

# NOTES FROM PLANET CRAY

JULY 2024





# July's "IMAGE": ~Ocean~

End of July: coming back home after a long time away; it's good to be cardfighting again. As noted last time, Part 2 of the Naval Combat / Planet Cray lore article is here (it's a lot of text, maybe I went overboard, but someone might find it a fun read, lol).

Speaking of things with a lot of text, it's been a long time and I have a lot of feelings about it (some of you already know), but I can finally share with you a completed and refined V-premium Ripples deck. I worked hard on this deck, but it is my greatest wish that it will soon be outdated and require an update. Until that day, enjoy today for whatever it is!

-Tempest  
@dragon8blade

# Arpeggio of Blue Ripples

V-Premium - Aqua Force

by Tempest



Let's examine:

- multiattacks
- card advantage
- 'v-aqua pile'
- "Limit Break"
- flexibility/  
card pool
- grade ratios
- accel 1
- a failed  
attempt at a  
spicy tech

Whole "ride-line"  
is here!

Who's this for?: ~~Me.~~ Next question. Every deck has a niche, a unique talent, some reason they are there. Maelstrom has guard restrict, drive checks, VG restand, and potential hand rip, Revonn has the -DEF on opp, Tetra-drive is blue overlord, Thavas has Lambros, and Valeos has contempt for the entire world.. I believe that Ripples are potentially THE aqua force deck to go for, if your goal is to make as many viable rear guard attacks as possible. The only other vanguard that has such a focus, in my opinion, is Cobalt Wave, who has his own merits but a bit less play-it-by-ear flexibility.

<https://decklog-en.bushiroad.com/view/3W470>



- + cards
- + attacks
- + power



Priorities:

1. Have enough card advantage to fill the board.
2. Have units that can generate additional attacks.
3. Have skills that make the attacks actually hit.

For my personal trigger lineup, I will be going with the traditional 'ripple classic'. But do whatever you like.



## Multiattacks, card-pool, and deck "flexibility":

There is no RG extra attack generator which is locked to ripples and ripples only (on the other hand Revonn sorta has 2). So what's Genovious got that's special? He's a vanguard that (true to his personality) does not make 'demands' of his rear guards. Which is to say, you are not building the deck in order to 'fulfill' conditions on the VG skill that must be met. Thavas has a 'condition' (rested RGs) that he cannot fulfill alone. Tetradrive has a 'condition' (you might even swing blanks for him). Maelstrom (R and reg) has a 'condition' (you'd be running more Maelstroms and on-hit enablers). Those are decks that you build AROUND the vanguard. With Genovious, his only 'condition' is 'Limit Break 4', entirely unrelated to deckbuilding choices\* so you have to decide yourself what YOU want to do with the deck; just as in the lore, you are being asked "what is YOUR justice?"

My 'justice' is running 3 different timings of attack extenders:



Wave 1 (early)



Row Swap (free)



Wave 4+  
(ideally late)

The idea is to have as many attacks as possible with skills that do not conflict, and an attack pattern as noncommittal as possible.

Wheel Assault is crucial in this process as his skill lets you get in that extra swing at a timing that might throw your opponent off / be difficult to telegraph. Sotirio is surprisingly the card that really complements Wheel Assault, being a G1 that can gain +5k if restood, allowing it to switch duty from booster to attacker, post VG swing depending on how many triggers happened on either side of the board.

### "Limit Break 4" and a glaring weakness:

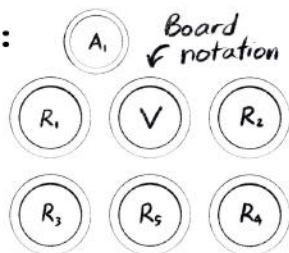
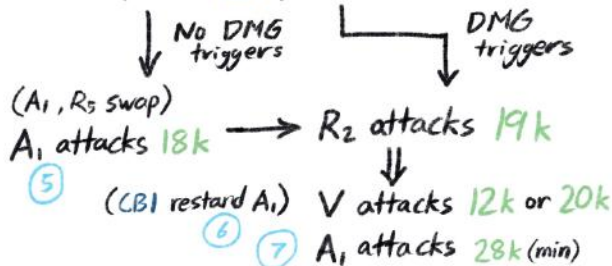
We have definitely come a long way from the days of "If you don't have 4 damage your vanguard does nothing", but Genovious's full board restand does still need that 4 damage, which you'll probably get by your 2nd G3 turn at most... unless your opponent is playing a deck where they can confidently shoot you from 3 to 6. There's some amount of care/awareness you have to play with in mind, and also what helps you survive and stay at 5 damage is...

### Card advantage, 'V-aqf pile', and Accel 1?!:

Ok, I know I complain about the usual suspects more than anyone, but Coral Assault, Pursuit Assault, and Nerissa are not going anywhere because we do in fact need to draw cards. Viviana is also here for that reason. Although we don't have Lambros's accel spamming, rested RG restanding abilities to use Pursuit and Nerissa much, they're still good to have (the former, mostly as an attacker, and the latter is an inlet pulse case). Staples aside, Ripples actually does quite well with getting free cards, with the entire 'ride-line' and Genovious's first skill; it doesn't look like a lot but it adds up... enough that I can seriously suggest Accel 1 for this deck, preferentially. The +10k is very nice with Genovious's single restand skill, and Wheel Assault synergy and the card draw of Accel 2 is... not worth it often, in a deck where you go many games with only 1 gift marker, and almost no games with > 2.

## Sample turn flow, non LB turn:

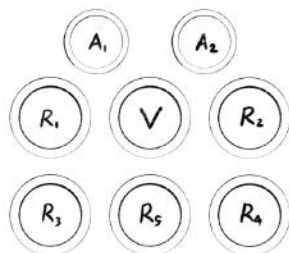
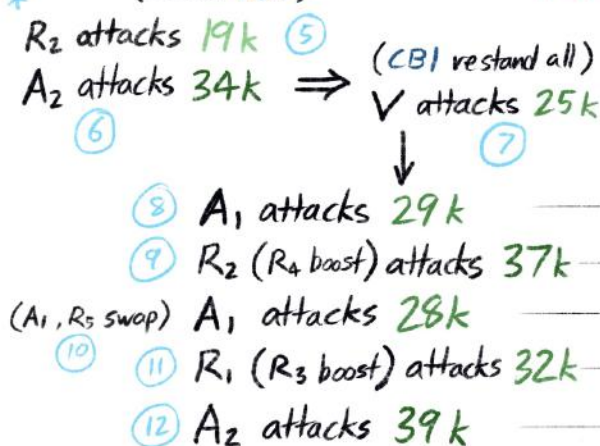
- R<sub>1</sub> attacks (restand SBI) 14k ①
- A<sub>1</sub> attacks 19k ②
- R<sub>1</sub> (R<sub>3</sub> boost) attacks 22k ③
- R<sub>2</sub> (R<sub>4</sub> boost) attacks 27k ④



All attacks requiring only 5k to guard should be directed at opp intercepts whenever present and possible (high value intercepts even more so).

## Sample turn flow, LB4 turn:

- R<sub>1</sub> attacks (restand SBI) 14k ①
- A<sub>1</sub> attacks 19k ②
- R<sub>1</sub> (R<sub>3</sub> boost) attacks 22k ③
- R<sub>2</sub> (R<sub>4</sub> boost) attacks 27k ④



Putting a bit of sense back in our idealistic nonsense

power assumes no triggers checked

\* Technically, wheel assault CAN squeeze in another swing here, but in practice you will not, and will instead boost the VG like a normal person... maybe.



Alternative options to consider (and not):

No, this guy ain't working.  
I tried, believe me.

Not even accel 1 can fix that  
3k base.

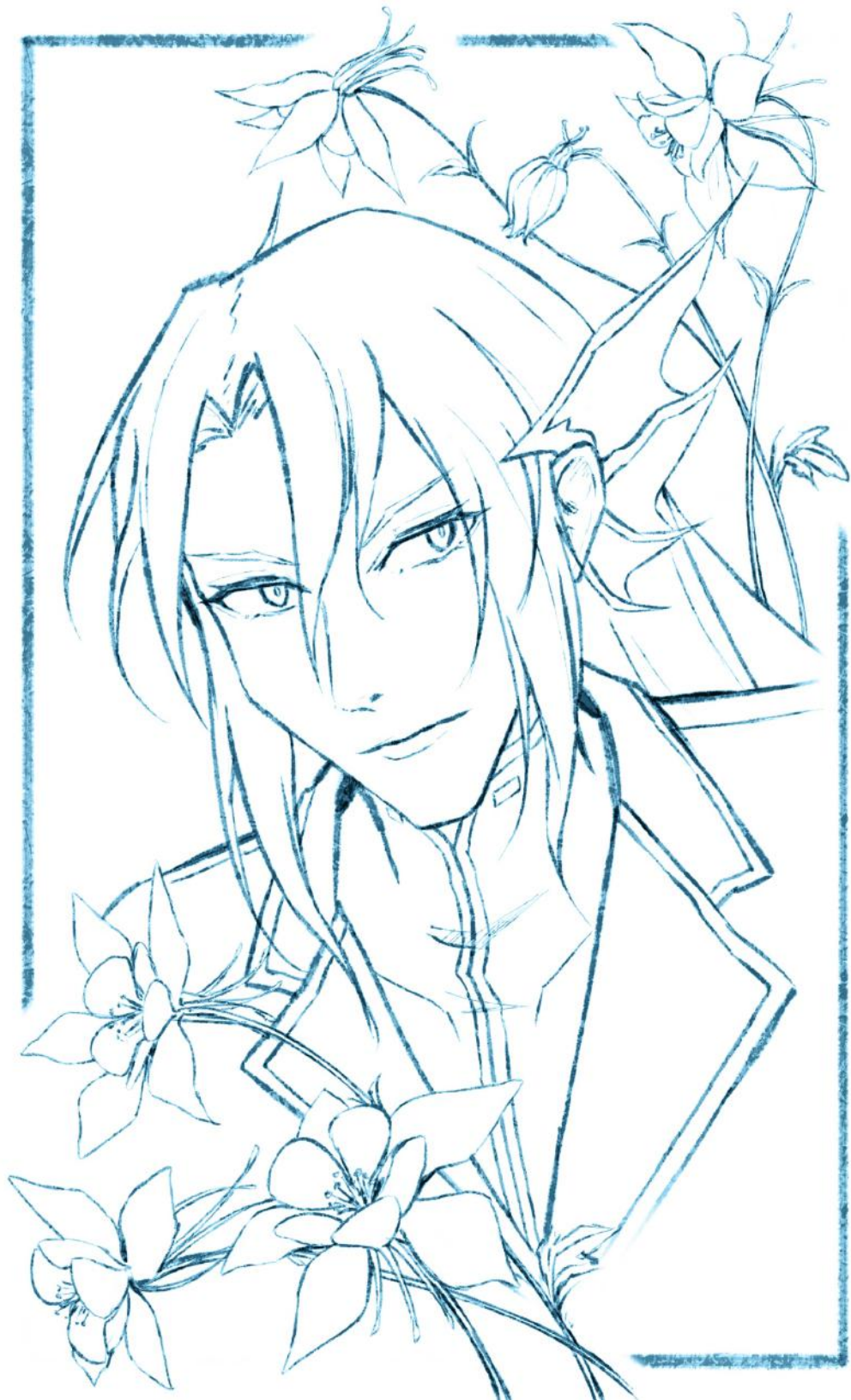


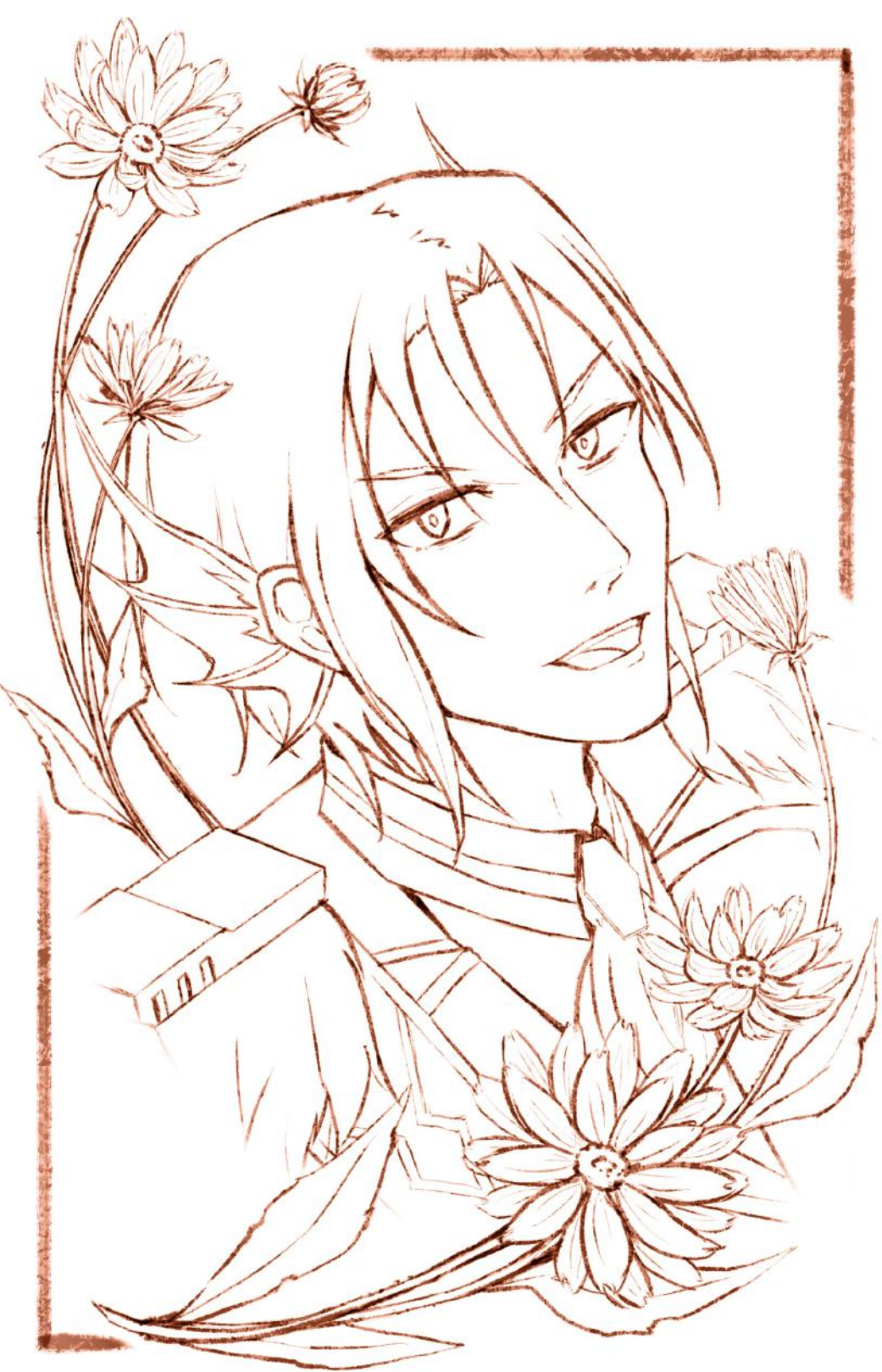
Also nice in theory, but in practice Sotirio and Pavroth are usually hitting the same functional numbers...

If only she was 8k.

Honestly the best 'options' might just be to adjust the counts within the decklist to your liking (ex: -1 pursuit assault, +1 wheel), but if you're still itching to try some different stuff: Valeria is great for some more on-hit draw like Viviana, while Theo and Calm Assault can help stuff hit numbers.







# Naval Tactics on Planet Cray:

## An analysis and comparison to Earth, Part 2

In this 2nd part I will try (to the best of my ability and knowledge) to break down some important aspects of naval combat and compare/contrast how it works on Earth vs how it works/might work on Cray. Conclusions will be drawn based on textual lores, card arts, and overall setting information.

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### Air superiority, artillery spotting, and other matters of the skies:



Fig 1: One of the flight decks equipped on Maelstrom's stride fusion (Engulf), an "aircraft carrier".

Control of the skies is nearly as important as control of the seas in a naval battle. In our world this became an important factor in battles following the development of military aircraft, however, on Cray the most significant forces controlling the skies is arguably not machines, but dragons. From Magallanica to Dragon Empire the tasks of fighters and bombers are largely delegated to flying dragons (and sometimes their riders).

We see this in Aqua Force where on the flight decks of carriers sit not planes, but tear dragons (who arguably don't really need a flight deck to take off, but it sure is cool). On the other side in Granblue, we've got some ghosts and assorted monsters sometimes capable of flight.

Aside from offensive and defensive actions, airborne units can also perform 'artillery spotting'. In our world (historically), hitting a ship at sea with a gun equipped on another ship was actually horribly difficult (most shot fired were misses, even with radar technology and good visibility). So the function of artillery spotting was to use a plane (usually) as an external viewing angle, to either confirm a hit, or relay to the firing ship how they missed, so they can correct the firing trajectory. On Cray, this task can be done not only by tear dragons, but also some aquaroids capable of flight. Arguably, weaponry on Cray might be far more accurate than what we have, though aerial units would still fulfill a role in scouting / confirming enemy presence / damage (possibly shown in Inlet Pulse's lore where info by radar is confirmed visually as well).

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## **Beams vs Shells, a matter of travel time:**

We don't really have beam weaponry on Earth\*. Well, nothing like you see in sci-fi settings like in Aqua Force or Star Gate clans anyways. We have cruise missiles (common in modern times) and armor piercing shells from naval guns (some as big as 46 cm in diameter), which Cray also has (seen in card art).

The biggest difference between traditional physical and beam projectiles, is that beams and lasers travel at the speed of light, or at least relativistic speed (even considering a hypothetical beam of "heavy" particles, that goes at like 5% the speed of light, that is still mind blowingly fast). Putting aside the fact that maybe you could dodge it if you could either 1. React before it is fired. Or 2. Actually move at close to the speed of light; such a 'projectile' could not be intercepted in midair like a missile could.

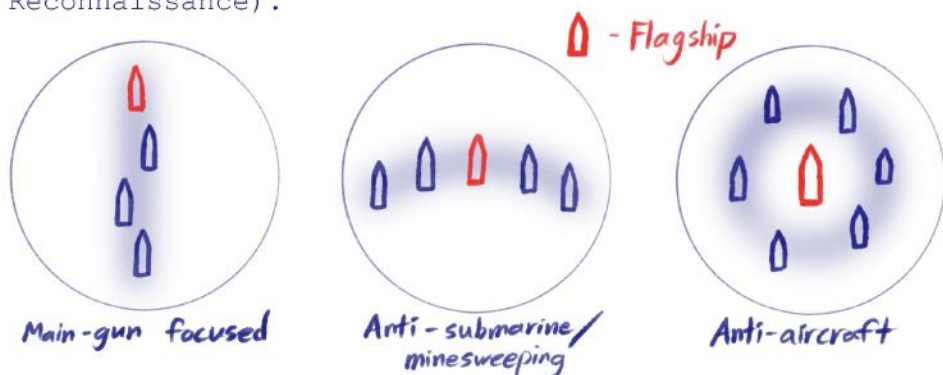
It is also safe to say that many magic spells may also have very fast travel time (lightning, etc) and we know both the navy and pirates have many magic users amongst their ranks.



## Strategy and Tactics, Formation and Information:

Of course, naval battles are not fair fights. A fair engagement would be a dangerous one for both parties. It is much more advantageous to catch the opponent off guard and unaware, a battle on your own terms. It is very difficult for several ships to prepare for battle or withdraw on short notice (maneuverability, loading of weapons, supply and resupply at sea), so timing can even tip the scales in favor of the weaker side (in terms of armaments and numbers).

To this end, information is really half the battle and throughout the lores we see several ways information is gathered and exchanged, from Nightrose getting a vague tip-off from Nightmist back in G (which ended in a comedy of errors that was, admittedly due to a 3rd party's f\*ckery), to recent Overdress era lores' notes on Stoicheia's C6ISR command system (Command, Control, Communications, Computers, Cyber-Defense and Combat Systems and Intelligence, Surveillance, and Reconnaissance).



Positioning of ships / units is equally important, in order to effectively utilize available armaments. In the lore we have yet to see any descriptions of multi ship formations used (though textually, there are more than 1 ship being involved in a battle at once); with most of the focus being on movements of advance/scouting groups sent ahead of the ships. Very rarely are units seen working alone (pairs are most common).

No particular sort of 'organized tactics' is directly seen amongst the Granblue pirates, but it's possible the groups shown are simply small enough to function primarily as individuals rather than a 'squadron' or

'fleet'. Nightrose's crew is less than 20 members at a given point in G lore, which is probably only 1 ship, running a (literal) skeleton crew. The Seven Seas group on the other hand, seems to be much larger, so it varies a bit.

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## Granblue certainly IS a protect clan:

So, Aqua Force certainly has the superior numbers, the more advanced technology and armaments, better intel, more aerial units, more ships, more stride users, and better coordination / cooperation (Granblue's pirate gangs rarely cooperate with each other).....so, do the pirates ever actually win in encounters with the navy?

Yeah, actually I'm sure they do sometimes. The odds do look against them, but remember, it's all about timing and catching your opponent in an unfavorable situation. And Granblue is GOOD at that. Smaller group? Easier to mobilize quickly, attacking or withdrawing. Plus they potentially have a key advantage when attacking at NIGHT. Admittedly we know nothing about the eyes of aquaroids and tear dragons, but vampires thrive in the darkness. In our world, historically, night battles meant severely reduced visibility and higher risk of getting nailed by a torpedo out of nowhere (the IJN was well known in WWII for employing effective night battle strategies; instead of spotlights and naval guns they just torpedoed their enemies in the dark). On top of that, many of Granblue's undead Don't Stay Dead, so they've got lots of time to retreat and regroup if all else fails (they're good at that; see Nightrose Dizir raid and Pinot Noir vs the Ripples).



Numbers

VS



Resilience

# Merch idea sketches:

Ripple squadron  
acrylic tag  
keychains



Transparent  
gradient  
BG



All 8 members  
(+ maybe Prodromos)  
planned



# Clan ribbon tags:

(Pt 5, United Sanctuary now complete; new variant)



Black Gravers ver. + Normal ver.



Might do a Chronojet color ver. later?



Mermaid Glyphs SP ver. Ended up making them in pink instead...





THE HELL' ARE YA SAYIN? THAT I'M SEEING THE REMNANTS OF A STRIDE??? POWERED BY THE DAMN SWORD WE ALL WATCHED GET BLOWN TO BITS ALONG WITH THAT STUPID OLD FUCK?

DO YOU THINK FIDES, THE SWORD, IS TRULY GONE FROM THIS WORLD?



AND YOU'RE SAYIN' YOU THINK IT ISN'T?

ONCE AGAIN, I MERELY PROPOSE THE UNLIKELY, BUT NOT AN IMPOSSIBILITY.



ALRIGHT THEN, WE'LL PLAY YOUR LITTLE GAME FOR A BIT. WHERE IN THE HELL DO YOU THINK THE SWORD IS THEN? ANOTHER SPACETIME RIFT SOMEWHERE?

*\*RAPIDLY LOSING PATIENCE\**

...HMM

...WHAT IF I SAID.....THAT I THINK THE SWORD IS WITH YOU?



WHAT.



