

Notes From Planet Cray_

June 2024

The image features a complex background design. A large, stylized graphic of a computer chip or circuit board is rendered in a light blue color, set against a dark background. This graphic is partially obscured by a diagonal line that separates it from a lighter, tan-colored area below. The tan area has a subtle, repeating pattern of the same circuit board design. On the right side, there is a vertical decorative border with a repeating geometric pattern of diamonds and lines. At the bottom right, there is a decorative flourish in a golden-brown color. The overall aesthetic is a blend of technical precision and artistic elegance.

June's "IMAGE": Past // FUTURE

June was a month spent mostly away from home.

I have mixed feelings as usual, about traveling, but it was undoubtedly a positive experience to be able to attend StandUp 50. For those of you not familiar, StandUp is a vanguard fandom doujin event held in Japan, usually a few times each year. People sell their doujinshi (comics), art and other fan merch at tables in an event hall (like comiket, but smaller).

This year's StandUp, the 50th run of the event, was announced to be the final one (for now). But I have faith it will return in some form. Perhaps more events like it will be born...

* This month's lore article is only a Pt1!
It might span 2-3 issues total...

- Tempest
@dragon8blade

My haul from StandUp 50!



I bought lots of stuff for myself and friends!



Some new aqua force (ripples mostly) stuff for my collection, and 2 shikishi, 1 from the r-p-s raffle and another was a gift!



One day, perhaps we can do an event in the west too!

DARK STATES

MASTER OF GRAVITY

BAK (NAME)

DO NOT PASS DO NOT COLLECT TO SOUL

@dragon8blade



REVELATION: REVOLUTION

YOUTHBERK-GENESIS, PREMIUM DECKLIST - BY: TEMPEST



For this month, I'd like to show a slight personal twist (that is, in many ways, still a work in progress) on an interesting deck that's been around a while: Youthberk Genesis, a deck with a more or less central gimmick that uses the Genesis stride Marduk, to 'augment' Youthberk's revoldress with some more power and a few more drive checks.

The deck excels at amassing hand advantage from both your 5 total drive checks, as well as Ulixes and Valencia's skills. Despite a very straight-forward gimmick, there's quite a bit of 'ways to get there' and flexibility in card options.

While the deck does not lack defensive capability and options, the offense is very much limited by its predictable 4-attack turn pattern. This build makes a (questionable) attempt to shake that up a bit.

I'll also share a more traditional build decklist, and some other alternate card choices one might try out.

5(?) attack:

[HTTPS://DECKLOG-EN.BUSHIROAD.COM/VIEW/197UC](https://decklog-en.bushiroad.com/view/197UC)

mainstream:

[HTTPS://DECKLOG-EN.BUSHIROAD.COM/VIEW/10LC8](https://decklog-en.bushiroad.com/view/10LC8)



4x Mythic Beast, Skoll

As a deck heavily reliant on having the relevant Grade 3s in hand, you want more chances of getting them. Skoll is almost certainly a 4 of in any given Youthberk-Genesis build.



3x Apple Witch, Cider

Another good card for getting soul, and preserving hand size, optionally. Extra shield is always nice.



4x Witch of Oranges, Valencia

Not a lot of main phase soul blasting in this deck, but Valencia remains a valuable and reliable source of fueling soul, and recuperating hand, concentrating the card advantage WHERE it needs to be, WHEN it is needed.



4x Strong Bow of the Starry Night, Ulixes

Same deal as Valencia...no, a better deal, actually. Something something this is good in the same way that Inlet Pulse and Nerissa are good.



4x Unappeasable Biter, Gleipnir

Being able to grab any card you want from the soul, without lowering soul count, is good actually. Even though the skill costs a counterblast, if it secures the needed soul charger or the missing revolform, it's necessary.





4x Youthberk "Skyfall Arms"
4x Youthberk "RevolForm: Tempest"

Main vanguard and Revoldress target. We use Tempest because striding Marduk overrides vanguard skills (so Gust and Zest don't offer much for the deck), but you still get to +2 and maybe a retire here.

2x 'your choice of Force generator'

Most people will prefer Uranus who also works well with Valencia, but Neptunus is another viable alternative. The deck does multiple VG attacks, so a force marker goes a long way.



4x Magic of Auspicious Signs, Tataril

What kind of deck would use her?

1. In great need of multiattack (not golds)
2. Has a fair chance of, (or means to stack) drive checking it (OTT, genesis)
3. Can clear their own RG (golds, genesis)
4. Makes drive check while having an open RG (Non - VG-first attacking pattern)
5. Has deck space for 4 'win more' cards.

Given these conditions, Youthberk-Genesis just barely makes the cut, aside from having to lock into R-V-V-R attacking instead of V-V-R-R to maximize power gain from Tempest's skill. We can't stack the deck, but we do get 5 drive checks. We CAN clear our RGs, with Ulixes and Valencia. And with persona ride, she becomes a valid attacker! Is it copium? You decide. The payoff is dubious but it makes the deck far more interesting. I've been thinking of whether to present it in its current state or not, but I think it's worth showing, even if I've not perfected this deck.

Those of you preferring a more orthodox approach, read on to the next page for alternative card slots.



Artic and Prometheus are both about the same role, some soul, some deck stacking, some power. Overall decent cards.



Ramonis is good for ride consistency but late in the game with extra CB to spare, he also offers the deck a much needed increase in lethality.



I DON'T RUN DREAMING DRAGON BUT -YOU- SHOULD, AND IF I'M BEING HONEST, I SHOULD TOO.

If you aren't a stubborn ass with an 'end games fast mentality' that makes it feel like if you need dreaming dragon to refill the deck you've already lost, then run it; 2 copies should be enough.

Main go-to stride is Marduk of course, this resets the post revoldress drive checks to 3.

On average, factoring in 2 of either Valencia or Ulixes on board, and having 2 CB to use Tempest's skill, you will end the turn with +9 cards than what you started battle with.

- +2 twin drive
- +3 triple drive
- +1 Ulixes skill
- +1 Valencia skill
- +2 Tempest skill

With defensive options like Aanavarta, which can 'make use of' even cards with no shield value, and this makes for a very good defensive hand.





↑
Can act as pseudo PG by making use of low value cards in hand/field.

↑
Selective soul charging utility and decent shield value.

↑
Emergency 3 card deck refill.

Other offensive stride options:

If you run dreaming dragon, I recommend ditching the OT and running Ultima for a finisher.


Jagdanarruga might be the closest thing we have to a late game finisher stride...if your opponent is out of PGs, that is.

There's a lot of stars that need to align in your favor, but played well, it can potentially even deck out your opponent.




↖ ↗
If you've got a whole lot of soul to burn and the situation doesn't fit anything else, Amaruda Aphross is a decent fallback option.

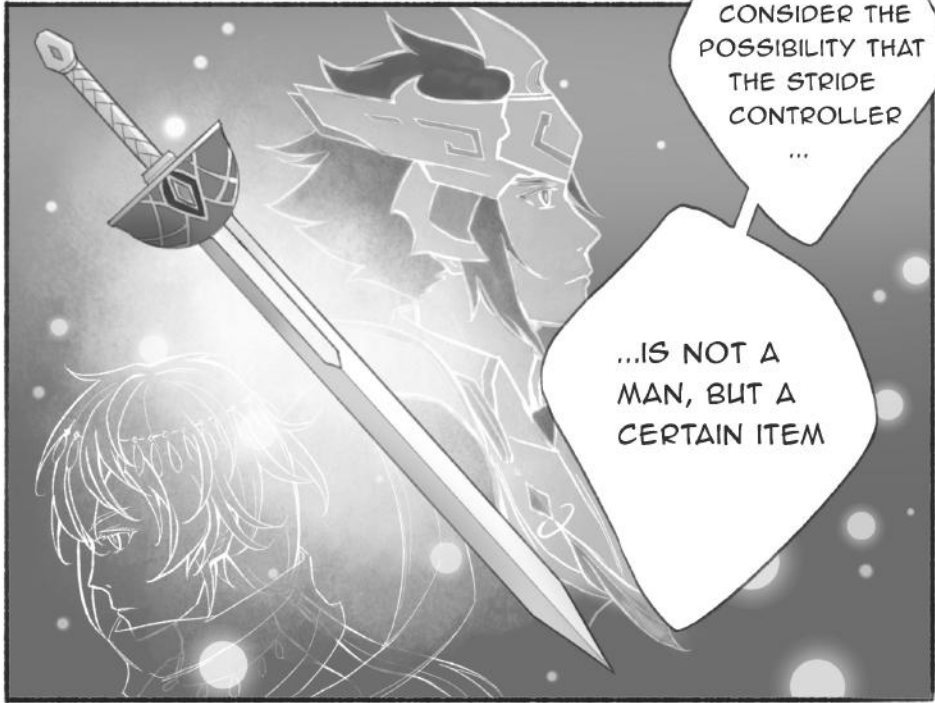
Alternatively if you don't have the right setup for Tempest-Marduk, you use Amaruda to bridge the 1 turn gap.



...I DO HAVE ONE
OTHER HYPOTHESIS



~twitch



IF WE CAN
CONSIDER THE
POSSIBILITY THAT
THE STRIDE
CONTROLLER

...

...IS NOT A
MAN, BUT A
CERTAIN ITEM

Naval Tactics on Planet Cray:

An analysis and comparison to Earth, Part 1

(For those less familiar with terminology, I will try to highlight useful terms you can google to learn about.)

The battles that take place on the surface of, and under Planet Cray's seas are often exciting, up close, and unit focused, though there's often more taking place in the background than we see.

Still, a far cry from our own world's (mostly hypothetical) battles of ships many kilometers away, firing off missiles at ships they will never see with their own eyes. It's like this on Cray because it's very cool, very suitable for telling stories. But is there more logic behind it? Maybe!

First, let's recount our world's history of naval eras:

	When	Technological Advancements	Notable Tactics
Galley Tactics	antiquity - late 1500s	Ships rowed with oars and armed with rams, catapults, arrows, greek fire, soldiers	Ramming, boarding
Sailing Tactics	late 1500s - late 1800s	Ships primarily driven by sails, guns, cannon fire	Line of battle (broadside firing), use of wind direction for tactical advantage
Age of Steam	mid 1800s - late WWII (but copium persisted within the IJN)	Metal hulled ships, engine propulsion, explosive artillery—later on: torpedoes, machine guns, mines, depth charges, radar/sonar, and aircraft	Line ahead still used, along with new formations for specific purposes; wide variety of threats necessitated wider variety of tactics.
Modern Era	late WWII - present day	Nuclear propulsion (err, also nuclear weaponry, feasible but not employed), jets, cruise missiles	Very long range attacks with no direct contact; all tactics hypothetical as no major naval conflict has occurred yet

Table 1: History of naval eras on Earth

In comparison, on the more technologically advanced Planet Cray we have seen usage of soldiers to perform scouting tasks, as well as usage of radar, ships that float with magic, close quarters combat after boarding an enemy ship, long range main gun fire, some semblance of anti-air measures, deploying/landing of aerial units from carriers, and.....very little about ship to ship combat (though it is mentioned sometimes). Old-fashioned and "modern" naval combat coexist as a norm on Planet Cray, why? Let's examine the available technology:

Ranges of battleship main guns seem comparable to WWII era ships of our world (Flagburg observed to typically stay within firing range of patrol parties in order to provide support fire if necessary. Inlet and Ascendance Assault are seen patrolling 6 nautical 里 from Flagburg (roughly 13 nautical miles), a comparable distance to the range of, say USS Iowa (24 mi max, less than that for accuracy).

Technology available	Earth	Cray
Explosive shells	Y	Y
Missiles	Y	Y
Laser weaponry	very limited	Y
Anti-air guns	Y	Y
Force fields	N	Y
Torpedoes	Y	Y
Planes	Y	Y, but largely unnecessary in naval combat
Radar+Sonar	Y	Y
Underwater mines	Y	Ironically, nothing like these are seen in the lore; because they would be great against sea monsters.
Additional factors present on Cray but not Earth		
Magic		
Individuals with enough firepower to match a ship		
People who don't die when they are killed*		

Table 2: comparison of available technologies on Earth and Cray +other factors

Perhaps the biggest difference in surface engagements on Cray is a focus on anti-personnel rather than anti-ship combat. The obvious meta reason for this being that people fighting people is simply a better fit for the story being told. But we can also look at this from a more in-universe view, where it is a world where we consistently find individuals who are: more powerful than a warship, can fight on water without their ship, will not drown or die easily, and/or ARE the warships themselves. This shifts the priorities of a battle significantly and can be seen as a reason naval battles on Cray frequently involve close range skirmishes.



Clan ribbon tags:

(Pt 4, something something hot girl summer)



Very happy with the Kagero tags; The colors came out perfect!

It's a clan with a very strong 'color' theme...

Dark Irregulars could be redone...

Glitter vinyl was a mistake maybe.



