



Notes From Planet Cray

March 2023

March's "IMAGE":

Rear Guard

This month's theme is a blatant excuse to draw one of my favorite vanguard units of all time: **Palamedes**. And then midway through the month I got upset about something innocuous to everyone else so the ripples are here too. I think I will simply put them in every zine until people like them.

The decklists this time focus on the current state/variant/updates to my main decks of 2 formats. I am in the process of building a few new decks (a bit to do with the case of V-BT11 I got last month) and maybe I'll write about those in April or May.

Note: Going forwards, the 'schedule' page will be replaced with different content.

- Tempest
@dragonblade

Incandescent Blade

Gold Paladin
Premium

When they ride down, we ride up.

By this point, I feel like there are only 2 types of cardfighters*:

1. Those who love Ezel and know everything about him.
2. Those who have no intention of ever touching this deck.

I've already written up my other Ezel deck for the first group, so now that I'm writing up the 'less atypical' Blond/Raven build, I might as well write to group 2. And so, this will primarily focus on how to play AGAINST Ezel.



The deck's G2 turn ↗



* If you are actually a newcomer to playing/building Ezel, ask me anything on twitter, I will aid you however I can.

- 4x Incandescent Lion, Blond Ezel (V)
 2x Raven-Haired Ezel (V) 11 (15) G3
 1x Raven-Haired Ezel ☆
 4x Bluish Flame Liberator, Percival (V)
 -
 3x Oath Liberator, Aglovale (V) 11 G2
 4x Flame Wind Lion, Wonder Ezel (V)
 4x Knight of Superior Skills, Beaumains (V)
 -
 2x Knight of Elegant Skills, Gareth (V)
 4x Crimson Lion Beast, Howell
 2x Sacred Twin Beast, White Lion ☆ 11 G1
 2x Additional Angel ☆
 1x Listener of Truth, Dindrane (V) ☆
 -
 1x Crimson Lion Cub, Kryph (V)
 3x Gold Garnish Lion [C]
 3x Scarface Lion (V) [C][Sentinel] ☆
 4x Bard of Heavenly Song, Alpacc [F] ☆
 1x Halo Shield, Mark [D][Sentinel] ☆
 4x Clarity Wing Dragon [H]
 1x Light Dragon Deity of Honors, Amartinoa [O] ☆
 -
 -
 2x Golden Dragon, Spear-X Dragon
 2x Absolution Lion King, Mithril Ezel
 1x Golden Dragon, Brambent Dragon
 1x Golden Knight of Prosperity, Idvarious
 1x Sunrise Ray Radiant Sword, Gurguit ☆
 4x Master Swordsman of First Light, Gurguit
 2x Golden Dragon, Sanctified Dragon
 2x Golden Beast, Sleimy Flare
 1x True Liberator of Healing, Ellise ☆

☆ "Flex" slots

The ~~Elephant~~ Lion in the Room:

The "cost" and probabilities involved in possibly making your first drive check a triple.

- SUPERIOR RIDING -

"What cost? Looks free to me!"

→ Yeah, it basically is..... if you ignore the staggering 18 card superior ride package burden.

Ezel + Beaumains + G1 ride in opening

~30% chance

Ride



10 cards ↘



Cards being run solely due to superior ride



+



Wonder Ezel + Howell + G1 ride in opening

~30% chance

A bit less than the Beaumains ride since you can't G-assist the G1

After factoring in the mulligan and turn/G0 skill draws, (I ran this on a multivariate hypergeometric probability calculator with some approximations and also checked about 200 trials manually and recorded the data) The final figures come out to around...

~65% going first, ~75% going second

2.5 card combos restricted to early game are, to nobody's surprise, not actually super consistent! An interesting note though, since everyone is typically hung up on the horrors of Ezel going first, (understandably), is that the superior ride is considerably more consistent when going SECOND due to the extra G1 drive.

(Going first vs Ezel is nice, but don't relax just because of that.)

Re: Damage Control and Other Things

"Is damage denial vs Ezel important?"

→ Yes *⁽¹⁾₍₂₎ (yes, and/but)



Ideally, you want to NOT get hit by one of these guys on turn 2...



Probably...



x4



x2-4



x0-2

Trying to make sure the Ezel player stays at ZERO damage is a near fruitless endeavor, given the myriad of damage adders the typical deck runs. But at the same time, 0 might be the number you have to aim for to reasonably prevent them from ending up with 2. Past 2 damage or past turn 3, damage denial rarely matters, due to the 4x Howell and also access to Dindrane and Josephus for countercharge.

Do's, Don'ts, and other notes: What's useful?
What's not?

- ◇ Heal Guardians ✓ Your best friend.
- ◇ Honoly - Situational. Not as useful as expected.
- ◇ Rollock X Surprisingly pointless. (You need quantity not quality)
- ◇ Ride Down X Oh god no. Do Not.
- ◇ Receus (and other turn based +Power) ✓ Yes! This hoses our turn!
- ◇ Denial Griffon (and similar friends) - Not as disruptive as needed.

This is a very straightforward deck to play against!
The numbers are small and they don't really get bigger. -@dragonblade







@dragonblade



Profiles of Personnel – Aqua Force Pt1

non-canon information (which does not contradict existing lore) will be marked in RED



惑星クレイ探検隊調査報告書

file.S11018

Name: Thundering Ripple, Genovious

Race: Aquaroid

Nation: Magallanica, Aqua Force

Profile: 9th Fleet, 'Ripple' Squadron Captain

An accomplished tactician, Genovious excels in utilizing soldiers' unique talents. He values individuality and dislikes cold and ruthless judgments. The question he poses to his men: "What is justice?" echoes far into the future.

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This is a fanmade unit profile!



惑星クレイ探検隊調査報告書

file.C02013

Name: Rolling Ripple, Miltiadis

Race: Aquaroid

Nation: Magallanica, Aqua Force

Profile: 9th Fleet, 'Ripple' Squadron Commander

Genovious's 2nd-in-command; within the group he is known as "the demonic commander" who delivers frequent scoldings and disciplinary action in contrast to the easygoing captain. Has some amount of mermaid genes (and a pretty face).

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Miltiadis used to dislike Genovious's ideologies which prioritized the life of soldiers, even above victory. He saw it as inefficient and maintained that sacrifices were necessary sometimes.....until Genovious's success in a certain operation in which victory seemed impossible. Miltiadis doesn't speak of the event that changed his views, but those who were there at the time know and remember.

惑星クレイ探検隊調査報告書

file.S11041

Name: Rising Ripple, Pavroth

Race: Aquaroid

Nation: Magallanica, Aqua Force

Profile: 9th Fleet 'Ripple' Squadron NCO

Petty Officer 2nd Class

Dismissed from the elite Tear Knights for his emotional personality, he was shuffled around various squadrons before his current post. An expert swordsman with high-speed techniques, faster than can be seen, even underwater.

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The reckless idiots who are masters of the blade. Their outstanding combat ability + volatile personalities + tendency of insubordination have caused countless headaches for their former commanding officers. Genovious does not attempt to suppress their nature, allowing them to perform at their best (while being kept in check by more responsible comrades). Has the navy developed the habit of dumping all the 'problem kids' in Genovious's squad?

惑星クレイ探検隊調査報告書

file.C02027

Name: Unruly Ripple, Lapis

Race: Aquaroid

Nation: Magallanica, Aqua Force

Profile: 9th Fleet 'Ripple' Squadron NCO

Petty Officer 2nd Class

A Petty Officer in formal rank only, Lapis is infamous for his rough and violent behavior. He possesses rare physical strength and abilities, able to dual-wield massive hydro sabers and capable of quick movement by rapid liquification.

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Perhaps not coincidentally, many of the soldiers in the Ripple squad are close-range combat specialists...

惑星クレイ探検隊調査報告書

file.S11095

Name: Silent Ripple, Sotirio

Race: Aquaroid

Nation: Magallanica, Aqua Force

Profile: 9th Fleet 'Ripple' Squadron NCO

Leading Seaman 1st Class

An effective team-player of sorts, Sotirio is often the voice of reason and restraint for his more reckless allies. His silent bladework and calm disposition are well suited to his usual roles in support, scouting, and intel-gathering.

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Although they are aquaroids of the same generation and students of the same sword style, their personalities could not be more different. Sotirio and Odysseus have known each other since 'childhood' (the equivalent of) and Odysseus has always been loud, troublesome, and very competitive, holding a long standing (one-sided) rivalry with the other boy.

Like many of the 'talented' soldiers in Genovious's squad he had previously been assigned to various squadrons, and inevitably, the commanding officer would be unimpressed with his overall behavior.

惑星クレイ探検隊調査報告書

file.C02021

Name: Flash Ripple, Odysseus

Race: Aquaroid

Nation: Magallanica, Aqua Force

Profile: 9th Fleet 'Ripple' Squadron NCO

Leading Seaman 1st Class

An expert swordsman who uses the same style of swordsmanship as Sotirio. His skill in single combat is on par with even Pavroth and Lapis. His sword strikes are silent and swift, like a flash of light, leaving countless wounds behind.

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惑星クレイ探検隊調査報告書

file.C02039



Name: Ripple of Demise, Orest

Race: Aquaroid

Nation: Magallanica, Aqua Force

Profile: 9th Fleet 'Ripple' Squadron Sword Instructor

A user of sword techniques from the Dragon Empire, he is plagued by poor health and fares poorly on the battlefield. Genovious recruits him to serve as a training instructor. He will still sortie on occasions requiring single-combat.

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On a certain permitted leave of absence (due to his health problems caused by unstable mana), he traveled to Dragon Empire to be treated for an illness and after his recovery, stayed in the country for a period of time to study local sword fighting styles.

惑星クレイ探検隊調査報告書

file.S11042



Name: Starting Ripple, Alecs

Race: Aquaroid

Nation: Magallanica, Aqua Force

Profile: 9th Fleet 'Ripple' Squadron Able Seaman

A relatively young aquaroid, created from the cells of Genovious. Due to his age, his personality is not fully developed. His body is over 98.5% water and he is able to fully dissolve, rendering him impervious to attacks.

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The 'Ripple' squadron has several older ships, equipped with rather aged hydro engines. As they are...somewhat prone to explosion, aquaroids who are not vulnerable to such injuries, such as Alecs, are tasked with their regular maintenance and repair in order to prevent casualties.

Source lore:

<https://cf-vanguard.com/introduction/unit/novel01/>

An Update to Baromagnes

D-Format

Last year, in July I wrote about my Baro deck and since then, there's been a few changes:

- A lot of decks started dropping order-based soul charging in favor of the Pony + Armandine package. I tried it; it wasn't for me. It de-incentivizes 'rush' tactics by making a huge payoff for holding Swirlers, Armandine, and Engravers until turn 3 and then soul charging all at once.



- New Baro exclusive soul charge order: Magnereversal Breaker. After some testing with this and Pandemonium Tactics, the most "consistent" approach seems to call for at least 5 orders, split among the 2. [whynotboth.jpg](#)
- Lilac Lasher hits like a truck and I recommend at least 2 in all Baro decks.

- The need to field a unit in a pinch is greater than the benefit of Elementaria Sanctitude.

1x Master of Gravity, Baromagnes (R)

1x Electro Spartan (R)

1x Deep Soniker (R)

1x Uncanny Burning (R)

No more space for extra copies (but persona ride remains a good option)

4x Phantasma Magician, Curtis

4x Selfish Engraver

3x Cutting Sword Dance, Qiehggra

3x Lilac Lasher

4x Brainwash Swirler

3x Desire Devil, Gouman

3x Recusal Hate Dragon

3x Magnereversal Breaker

3x Pandemonium Tactics

*-1 Gouman and
-1 Qiehggra if making space for persona*

4x Stem Deviate Dragon [C]

4x Flinty Slasher [C]

4x Rouse Wildmaster, Riley [D]

3x Vital Leaver [D]

1x Terrifying Wicked Dragon King, Vamifrieze [O]



Other notes:

- Keenly Loodely cut for lack of CB and lack of shits given about potential deck out.*
- High # of draw triggers still necessary to obtain pieces and compensate for minusing to make a soul threshold / offensive play.*
- Keep your eyes on 'Attract Inverse'. Though she might not be useful now, future support could do big things.*

