

Vivid BAD SQUAD (Budget Remix Hatsune Miku: Colorful Stage Series: 3)

Melanie Lynette - Level 4 Weiss Schwarz

Philosophy:

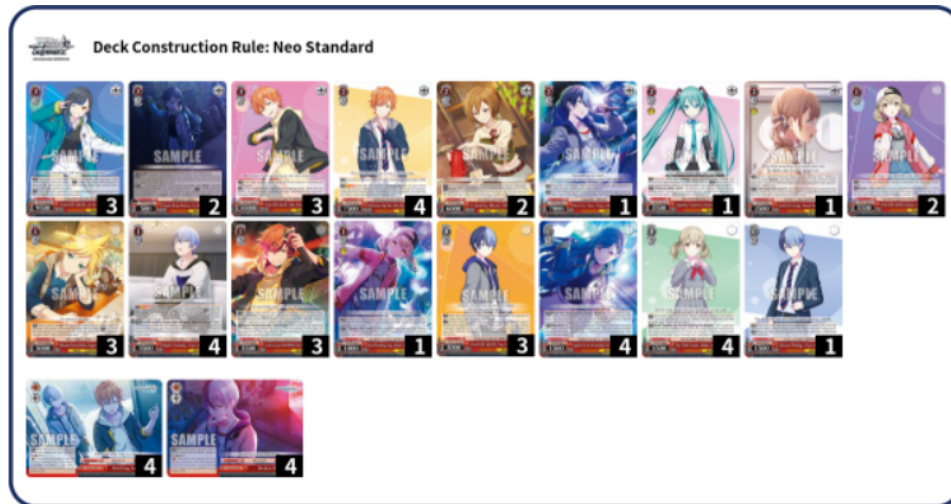
Why budget decks? Some things to think about:

- You have new players in your play group. You just gave them a bunch of bulk from “X” series and they’re excited. This gives them a chance to play something with those cards immediately, even if the RRs or meta relevant Rs have to be ordered.
- Lower the playing level for an event or weekly locals to encourage growth or reset everyone’s mindset.
 - Budget decks lower the playing level and can help new players feel like they have a chance to learn and be successful in the game. Doing this when your play group has new players interested and trying out the game because they were drawn in due to an anime or game style can allow them a chance to grow until they pick or buy a more competitive set. Not every single card game player will enter the hobby and be able to access a top tier deck. This is one of many ways to grow locals. This can also flow into having free decks from your bulk to give out to new players at your own local brewed recruitment events.
 - No new players? Honestly, sometimes even us experienced players need a break from “X” set(s). One of the most fun locals we had this spring in May occurred when some of our players returned from Worlds and were jamming a few Rose decks they picked up on launch. It was nice for that one event to reset the game back a few years to a more leisurely pace. You can even burn out experienced players by jamming the same deck too much, and even over do it for yourself. Playing with the same set, but changing up even a few cards or combos can keep you familiar with key set aspects while resetting your brain before returning to your main competitive focus.
- Playtest the “WHOLE” set and take no one’s word for anything. You will often notice that in the decklists of the best repeat champions will vary by 1 to 3 cards. This is often because they’ve considered (or even tested!) cards in the set and weighed that against the meta they will encounter at the event. They know which tech cards could modify the deck to weather meta or a banlist.

Vivid BAD SQUAD builds much more naturally into some fun budget standby decks without having to dig into the other units for as much support due to two really strong TD non-climax combo locked 3/2 options. But how could I NOT break my own deck building rules I set out at the onset for the “bad squad” group? As a bonus I’ve included a third deck option that runs 8 Comeback (Gate) triggers with a Leo Needs unit combo.

Deck 1 Code: 6LQAA

<https://decklog-en.bushiroad.com/view/6LQAA>

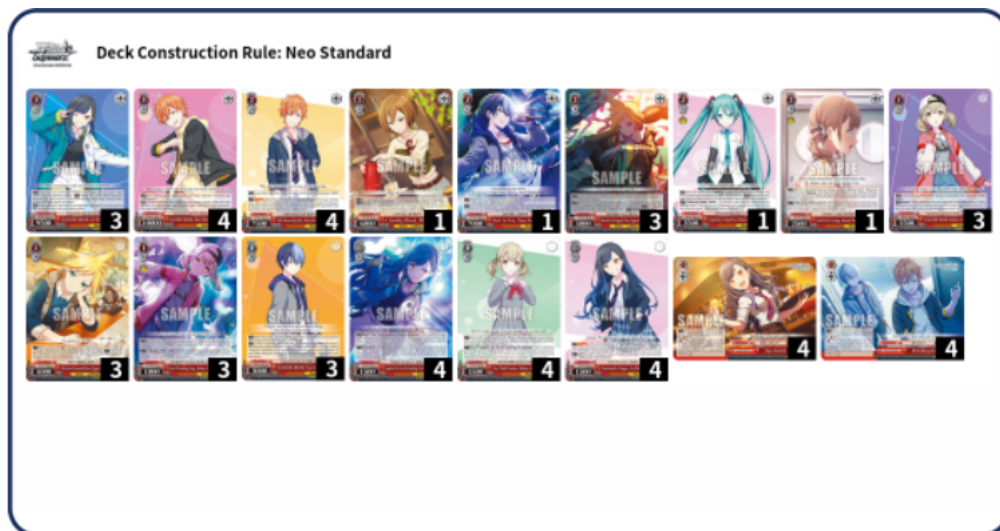


Quick Pilot Guide Deck 1:

This 8 standby build focuses on the Akito Level 2 and the Toya/Akito Bond Level 1 combos to build and maintain hand. The Len 1/0 is an important piece in this deck to help trigger standby during the attack phase, so you have more standby targets that you can stand at your next draw phase. This is critical, because at the moment Project Sekai doesn't have any standby combos that stand what you put in. Late game you can standby in your TD finishers as their finish abilities don't need to come from on play effects, and hopefully start finishing the game in late Level 2 or early 3 for reduced stock costs. I went ahead and included the Bond theme Assist due to needing the extra power for on reverse effects late game, but I can see replacing her with the 2/1 Meiko below if you don't care for her other abilities.

Deck 2 Code: 2LGZ4

<https://decklog-en.bushiroad.com/view/2LGZ4>



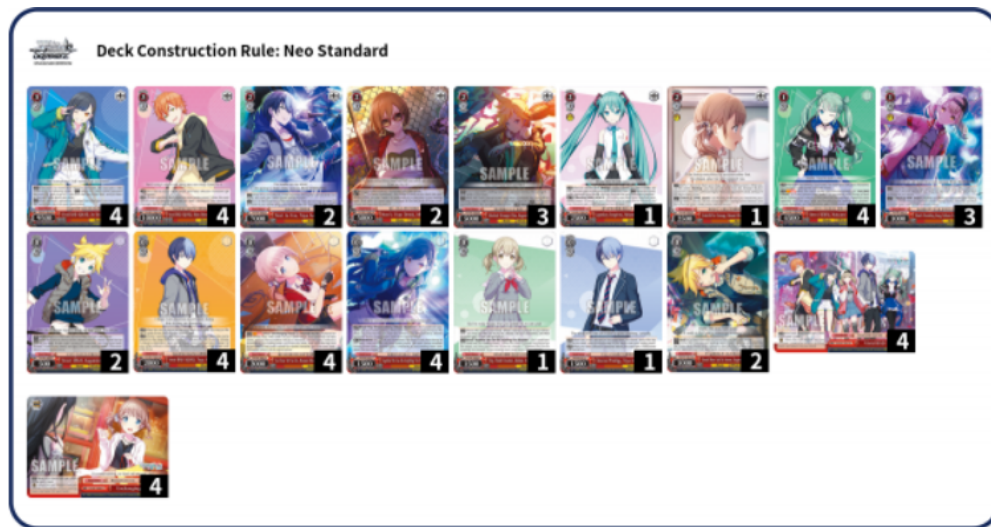
Quick Pilot Guide Deck 2:

This 8 standby build focuses on keeping a plus combo and messing with your opponent by using An's combo to move your standby target walls up early and force your opponent to crash into them. I've chosen the 2/2

Akito for this build variant due to making sure there were enough soul triggers in the deck and because I intend to wall up and leave fewer reversal targets, but you could easily swap him out for the 1/0 Akito/Toya pair if you prefer. So early game you want to set up An as quickly as possible, and then move targets that have hand encore up into the front row after you stand by them in. It's even better if you trigger a standby during the attack phase and can put a 1/0 Kohane counter into your back row or an empty slot, because even if your opponent gets over who you swapped you can still bring it back. Later in the game, a counter can force your opponent to risk taking damage on their turn from the 3/2 An from the TD due to her 0's swap ability if you choose to use it. Lastly, I couldn't resist adding in a very interesting 2/1 Len card. He can early play if your opponent has 5 or more climaxes in waiting room, and while his "Great Performance" (Bodyguard) ability only activates on play from hand to the stage, he can protect two other 1/0 Len's that can trigger check twice or other standby targets in your front row by forcing attacks or forcing your opponent to sacrifice their board.

Deck 3 Code: 6CAR4

<https://decklog-en.bushiroad.com/view/6CAR4>



Quick Pilot Guide Deck 3:

Yes, I'm aware that Honami is a part of Leo Need, but it seemed like a fun combo to use with the TD Level 1 Miku to build an 8 Comeback (Gate) deck. It's one of my favorite climax triggers and Honami's combo is fun. If you're not in a spot to keep repeating the Miku Level 1 combo, she can help you generate the stock for other character abilities throughout the game. Be mindful of sets that have stock swaps and make sure you time spending your resources when you can so you don't get caught in awkward deck positions. Getting out the Len "Great Performance" (Bodyguard) 2/1 is less important in this deck if you'd like to relight the Miku on reverse combo, but if he does come out early and force your opponent to sacrifice their board, you can use that turn for Honami's combo to build stock resources or to save hand by attacking with other characters who survived when they normally would have been reversed.

Budget Swap-Ins for both decks:



Honami belongs in the Leo Need Unit deck a bit

more strongly since she can activate with either her own climax (Unchanging Flavor) or another. However, since this deck isn't quite as locked as some of the other units, if you decide to forgo standby, lean into the TD 3/2's, and use the TD Miku combo this will allow you to run 8 Comeback (Gate). She can help build up stock to light the climax combo TD finishers, and running 8 Comeback will usually help with keeping hand up if on reverse combos don't work out.



This Len is a decent assist with a hand filter ability if you feel this is lacking from your matchups. Because the backrow definitely would prefer open slots for Standby targets though, this may be a better call for other decks in the future as the series expands.



If your local meta has a lot of character memory compression, a tech 1 or 2 of this Meiko may not go amiss. She gets decent power on play if you have a full board, and her memory reduction ability can help in the face of super compressed decks. Due note that the timing of playing her is very critical. Ideally they're going to refresh during your turn or in the draw/clock phase before their next main phase so that it truly punishes them/decompresses their deck. Some sets who don't have limitations on how their characters go to memory may also not care and generate the resources to send the cards right back, so use with care.



This has always been a solid hand filter/stock clear event to fix your hand for late game before a 2nd refresh. However, it seemed like deck consistency would be better placed on focusing on character numbers over teching in this event. However, if you find yourself consistently being stuck with climaxes in hand or needing to fix your hand before Level 3 this may be a 2 or 3 of that can help out.



Ichika is another budget way to power up cards for on reverse effects. If you find yourself short just a bit more power, this may be a welcome tech.



Shiho is a decent on play pay a stock, ditch a card search. If you're having trouble setting up a tech of this is worth considering if you'd like some search filter in the deck, as well as a solid Level 0 attacker. She also is a very solid consideration in place of some other Level 0's in Deck 3.



Luka is technically off trait, but this is her TD brainstormer that's included in the Vivid Bad Squad deck. If you're having trouble drawing into climaxes, this may be an effective tech 1 to help out with that issue using either of her two abilities.



Honami is a Level Assist that when you trigger a soul trigger you can give a Music character +1000 power until end of turn. She's helpful in decks to help give extra attack phase power for on reverse abilities. Even though her true home is in the Leo/need Unit deck, Vivid BAD SQUAD isn't heavily trait locked, so she's definitely a swap in assist option if you'd prefer.



Meiko is on trait, has a global +1000 power assist, and has an interesting mill effect to salvage back characters. If you'd like to swap out the 3/2 Bond assist this would be an excellent option that can standby out and help defensively a Level earlier.



Kaito isn't on trait for our Unit Theme, but he's still an okay standby target at Level 1 that can hit decent power levels, as well as only costing 1 stock if you need to play him to the stage.



Sometimes, when all else fails, it's just nice to have a +2 Soul climax. It's a tried and true beginner strategy, and if you're deciding to drop the Level 3 combo, don't care for the Level 2 combo, and want just another climax to tech in, this may be a good fit.

Upgrades for when there's some extra change in the wallet after payday:



This Nene will probably be a pricey, but worth it up grade and I'd splurge on this possibly for Deck 3 only since she's off trait. She will help you in setting up your Level 1 combo. Nene will also prevent you from getting stuck at levels.



Airi has multiple strong tech abilities that help you set up your Level 1 and forward game, hand filter in two ways, and also has the chance to compress to memory and search out more set up.



Akito's power level and his ability to move away from a battle can help with maintaining early game board presence, especially in a standby deck that typically sees less Level 0 cards in general.



This Miku might be pricey, but she's on trait and in contention for the best brainstormer the set has. She has a useful revenge trigger power ability, and her brainstorm ability is a salvage and isn't unit locked.



A very powerful Level 3 combo, Kohane synergizes very well with her standby trigger and on attack can burn and heal. I recommend making this your first upgrade to a theme deck, and adjusting the Deck 1 build for this combo.



This Miku was the shop participation PR for the month of July, so getting a hold of a copy or two may not be that difficult or expensive. She gets a little bit of extra power, but also has an interesting on play effect that can inform your attack order depending on what you see there. She may be worth teching in as a two of if you like having extra knowledge before attacks.

Be sure to check out this and other Budget Remix Series possibilities at:

<https://level4weisschwarz.wixsite.com/lv4ws>