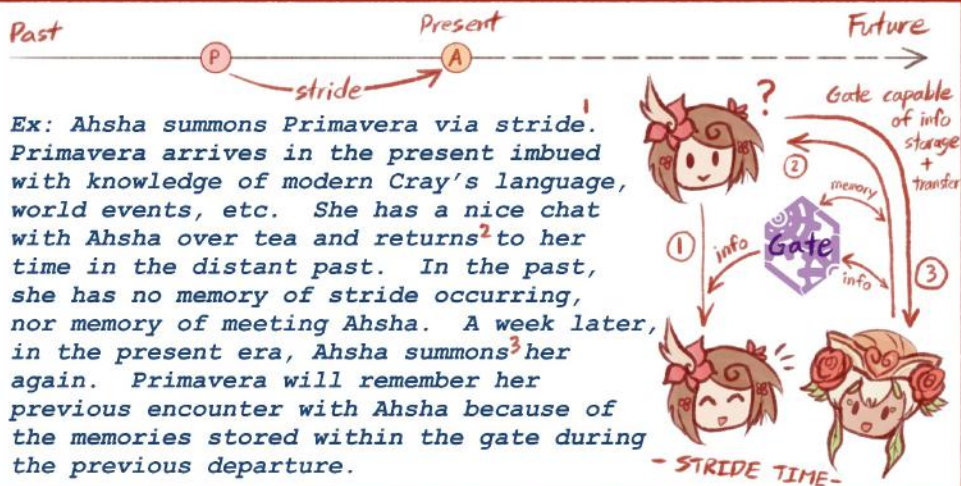
- 2023 ...

# Stride, Interdimensional Crosstalk: Transcending Time and Space

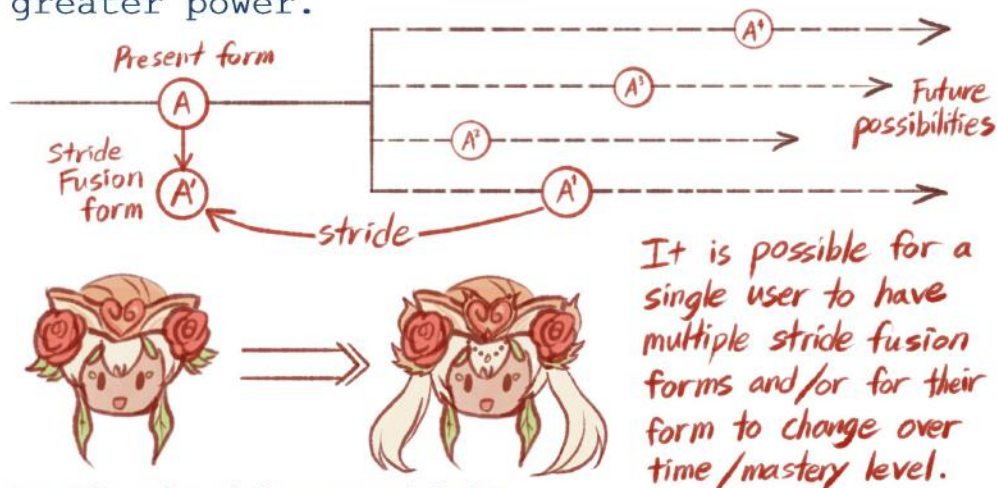
Stride: The phenomemon that allows one to summon beings from the past and/or future into the present time.

The conditions that must be fulfilled in order to perform stride: To possess a strong "image" of the power one seeks, and the synchronization of one's wavelength to the summoned entity, even if by accident.

The process of stride is facilitated by the "gates" created by Gear Chronicle. The extent of their functions include control of the flow of information between spacetimes. Specifically, summoned strides receive basic modern knowledge upon their arrival in the present, and when they return to their time, any knowledge/memories gained during do not return with them, and are instead stored in the gates. This information is restored to the being if they are summoned again to the same timeline.



**Stride Fusion:** A unique form of stride in which the user borrows power from their own future possibility to 'transform' themselves rather than summoning a separate being. In a sense, the synchronization links the present and future of a single entity to achieve greater power.



Q: What's 'dragstride'?

A: When Luard uses stride fusion and dragshift at the same time. He just has a fancy name for it.

Q: Why do stride fusions have longer hair?

A: This is seemingly never explained.

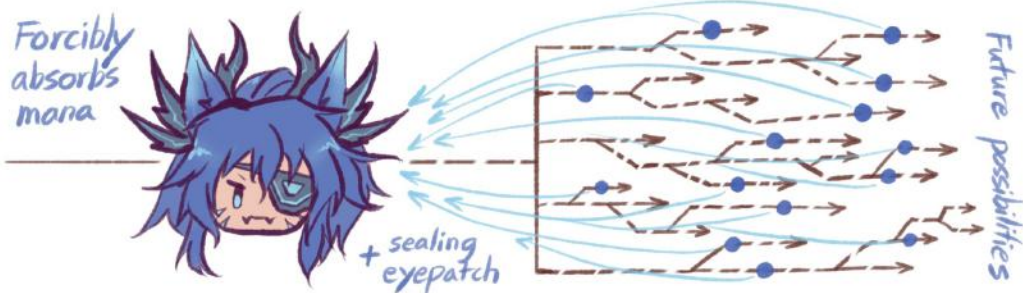
**Stride Evolution:** A stride exclusive to Chronojet and Chrono Dran, which uses the future possibilities of both of them, fused into a single body. This is possible only because Dran was originally the same entity as Jet, but from another spacetime, who eventually grew to become a distinct self, ego and personality different from Jet.



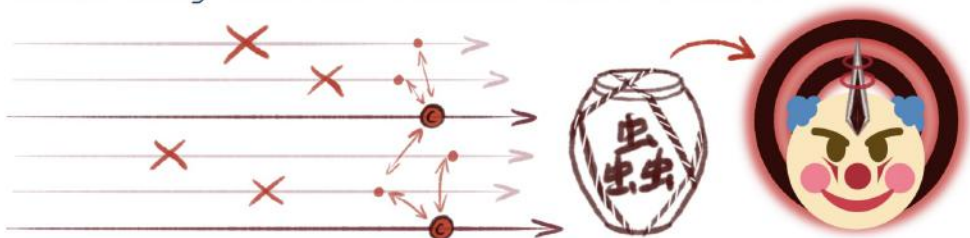


**Stride Slave:** Some stride users learn from Gear Chronicle, some learn from other users, some get handed a bunch of classified info stolen from a United Sanctuary database.

That last one is where Fenrir learned stride. Using that info, he independently derived a method of stride similar to stride fusion. Stride slave is Fenrir's DIY extension of stride fusion, by using the power of ALL of one's future possibilities as a mana source.



**Stride Curse:** [超越蟲毒] Chaos Breaker's own DIY ""improvement"" to stride; by pitting various future forms against each other, allowing them to destroy each other (and by extension, judging by Chronojet's reaction, the timelines they reside in), the strongest future possibilities can be extracted as the resulting stride fusion-like state.



**Stride\* Deluge:** As if the above wasn't enough war crimes, Chaos Breaker then infuses his form with power absorbed from Gyze's body, using Fides's energy as a 'tuning' method.

\* (Gyze's negative energy spans all spacetimes, hence this is classified as 'stride')

# FESTIVAL OF THE HUNT

@Kamu\_Susanoo

layout/commentary - Tempest



"Make sure your opponent doesn't have guys and make sure you have guys."



enables Eugene's retire skill cost



Best Harvest offers modest card advantage



War's about numbers!



4x Heavy Artillery of Dust Storm, Eugene [R] △  
 2x Strike Cannon of Dust Storm, Andrea △ △  
 2x Piercing Bullet of Dust Storm, Maynard △  
 1x Penetrate Dragon Tribash  
 2x Best Harvest

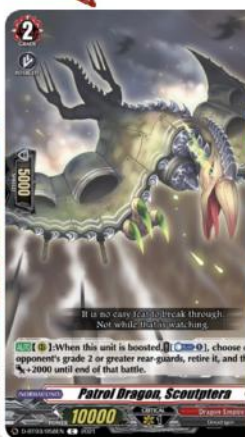
1x Cataclysmic Bullet of Dust Storm, Randor [R]  
 2x Twin Bullet of Dust Storm, Travis △  
 2x Howitzer of Dust Storm, Dustin △  
 2x Patrol Dragon, Scoutptera △  
 2x Blast Artillery Dragon, Brachioforce △

1x Gunning of Dust Storm, Nigel [R]  
 2x Beautiful Bullet of Dust Storm, Jodi  
 2x Assault Bullet of Dust Storm, Oswald  
 2x Twin Strike of Dust Storm, Orlando  
 2x Strong Sharp Dragon, Geizfort  
 4x Twin Buckler Dragon [Sentinel]

△ - retire skills/enabler

1x Double Gun of Dust Storm, Bart [R]  
 4x Blaze War Monk, Sougyou (C)  
 4x Blaze Maiden, Parama (F)  
 3x Rushing Dragon, Steel Dilopho (D)  
 4x White Light Dragon, Parasolace (H)  
 1x Dragon Deity King of Resurgence, Dragveda (O)

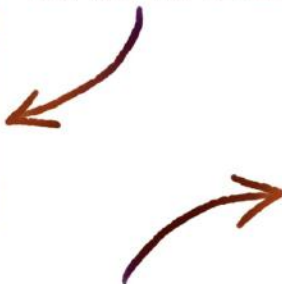
Variety of retire options



Many ways to spend resources



Oswald secures an easy 2nd VG attack, with Eugene's skill or Persona Ride, VG has +10k for good numbers on both swings.



Travis is a useful card for continuing the combo chain of retires. Also gets +10k as a bonus.



Jodi is useful for getting specific cards back in the deck/hand, especially when used with Best Harvest. Also slows down deck depletion to prevent deck outs.



# What is 'Kiwame'? And what's going on with Touken Ranbu?

...and why are some of us so excited about the reveals?



Ok so we've got a bunch of new crests and this weird order and a whole lot of new cards with 'kiwame' appended to their names and most of you haven't read a single word on em, yeah?

Well don't worry cause I'm not here to read em for you! I'm going to tell you the "lore" of where it came from! As you may know, Touken Ranbu is a browser game featuring a bunch of Japanese sword gijinkas. In game, there's a way you can upgrade your swords to their kiwame forms which involves sending them away with some travel supplies and they come back 4 days later with cool abilities and maybe a new outlook on life!



That's right, it's nearly the exact same thing that it is in vanguard, with an almost startling degree of 1 to 1 detail.



There are 7 main types of blades in Touken Ranbu and these are represented as 'races' in the cards. Each sword type has its own unique default and additional kiwame abilities:

Sword Type	Touken Ranbu Skill	Touken Ranbu Kiwame Skill	Vanguard Skill
Tantou	Fast swords, have powerful critical strikes that go through enemy defenses	Evades long-ranged attacks	Anti G1 guard restrict RGs have 'resist'
Wakizashi	Fast swords, good scouting ability = team enters battle with advantage	Can parry attacks	Powers up all your RG at beginning of battle Can gain power when attacked
Uchigatana	All-rounder dudes, can perform a 'double attack' alongside a wakizashi	Can cover and block attacks targeting other swords.	Gets power and stands a RG Can prevent RGs from being hit
Tachi	They're dudes that are kinda strong, I guess	Performs preemptive attack at the beginning of battle	Can retire a RG at the beginning of battle Has a very standard sort of restand
Ootachi	Wide attack and massive power	Deals 2x damage	Gets 10k when attacking and stands a G3 RG Can deal a straight damage to opponent
Yari	Does piercing damage	Can attack 1 enemy 3 times	Attacks column Can get 26k from a trigger
Naginata	Attacks the entire opposing line	Can stun the enemy	Attacks the front row Stuns a unit

It's actually impressive how they managed to transfer the browser game's skills into vanguard in such a recognizable way. Truly, near 1 to 1. And as usual, each card's own unit skills ALSO often make references to the character relations or the sword's history. (I have a lot to say about Kikoku Sadamune, none of which is appropriate for this zine.)



This is my boy!  
He eepy.

But I think the coolest thing about the vanguard kiwame mechanic is that any sword can feasibly be your chosen vanguard!



