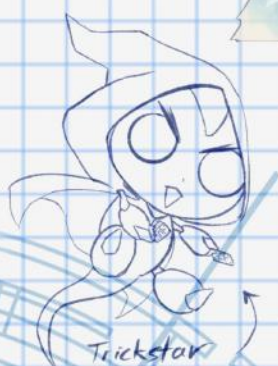


Notes From Planet Cray

Chronodran →



September 2023



Trickstar



Genovius



Attmile

September's "IMAGE":

School

This month's theme is 100% because as some of you may have heard, I am now back in school for a masters degree. It's a lot of work; brain intensive work, but I'm glad to be here. Hey, did you know? I realized recently how much better I've gotten at writing since starting this zine. It wouldn't be a stretch to say that Vanguard is actually helping my studies...

This time I'll be showcasing a Premium deck that I've been working on for many months now! With all that work and life, many thanks to @bluecatcg for doing lot for this month's issue (a V deck AND the center page art)! Looking forward to BCS Vancouver as well, come say hi if you find me and talk to me about VG bre!

- Tempest
@dragon&blade

1001 KNIGHTS - REPRISE

After many many months of reworking and playtesting (during which the card pool actually drastically changed), finally...

Altmile Premium deck list

Side notes about decks in general: A lot of premium decks can be put into one of two categories, those that have a set gameplan to play and win with (combos, linearity, stuff like NLK or nightmare dolls) and those that go by flexible execution (situation based, many tools, like Thavas or Gurguit). Neither is inherently 'better' but often times players will have a preference themselves. This deck is solidly and fully of the 'flexible' type. It is a VERY nonlinear deck.



4x Aerial Divine Knight, Altmile (V)
(abbrv. ADK)

Main focus vanguard. Getting his full skill active is a major focus of this deck. Think V Luard, but more muscle.



(Alternatively 4x is fine)

2x Blue Sky Knight, Altmile (G)

Option for ride on games going first to utilize Gablade's skill. Depending on opponent's damage count, your own available units and CB, a G3 Aerial turn may actually be better than striding into Gablade sometimes.





2x Blue Sky Knight, Altmile (V)

Largely optional, but I find him to be a useful attacker early/mid game. If cut, run 4x of the G ver. to ensure you have at least 8 Altmiles for Edith's skill to hit on T1-T2.

4x Flourishing Knight, Edith

Quite possibly the most important card

in this deck. Familiar with V Guard? This is our Ildona. She sets up so that ADK's skills are all live on T3. She also contributes significant early aggro and deck thinning.



2x Laurel Knight, Sicilus (G) 2x Laurel Knight, Sicilus (V)

Used to search the right Altmile for the situation. (V) can also grab heal guardians. I recommend the 2/2 split or 4x (G)



1x Security Knight, Regius 2x Flash Shield, Iseult (V) [Draw]

Regius provides a slight bump to the dangerously low G1 count as well as a non GO sentinel option (and a potential 1 card PG guar). The overdress notion PG dragons are a suitable alternative.

Draws are never bad in a piece reliant deck, but this slot remains flexible.



3x Bringer of Dreams, Belenus [Critical]

1x Bringer of Dreams, Belenus (v) [Critical]

1x Sentflare Dracokid [Critical]

1x Shining Knight, Milkus



2x Encourage Angel
2x Sarugal



4x Innocent Ray Dragon

1x Whatever OT
but think Keter
or Olbaria is best
with the deck.

-OT + Ultima is
a fine choice too

Overall, I think trigger slots
in this deck are fairly flexible.
Stands are particularly
devastating and I highly
recommend running some!

Not that most people need
to be told twice, but heals
are important to THIS
deck to provide access to
Morgause, a G-guard that
can deplete CB on opponent
turn to keep ADK live.

OR



On to the complicated/fun part: Grade 2s and
different turn set ups. A lot of G2s, just like
back in G (16 of them), much variety in a deck that
easily searches any of them as needed.



4x Knight of Instant Flash, Cadafael



4x Counteroffensive Knight, Suleiman



2x Magic of Alteration, Turnarr
END OF ATTACK COUNTERCHARGE

Attack extenders. Cadafael needs to be boosted, Suleiman does not but needs GB1. Cadafael is also the much needed ride fixer (low G1s).

← Combo with ADK and...

Combo on Next Page →



2x Starlight Violinist (V) - important card allows G2s to boost and back row intercept (Note: Cadafael must be boosted naturally (by G1/G0) to use his skill)

1x Knight of Determination, Lamerak (V)

Spammable CB user if needed to keep ADK live; run 1-2x, call as needed



1x Knight of Excision, Dinning
2x Knight of Ambuscade, Reolon
1x Witch of Moon Rabbit, Rubinia

Drop zone searcher

Special boost skill + front row 3k

Can put Altnike into soul

← Tech slots 0-2x each

Rundown on various 'plays' and scenarios:



Type A: ADK turn
-T3 onwards
-needs Altmile in soul
-needs to be at 3+ dmg
-check boosters



Start battle w/ 0 face up
CB, Turnarr attacks, CC
Suleiman or Cadafael +G1
column attacks, CB and
call new RG

4+ attacks, RGs big and 2+ crit, Force 2 on VG
usually. Can combine with Crystaluster turn.



Type B: Gablade turn
-T3, going first usually
-G Blue Sky Knight VG

Recommended Force 1
on split RGs unless RGs can hit decent
numbers on Force 2; typically no need
for Force on VG

Call should set up for next turn or defensive

This deck's most amazing turns in my opinion are turns with ADK/crystaluster where Turnarr allows multiattacking RGs to use skills while keeping all CB face down during attacks so that every lane is hitting for 30-40k (or more for Lamorak) with extra critical. It's very similar to Luard in that respect. Generally, if you are expecting a shorter game, Force 2 is worth it (especially in this deck that doesn't spam RGs).

Type C: Multiattack focus



OR ↗



- T4+ usually
- when you have more CB than you know what to do with
- opp at high damage
- have Force 1s
- G1 boosters ready



Alternate calls between 2 extenders while being mindful of boosters and possible stand triggers.

~7 attacks
lower power

We have not forgotten about Fides. With Redon and Suleiman, this deck actually has a fair number of targets for his signature 'Brave Restrict' which can really deplete the opponent's hand. Reminder: PG skill overrides his, but G-guards and intercepts are not exempt due to the guard circle itself being checked.

If you have the counterblast to consider this type of turn, you likely don't have a 'next turn'. Keep Brave skills active and go all in.

Type A variations: Sometimes a 3 attack ADK turn with all 2-crit or a 4 attack turn with the first being 1 crit is still very strong if the early game aggro with Edith shifts the game tempo in your favor. Keep track of the opponents defenses and reactions (whether or not they've been guarding easily, whether they have been thinking long on how to guard T2, whether or not a heal guardian was present, etc)

On Guarding and Other Notes:



The combination of ADK and Starlight skills can vastly increase guarding potential if timed well. Generally as Royal Paladins oft do anyways, end your turn at 0 CB.

Up to 50k in guard value on the board at once!

Unfortunately this also limits your guarding order options, since taking a damage will shut down ADK's cont... unless you have a heal to G-guard with Morgause, allowing one of your G2s to use up a CB and act as a PG. still, the deck skews towards 'guard the earlier attacks, take the later ones' which is unfavorable against some matchups.



Speaking of unfavorable matchups... control decks. No, this deck is not good against them, and I don't even want to try to make it good in that respect. I've picked my battles and I'm willing to just have that 'bad matchup'



If you have more patience than I, you can try some Resist options. Escort Eagle, an easily searched G2 with resist, and Felix (G) who is a G1 but on GB2 Brave, gives resist to the whole front row.

United Sanctuary
Border region
School Uniform
Concept

Royal Paladin
emblem on
jacket
w/wings



Altmile

Shirt



Suleiman

parts
differ in
length

Shoes are
non-uniform

Vest
ver.



Sicilus

EXIT



Keep
space
CLEAR



Bluecat
23-10-11



@dragon8blade

Clan ribbon tags: (sample designs)



Vinyl on 1" dyed/painted grosgrain ribbon
1" keyring???

Next set (probably):
Shadow Paladin, Dark Irregulars,
Bermuda Triangle, Nova Grapplers

might make some of these to hand out
at events (BCS?)

A Quick Guide to

LUARD

shadow wizard money gang
we love spamming force i



deck and profile
by @bluecatcg
coping
currently cooking
stride decksets

Gains +5k per
G1 on field!

Gives all G1s
on field +★ if
you have 2+ G3s
in soul!



What can Cray's researcher Hot Mess™ do for you today?

- ★ markerfarm 2-3 force i per turn
- ★ play without needing cards in hand and still draw a lot of cards anyway
- ★ spam your g1 toolbox

The List

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

▶ = rideline cards

- ▶ 4x Dragheart, Luard  ritual 3 free "stride"
- 3x Dragdriver, Luard  superior call G1s
- 3x Origin Mage, Ildona  Retire 2 draw 2

- ▶ 4x Dragwizard, Liafail  superior call G1
- 3x Dragwizard, Morfessa  call G1 from drop (end of battle)

- ▶ 4x Dragwizard, Knies ride target
- 3x Abyssal Owl  draw 1
- 2x Black Sage, Charon  to  +3k
- 2x Nightmare Painter  G1 or lower from drop +3k
- 2x Apocalypse Bat 5 attack enabler
- 2x Strict Order Knight, Lluails +15k (cond.)
- 1x Sage of Risk, Decremps gives G1s intercept

- 1x Dragprince, Rute *correct* starter
- 8x Vanilla crits of your choosing
- 4x Dark Shield, Mac Lir draw PG
- 4x Astral Chain Dragon G3 heal guard

Ratios



Turn 0/1

The Setup™ (pt 1: finding your pieces)

What/How to Mulligan

ALWAYS KEEP Knies, Liafail, Heart, Ildona

ALWAYS MULL Driver, Charon, Lluails, triggers

KEEP IF YOU ALREADY HAVE YOUR RIDELINE Painter, Bat, Liafail (2nd copy), Heart (2nd copy), Ildona (2nd copy)

Turn 1

Ride **Knies**, search top 7 for Liafail/Heart
Discard **Ildona**, reveal top 10 for any G2+

*If you already have 2 liafails and heart, add a heal (esp if going 2nd), reride, or morfessa

NO KNIES? Ride Owl (going 2nd) to SB1 draw
If not, any g1 works



Turn 2

Liafail
Rush

Ride **Liafail**, CB1 call **Charon** (SB1 CC1 +3k)

*ALWAYS keep 1 CB open by end of turn

The second Liafail on this turn is optimal for early aggro + compress 1 more card

Best T2 Boardstate (1CB)



Turn 3

The Setup™ (pt 2: drawing cards)



two example boards



Use **Heart**'s first ACT to retire your Charons to draw 1, retire opp RG, and go to Ritual 3

*NEVER CB for Heart's "stride" into Driver

Driver on place will CB1 call 2 "G1s" from deck this turn

"Standard" play would be to call **Ildona** and **Charon** and have one more guy on board for Ildona's retire fodder

*If your G1s can't gain crit, put both markers on Ildona column

If you have **Painter**, you can put Ildona to soul to give G1s +crit (split force markers)

Ildona will CB1 on attack to retire 2 draw 2 (sack the column that already attacked)

AGAIN, ALWAYS LEAVE AT LEAST 1 CB OPEN AT THE END OF YOUR TURN!

The "Full Combo"

5 huge attacks with RG crits

Required setup before you enter battle phase:

- 1x Bat in soul
- 1x Bat in drop
- Ability to make 4 G1s and Morfessa on board (no Ildonas or Liafails allowed)

On Turn 4, Driver can call 3 (no reride) or 4 (reride) G1s from deck

General Attack Order:

1. RG in not-Morfessa column (unboosted)
2. Morfessa (unboosted)

Morfessa will CB1 and retire herself to call Bat from drop to the circle she was on
Bat will call the other Bat from soul to the other column's front row

3. Now you can make 3 more attacks!

You can also call Decremps to the back row (behind VG) to give your G1s intercept on your opponent's turn

You can repeat this combo every turn after you reach setup once!



Optimal Board against Force clans

*Keep in mind that Bat is 7k base and 11k (Charon) + 7k = 18k (magic number for Force clans)- against Accel/Protect, keep your Lluails' in the back and bash those 27ks + marker power into their 12k VGs



Optimal Board against Accel/Protect clans

*Make sure to keep 2+ G3s in soul to maintain your crits!



Luard's Research Notes

- On Turn 2, if you know your opponent has a heal guard, you can make 2 columns instead of 3



- Plan out guarding turns wisely- how many pieces do you need to keep in hand in order to full combo next turn? (number will vary between 1-4 depending on how much setup you have and if you have a Turn 4 reride or not)

- If you don't have any bats setup at the start of Turn 4 and don't want to neg 3-4 from hand, consider using Turn 4 to build setup for full combo and make 4 attacks instead

*Painter will get your bat in soul from drop- use bats as guard/retire fodder early to get them there and you can also call them from deck if you have extra CB



- Keep very close track of where all your pieces are, esp. Driver (you need to have/return one to deck so you can "stride" him every turn) but also in general so you return the right cards with Heart's skill

- If you don't see Heart before your Turn 3 ride, you are actually just cooked but that should be really rare

𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒
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(Let's learn the mermaid runes!)

A - 𐄂

N - 𐄎

1 - 𐄑

B - 𐄃

O - 𐄏

2 - 𐄒

C - 𐄄

P - 𐄐

3 - 𐄓

D - 𐄆

Q - 𐄑

4 - ~~𐄒~~

E - 𐄇

R - 𐄒

5 - 𐄕

F - 𐄈

S - 𐄓

6 - 𐄖

G - 𐄊

T - 𐄔

7 - 𐄗

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U - 𐄕

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V - 𐄖

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Z - 𐄚



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The test is tmrw, huh...

