

Competitive Vehicroid Decklist Guide.



Welcome to the official Vehicroid Mains Discord server guide!

In this document you can find information and resources that will help you construct a Vehicroid deck capable of being as powerful as possible. This guide was written by Discord user “VehicrOlle”(punschrolle), with help from people in the Discord. The guide was last updated 2024-05-17. You can find a permanent invite to the Vehicroids discord here:

<https://discord.gg/zZhSkk9zpt>

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Introduction:

Card history:

Vehicroids, often referred to as just “roids”, were added to the game all the way back in 2005 in the booster pack Cybernetic Revolution and were further supported in Power of the

Duelist as well as Gladiators Assault. Visually, all of the Vehicroid cards take the form of an anthropomorphic vehicle of some kind. They were played by Syrus Truesdale in the Yu-Gi-Oh GX Anime and Manga.

At this point in time the archetype consisted of various standalone packfiller effects with little to no synergy between the cards, and the cards could be combined to create Fusion Monsters.

Contrary to popular belief, Vehicroid cards were not unplayable during this time period. Drillroid stands out from the rest by being a meta staple in a lot of decks during its initial release. Though it's worth noting that Vehicroids as a standalone strategy did not have any competitive relevance.

This would remain true about the strategy all the way until 2017, when new support was released for the Vehicroid archetype in booster pack Legendary Duelists. The support introduced "Mixeroid", "Megaroid City", "Emergeroid Call" and "Super Vehicroid - Mobile Base", all of which would become important to the archetypes playstyle and single handedly turned the deck from unplayable into a competent archetype!

In booster pack Brothers of Legend, released 2021, Vehicroids were further supported in a minor way with the release of "Dragonroid".

What is the point of this guide?

Due to their age, Vehicroids attract a lot of retro players that enjoy playing with older cards of a lower power level. There's no problem with that, but it means that the vast majority of Vehicroid decks showcased publically are tailored towards the casual player base and intended to be used in low power level environments.

In this guide, I want to encourage players and fans of the deck to explore builds that fully make use of the archetypes best features, and attempt to use the cards to create a strategy as powerful as possible, allowing for higher power level environments.

Vehicroid builds aiming to be as strong as possible have potential that usually goes unnoticed by the community due to a lack of showcase, understanding, or experience, and I think that's a real shame.



Syrus Truesdale alongside Gyroid and Drillroid.

Strategy:

What does a competitive Vehicroid deck do?

Vehicroids is a Fusion-based strategy that relies on control and value generation over several turns until it has created a situation advantageous enough to win the game.

The best builds often strip away a large portion of the Vehicroid cards, and only run minimum copies of the essential roid names in order to maximize the number of more powerful outside cards that help enable these roid cards the most. Perhaps a more accurate way to name the strategy, is a “Fusion Pile”, that uses the best cards roids has to offer as part of its gameplan.

Vehicroids win when the opponent runs out of ways to generate advantage, or if they are able to gather the necessary materials required to Fusion Summon their most powerful roid monster: “Super Vehicroid - Mobile Base”, which could be considered somewhat of a win condition for the deck.



“Super Vehicroid - Mobile Base” in both its dormant and activated form.

Mobile Base acts as a sturdy wall for the archetype that can summon roid monsters from the Deck, or Extra Deck, every turn. For example; "Pair Cycloid" and "Submarineroid". This, alongside your other stall, enables a powerful grind game of direct attackers that hides from your opponent every End Phase.

Mobile Base, being a roid Fusion, also enables "Emergeroid Call", an immensely powerful Negate Counter Trap that is sure to be able to close out your game.

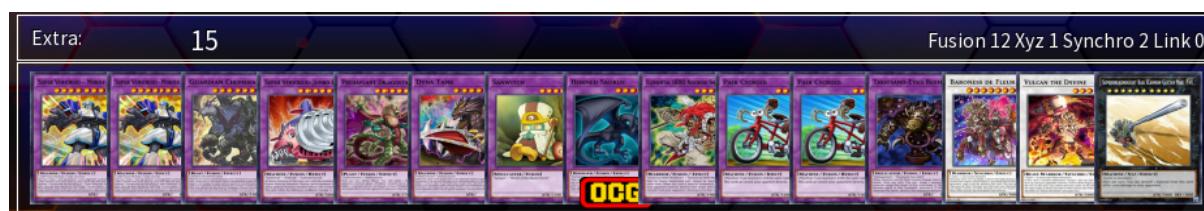
Lastly, Mobile Base can summon additional copies of itself, which allows you to overlay them both for Gustav Max, or even Juggernaut Liebe.

Which brings me to...

The Fusion Lock:

Your very best cards, namely Megaroid City, Fusion Deployment, and Keeper of Dragon magic, lock you into only being able to Special Summon Fusion Monsters from the Extra Deck during the turn they are activated. This is a costly drawback, because it removes your ability to summon useful XYZ and Link monsters.

All cards that inflict a Fusion lock on you are cards that you want to be able to activate every single turn if possible, which means that your Deck and Extra Deck needs to be built with the Fusion lock in mind, and play alongside the lock's strengths and weaknesses.



An example of a Vehicroid Extra Deck. Notice the lack of toolbox XYZ or Link monsters.

The second part about the Fusion lock to keep in mind, is that conventional Fusion Summoning using cards like Polymerization and specifically named materials is both bricky and costly in card advantage. Instead of fully relying on that, competitive Vehicroid lists mostly tend to use either Instant Fusion or Mixeroid, as these cards are a cheaper way to Special Summon the necessary roid Fusion required as material for Mobile Base.

Gameplay:

Control:

The absolute main way a Vehicroid deck controls the game, is with the normal Trap card "Speedroid Duplicate". In a sense, you can consider this card the bread and butter of the entire strategy.



A playset of Speedroid Duplicate - The biggest reason Vehicroids are able to compete.

This roid card lets you banish 1 Wind monster from your GY to target 1 card your opponent controls and return it to the hand. It can also Special Summon itself from the GY as a roid tuner.

Duplicate acts as an in-archetype Compulsory Evacuation Device for Vehicroids. Your field spell; "Megaroid City", is able to search this card, which naturally gives you easy access to removal and disruption every single turn. It is consistent too, due to the several generic ways you can add Megaroid City to your hand.

Vehicroids can fuel Duplicate's cost of banishing a Wind from your GY decently on their own, for example; any Mixeroid or even Dragonroid activation is enough. But to ensure easy activations every turn, competitive builds run more Wind monsters that are easy to send to the GY.

The most common options being Wind hand traps such as Ghost Mourner & Moonlit Chill, Droll & Lock Bird, or even Hop Ear Squadron! - All of which help contribute with control.



Ghost Mourner, Droll, and Hop Ear ready to be banished for Duplicate.

Fusion Deployment and engines:

To further tie City, Dupligate and the Wind Handtraps together and turn these cards from a cute gimmick into a powerful engine, the card “Fusion Deployment” needs to be explained.

Deployment can Special Summon any monster from your Deck that is listed as specific material on a Fusion Monster. This opens up a wide variety of options, not only in-archetype ones. By far the most popular tech to combine with Deployment for Vehicroids is “Sangan”.

Sangan is excellent to destroy as a cost for Megaroid City’s search effect, because upon destruction, Sangan can add any of the previously mentioned Wind handtraps to your hand. This allows the Dupligate that City just searched to easily be used right away. Running Sangan for this purpose got so popular within the Vehicroid community that the tech was appropriately named “The Sangan Engine”.



The Sangan Engine.

Deployment can be searched by “Keeper of Dragon Magic”, further improving the consistency of the engine. Keeper also extends the engine itself, by being able to revive the destroyed Sangan right away so it can be used one more time.

Another good card to consider running alongside Deployment is “Kaitoptera”.

Kaitoptera can be used to search for “Polymerization”, which is useful, not only for Vehicroid plays, but also for unlocking powerful generic Fusion options like Guardian Chimera and Predaplant Dragostapelia.

When you use Keeper of Dragon Magic to add Deployment for Kai, you will be able to Fuse them both into “Horned Saurus” right away, which can add Megaroid City!



Keeper of Dragon Magic being used to set up *City* and *Duplicate*, while *Kaitoptera* generates value.

More importantly, just like Sangan - Kaitoptera (Or the Horned Saurus) can be destroyed with City to add Duplicate. This is important because, when you banish Kai from your GY with Duplicate, Kai will revive itself from the banishment as a battle-protected body that also recycles Polymerization. This is a +2 resource loop every turn!

Don't underestimate Kaitopteras ability to prevent attacks after it revives itself this way. The attack prevention forces the opponent to use their battle phase in a suboptimal way, or spend important removal.



Live

Rex Union

Reaction



Kaitoptera, as seen in the Anime.

"Super Vehicroid - Rex Union" no longer seems like such a bad idea...

Floodgates:

In addition to being able to search for Duplicate every turn, Vehicroids also like to run some number of floodgate trap cards. You can destroy them with Megaroid City for value when it's your turn to play, effectively making the floodgates completely one-sided.

You shouldn't always destroy them right away however. Usually you're in it for the long game, and as a strategy, Vehicroids are naturally very slow, so slowing the game down to a slow speed is not a problem for you, but can be a detriment for the opponent.

Skill Drain is especially strong for you. Mixeroid dodges it, and summons a large Armoroid, which can be difficult for the opponent to remove when their monsters are all negated.

Vehicroid Connection Zone makes Mobile Base immune to Skill Drain's negate effect entirely.



Floodgates that limit both players become one-sided in Vehicroids.

First or Second?:

You want to go first when playing this deck, to reduce the amount of opponent interaction that can prevent you from setting up your control, or from summoning your Mobile Base.

With that being said, you should not build your deck centered around summoning Mobile Base on your first turn because of three reasons:

- You will spend too many of your resources on a monster that offers no control, making it too easy for the opponent to remove Mobile Base because they can play unhindered.
- Mobile Base cannot activate its effect without an opponent's monster.
- It would result in a deck list that is too bricky.

How to close the game:

If you find yourself in a position where you've successfully been able to control and gather many resources in your GY, it is possible to easily inflict 5000 damage to the opponent using the following board state:

1: You have 6 machine monsters in the GY, one of which is "Mixeroid".

- 2: You have a “Vehicroid Connection Zone” in hand.
- 3: You have any roid monster in hand or field.
- 4: You have Megaroid City on the field.

Once you have reached this state of the game, it is time to make your play!

- Activate Mixeroid in the GY and banish 6 to Special Summon “Elemental HERO Necroid Shaman”. It will destroy an opponent’s monster on summon, then replace it with another monster from their GY, which will usually be a 0 ATK handtrap.
- Activate “Vehicroid Connection Zone” in order to Fusion Summon Mobile Base in Defense Position.
- Activate Mobile Base and target the 0 ATK handtrap in order to Special Summon another Mobile Base in Attack Position.
- Proceed to the Battle Phase and attack with a City empowered Mobile Base for 5000 damage.
- Return the Attack Position Mobile Base to the hand during the End Phase to protect it. If you keep an Attack Position Mobile Base on the field you will be left vulnerable in case the opponent removes Megaroid City during the next turn.

If the opponent controls a monster with 1600 or more ATK, and you feel confident about safely being able to win that turn, you can improve the play with the following changes:

- Summon the first Mobile Base in Attack Position.
- Use its effect to summon a Pair Cycloid instead of another Mobile Base.

This improved play allows you to OTK the opponent if you have inflicted at least 1400 damage previously in the duel. By attacking the 0 ATK handtrap with Mobile Base and directly with Pair Cycloid you will inflict 6600 damage regardless of their current monsters.

Just 1 single City empowered Submarineroid attack or lucky Ghost Mourner activation previously in the duel, will put the opponent below this important LP threshold.

If you do not have Megaroid City on the field and still need to summon Mobile Base to ensure your survival, you don’t need to banish 6 for Necroid Shaman. Instead, save one of your machines by banishing 5 for Pair Cycloid, and use that as material for your Mobile Base.

Branded:

If you don’t mind letting another archetype do the heavy lifting, and would like to take Vehicroids to a whole new level, there’s one other archetype that pairs especially well with the previously mentioned strategies, namely... Branded!

Branded does not operate parallel to Vehicroids like it does to many other fusion strategies it is splashed with. Instead, it actively enhances and works alongside a Vehicroid deck. This is

mainly because of Branded Fusion, which can be considered an upgraded Fusion Deployment in several ways.

Deployment is most often used to give access to Sangan for a Duplicate setup or Kaitoptera for City, which Branded Fusion can also do in similar ways while simultaneously summoning a card like Mirrorjade the Iceblade Dragon for more control. So let's go through the upgraded Fusion Deployment with Branded!

- Sangan Engine with Branded:

If you want access to Sangan for your Megaroid City, you need to have access to Keeper of Dragon Magic, and two discards.

- NS Keeper.
- Keeper discard to add Branded Fusion.
- Branded Fusion SS Lubellion the Searing Dragon by sending Fallen of Albaz and Sangan from Deck to GY.
- Lubellion discard to SS Mirrorjade the Iceblade Dragon or Predaplant Dragostapelia by shuffling Lubellion and Albaz into the Deck.
- Keeper SS Sangan from GY.

- Megaroid City with Branded:

Branded Fusion alone can give access to Megaroid City with the help of The Light - Hex-Sealed Fusion.

- Branded Fusion SS Albion the Branded Dragon by sending Fallen of Albaz and The Light - Hex-Sealed Fusion from Deck to GY.
- Albion SS Horned Saurus by banishing The Light and Albaz.
- Horned Saurus activates Megaroid City.

This way of using Branded Fusion can give Vehicroid decks an overwhelming amount of consistency, due to the many ways there are to search Branded Fusion, and by extension, leading to Megaroid City and/or a successful Duplicate setup. You can keep the Branded package compact with minimal copies of every card, or let it take a major part in your deck by running cards like Aluber the Jester of Despia, and Branded Opening to get access to Branded Fusion more often.

Decklist Examples:

Deck: 40

Monster 17 Spell 13 Trap 10



Extra: 15

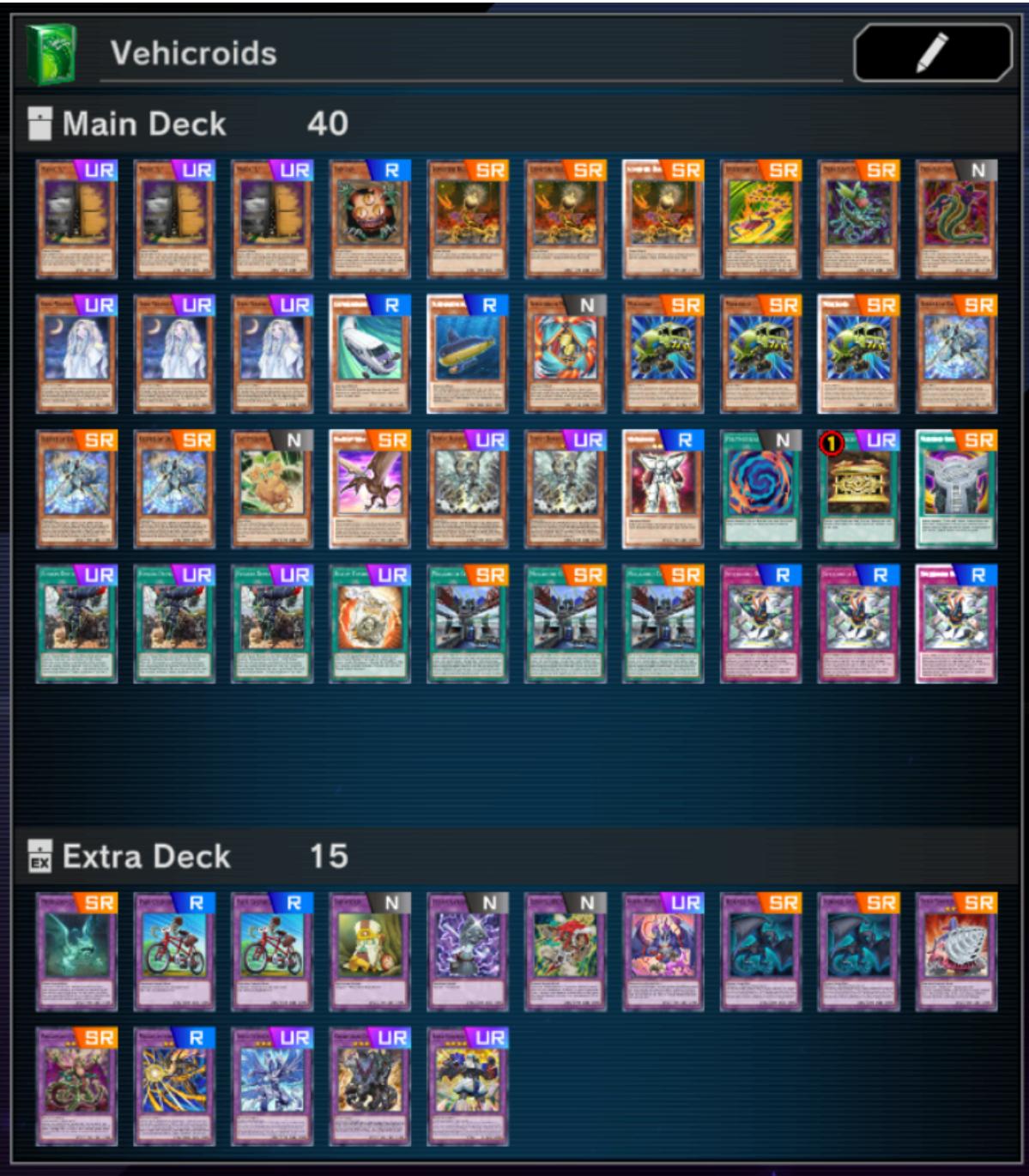
Fusion 12 Xyz 2 Synchro 0 Link 1



Floodgate build.

In this conventional list you get a pure build that uses classic trap floodgates as the control package. It is a consistent and simple way to play the deck, since floodgates don't require any other setup from you to be useful. Sangan Engine and Kaitoptera are your Deployment targets. Replace Mourner with Droll depending on preference.

This deck is a great place to start for beginners interested in playing Vehicroids competitively.



Fusion Pile build (Master Duel).

At the time of writing, it is currently a bit different to play Vehicroids in Master Duel due to the formats unique Forbidden and Limited list. Vehicroids lose access to Terraforming, Instant Fusion, FBG, and Skill Drain, reducing consistency and power. The format gives access to more copies of Tempest, which offers more Keeper consistency and Kaitoptera banishing.

However, the best-of-one format makes the opponent unable to side in Spell/Trap removal to stop you in game 2 or 3, an otherwise annoying thing that can happen in the TCG.

The oppressively powerful Maxx "C" is searchable by the Sangan engine.



Fusion Pile build.

This is me, the writer's personal main deck list that I represent Vehicroids in CADT with. I recommend it for all players. New and old. Come talk to me about it in the Discord!

Horse Stilts is here as a City dump for Tempest, Dragon Ruler of Storms, which in addition to searching Keeper, can create value using resources from GY, and banish Kaitoptera on your turn. Kaitoptera can also be accessed using Gold Sarcophagus.



Non-Floodgate pure build.

Similar to the Floodgate build, except it replaces the floodgates for more engines and toolboxes. Droll and Hop Ear are here as Wind handtrap options. Clockwork Night and Regulus are here as a secondary FBG target. Stealthroid is here as a Dark for Dragostapelia.



DPE build.

Incorporates Destiny HERO - Destroyer Phoenix Enforcer as a control option alongside floodgates as the stall package. You can use DPE as a City target for value. Speedroid Rubber Band Shooter is a Mobile Base target that enables Accesscode Talker plays if you're under no Fusion lock. Don't activate its Synchro lock effect. Just use it as a Link-2 to climb into a cheaper Unicorn for Accesscode. If you still have Top and Menko in your deck at this point, it can add one of them for value. The Wind handtraps are 2 Mourner and 1 Droll to leave Droll open as an option if you already have negation from Skill Drain, but still allows you to Normal Summon Mourner to go into Wind Pegasus @Ignister, which is otherwise just a target for Rubber Band Shooter.

Deck:

40

Monster 20 Spell 17 Trap 3



Branded build.

Branded Fusion is a powerful card with many flexible options to choose from. Use Albion to go into Horned Saurus which grabs Megaroid City. This gives the list a whopping 16 copies of Megaroid City. If you already have access to Megaroid City, you can use Branded Fusion for Dragoon or Mirrorjade.



Synchroids.

Hop Ear Squadron offers a much more versatile disruption from the Sangan Engine than regular hand traps while still enabling Dupligate, allowing you to adapt better to what the opponent is doing without knowledge. The setup turns Level 4 NS's like Keeper, into Horus for a negate on a 2300 ATK body, or Vulcan for a bounce on a 2000 ATK body. If you start with Deployment and Dupligate; search Terrortop with City to get an extra body on board alongside your Level 4 NS. This allows you to Hop the Level 4 into Locust which turns itself and Top into Navy Dragon Mech for a quick 2 card negate. If the Level 4 NS happens to be Mixeroid, you can instead summon Armoroid, which allows you to Hop into Baronne de Fleur or Chengying. Regulus is here as another easy level 8 body for level 10 Synchros, but is also useful by himself. Search Regulus by dumping Clockwork Night with FBG if you already have access to Megaroid City. It is better to use Regulus for Baronne than keeping it, since Baronne can tag out into Regulus later for value. You can run more copies of Squadron to increase longevity, at the cost of bricking more, but it is usually not needed.



Eldlich build.

If you're into Zombies with cheesy removal, Eldlich offers powerful control cards to improve your stall capabilities which helps set up your regular Vehicroid plays. Use Megaroid City to send the Eldlich Spells/Traps to the GY for value. Eldlich himself is a level 10, and therefore makes the Gustav Max > Liebe line come up much more often. Blackwhiteroid is here as a level 10 summonable by Mixeroid for this reason. Overlay two trap monsters into River Stormer to search Regulus.



Future Fusion build.

This build cuts control cards in order to fit Future Fusion and the Stealth Union package, allowing the summoning of Barbaroid and/or Super Vehicroid - Stealth Union. Future Fusion offers no control but speeds up your GY setup for Mixer, allowing you reach Mobile Base faster with less stalling required. A fragile but more explosive list.



Ophrys Scorpio build.

This build uses a combo to Link Summon Cherubini, Ebon Angel of the Burning Abyss, which protects Instant or Ready Fusion roids from being destroyed. This lets you use Emergeroid Call and/or Machina Overdrive as the control package. The combo turns off Fusion lock cards the turn it is used. Cattycorn is available as an option to search Megaroid City.



Blazeman build.

The Blazeman engine gives Vehicroids a proper 2 card combo to go into a roid Fusion turn 1 to enable Emergeroid Call as a control option. With A Hero Lives you don't even need your Normal Summon. Due to the regular Polymerization you have the ability to summon Barbaroid or Guardian Chimera, or to conventionally summon Pair Cycloid.



Heroids.

Elemental HERO Spirit of Neos offers easy access to UFOroid Fighter and monsters that need Polymerization, just like Blazeman. However unlike Blazeman, Spirit of Neos helps you stall at the same time, but is slower. Instant Contact is searchable by Spirit of Neos, and offers a better version of Instant or Ready Fusion, due to its ability to summon an un-negated Necroid Shaman for removal and Mobile Base material.



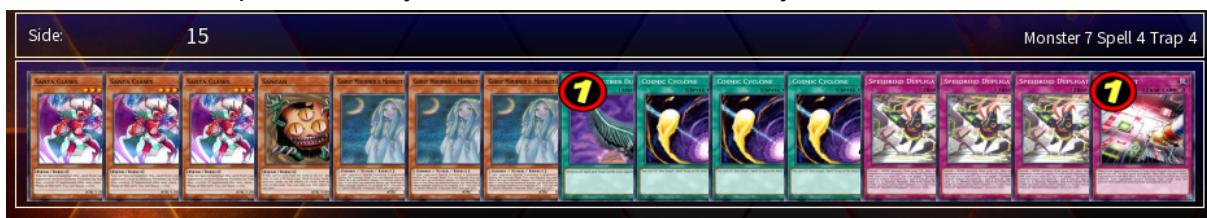
Therion build.

Enlists Therion “King” Regulus and Skill Drain as the control package. Use Mixer, Dragon or a Clockwork Night GY effect to easily meet the requirements to summon Regulus. Regulus effect will dodge Skill Drain, and still works if you destroy its equip card with City for value. The side deck includes a Chimeratech engine, and Rivalry of Warlords, to make use of Clockwork Night going second.



Beatdown build.

This build is the only Vehicroid build that wants to go second. The deck uses either Deployment > Albaz > Mirrorjade, OR Clockwork Night > Cyber Dragon > Chimeratech/Megafleet, to break the opponent's board. Use Dragonroid's ability to make the opponent unable to negate your Fusion Summons, to make it more difficult for the opponent to use their interruptions when you break their board this way.



This is the suggested Side Deck for a build like this. If you believe you have to go first, side in Sangan, Mourner and Dupligate. Santa Claws is searchable by the Sangan engine if need be.



Combo XYZ build.

This list is tailored towards utilizing the Ambulance Express combo in order to create a large end board including threats such as F0, Apollousa and/or Megaclops. Gear Gigant has a soft once-per-turn effect to recycle Expressroid from GY to hand. If you control Ambulance while doing this you can create a resource loop that makes more Gigants which allows you to combo further. Mixeroid + Machine Duplication is your ideal starting hand to set up the loop, but the list runs plenty of extenders that can get you there as well. The strategy fills the GY up for Mixeroid very fast, so Connection Zone is here since you'll have an easy time setting up the Fusion for Mobile Base with either Instant, Ready or Mixer. You can make this list more competitive by replacing the Connection Zones and any number of consistency or extender cards with hand traps.



Yubel build.

Where's the Vehicroid monsters? Worry not because Megaroid City acts as great support for Yubel monsters as well! If you pop Yubel with City you'll level her up, and search for a disruption along the way. The build incorporates Spirit of Neos, which not only searches Neo spells, It is also an UFOroid Fighter enabler. Fighter is a cheap roid fusion that is usable to enable Emergeroid Call or as material for Mobile Base. Use Vortex Trooper to dig for City while shuffling back your garnets. Time Wizard of Tomorrow can pop Yubel.

Deck Staples:

Feel inspired to build your own deck after learning a few things and seeing some examples? You've come to the right place! This section aims to help you prioritize between some of the

best and most important cards that you'll commonly use and what purpose they have. Other noteworthy cards are explained later in the Tech Cards and Engines section.

This is an ordered list, with the most important cards on top, and less important cards further down. Consider it like a tier list.

Core:

These are the best cards in your deck, and they define a good Vehicroid deck. They're core to your strategy, and you should run as many as possible.

1: Megaroid City

- Your main searcher.
- Use it to add Duplicate every turn by destroying your own external engines or floodgates if desired. Sometimes you can use it to add Connection Zone, Emergeroid Call, or just a roid monster if you need it.
- City can enable Mixeroid, Submarineroid, Speedroid Menko and Mobile Base to become beatsticks. Doing this lets you send a roid from Deck to GY, which fuels Mixeroid's GY effect.

2: Speedroid Duplicate

- Your main control and removal.
- Prioritize banishing non-machines from your GY, to save resources for Mixeroid.
- If you run Kaitoptera, always banish it.
- If you control a Speedroid, this card can revive itself from the GY as a level 1 Tuner.
- If the Speedroid used for the revive condition was a Special Summoned Terrortop, or a Menko from the previous turn, you can set up a Tribute Summon for Armoroid.

3: Fusion Deployment

- Value creator and toolbox.
- Summon external engines like Sangan or Kaitoptera.
- Summon a roid name if you need it for Mobile Base

Skeleton:

These are really good cards, and will make up a large portion of your deck. They're not mandatory like core cards, but should still be prioritized over other options if possible.

4: Keeper of Dragon Magic

- Searcher and Extender.
- Best Normal Summon.
- Add Fusion Deployment for control or Instant Fusion for playmaking.
- Revive Sangan after it is popped for a second activation.

- Fuse it alongside Kaitoptera to make Horned Saurus for City.

5: Mixeroid

- Summon Armoroid for damage or control
- Summon Submarineroid to put the opponent below the 6600 LP OTK threshold.
- With extensive setup, gives a Fusion for Mobile Base.
- Wind for Dupligate.
- Dodges Skill Drain.

The following part of this document is under construction. I am reworking the structure of the entire document. Come back soon to look at the edits.

Monsters:

0-3 - Dragonroid. This card works best in builds trying to summon Stealth Union using Connection Zone. For floodgate builds, it is not needed, and acts more as 1 free material for speeding up Mixeroids GY effect without going minus in card advantage. The protection for your Fusion Summons is way more useful, but is situational. The GY Dragon effect is useless. This card is Perfect for baiting hand traps at the start of your turn!

1 - Armoroid. This is primarily a Garnet summonable by Mixeroid's field effect to give a large body. Especially useful under Skill Drain. If your list runs Terrortop and/or Menko, you can set up for its tribute summon effect if you have a Dupligate in the GY. This also works with a Deployment summoned Sangan and/or Instant/Ready Fusion in a pinch. A good level 8 for Baronne in builds running Hop Ear Squadron.

3 - Keeper of Dragon Magic. Can add either Deployment to set up the Sangan Engine, then revive it, or Instant Fusion if you're ready with a Connection Zone to turn Pair Cycloid into a Mobile Base. If you are able to protect it, it will let you revive Sangan a second time for massive value, leading into a snowball effect. Make this a top priority!

1 - Submarineroid. Viable non-wind Roid monsters are extremely limited, but you need to run at least some for the deck to function. This one offers an important alternative win condition with its repeating protected 1800 ATK direct attacks once you have Mobile Base. Just one of its City boosted attacks can put the opponent below the 6600 LP OTK range.

0-2 - Expressroid. Works better in builds trying to summon Stealth Union using Connection Zone. For floodgate builds, viable non-wind Roid monsters are extremely limited, but you need to run at least some for the deck to function, and this one can offer recycling of Menko.

1-2 - Speedroid Menko. Offers important protection. Easily searchable by Sangan or Terrortop if needed. Recycle it with Emergeroid Call if you are about to lose the game.

3 - Mixeroid. The heart and soul of any roid deck. Its on-field effect dodges Skill Drain and gets you to Armoroid in a floodgate build, the garnets in a Stealth Union build, or sometimes Ambulance/Express if you have additional setup such as Base and are playing those. More importantly its GY effect allows you to Special Summon Elemental HERO Necroid Shaman from the ED for your power play.

1 - Sangan. Your Fusion Deployment target. This card is perfect to destroy using City. Revivable by the same Keeper that searched Deployment. If you don't need to search something specific using City; search Speedroid Duplicate and use the destroyed Sangan to search a Wind handtrap. By using the handtrap you'll set up a Wind in the GY for Duplicate resulting in a 1 card double disruption.

0-1 - Ambulanceroid. Viable non-wind Roid monsters are extremely limited, but you need to run at least some for the deck to function. Offers a niche combo. With some setup, it can allow you to revive Dragon, Armor or Sub from your GY in order to get more bodies for attacks. This also works with Emergeroid Call's GY Effect. Only run if spicy.

0 or 3 - Ghost Mourner & Moonlit Chill. The strongest handtrap for Vehicroids specifically because it is Wind monster that you can easily get into the GY in order to set up Speedroid Duplicate without needing to banish a valuable Mixeroid material from the GY. This is searchable by Sangan and is something you're looking to set up as often as possible.

0 or 3 - Droll & Lock Bird. For all the same reasons as Mourner, Droll is the other best handtrap choice for Vehicroids due to its Wind attribute. Droll can work better than Mourner in builds running Skill Drain since it offers something different than a Negate.

Spells:

1 - Instant Fusion. Vehicroids Cannot toolbox Links or XYZs well because City, Keeper and Deployment limits you to Fusion Monsters. This card enables you to still access a small ED toolbox while under these restrictions. Thousand-Eyes Restrict offers removal.

Millennium-Eyes Restrict protects Keeper and the Sangan Engine. This card can also be used to summon Pair Cycloid for easy access to Base in case you have a Connection Zone. Searchable by Keeper!

3 - Fusion Deployment. Enables the Sangan Engine. A big reason why Vehicroid decks can be as good as they are. Also gives access to roid names if required.

1-2 - Vehicroid Connection Zone. Your Base enabler. Search this using City when you are ready with enough Mixeroid GY materials, or have access to a spare Instant Fusion. The protection that this offers Base makes it unaffected by Skill Drain. No opponent remembers the destruction immunity.

1 - Terraforming. You need to see City.

3 - Pot Of Prosperity. You need to see City. You need to see a Floodgate.

1 - Called By The Grave. Handtrap Protection. Offers niche GY disruption or field negation.

3 - Megaroid City. The best card in the deck. Adds disruption every turn for value and turns off your floodgates if required. Enables Mixer, Sub, Menko and especially Base to become beatsticks. Sets up the GY to fuel Mixers GY effect. Opponents rarely remember the attack switch.

Traps:

3 - Speedroid Duplicate. A searchable Compulsory that works on any card. Exceptional removal of tough boss monsters, or disruption against their primary playmakers. With Menko or Top on the field it revives itself from the GY as free fodder for City or as tribute fodder for Armoroid . A crucial part of your ideal turn 1 and the Vehicroid grind game.

2-3 - Summon Limit. To play a slow deck competitively, you need to slow down the opponent to your own speed.

2-3 - Skill Drain. To play a slow deck competitively, you need to slow down the opponent to your own speed. Roids play very well under this. An automatic victory vs some opponents.

1 - Emergeroid Call. Immensely powerful late game win insurance. Searchable once you have Base set up to seal the deal. Try to save the GY effect for as long as possible until you have Ambulance on the field for a power play by adding Express. If you are about to lose the game, use the GY effect to add Menko from GY to save yourself on the opponent's turn.

Extra Deck:

2-3 - Super Vehicroid - Mobile Base. Based King of the deck. Your main Boss. Super sturdy and fat booty allows for seemingly endless stalling, especially with Skill Drain. Try to keep the Connection Zone summoned Base in Defense Position as much as possible. If the opponent destroys City your protected Base will be left vulnerable if it's in Attack Position. If you want to attack with it, instead try to use its effect to summon a new Base and attack using that one while keeping your original one in Defense Position. Summon Pair Cycloid to ignore any monsters the opponent controls.

Sometimes it is viable to wait one turn to get rid of any Fusion restrictions, then summon a second Base, and overlay into Gustav Max > Liebe, or summon Speedroid Rubber Band Shooter to climb into Accesscode Talker, or in rare situations; Hi-Speedroid Clear Wing Rider if the opponent controls a large enough monster.

0-1 - Super Vehicroid - Stealth Union. Fusion Deployment and Keeper target if you're running Expressroid. In rare situations you can summon this using Base if the opponent controls a large enough monster.

0-1 - Super Vehicroid - Jumbo Drill. Fusion Deployment and Keeper target if you're running Submarineroid. In rare situations you can summon this using Base if the opponent controls a large enough monster.

0-1 - Ambulance Rescueroid. Fusion Deployment and Keeper target if you're running Ambulanceroid.

1 - Sanwitch. Fusion Deployment and Keeper target.

1 - Elemental HERO Necroid Shaman. Summon this using Mixers GY effect to go in for the kill with Base by setting up a 0 ATK Handtrap for it to attack into. Requires 6 GY Materials. Remember to first destroy your own Skill Drain.

0-1 - Time Wizard Of Tomorrow. Instant Fusion target. Acts as a searchable Dark Hole. Remember that a Connection Zone summoned Base survives the effect.

2-3 - Pair Cycloid. Summon this using Instant Fusion, or Mixers GY effect to set up a Fusion for Base. Summon this using Base to poke for 1600 every turn. Use Base to hide it in the ED during the EP. Combined with a City boosted Sub you can attack for a maximum of 3400 direct damage! Does not work with Skill Drain.

0-1 - Millennium-Eyes Restrict. Instant Fusion target. Handtrap Protection. Offers niche GY disruption or field negation.

1 - Thousand-Eyes Restrict. Instant Fusion target. Non-destruction removal.

1 - Superdreadnought Railcannon Gustav MAX. In niche situations you can overlay 2 Mobile Bases for burn. Watch out for all your Fusion restrictions.

0-1 - Knightmare Phoenix. In niche situations you can destroy a S/T. Watch out for all your Fusion restrictions.

Side Deck:

Run what counters your format. Some synergistic choices include:

Ghost Mourner & Moonlit Chill. - Wind Handtrap for Dupligate.

Droll & Lock Bird. - Wind Handtrap for Dupligate.

Solemn Judgment. - Generic backrow protection.

S/T removal. - Generic backrow hate.

D.D. Crow. - Generic GY hate.

Super Polymerization + Package. - Removal under Fusion lock.

Santa Claws. - Searchable Kaiju with Sangan.

Cyber Dragon + Package. Deployable removal under Fusion lock with Clockwork Night.

Tech Cards and Engines:

I consider all of these cards viable, and you should be able to run them with success in your build if you believe they are going to resonate well with your playstyle. They did not make it into the standard Floodgate build due to various reasons.

Ready Fusion. It is very tempting to run more copies of a card that can cheat out a Roid Fusion for Base. However Ready is only good when you have a Connection Zone and another material. In builds aiming to be as good as possible you want to minimize on dead draws.

Machina Defense Perimeter. Protection card that can ensure your small vulnerable Roids, like Ambulance, Pair and Sub, can stay around if you have Base, Armor or Dragon on field. Has cool revive synergy with Ambulanceroid.

Machina Overdrive. Powerful engine to summon Machina Citadel for more disruption. Use it on Mobile Base to not lose any advantage. Its GY effect allows you to cut down on Roids during deckbuilding, since you'll be able to shuffle Banished ones back into the deck to not run out of City attacks. Extra copies become excellent City fodder.

Metaverse. Searches City.

Rainbow Bridge Of Salvation. Searches City at the cost of more garnets. Use Pegasus as the garnet since it could potentially be a Wind banish for Dupligate.

Stealth Union Package. By squeezing in 1 Truckroid, 1 Drillroid and 1 Stealthroid as Garnets, you will gain access to repeated non-destruction removal under Skill Drain by summoning Super Vehicroid - Stealth Union using Connection Zone. It will add a higher power ceiling to your deck at the cost of consistency. These builds don't need to run Armoroid or Submarineroid as their non-winds for the deck to function.

Future Fusion. If combined with your other stalling, it can set up the GY for Mixer all by itself, speeding up your usual win condition. If left untouched for even longer it gives easy access to Barbaroid or Stealth Union. However it offers no immediate benefit on activation.

Predaplant Ophrys Scorpio. When combined with 1 Predaplant Darlingtonia Cobra as a Garnet, you get another Normal Summon that can search Fusion Spell cards. Can be used

as more copies of Keeper. If you aren't under any Fusion restrictions, you can add Instant/Ready Fusion, then link these two into Cherubini Ebon Angel Of The Burning Abyss and summon Pair Cycloid/Steam Gyroid to the Zone it points to. This gives you an indestructible Fusion body that sticks around, enabling you to use Emergeroid Call or Machina Overdrive, and later Base plays.

Speedroid Terrortop. A good stall search target with City if you have to destroy the last monster on your field, as it acts as a free body City can use to dump something with on the opponent's turn, and searches Menko. A good play if you already drew Duplicate, or the opponent destroyed Sangan by battle..

Therions' "King" Regulus. Offers a card negate on a large body. Dodges Skill Drain. You can pop its equip with City for value. Dragonroid, Mixeroid and City can set it up. Gravity Controller can make Instant or Ready Fusion set it up. Easily searchable with Clockwork Night, which can also help set it up. A good level 8 for Baronne in builds running Hop Ear Squadron.

Kaiser Colosseum. Good Master Duel floodgate alternative that limits you and your opponent in a different way than Skill Drain and Summon Limit.

Elemental HERO Blazeman. When combined with 1 Polymerization and 1 UFOroid as Garnets, you get access to an Engine that lets you summon a Roid Fusion using only 2 cards. Any of your many ways to reach UFOroid lets you Fusion Summon a 2400 ATK UFOroid Fighter. This enables Emergeroid Call as a control option, and gives you the option to go into Mobile Base if needed. By running any number of A Hero Lives you are able to increase the consistency of this engine and also potentially cut down on its Normal Summon. The Polymerization can potentially become used to summon Guardian Chimera, Pair Cycloid or even Barbaroid in niche situations.

Chain Material. A Connection Zone summoned Stealth Union survives Chain Materials destruction, letting you use Materials from the deck for it with no drawback. The card is slow, but combined with your other stalling it becomes viable, and makes Stealth Union easier to summon while under Skill Drain, which could otherwise conflict with Expressroid.

Santa Claws. Searchable Kaiju using the Sangan engine. One of Roids best side deck cards for going second. If you play the Stealth Union package, you can add Mixeroid with City when destroying Sangan, to tag out into Drillroid, which easily destroys Santa Claws.

Clockwork Night. Good target for City's destruction effect. Does well in builds already running Foolish Burial Goods for Rainbow Bridge of Salvation as a great searcher for Therion "King" Regulus. Run a Cyber Dragon as a Fusion Deployment target to get a strong board breaker with Chimeratech/Megafleet.

Vortex Trooper. A great Normal Summon option to ensure powerful hands for non-Mobile Base Fusion Turbo builds. Pop it with City to search Terrortop > Menko while drawing 1, so you aren't defenseless!

Geri The Runick Fangs. Allows you to use your Instant Fusion when going first to set up protection that sticks around, in case you draw no other body to defend yourself.

Elemental HERO Spirit of Neos. Much like Blazeman, this is a Warrior that searches Polymerization for a very cheap (and bigger 3 700!) UFOroid Fighter. Like mentioned before, this is important because you can use it to enable Emergeroid Call, or as material for Mobile Base. Spirit can also search Instant Contact, which acts as a better Instant/Ready Fusion for Elemental HERO Necroid Shaman, to be used for Mobile Base. Lastly, Spirit offers stall, by Summoning itself as an indestructible wall, but is slower to work with than Blazeman.

Hop Ear Squadron. Can be run in builds using the Sangan Engine as it offers better and more adaptable disruption than the wind handtraps, while still enabling Duplicate. Synchro

Summoning on the opponent's turn dodges all Fusion locks. Some good targets include: Metaphys Horus, Vulcan the Divine, Baronne the Fleur, Swordsoul Supreme Sovereign - Chengying, and if you're on Speedroid Terrortop; Desert Locusts and Navy Dragon Mech.

Nibiru, the Primal Being. Similar to Santa Claws, Nibiru is a viable option in builds centered around Stealth Union, because they run Drillroid, which can easily remove the token.

Kaitoptera. Offers an alternative and/or extension to the Sangan Engine. You can summon Kai with Deployment to search Polymerization. Pop Kai with City to add Dupligate, and when you banish Kai with Dupligate, it will revive itself as a battle-protected body that also recycles Polymerization, which offers a +2 resource loop. In addition, Kai can be used to fuse into Dyna Tank, for a Fusion option going first.

Horned Saurus. For running alongside Kaitoptera. When you use Keeper of Dragon Magic to add Deployment for Kai, you will be able to Fuse into Horned Saurus, which can search Megaroid City, or if you already have it, a floodgate field spell such as Summon Breaker.

Tempest, Dragon Ruler of Storms. An excellent Keeper of Dragon Magic searcher, and Kaitoptera combo enabler. If you already have Keeper, you can discard Tempest to activate Keeper's effect, deploy Kaitoptera, fuse into Horned Saurus, and then banish the Keeper and Kaitoptera from GY to summon Tempest. This revives Keeper, allowing you to climb the Horned Saurus into Dragostapelia or Magnum the Reliever right away. If your format allows you to run more copies of Tempest, you can banish it with Dupligate to search for another copy of Tempest.

Guardian Chimera. An essential extra deck monster for builds running Kaitoptera and its Polymerization package. It's sometimes a win condition on its own.

Magnum the Reliever. Situational boss for builds running Kaitoptera and its Polymerization package. It offers a way to turn Instant Fusion into a disruption going first. It can be used to draw a card every turn by shuffling back Polymerization, since Kaitoptera will always add it.

Trishula, the Dragon of Icy Imprisonment. Incredibly useful due to the fusion lock, allowing you to go into a larger "Link-3", despite your restrictions. Trishula is best used to activate Kaitopteras revive effect on your own turn, which allows you to climb it into Dragostapelia or Magnum the Reliever right away.

Other Vehicroid cards:

For the sake of not wasting your time and making this document slower to read than Vehicroids as a strategy, the following Vehicroid cards will not be explained:

- Cycroid
- Rescueroid
- Steamroid
- Jetroid
- Patroid
- Shuttleroid
- Gyroid
- Decoyroid
- Barbaroid, the Ultimate Battle Machine
- Ambulance Rescueroid
- Wonder Garage
- Supercharge



They will be skipped because they do not contribute anything meaningful to a Vehicroid deck trying to be as powerful as possible.

There exists bits and pieces of salvageable upsides for a handful of these cards, for example; Steamroid is the “highest attack” roid you can run as a garnet for Mixer that can be Normal Summoned without a tribute. And Gyroid is the only Wind roid you can summon with Fusion Deployment. These upsides just aren’t enough to make them worth the space in your deck.

Other Frequently Run Cards You Shouldn’t Run:

Too many Roid monsters. Long ago when YuGiOh was slower, Vehicroids used to run a lot of their toolbox monsters to answer specific threats. Most notably Steamroid and Drillroid. Nowadays, this is not viable, because the threats have powercrept them. You need to carefully consider if you really need every roid monster in your deck, just to make sure you don’t brick yourself. You rarely want to see more than one Normal Summon. Don’t run all monsters just so you can make every Fusion. Cherry pick the ones that suit your specific strategy and playstyle.

Power Bond. A casual favorite. You do not need to run any kind of regular bricky fusion spells in this deck outside of a low number of Connection Zone, because you are able to summon the only important Roid Boss without them. This one is even unsearchable.

Limiter Removal. Bricky win-more card with no synergy. The card is not needed in this strategy since it does nothing to help with stalling and cannot empower Mobile Base or Mixer. If you really insist on running combat tricks; Concentrating Current is better for roids since all monsters have very high DEF, and can turn Mobile Base into a 10 000 ATK beatstick.

Machine Duplication. Serves no purpose in Vehicroids, because you have no worthwhile way of making use of the bodies summoned while under your Fusion lock.

Supercharge. Fragile battle trap that offers the slowest form of card advantage the world has ever seen.

Monster Reincarnation. Ambulance/Express combos are not your primary gameplan. Foolish Burial Goods to dump Emergeroid Call is a better Monster Reincarnation for Roids if you plan on making a casual build.

Transmodify. Ambulance/Express combos are not your primary gameplan.

Link and XYZ Toolboxes. When everything is going smoothly you will be under a Fusion restriction every single turn. It is not worth it to trade useful Fusion toolbox spaces for Link or XYZ toolbox spaces that you will generally not be able to summon.

Gadgets/Goldfish. Extra bodies for Link and XYZ plays serve no purpose in a deck that’s Fusion restricted every turn.

Thank you for reading this document!

If you have any questions about anything, or feel inspired to build your own list, make sure to let us know in the Discord server and the gang from the roidcord will help you out!

