# An In-Depth Strategic Analysis of the Infernoid Archetype

## Section 1: The Core Engine - Understanding the Infernoid Doctrine

The Infernoid archetype is a unique and complex group of FIRE Fiend monsters defined by a self-regulating summoning mechanic, a tiered power structure, and a profound reliance on the Graveyard as both a resource and a launchpad. Understanding these foundational principles is essential to mastering the deck's intricate play patterns and its evolution within the competitive landscape.

### 1.1 The Summoning Clause: The Level 8 Cap and Inherent Summoning

The central mechanic governing the Infernoid archetype is a restrictive summoning condition shared by all of its Main Deck monsters, save for one. These monsters cannot be Normal Summoned or Set. They must be Special Summoned from the hand or Graveyard by banishing a specific number of "Infernoid" monsters from the hand or Graveyard. Crucially, this can only be done while the total Levels and Ranks of all Effect Monsters controlled by the player are 8 or lower.1 This "Level 8 Cap" is the core puzzle of the archetype, demanding constant management of the player's own board state. It is not merely a limitation but the primary resource system that dictates every strategic decision.

This summoning method is classified as an inherent, non-activated effect, meaning it does not start a chain.3 This has significant ruling implications. For instance, it can bypass effects that negate monster activations. Furthermore, it allows Infernoids to be summoned from the Graveyard even while the Field Spell

Necrovalley is active. While Necrovalley would prevent the cost of banishing monsters from the Graveyard, a player could still pay the cost by banishing Infernoids from their hand to summon a monster from the Graveyard.3

This fundamental restriction has directly shaped the archetype's evolution and its relationship with the Extra Deck. The necessity of keeping the total on-field Levels at 8 or below makes it difficult to maintain a board of powerful, high-Level monsters. To circumvent this, Infernoid strategies have become heavily reliant on Link Monsters. Because Link Monsters possess a Link Rating instead of a Level or Rank, they do not count towards the Level 8 Cap.4 This allows a player to convert their Level-bearing Infernoids into Level-less Link Monsters, effectively "resetting" their field and opening the way for further Infernoid summons from the hand or a well-stocked Graveyard. This interaction is so critical that specific Extra Deck choices are made to facilitate it; for example,

Gravity Controller can be used to link away a high-Level monster like Infernoid Tierra from the Extra Monster Zone, immediately enabling the summoning of more Infernoids.5

### 1.2 The Infernal Hierarchy: A Breakdown of the Infernoid Monsters

The Infernoid monsters are organized into a clear hierarchy based on their Level, summoning cost, and effect potency. This structure creates a distinct resource-to-power curve, with smaller monsters acting as utility pieces and larger ones serving as game-ending threats.2

* **Small Infernoids (Levels 1-4):** Summoned from the hand by banishing one Infernoid. These are the deck's primary extenders and spot removal tools. They offer targeted removal of monsters (Infernoid Harmadik), Spells/Traps (Infernoid Patrulea), Set cards (Infernoid Pirmais), or face-up cards (Infernoid Antra).8 Their secondary tribute effects, which banish a card from the opponent's Graveyard, are typically restricted to being activated during the opponent's turn.10
* **Medium Infernoids (Levels 5-8):** Summoned from the hand or Graveyard by banishing two Infernoids. These monsters possess more powerful, often battle-oriented effects. Infernoid Attondel can make a second attack after destroying a monster, while Infernoid Seitsemas can banish a card on the field at the end of the Battle Phase.1 Their tribute effects are Quick Effects that can be used during either player's turn, making them more versatile for disruption.8
* **Large Infernoids (Levels 9-10):** The archetype's boss monsters, Infernoid Onuncu and Infernoid Devyaty. They are summoned from the hand or Graveyard by banishing three Infernoids. Upon their summon, they unleash powerful board wipes: Onuncu destroys all other monsters on the field, while Devyaty destroys all Spell and Trap cards except for "Void" cards. Furthermore, they each possess a powerful negation effect, allowing them to Tribute a monster to negate and banish a Spell/Trap (Onuncu) or a monster effect (Devyaty).1

The recent additions from *Battles of Legend: Terminal Revenge* have expanded this hierarchy into the Extra Deck, providing a powerful starter and a new boss monster.

| Card Name | Level/Link | ATK/DEF | Summoning Cost | Primary Effect | Strategic Role |
| --- | --- | --- | --- | --- | --- |
| **Infernoid Decatron** | Level 1 (Tuner) | 500/200 | Normal Summon | Sends an Infernoid from Deck to GY to copy its name, Level, and effects.8 | **Linchpin / One-Card Starter** |
| **Infernoid Pirmais** | Level 1 | 0/0 | Banish 1 | Shuffles 1 Set card on the field into the Deck.1 | Utility Removal |
| **Infernoid Antra** | Level 2 | 0/2000 | Banish 1 | Returns 1 face-up card to the hand.8 | Utility Removal |
| **Infernoid Harmadik** | Level 3 | 1600/0 | Banish 1 | Destroys 1 monster on the field.8 | Utility Removal |
| **Infernoid Patrulea** | Level 4 | 1800/0 | Banish 1 | Destroys 1 Spell/Trap on the field.8 | Utility Removal |
| **Infernoid Piaty** | Level 5 | 2200/0 | Banish 2 | Sends a random card from opponent's hand to GY on battle damage.8 | Mid-Game Aggression |
| **Infernoid Sjette** | Level 6 | 2400/0 | Banish 2 | Banishes a monster from the opponent's Extra Deck upon attacking.9 | Mid-Game Aggression |
| **Infernoid Seitsemas** | Level 7 | 2600/0 | Banish 2 | Banishes 1 card on the field at the end of the Battle Phase.1 | Mid-Game Aggression / Removal |
| **Infernoid Attondel** | Level 8 | 2800/0 | Banish 2 | Can make a second attack after destroying a monster by battle.1 | OTK Enabler |
| **Infernoid Devyaty** | Level 9 | 2900/2900 | Banish 3 | On summon, destroys all S/T except "Void" cards. Negates monster effects.8 | **Boss Monster / Negation** |
| **Infernoid Onuncu** | Level 10 | 3000/3000 | Banish 3 | On summon, destroys all other monsters. Negates Spell/Trap effects.8 | **Boss Monster / Negation** |
| **Infernoid Evil** | Level 1 (Fusion) | 1100/1100 | 2 "Infernoid" monsters | Mills Infernoids from Deck; searches a "Void" S/T when sent to GY/banished.8 | **Combo Starter / Graveyard Setup** |
| **Infernoid Tierra** | Level 11 (Fusion) | 3400/3600 | 1 "Infernoid" + 2 Fiends | Sends Infernoids from Deck/Extra Deck to GY.4 | Board Breaker / OTK Enabler |
| **Infernoid Flood** | Link-4 | 3000/— | 2+ monsters incl. "Infernoid" | Negates a Special Summon by tributing a monster. Floats into any Infernoid.8 | **Boss Monster / Disruption** |

### 1.3 The Void's Arsenal: Analysis of Infernoid Spell & Trap Support

The "Void" sub-archetype provides the essential support that enables the Infernoid monsters' most devastating plays. These Spells and Traps offer consistency, protection, recursion, and explosive board presence, transforming the archetype from a simple beatdown strategy into a complex combo and control deck.

| Card Name | Card Type | Activation Condition / Cost | Effect | Strategic Application |
| --- | --- | --- | --- | --- |
| **Void Vanishment** | Continuous Spell | Discard 1 card. | Add 1 "Void" Spell/Trap from Deck to hand. Locks you into Infernoid summons.11 | **Primary Searcher / Combo Enabler** |
| **Void Feast** | Normal Trap | Send 1 "Void" S/T from hand/field to GY. | Special Summon up to 3 "Infernoid" monsters from Deck whose total Levels equal 8, ignoring their summoning conditions.4 | **Primary Disruption Tool** |
| **Void Imagination** | Normal Spell | None. | Fusion Summon 1 "Infernoid" Fusion Monster. Can use up to 6 materials from the Deck if your opponent controls a monster Special Summoned from the Extra Deck.2 | **Board Breaker / OTK Enabler** |
| **Void Seer** | Quick-Play Spell | None. | Target 1 "Infernoid" monster you control; it is unaffected by opponent's card effects this turn. GY effect banishes itself to protect an Infernoid from being destroyed by card effect.2 | Protection / Grind Game |
| **Void Reignition** | Continuous Trap | None. | Can send itself to GY to mill Infernoids from hand/Deck equal to the number of opponent's Extra Deck monsters.9 | Graveyard Setup |
| **Void Breach** | Continuous Trap | None. | During your Standby Phase, summon an "Infernoid Token". Allows you to banish Infernoids you control for their summoning procedures. Protects your highest-Level Infernoid from targeting and attacks.11 | Resource Generation / Protection |

### 1.4 The Linchpin: The Indispensable Role of Infernoid Decatron

At the heart of the entire Infernoid strategy is Infernoid Decatron, a Level 1 FIRE Fiend Tuner monster.14 It is the only member of the archetype that can be Normal Summoned. Upon its summon, Decatron can send any other "Infernoid" monster from the Deck to the Graveyard; it then gains that monster's Level, copies its name, and replaces its own effect with the sent monster's original effects.8

This single card is a one-card starter, a versatile toolbox, a Graveyard setup tool, and an enabler for Synchro and Xyz plays.2 Its status as the sole Normal Summon makes it the guaranteed outcome of powerful mill spells like

Reasoning and Monster Gate, which form the basis of older, more explosive builds of the deck.15

The central importance of Decatron has made it the catalyst for the archetype's competitive evolution. The history of Infernoid deckbuilding can be viewed as a continuous search for more efficient and consistent methods of summoning Decatron. Early builds used the Lightsworn engine to randomly mill cards, hoping to send Decatron or other Infernoids to the Graveyard.1 Later, the advent of the Snake-Eye engine marked a paradigm shift. As an engine specializing in summoning Level 1 FIRE monsters, Snake-Eye provides multiple searchable, one-card combos that can summon

Infernoid Decatron directly from the Deck, multiple times in a single turn.18 This evolution demonstrates a broader trend in modern deckbuilding: an archetype's viability is often directly proportional to its ability to consistently access its single most powerful starter card. Decatron's unique design is the reason Infernoids can hybridize so effectively, and the dominance of the Snake-Eye variant is a direct result of it being the most efficient Decatron delivery system to date.

## Section 2: Foundational Combo Lines & Strategic Pathways

The Infernoid strategy is built upon several core combo lines that leverage its unique mechanics. These pathways range from high-variance, explosive plays to more controlled, disruptive setups, with recent support creating new, highly consistent lines of play.

### 2.1 The Mill Strategy: Leveraging Reasoning and Monster Gate

The classic Infernoid strategy is a high-risk, high-reward gambit centered on the Spell cards Reasoning and Monster Gate.4 Both cards require the player to Tribute a monster (for

Monster Gate) or nothing (for Reasoning) and then excavate cards from the top of the deck until a monster that can be Normal Summoned is found. That monster is Special Summoned, and all other excavated cards are sent to the Graveyard.16 Since

Infernoid Decatron is often the only Normal Summonable monster in the deck, a successful resolution of either spell can mill a massive number of cards, instantly loading the Graveyard with the Infernoid monsters needed as fuel for their summoning conditions.21

A typical sequence is as follows:

1. Activate Reasoning. The opponent declares a Level.
2. Excavate cards from the deck. All Infernoid monsters and "Void" Spell/Traps are sent to the Graveyard.
3. When Infernoid Decatron is excavated, it is Special Summoned.
4. Decatron's effect activates, sending another high-Level Infernoid (e.g., Infernoid Seitsemas) to the Graveyard to copy its effect and become Level 8.
5. The result is a field with a powerful monster effect and a Graveyard brimming with resources, ready to summon the larger Infernoids.

### 2.2 The "Void Feast" Gambit: Establishing Turn-One Disruption

For a more controlled, going-first strategy, the primary combo revolves around setting up Void Feast for activation on the opponent's turn.19 This powerful Trap Card is the archetype's main tool for establishing an interactive board from a single card.

The most common way to access it is via Void Vanishment, which can search any "Void" Spell/Trap.12 The combo proceeds as follows:

1. Activate Void Vanishment, discarding a card to add Void Feast from the Deck to the hand.
2. Set Void Feast and end the turn.
3. During the opponent's turn, activate Void Feast. The cost is to send a "Void" Spell/Trap from the hand or field to the Graveyard; in this case, the face-up Void Vanishment is sent.
4. The effect of Void Feast Special Summons up to three Infernoids from the Deck whose total Levels equal exactly 8, ignoring their summoning conditions. The standard summons are one Infernoid Sjette (Level 6) and two copies of Infernoid Decatron (Level 1).12
5. Upon being summoned, both Decatrons activate their effects. The first sends Infernoid Onuncu (Level 10) to the Graveyard, and the second sends Infernoid Devyaty (Level 9).
6. This leaves the player with two 500 ATK monsters on the field that have copied the powerful Spell/Trap and monster effect negation abilities of the archetype's main boss monsters, providing two potent interruptions to disrupt the opponent's plays.7

### 2.3 The New Era Starters: Infernoid Evil and Infernoid Flood

Recent support has introduced a self-contained and highly consistent combo loop that solves many of the archetype's historical consistency issues. This loop is centered on the new Fusion Monster, Infernoid Evil, and the new Link Monster, Infernoid Flood.

Infernoid Evil is a Level 1 Fusion monster that, when Fusion Summoned, allows the player to banish an Infernoid from their Graveyard to send a number of different Infernoids from the Deck to the Graveyard equal to the banished monster's Level.8 By banishing a Level 9 or 10 Infernoid, this effect can mill nearly the entire archetype's monster lineup in one go.25

Infernoid Flood is a Link-4 boss monster with a powerful Quick Effect to Tribute a monster to negate a Special Summon and banish the monster(s) involved.8

These two cards create a powerful, synergistic loop. A player can summon Infernoid Evil (often through generic means like Instant Fusion or engine-specific plays), use its effect to fill the Graveyard with resources, and then use Evil as material to Link Summon a monster. When Infernoid Evil is sent to the Graveyard or banished, its second effect triggers, allowing the player to add any "Void" Spell/Trap from their Deck to their hand.8 The ideal target is often

Void Feast. This creates a direct and consistent path: summon Evil to gain resources, Link climb into a powerful monster like Flood, and search Void Feast for follow-up disruption. This powerful sequence makes the deck far less reliant on the luck-based milling of its past.

## Section 3: Synergistic Engines - Hybridization and Modernization

Infernoids' unique mechanics and inherent "bricky" nature (drawing multiple high-level Infernoids with no way to summon them) make the deck a prime candidate for hybridization with external engines. These engines aim to increase consistency, provide alternative plays, and more efficiently set up the core Infernoid game plan.

### 3.1 The Dominant Paradigm: The Snake-Eye Engine

The most potent and popular modern variant of Infernoids utilizes the Snake-Eye engine. This engine, featuring cards like Snake-Eye Ash, Diabellstar the Black Witch, and Original Sinful Spoils - Snake-Eye, is exceptionally efficient at searching and Special Summoning Level 1 FIRE monsters from the Deck.19 The synergy is direct and powerful:

Infernoid Decatron is a Level 1 FIRE monster, making it the perfect target for the engine's effects.18 This synergy transforms the deck by providing a consistent, searchable, one-card starter that leads directly into the most powerful Infernoid combos.20

A basic combo line starting with just Snake-Eye Ash demonstrates this power 20:

1. Normal Summon Snake-Eye Ash to search Snake-Eyes Poplar.
2. Special Summon Poplar to search Original Sinful Spoils - Snake-Eye (OSS).
3. Link Summon using Ash and Poplar, and place Poplar into the Spell & Trap Zone.
4. Activate OSS, sending Poplar from the back row to the Graveyard to Special Summon Infernoid Decatron from the Deck.
5. Decatron activates, sending an Infernoid to the Graveyard to copy its effect and Level.
6. This single card has now established a board presence, set up the Graveyard, and provided access to the full Infernoid toolbox. From this point, further extenders can lead into the Infernoid Evil and Infernoid Flood lines, resulting in a formidable endboard from just one starting card.20

### 3.2 The Corrupting Influence: The Lair of Darkness Engine

A popular and powerful variant combines Infernoids with the Field Spell Lair of Darkness. This Field Spell turns all monsters on the field and in the Graveyards into DARK attribute. More importantly, once per turn, when a player would Tribute a monster to activate a card effect, they can Tribute one of their opponent's DARK monsters instead.1

The synergy with Infernoids is immense. Nearly every Infernoid monster has an effect that requires tributing a monster as cost, either for negation or for banishing a card from the opponent's Graveyard. With Lair of Darkness active, these costs can be paid by tributing the opponent's monsters.1 This fundamentally alters the deck's function. An Infernoid's effect is no longer just a piece of disruption; it is now disruption and removal combined. This is particularly effective against powerful boss monsters that may be immune to destruction or targeting effects. Since tributing is a game mechanic that does not target or destroy,

Lair of Darkness transforms every Infernoid into a potential out for otherwise indestructible threats, giving the deck a powerful problem-solving capability it would otherwise lack.1

### 3.3 Legacy & Niche Engines: Lightsworn and Horus

Before the rise of the Snake-Eye engine, one of the most common Infernoid variants utilized the Lightsworn engine. Cards like Raiden, Hand of the Lightsworn and Charge of the Light Brigade provide a consistent way to mill cards from the Deck to the Graveyard, fueling the Infernoid summoning mechanic.1 While effective at setting up the Graveyard, this engine relies more on random chance and is generally considered less consistent and powerful than modern alternatives.29

More recently, players have experimented with the Horus engine. This engine uses King's Sarcophagus to send Level 8 Horus monsters to the Graveyard, which can then revive themselves each turn.30 This provides a steady stream of high-Level bodies for Link material or Rank 8 Xyz plays. The primary synergy is that

King's Sarcophagus requires discarding cards to activate its effect, which can be a useful way to get unsummonable Infernoids out of the hand and into the Graveyard.30 However, the engine is notably vulnerable to common hand traps like

Maxx "C" and can sometimes conflict with the Infernoid game plan by occupying the field with high-Level monsters.31

## Section 4: The Endboard - Constructing a Wall of Disruption

The goal of modern Infernoid combo lines, particularly those utilizing the Snake-Eye engine, is to construct a multi-layered endboard that can disrupt the opponent's plays at multiple points. Unlike many strategies that focus solely on monster effect negation, an Infernoid board attacks the opponent from several different angles simultaneously.

### 4.1 Anatomy of a Modern Snake-Eye Infernoid Endboard

A typical endboard established by a successful Snake-Eye Infernoid combo consists of several key interactive pieces on the field, in the Graveyard, and in the back row.21

1. **Infernoid Flood (The Summon Stopper):** This Link-4 monster serves as the board's centerpiece. Its Quick Effect allows the player to Tribute any monster to negate a Special Summon and banish the would-be summoned monster(s). This acts as a powerful, recurring "Solemn Warning" that can shut down an opponent's core combo before it even begins.18
2. **Set Void Feast (The Ambush):** Searched during the combo by Infernoid Evil, this Trap card provides the next layer of disruption. As detailed previously, its activation summons two Decatrons from the Deck, which then copy the effects of Onuncu and Devyaty to provide both a monster effect negate and a Spell/Trap negate.12
3. **Promethean Princess, Bestower of Flames in Graveyard (The Recursion):** Used as Link material during the main combo, Princess provides disruption from the Graveyard. If the opponent Special Summons a monster, her effect can be activated to revive a FIRE monster (such as Decatron to copy another Infernoid's effect) and then destroy one card on each player's field.21
4. **Loaded Graveyard (The Grind Game):** The initial combo, powered by Infernoid Evil, ensures the Graveyard is filled with medium and large Infernoids. These monsters provide a constant stream of pressure. Their Quick Effects can be used to banish key cards from the opponent's Graveyard, and they can be summoned at any opportune moment to apply pressure or provide additional bodies for Tribute costs, so long as the Level 8 Cap is respected.10

This endboard presents a formidable challenge. It attacks the opponent's ability to summon monsters (Flood), their ability to resolve card effects (Feast), their board presence (Princess), and their Graveyard resources (the medium Infernoids). This multi-axis disruption strategy is what defines the deck's high power ceiling, as opponents will find that playing around one form of interaction often leaves them vulnerable to another.33

## Section 5: Strategic Matchups & Counter-Play

The Infernoid archetype occupies a unique space in the competitive metagame. Its strengths lie in its ability to punish specific strategies, while its weaknesses are pronounced and can be exploited by well-prepared opponents.

### 5.1 Favorable Engagements: Preying on Graveyard-Reliant Strategies

Infernoids are exceptionally potent against decks that heavily rely on their Graveyard as a resource. The ability of most Infernoid monsters to Tribute a monster as a Quick Effect to banish a card from the opponent's Graveyard is a devastatingly effective tool.10 This constant, targeted Graveyard removal can dismantle the core strategies of many decks. Archetypes like Satellarknights, which rely on reviving key monsters with cards like

Satellarknight Altair, or Salamangreats, which require specific monsters in the Graveyard for their Link Summons, are particularly vulnerable to this form of disruption.10

### 5.2 The Achilles' Heel: How to Effectively Counter Infernoids

Despite their power, Infernoids have several critical weaknesses that can be exploited to defeat them.

* **Graveyard Hate:** The deck's reliance on the Graveyard for its summoning costs makes it extremely vulnerable to cards that prevent Graveyard access. Continuous Spells and Traps like Macro Cosmos, Dimensional Fissure, and Necrovalley can shut down the deck's engine almost completely, preventing players from banishing cards from the Graveyard to summon their monsters. These cards are often considered "auto-wins" against the strategy.34
* **Summon and Effect Negation:** Floodgate cards that prevent Special Summoning, such as Vanity's Emptiness or Vanity's Fiend, are crippling.34 On a more targeted level, negating the on-summon effect of  
  Infernoid Decatron with a card like Ash Blossom & Joyous Spring or Infinite Impermanence can often end the Infernoid player's turn on the spot, as it is their single most important starter and enabler.33
* **Resource Depletion:** While powerful, the Infernoid resource loop is finite. The monsters banished as summoning costs are, for the most part, gone for the remainder of the duel. A player who can survive the initial onslaught and force the Infernoid player into a protracted grind game can eventually exhaust their supply of monsters in the deck and Graveyard, leaving them with no fuel to continue their plays.34

A deeper understanding of the archetype reveals a fundamental contradiction in its deckbuilding philosophy, which presents a key strategic choke point. There is an inherent conflict between running the classic mill spells (Reasoning, Monster Gate) and running generic "hand trap" interruptions (Ash Blossom, Maxx "C").21 A deck built around

Reasoning must minimize its count of Normal Summonable monsters, a category that includes most hand traps. This forces the Infernoid player into a difficult choice: build for maximum explosive potential at the cost of being vulnerable going second, or build a more resilient deck with hand traps that risks making the powerful mill spells ineffective. An astute opponent can exploit this dilemma. Against a suspected mill-focused build, one can play aggressively, confident that the opponent has few defensive options. Against a hybrid engine build like Snake-Eye, the key is to direct all disruption at the engine's starter cards. Therefore, the most effective way to counter Infernoids is to correctly identify the variant being played and target the specific choke point upon which that variant relies.

## Conclusion

The Infernoid archetype has undergone a significant transformation since its inception. Initially a high-variance, "all-or-nothing" strategy reliant on the luck of powerful mill spells, it has evolved into a remarkably consistent and resilient contender in the modern game. This evolution is a direct result of both targeted new support in the form of Infernoid Evil and Infernoid Flood, and the archetype's profound synergy with powerful, generic engines like Snake-Eye.

At its core, the deck's identity remains unchanged. It is a strategy defined by the careful management of the Level 8 Cap and the meticulous use of the Graveyard as a finite resource pool. However, modern support has provided the tools to execute this game plan with unprecedented reliability. The ability of the Snake-Eye engine to consistently summon Infernoid Decatron, combined with the self-sustaining advantage loop created by Infernoid Evil, has largely solved the consistency issues that once plagued the deck. The resulting endboards, which attack opponents from multiple axes of interaction, are among the most formidable in the game. While significant vulnerabilities to Graveyard hate and specific floodgates persist, the Infernoid archetype stands as a testament to how modern card design can reinvigorate an older strategy, transforming it from a rogue curiosity into a genuine competitive threat.

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