Notes From Planet Cray



December's "IMAGE"



Ok, finally done with the 2024 backlog! Things that happened in this month: Ursa Major, a J-fashion event in SF, where I wore a CFV themed coord to the coord contest + around then I put together a Aelquilibra cleck (which has since been updated).

Also in this issue, I'm fulfilling my (art) end of a 'promise' of sorts ... (CW: mild nudity in this zine, nothing worse than what the anime has honestly, but maybe don't open pg.9 on your screen at work.)

Continuation of the rest of the nation glasses chains (for now); I'd be open to take custom commissions for these since they're not too time consuming.

> - Tempest @dragon & blade



OVERCHARGE

Is a self-contained archetype inherently "xenophobic"?

I originally wanted to share my thoughts on this deck around its 2nd set of support or so, but with this zine issue being months late, and this deck being fairly popular, without huge variations in lists, instead I want to talk a bit on the archetype as a whole.

When overdress era began, and decks were split into nations instead of clans, there was some (there still is) discussion on what this would mean for deckbuilding, nation/clan identity, and support. Fast forward some years and we've seen a bit of everything come to pass: Nations not inherently having playstyle identities in themselves, nation staples that go in 8 out of 10 decks, heavily constrained archetypes and vanguard names that restrict the support to a specific deck, decks that resemble a clan of their nation, decks that don't...

One of the biggest worries was that with so many decks under a nation, it would be hard to design cards without causing problematic interactions with a certain deck or 2. Arguably that problem is not, and has never totally been solved satisfactorily, but one way to kick this problem down the curb is to simply put in a bunch of archetype or specific vanguard requirements.

It's a sort of a mix of 2 ways they do it:

- Type A The support card requires a name/tag and only functions in that deck.
- Type B The archetype actively prevents/discourages the
 use of cards outside its own.

These types are not mutually exclusive and many decks are both, including Aelquilibra. The big issue with Type B restrictions is that the deck by default, gets little to no support, unless it's intended support. Which is why many such decks have a LOT of cards in their initial release set.

So in terms of 'xenophobic' deck archetypes, what's nice about overcharge? Why's it a good deck? I think the big reason is its lack of reliance on any particular 'moving parts'. The deck has more going for it than just a divine skill, and more than just a restanding RG. You can be missing 1 of those things on a turn and the rest still works. This is a big issue in a lot of "lower tier" decks where you need to see X and Y or you're fucked. The other nice thing is that (currently) the resource usage of the deck is fairly balanced, AND he gets a countercharger. So he's running on multiple resources, most of which can't be actively choked by the opponent. And to top it off, we've got Badiia and the signature order to help search and recover missing pieces. Consistency and resilience.







Of the "xenophobic" archetypes, Overcharge probably suffers less than most of them, both due to the ability to search pieces and the fact that the penalty for having 1-2 non-Overcharge units on board is just 'a bit less power'. This does give Aelquilibra decks the freedom to run a few generic support cards (preferrably those that can remove themselves, like Shenryi, or those that don't hit the board much, like Falhart).

What's the deck really missing at this point? Hm, we have a lot of grade 2s and 3s so if we got another grade 1 that'd be really nic-

Oh, that IS nice. *Sigh* If only all my favorite archetypes were this loved.

D-PR/1269 2025 | フォイエルフライ・ドラゴン | **Feuerfrei Dragon** Grade 1 | Normal Unit | Dragon Empire - Thunder Dragon |Power| 8000 |Shield| 5000

Overcharge - [AUTO][�]:When your vanguard attacks a grade 3 or greater unit, if this unit was chosen by the ability of your grade 3 or greater vanguard with "Aelquilibra" in its card name, and your rear-guard did not [Stand] by a card's ability this turn, COST [put this unit into soul], choose one of your front row rear-guards with the Overcharge ability, [Stand] it, and draw a card.

Ride Deck



Deck code: 2WXC8

An Overview of the Blau Series: ** Support mechs The heavily armed piloted battleroids



Stern Blaukluger: High firepower type; with external energy supplied, can maintain full power salvo "Sternen Blitz" for up to 692 seconds.

Galaxy Blaukluger: The next-gen successor of the Blaukluger line. Equipped with "Grands Kanone" (a very big cannon, like its name implies) and "Grands Lowe" the newest model particle emission greatsword.





Mond Blaukluger: Developed with omnidirectional armaments effective at any range, its Spatial Control Unit "Degen" (I think they're fin funnels) requires a pilot with exceptional spatial perception and reaction time to be used effectively.

Neumond Blaukluger: The successor model to Mond. Similar to its predecessor, requires an exceptional pilot to perform to its full potential.





Merkur Blaukluger: An advanced, hard-to-handle model with high performance on par with much newer mechs. Developed by the same R&D team as Mars.

Pluto Blaukluger: Equipped with the "Gewalt" system, which absorbs its pilot's mana to boost the performance of the mech, emitting golden particles from its exhaust vents in the process, this mech earned its title of "Golden Deity of the Underworld". Also armed with the particle greatsword "Goldes Blitz Riese".





Blaukluger: Developed with a focus on close quarters combat. Anti-ship particle sword "Goldes Lowe" can extend up to 200m (theoretical limit).

Mars Blaukluger: A high speed/mobility type model developed to be a mass production model (offshoot of Jupiter) that could keep up with highly skilled pilots. Ended up being too expensive to produce in large quantities.





Blau Dunkelheit: Originally developed under a different project before being transferred to the Blau development team and completed as an experimental Blau design. Equipped with defensive fields and the "Finster" jammer, capable of shutting down opponents' sensors and cameras.

Jupiter Blaukluger: A versatile, mass production type Blau; easy to handle. Equipped with only a basic rifle and shield.





Blaujunger: Early prototype model of the Blau series. Developed around the early days of Nova Grappling sport. Grosse Baer: High performance support mech for the Blau series. Equipped with long range particle convergence rifle, heavy armor, and 4 high output boosters. Proved too costly to mass produce.





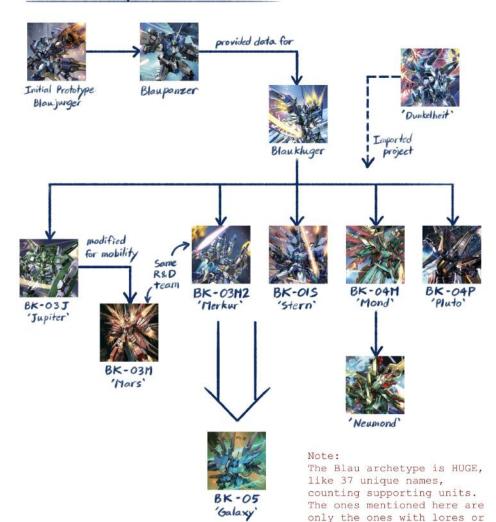
Polar Stern: Origin of the mass produced Blau support mechs. Armed with a standard particle rifle and particle blade. This mech was used to test the 'Stern' energy unit. Can be piloted manually or autonomously.

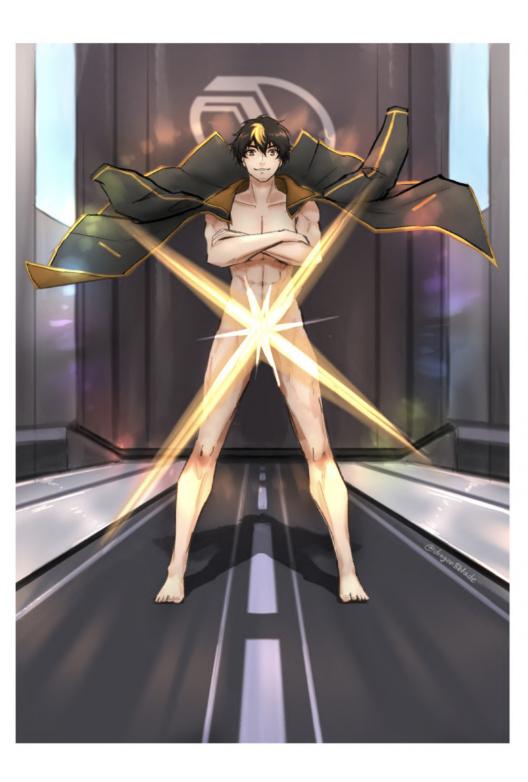
Starker Wind: High maneuverability refueling support mech, capable of high speed movement in ground, air, and space. Thin armor and minimal weaponry make it unsuitable for engaging in combat.



mentioned in lore novel.

Blau Development Chart





Nation Image Glasses Chains - Pt 2









Next: clan/character/unit specific designs?



Vortimer themed coord I wore to an event in December 2024. Buttcape and gloves are handmade. Also decorated the cape and hat myself. Cape from Arca et Ovis, blouse and shorts are Ozz Oneste, vest from h.Naoto, large brooch is fanplusfriend, pin on tie from @mikohand, necklace from balsamicmoon, pin on hat from liptoncunningham (iirc).



Photo credits: @Bon.Komera (instagram) @captured_by_kassi (instagram)



Nails from Dragon's Den Nail Studio

Against a backdrop of a cloudy night, where even the stars are lost to the eyes, a lone beast leaps towards the sky and disappears into the darkness.

"I'm gonna find out what the hell is going on with that damned sword. That smith. He'll know something. Time to pay another visit."

Fenrir returns, once again to the Realm of Deities.

- CH 1 END -

DON'T WORRY ABOUT THE SURVEILLANCE CAMERAS WHILE YOU'RE OUT, I'LL HANDLE THOSE!





