

NOTES FROM PLANET CRAY

Check THE
critical trigger

August
2023

Drive +1
Power +10000

August's "IMAGE":



A while ago, someone wondered if us Vanguard fans could also be going places and taking pics of our cards with us at the cafe, or on vacation, etc. like other fandoms. I've been seeing it more often on twitter since then, and I'm kinda relieved. The Vanguard community is such that not all the 'playerbase' are in the 'fandom' and even not all the 'fandom' play the card game. And among the fandom, some are only interested in the anime, and some only in card lore. And then among card lore, most only have interest in some parts of the lore. I guess what I mean is, even in a large community, you can feel a bit lonely at times. Getting to see people out dining or traveling with their vanguard... it's a nice vibe.

— Tempest
@dragon&blade



Yet Another Baromagnes Deck Update

(I, Tempest, will rep this cringefail loser (affectionate) until we are both buried under 10m of dirt.)

This time, with some metagame commentary!

Starting with the FAQs:

Q: Who's still playing this deck?

A: Die hard fans. Crazy asses. Both.

Q: Is it competitive?

A: In the typical sense? No*. In the sense that it can pull wins fairly easily when it does? Yes**.

Q: Has the recent support been good?

A: Generally no, lot of Doo Doo Water.

Q: Should a competitive player care what this deck does?

A: Yeah, because if you misplay or don't f*cking read, I guarantee you a coinflip of a chance at minimum of losing any given game vs Baro.

Q: Is the deck still fun?

A: Always. I love it.



★ New additions since last time

△ Flex spots

12 / 16 / 5
G1 G2 G3

A shift in lineup to increase SC redundancy and accommodate early aggro:



Originally I did not favor using Amandine because her effect was seemingly geared towards waiting til turn 3 to go off all at once but thanks to Curly recommending Amazement Magician, this problem is solved. Turn 2 is now the bulk SC turn in most games.

Gouman is done, I've had enough of that guy. He doesn't soul charge and he does nothing until opp is at G3. In this build? That's too slow.

There are 2 perks to Amazement Magician: She has continuous value each turn she's attacking so she's contributing to soul up to twice, unlike most of the deck's 'single use' SC. Her skill is also versatile such that it procs without needing to attack the VG, AND is an OPTIONAL SC. On the occasion where you're close to decking and scrambling for any card to put on field and attack, she will not be a liability.



With the addition of these 2, the SC orders have become largely unnecessary since even without them, you'll hit 15 soul by turn 3 with no trouble 90% of games. This is favorable to the deck as a whole since the orders can neither be fielded as units, nor do they have guard value. An increased G2 count of 16 is also good for early aggro.

In my opinion, very few circumstances exist where piloting this deck, you would opt NOT to field 3 lanes on turn 2 (going 2nd vs Gandeveva, most often).



Mulligan Priority

High - always keep, important to have



(Crimson IgsPELLER is basically a 5th Amazement Magician)



Medium - Curtis is good insurance for that last bit of soul needed, if you find you have enough, t3 discard. Call Brainwash early only if Amandine present.



Low - Anything not listed here. Exception: If you already have Amandine and at least 2 Brainwash + Amazement in hand, you can keep any Qiehgra or Lilac Lashers to shove into soul on t3.

Playing the 'Game':

The strongest thing about Baromagnes is the deck's ability to just Go Off on turn 3, with an offensive capability matching or even surpassing any meta deck on the same turn. What does it cost you? Well, everything else. You get to essentially be Gandeeva for a turn (really, we even have the board wipe and crit) except Gandeeva has Best Harvest and we have... doo doo water.

Knowing that this deck peaks at turn 3 (and stays at that level at BEST) and has a tendency to deck out means that long games do you no favor. Playing against the deck, guarding early (if you CAN) might save you a lot of trouble later when the swings are HUGE.

On the other hand, Baromagnes's weakness is arguably actually its own weapon: early aggro/rush. Because of needing cards to perform soul charging, and then needing a card on turn 3 ride, Baro rarely has resources to guard early. Don't worry about heals either; I think at least half of us don't run heals and the other half has considered it. If you want a long game against Baro though, prioritize guarding early.

As the Baro player, it is very important to set the flow of the turns when possible; make them play YOUR game. If they guard early, might be able to take out their RGs and leave them with a subpar offense, if they rush, you rush... Always track their hand. remember what's been revealed, especially PGs. This is generally good advice, but in this deck where Lilac Lashers can be a turn 3 PG check, it's very important to be able to estimate your opponent's shield value as closely as possible.

Read the cards.

Most common misplays against Baro I see are:

- Didn't guard Selfish Engraver at 13 soul (or assumed soul was 15. Do not. It's public. Ask or count it.)
- Didn't read Lilac Lasher or didn't count its power and got 'sticker shock' on 4th/5th attack.
- Prematurely asked what Baro's VG power was, "if the VG skill procs". (I can only say "13k, the skill gives him +10k") and started planning out guarding calculations, without considering that cards called from soul can change that value.

That was
too much
text, huh?



So what's the TLDR here?

For the Baromagnes player:

- Go fast. Go face. No brakes.
- Track opp. hand cards well.
- Use Qiehgra to get what you need, including shield value to survive 1 turn.
- ~~- Win the die roll and go first 5head lol.~~

For the opponent:

- Either outtank or outaggro them. The inbetween is the danger zone.
- Read the cards, check what's in soul. Lilac Lasher ain't playin around.
- Don't put down anything early that you can't afford to lose (general rule to follow vs. a lot of decks).
- Damage denial? High chance of failure unless you know where all the Selfish Engravers are.



"That'll be 69k to guard, please"

Custom UG Toploaders

I have learned a lot from observing the kpop and idol stans. We are missing out, so.....





Real seashells

Resin, glitter,
deco tape,
sequins

This one was
fun and kinda
easy to do
because theres
a lot of
decorations
available with
'cute' motifs

No particular
unit in mind,
just general
clan image

Resin cast wings
(Sculpted by hand)

This was already
a pain in
the ass but
next I want
to do his
magic circles
as custom
clear stickers

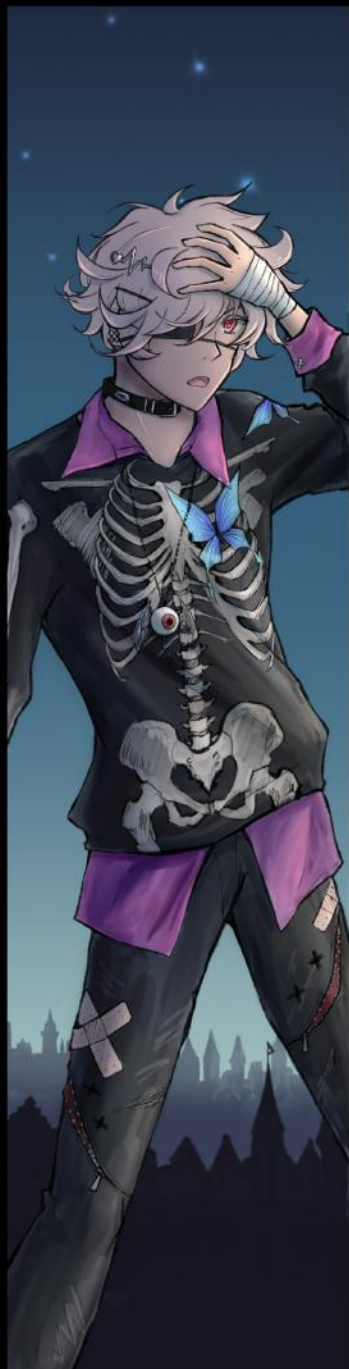
Yes, I accidentally
glued everything
on and THEN
noticed the thing
was upside down

Oops.



Dark States Mercenaries





@dragon8blade

Aqua Force jacket patches/tags designs



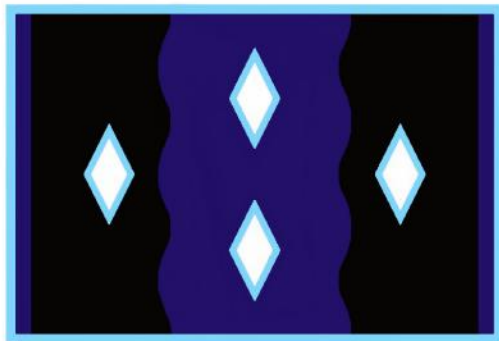
Marine
General of
Heavenly
Silk

↑ this design is the only one I'm
considering selling as merch



Lambros
name tag

name + generation #



Magallanica
flag +
border

official flag image,
just cleaned up

Aqua Force emblem

Free for
noncommercial
personal use!



Downloads

Aqua Force jet tag (print)



Aqua Force tag (simple)



embroidery or white vinyl on grosgrain ?

Aquaroids by Generation Number

According to the lore, aquaroids are created and rolled out by generations, each numbered sequentially. Inconsistencies in lore aside (this will come up later), this effectively serves to denote approximate relative ages of aquaroids (who do not visibly age).

Before we begin, information to keep in mind:

"Lost Numbers" : These generations have been deemed failures in development and were struck from the official records. The reason for each of them varies, some being terminated because they were too powerful and posed a threat to the order of the navy as a whole.

Approximate timeline placement of generations:

292 - Latest gen # as of 'Limit Break'
(pre-LJ invasion) era

621 - Latest gen # as of 'early G' era

These numbers are based on Diamantes and Thavas's lores explicitly stating so, not based on card release order, which often differs from order of numbered generations (ie Skyros, released during G era, is a 2nd gen aquaroid).

On the Vanguard fandom wiki's lore translations, Max, Polo, and Denis are all stated to be of the 592nd generation. The Cray Chronicle lore book gives a different number for Polo and Max. Knowing that most of the wiki translations are done from the Monthly Bushiroad lores, it is not clear whether there was an error in the typed translation, or if the lore itself was 'errata'd between the Monthly Bushiroad and Cray Chronicle printing.

Generation #	Known Individuals	
[predates # system]	Benedict	
2	Diamantes	Skyros
[irregular]	Galleass (false ID as 4)	
59	Sebastian	
202	Eldermoss	
473	Michael* A	
501	Foivos	
502	Lynpia	Milos* A
555 [Lost Number]	Thavas (false ID as 554)	
589	Max (wiki lists 592)	
592	Denis	
604	Homerus	
618	Polo (wiki lists 592)	
619 [Lost Number]	Cyril (false ID as 620)	Mind Eye Sailor* B
620	Mitros	Andrey
621	Wavehunt Sailor	
3822	Lambros	
MMM-220-30* C	Christos	
secret	Hydro Hammer Sailor	
unknown, but same #	Sotirio	Odysseus

Fig 1. Table of known aquaroid generations

***A**: Michael and Milos are both stated to be the sole survivor of their respective gen #s. Lynpia is listed as 502 as well; original text of all 3 lores is not accessible to me to be able to verify.

***B**: Mind Eye Sailor is stated to be generation 619 but no mention is made of her being a Lost Number. Cannot verify if this is a mistake, or if another case applies here.

***C**: Christos is from a future, either far off enough or alternate, where plain # generations are no longer used.

4x One Who Surpasses the Storm, Thavas **Main**
 3x Marine General of Heavenly Silk, Lambros
 1x Thundering Ripple, Genovious **Backup ride**

3x Kelpie Rider, Denis
 4x Pursuit Assault
 3x Coral Assault
 4x Repress Strike Dragon

4x Kelpie Rider, Nikki
 4x Battle Siren, Nerissa
 3x Blue Wave Soldier Senior, Beragios

1x Kelpie Rider, Mitros
 4x Battleship Intelligence **C**
 4x Blue Storm Marine General, Despina **C**
 2x Kelpie Rider, Petros **C** (sentinel)
 2x Emerald Shield, Paschal **D** (sentinel)
 2x Medical Officer of the Rainbow Elixir **H**
 2x Escutcheo Bubble Dragon **H**



He acts as a backup force in the lore too!



Restander with good Lambros synergy

Works on G2 ride as well !!

Increased ride consistency

Rest enablers



1 + 1 retire
 1 + 1 call
 2 + 1 draw
 1 + recycle a card to deck

V/R skill!

pseudo-stride

Make sure you have 3+ RG at rest and everyone is in correct positions!

restand skill



"We have Inlet Pulse at home"
EoT → soul + 1 draw

Overall attack pattern has some flexibility, lot of R → V → R → R → R... or R → R → V → R → R... turns.



Handmade, 'scrapbook style' markers for this month.
Some of these will be available by a raffle!





Imaginary Gift
Force

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Imaginary Gift
Protect

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Imaginary Gift
Accel

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When acquired, put this marker as a new front row **1B**, and the unit on this **1B** gets **+10000** during your turn. Add it to the left of your front row's left **1B** first, then to the right of your front row's right **1B**. After that, alternate between left and right!