

Notes From Planet Cray

December 2022



December's "IMAGE":

Winter

First issue of 2023, a bit of a delay... sorry about that, still playing some catch-up from my recent BCS trip.

Speaking of BCS, congratulations to my friend @koditsa_ for making Top 8 in V-premium at Anaheim with Luard! The center page art this time is a victory gift for the occasion. (The Luard deck in question was featured in the October 2022 zine!) This month's premium feature deck list is the one I myself played at BCS; very happy to share one of my favorite personal decks with y'all.

The theme this month is with intent, the opposite to the theme of the very first issue, from back in June 2022. (Even the cover art is a callback!)

-Tempest
@dragon8blade

"Make your own damage" b/c you didn't get enough



↑ G3
 Call
 ↓ Potentially very big G-guard



+ soul



Can call Percival
 from damage



Turn-wide guard restrict that severely limits opp.'s options for defense.

Very fun finisher.

↓ GO call



This is his cat.



High potential for unblockable Y6 attack if opp does not have order/G-guard PG skill ready.

- 4x Blazing Lion, Platina Ezel (V)
- 1x Incandescent Lion, Blond Ezel (V) ← Might consider running 2 if you fear drawing into the single one.
- 2x Raven-haired Ezel
- 4x Bluish Flame Liberator, Percival (V)
- 4x Flame Wind Lion, Wonder Ezel (V)
- 3x Oath Liberator, Aglovale (V)
- 3x Liberator of Royalty, Phallon (V) ← On hit pressure can be used to de-incentivize "taking 1st hit"
- 4x Crimson Lion Beast, Howell
- 1x Sacred Twin Beast, White Lion
- 2x Additional Angel
- 3x Knight of Desolation, Fionnuala ← nearly free beatstick on accel circle
- 2x Fast Chase Liberator, Josephus (V)
- 1x Crimson Lion Cub, Kyrph (V)
- 4x Scarface Lion (V) [C] [Sentinel]
- 3x Gold Garnish Lion [C]
- 4x Bard of Heavenly Song, Alpacc [F]
- 4x Clarity Wing Dragon [H]
- 1x Light Dragon Deity of Honors, Amartinoa [O]

G-Zone

- 2x Golden Dragon, Spear-X Dragon (otherwise unimportant)
 - 1x Golden Dragon, Brambent Dragon
 - 4x Absolution Lion King, Mithril Ezel
 - 3x Master Swordsman of First Light, Gurguit Helios
 - 1x Golden Knight of Prosperity, Idvarious
 - 1x Progenitor Dragon of Total Purity, Agnos
 - 2x Golden Beast, Sleimy Flare
 - 1x True Liberator of Healing, Ellise
 - 1x Golden Dragon, Sanctified Dragon
- Can be replaced for more Gurguit or G-guards

Armaments of the Blue Dragon

The admiral of Aqua Force and leader (and flagship?) of the Blue Storm fleet has worn a variety of equipment over the years. A brief overview of his capabilities and armaments will be presented below.



Size comparison:
(approximate)

Maelstrom
(up to G-era)



Average (?)
Tear Dragon



Battleship



Aircraft Carrier



Landing Craft



PT Boat



Destroyer

Aircraft Carrier Form

Flight deck + catapult
can support aerial units



Can launch pods to
deploy aquaroid soldiers

Guided
Missiles



'Engulf' armament
is used via
Stride Fusion

(note, possible increased mass)

"Hoof" vs "Foot"



Unclear if configuration
is changed by transformation
ability or 'hoof' is equippable
'armor'. A convenient
feature of the 'hoof' is
reduction in size of
footprint (see Engulf art).

Melee Combat Forms

- CV armament removed to increase mobility.
- Focus on close range attacks with claws.
- Glory trades hind legs for wings.



'Claw gauntlet' appearance seems to vary by the timeline / continuity.



Test-type Super Gigant Black Claw Armament [Lordly 025]

(I'm not shitting you, that's what it's called, I checked original text)

A G-era weapon → developed for Maelstrom's exclusive use. Originally an A.I. controlled melee weapon, the design was modified to be controlled directly by Maelstrom's brain waves.

光輝の獅子



@dragonblade

正





@dragon&blade



VG Cafe

Free-loader Historian's
Mulled Wine



Ingredients:

- ◆ 500 mL red wine
(merlot or malbec preferred)
- ◆ 1 small apple
- ◆ 1 blood orange
- ◆ Pomegranate syrup
- ◆ Black sage honey
- ◆ 1 stick cinnamon
- ◆ 4-6 whole cloves
- ◆ 4-6 cardamom pods
- ◆ 1-2 star anise
- ◆ 3 shots of amaretto

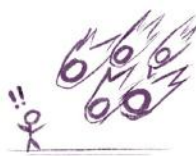


Dec Jan shop tournament promo

Instructions:

1. Cut the fruits into ~0.5 cm slices. Save a few for garnish, Toss the rest into the a pot.
2. Add the wine, spices, and syrup and simmer on low heat for at least 1 hour. Do not let boil.
3. Turn off the heat and stir in honey to taste.
4. Add amaretto and serve with fruit garnish.

Pure Gravidia



- by @alterskyfall

◦ Excellent VG pressure;

Can reliably threaten lethal at 2

◦ Good control



Alternatively, Combine Rusher in G2 ride slot.





Small meteor



draws cards



facilitates board control



Big f*ckoff meteor
non-recurrable



4x Gravidia Nordlinger

4x Gravidia Bacubirito

1x Gravidia Barringer

2x Gravidia Shergo

4x Combine Rusher

1x Gravidia Wells

1x Gravidia Peters

2x Detonation Monster, Bobalmine

3x Planet Wall Dragon

1x Gravidia Dellen

4x Star Agression Dragon [C]

4x Cardinal Draco, Barbizonde [C]

3x Ameliorate Connector [D]

3x Alter Rate Sphere Dragon [H]

1x Lady Healer of the Creaking World [H]

1x Star Dragon Deity of Infinitude, Eldobreath [O]

4x Falling Hellhazard

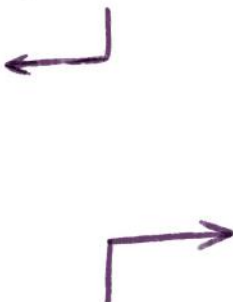
6x Neatness Meteor Shower

1x Elementaria Sanctitude

<https://decklog-en.bushiroad.com/view/51RL>



Most expensive Gravidia name card: crit is very important for pressure, and power is important since 90% of time you won't have a booster.



Good for cycling meteors, as well as extra power for a kill turn if you know they don't have guard or have gone through your triggers.



Good beater, and easy to call out since you'll often be playing from hand in addition to Gravidia's skill (hopefully). Good for early pressure, due to ability to recover from the drop, and as pressure if Bacubirito has not shown up.



Soul charge and countercharge is great!

Recycle meteors + draw



Other Options



Solid option for RG
good power/shield



Meteor searcher on-hit
Good pressure early



Budget countercharge
option



@dragon8blade

On a trip to Brandt Gate for work, Rino and the others are having a snowball fight...

Trickstar: "Here Rino, use this one!"

Rino: "Oh, thank you!"

Reiyu: "Hold it."

Reiyu takes the snowball from Rino's hands and produces a flame with fire magic.

The snow melts, and what remains in Reiyu's palm is a small but sizeable rock.

Trickstar: "Teehee~"

Zonne: "Uwaaah, that could've been dangerous..."

Upcoming (?) Releases / Events

12/17 - EN Lore [030] Falling Hellhazard

12/26 - January new PR cards (Fusillaider and Mick)

1/14 - Will+Dress Season 2

1/22 - Last day to read Cray Zoo
on Comic Bushi for free!

1/27 - SNEAK PREVIEW D-BT08

1/28 - BCS 2022 Worlds (LA)

2/3 - D-BT08 Minerva Rising

2/24 - D-SS03 Chronjet set



