# A Strategic Deep Dive into the Numeron Archetype: From Core Mechanics to Competitive Application

## Introduction

The Numeron archetype presents a unique paradigm within the Yu-Gi-Oh! Trading Card Game. It is an Xyz-based strategy that paradoxically circumvents the traditional process of Xyz Summoning, instead relying on its potent Spell Cards to deploy its monsters directly from the Extra Deck.1 The archetype's primary strategic objective is to execute a hyper-consistent, go-second One-Turn Kill (OTK) by overwhelming the opponent with exponentially increasing attack points.

This singular focus defines the deck's core philosophy as a "glass cannon." It possesses an incredibly linear and powerful game plan capable of ending a duel in a single Battle Phase, yet it is simultaneously fragile and predictable. The entire strategy is built upon a single, critical chokepoint, making it highly susceptible to targeted disruption.1 This report will provide a comprehensive analysis of the Numeron archetype, deconstructing its core engine and combo lines, exploring its integration into hybrid strategies, and detailing the most effective methods to counter its potent but brittle game plan. This structure is designed to offer a granular understanding of the archetype's mechanics, suitable for both players of the deck and those seeking to defeat it.

## The Numeron Engine - Anatomy of an OTK

The Numeron engine is a remarkably compact and efficient system of cards designed to work in perfect concert. Each component is engineered to facilitate a single, devastating outcome, with interdependencies that create a powerful but delicate mechanical loop.

### The Heart of the System: Numeron Network

The entire Numeron strategy is built upon the foundation of a single Field Spell: Numeron Network. This card is the absolute cornerstone of the archetype; without it, the deck is functionally inert.1 Numeron Network possesses two critical effects that are inextricably linked.

First, its ignition effect allows the player, once per turn during their Main Phase, to send one "Numeron" Normal Spell Card that meets its activation conditions from the Deck to the Graveyard (GY). The effect of Numeron Network then becomes that Spell's effect.4 This provides unparalleled consistency by effectively allowing the player to search for and activate the deck's key playmaker, Numeron Calling, in a single action.

Second, Numeron Network has a continuous effect that allows "Numeron" Xyz Monsters on the field to activate their effects without detaching Xyz materials.4 This is not a supplementary bonus but a mandatory requirement for the OTK strategy. The primary method of summoning the archetype's monsters leaves them without any materials, rendering their most important effects unusable. Thus, Numeron Network's first effect enables the summoning of these monsters, while its second effect makes them functional. This co-dependent design highlights that the archetype was built from the ground up to function exclusively through its Field Spell, creating a singular point of failure that is the focus of most counter-strategies.

### The Ignition Switch: Numeron Calling

Numeron Calling is the Normal Spell that serves as the engine's ignition. Its effect can only be activated if Numeron Network is in the Field Zone and the player controls no monsters. When these conditions are met, it allows the player to Special Summon up to four "Numeron Gate" Xyz Monsters with different names directly from the Extra Deck.8

This card's activation requirements firmly establish the deck's identity as a go-second strategy, necessitating the use of board-breaking cards to clear the field before initiating the combo. The card imposes two significant restrictions: the summoned monsters are banished during the End Phase, and the player can only Normal or Special Summon one additional time for the remainder of the turn.7 This latter restriction is a crucial balancing factor, forcing a strategic decision between extending into a powerful Link monster or using the summon for an alternative Xyz monster like Number C1: Numeron Chaos Gate Sunya.12 The banishing clause, while seemingly a drawback, cleverly synergizes with a secondary win condition involving Sunya, whose own effect is fueled by the number and power of banished Xyz monsters.13

### The Gatekeepers: Numeron Wall and Other Searchers

Given the absolute necessity of Numeron Network, the deck dedicates a significant number of its Main Deck slots to cards that can search for it, ensuring the core combo is accessible in the opening hand. The premier in-archetype searcher is Numeron Wall, a Level 1 DARK Fiend monster.7 It possesses a Quick Effect that allows the player, if they control no cards, to send it from their hand or field to the GY to activate one Numeron Network directly from the hand or Deck.16 This method of activation is particularly potent as it does not "add" a card to the hand, thereby bypassing common negation effects like Ash Blossom & Joyous Spring that react to search effects.1

In addition to a full complement of Numeron Wall, decks typically run generic Field Spell searchers such as Planet Pathfinder and Terraforming to maximize consistency.3 This redundancy, however, can be a double-edged sword. While it makes accessing Numeron Network highly probable, it also increases the chance of drawing multiple searchers, resulting in hands that lack the essential board-breaking cards or hand traps needed to survive and dismantle an opponent's established field.

### The Instruments of Victory: The Numeron Gate Monsters

The ammunition for the OTK is a quartet of functionally identical Xyz Monsters: Number 1: Numeron Gate Ekam, Number 2: Numeron Gate Dve, Number 3: Numeron Gate Trini, and Number 4: Numeron Gate Catvari.7 All are Rank 1 LIGHT Machine monsters with 1000 ATK and share two key effects.15

First, they cannot be destroyed by battle. This is crucial, as it allows them to attack an opponent's stronger monster simply to trigger their second effect without being removed from the field.7 Second, at the end of the Damage Step, if they battled an opponent's monster, they have an effect that doubles the ATK of all "Numeron" monsters currently on the field.8 As they are summoned by Numeron Calling without materials, this effect is only usable due to the continuous effect of Numeron Network. Number 1: Numeron Gate Ekam has an additional, unique role as the specific material required to summon the archetype's "boss" monster, Number C1: Numeron Chaos Gate Sunya.14

## Executing the Game Plan - Combo Lines and End Boards

The Numeron strategy is defined by its linear and explosive game plan. While the primary goal is a swift OTK, the deck has several alternative lines of play if the initial assault is thwarted or impossible to execute.

### The Primary Combo: The Numeron OTK

The deck's most common and powerful line of play is a straightforward sequence designed to end the game on the second turn.

1. **Access the Network:** The turn begins by activating Numeron Network from the hand or using a searcher like Numeron Wall or Planet Pathfinder to place it onto the field.1
2. **Clear the Path:** With the opponent having already established a board, the Numeron player uses powerful board-breaking cards. Cards like Lava Golem or Kaijus can tribute the opponent's most problematic monsters, while Lightning Storm or Harpie's Feather Duster can eliminate back-row threats. The goal is to remove key interruptions while leaving at least one monster on the opponent's field to serve as a target.1
3. **Call the Gates:** The player activates Numeron Network's effect, sending Numeron Calling from the Deck to the GY. This effect resolves, Special Summoning Number 1, Number 2, Number 3, and Number 4 from the Extra Deck in Attack Position.1
4. **Initiate the Attack Sequence:** The player enters the Battle Phase.
   * **Attack 1:** The first Numeron Gate attacks an opponent's monster. It is not destroyed by battle. At the end of the Damage Step, its effect activates (without detaching a material due to Network), doubling the ATK of all four Gates to 2000.7
   * **Attack 2:** The second Gate attacks the same monster. Its effect activates, doubling the ATK of all four Gates to 4000.
   * **Attack 3:** The third Gate attacks. Its effect activates, doubling the ATK of all four Gates to 8000.
   * **Attack 4:** The fourth Gate, now possessing 8000 ATK, attacks for game-ending damage.

The end board for this sequence is simply the opponent's Life Points reduced to 0.

### Alternative End Boards and Follow-up Plays

If the OTK is not viable, the deck can pivot to several other end boards.

* **The Number C1: Numeron Chaos Gate Sunya Board Wipe:** If the opponent has no monsters or the OTK is otherwise impossible, the player can use the one remaining Special Summon granted by Numeron Calling to Xyz Summon Number C1: Numeron Chaos Gate Sunya using Number 1: Numeron Gate Ekam as material.7 Upon being summoned, Sunya's mandatory effect activates, banishing all monsters on the field, including itself and the other three Gates. This results in an empty field on both sides. During the player's next Standby Phase, Sunya Special Summons itself from the banished zone and, if Numeron Network is still on the field, inflicts burn damage to the opponent equal to the combined ATK of all banished Xyz monsters—often resulting in 5000 or more damage.1
* **Link Climbing into Generic "Boss" Monsters:** If the OTK fails but the four Gates survive the Battle Phase, they can be used as Link Material during Main Phase 2. As four monsters, they provide immediate access to a powerful Link-4 monster. Common choices for this end board include Apollousa, Bow of the Goddess for multiple monster negates, Mekk-Knight Crusadia Avramax as a difficult-to-remove threat, or Underworld Goddess of the Closed World to out a specific opposing monster.1
* **The Advanced Numerounius Win Condition:** A far more complex and less competitively viable line involves using Numeron Chaos Ritual to summon the colossal Number C1000: Numerounius, which boasts 10,000 ATK. If this monster is destroyed by an opponent's card effect, it can then summon Number iC1000: Numerounius Numerounia, a monster with 100,000 ATK and an alternate win condition.12 This combo is generally considered too slow and fragile for serious play but represents the archetype's ultimate potential as depicted in its source material.3

### Numeron Combo Flowchart

The following table illustrates the strategic decision-making process of the Numeron deck.

| Step | Action/Decision | "Yes" Path | "No" Path |
| --- | --- | --- | --- |
| **1** | **Access Numeron Network?** | Proceed to Step 2. | Strategy fails. |
| **2** | **Clear Opponent's Board & Interruptions** | Proceed to Step 3. | - |
| **3** | **Activate Network to use Calling's effect** | Summon 4 "Numeron Gate" monsters. Proceed to Step 4. | - |
| **4** | **Is OTK Possible?** | Proceed to Step 5a. | Proceed to Step 5b. |
| **5a** | **Execute Attack Sequence** | Attack with Gates 1, 2, and 3 to increase all Gates' ATK to 8000. Attack for game with the fourth Gate. | - |
| **5b** | **Pivot to Alternative Play** | **Option 1:** Use remaining summon for Sunya -> Banish field for next-turn burn damage. **Option 2:** Proceed to Main Phase 2 -> Link Summon a powerful Link-4 "Boss" Monster. | - |
| **End** | **Result** | **Victory** | **Contingency Board Established** |

## Strategic Synergies - Hybrid Variants and Tech Choices

Due to the small, self-contained nature of its core engine, the Numeron archetype is frequently combined with other strategies and a host of generic support cards to enhance its consistency and resilience.

### Board-Breaking and Generic Support

Numeron decks are typically filled with non-engine "going-second" cards, which are not optional tech choices but mandatory components for the strategy to function. This suite of cards includes monster removal like the Kaiju archetype (Gameciel, the Sea Turtle Kaiju, Jizukiru, the Star Destroying Kaiju), Lava Golem, and board-wipes like Lightning Storm and Harpie's Feather Duster.1 Effect negation such as Forbidden Droplet and defensive hand traps like Ash Blossom & Joyous Spring are also common.3 These cards serve two vital purposes: first, to dismantle the opponent's established board and negate their interruptions, and second, to ensure the conditions for Numeron Calling (controlling no monsters) are met. The specific selection of these staples is highly dependent on the competitive meta, requiring the player to adapt their build to counter the most prevalent threats.

### The Numeron-Kaiju Variant

The pairing of Numeron with the Kaiju engine is a natural and highly effective synergy.24 Kaiju monsters provide an invaluable form of non-targeting removal by allowing the player to tribute an opponent's monster to summon a Kaiju to their field. This single action solves two of the Numeron deck's primary challenges: it removes the opponent's most threatening monster, which often has protection or negation effects, and it leaves a monster on the opponent's field to serve as a perfect target for initiating the Numeron OTK attack sequence.24

### The Numeron-Eldlich Variant

This hybrid build combines the slow, resource-intensive control strategy of the Eldlich archetype with the explosive OTK potential of the Numeron engine.31 The Eldlich cards, including Eldlich the Golden Lord and the "Golden Land" trap monsters, are used to control the board, stall the game, and out-resource the opponent. This forces the opponent to commit cards to the field to break the grind game. Once an opening presents itself, the Eldlich player can pivot to the Numeron combo for a swift and often unexpected victory. The two engines can operate almost entirely independently, making the deck resilient and unpredictable.34

### The Numeron-Mekk-Knight Variant

Mekk-Knights are an archetype of high-Level monsters that can be Special Summoned from the hand into any column that contains two or more cards, making them another potent go-second engine.35 This variant leverages two distinct strategies for breaking an opponent's board. If the opponent's field creates the necessary columns, the Mekk-Knights can establish a powerful board presence. If not, the standard Numeron game plan remains fully available. The primary synergy emerges in Main Phase 2, where the four Numeron Gate monsters can be used as material to easily Link Summon Mekk-Knight Crusadia Avramax, a formidable boss monster that benefits both strategies.25

## Counter-Strategies - Deconstructing the Numeron Chokepoints

Despite its explosive power, the Numeron deck's linear nature and reliance on a single card create several clear chokepoints that a prepared opponent can exploit.

### The Singular Weakness: Exploiting Numeron Network

The deck's entire strategy is contingent upon resolving the effect of Numeron Network and keeping it on the field through the Battle Phase. Therefore, removing or negating this Field Spell is the most effective counter-measure.2 Cards that can remove Spells and Traps at Quick Effect speed, such as Cosmic Cyclone, Mystical Space Typhoon, or Ghost Ogre & Snow Rabbit, are exceptionally potent.

The timing of this disruption is the most critical element. While negating the initial activation of Numeron Network can be effective, a skilled Numeron player may have extenders or a second copy. The optimal moment to destroy Numeron Network is often during the opponent's Battle Phase. The sequence is as follows: the Numeron player summons their four Gates, enters the Battle Phase, and declares an attack. The Gate's ATK-doubling effect is a trigger effect that activates at the end of the Damage Step. However, their ability to use this effect without materials is a continuous effect granted by Numeron Network. By chaining a card like Cosmic Cyclone to the attack declaration and removing Network from the field, its continuous effect ceases to apply. When the Gate's effect attempts to activate, the player will be unable to pay the cost (detaching a material, as it has none), and the effect will resolve without doubling the monsters' ATK. This completely halts the OTK and leaves the opponent with a weak board of four 1000 ATK monsters.38

### Playing Around the OTK

Beyond directly targeting Numeron Network, several other strategies can effectively counter the deck.

* **Board State Manipulation:** The Numeron Gates must battle a monster to trigger their ATK-doubling effects. Therefore, ending a turn with no monsters on the field can prevent the OTK, as the Numeron player will be limited to a maximum of 4000 damage through four direct attacks.2 Alternatively, summoning monsters with high DEF in Defense Position can absorb the attacks and potentially inflict significant battle damage back to the Numeron player.
* **Floodgates and Lingering Effects:** Certain continuous effects or "floodgates" can stop the Numeron strategy before it starts.
  + Cards like Dimensional Shifter or Macro Cosmos prevent cards from being sent to the GY. This is critical because Numeron Network requires sending Numeron Calling to the GY as a cost, which is impossible under these effects.2
  + Dimensional Barrier, with "Xyz" being declared, will prevent the Numeron Gates from being summoned for the entire turn.2
  + Skill Drain will negate the on-field effects of the Numeron Gates as they attempt to resolve, preventing the ATK increase.40
* **Battle Phase Disruption:** Because the Numeron player must commit all their monsters to the board in Attack Position to perform the OTK, they are extremely vulnerable to battle traps. Classic cards like Mirror Force or Magic Cylinder can be devastating, either destroying the entire board or reflecting the massive damage back at the Numeron player for an ironic OTK.2

### Numeron Weaknesses & Counter-Play Matrix

This table provides a concise summary of the archetype's vulnerabilities and the corresponding counters.

| Chokepoint / Weakness | Effective Counter-Plays & Cards |
| --- | --- |
| **Reliance on Numeron Network** | Field Spell removal (Cosmic Cyclone, Ghost Ogre & Snow Rabbit). **Optimal timing: during the Battle Phase.** |
| **Need to Send Calling to GY as Cost** | Banishment floodgates (Dimensional Shifter, Macro Cosmos). |
| **Summoning Xyz Monsters** | Summon prevention (Dimensional Barrier declaring "Xyz"). |
| **Need to Battle a Monster for ATK Gain** | Maintain an empty board to limit damage to 4000. Summon high-DEF monsters in Defense Position. |
| **Committing to an All-Out Attack** | Battle traps (Mirror Force, Magic Cylinder, Dimensional Prison). |
| **Reliance on Monster Effects on Field** | Effect negation floodgates (Skill Drain). |

## Conclusion

The Numeron archetype stands as a formidable and highly specialized strategy within the competitive landscape. It functions as a "gateway" competitive deck, offering a simple, linear game plan with an exceptionally high power ceiling, making it particularly effective in Best-of-1 formats like Yu-Gi-Oh! Master Duel where its predictability is less of a liability.2

The archetype's core strength lies in its unmatched consistency in executing its primary OTK combo. The synergy between Numeron Network, Numeron Calling, and the Numeron Gate monsters creates a self-contained engine capable of ending duels with startling efficiency. However, this strength is mirrored by a profound weakness: its near-total dependence on Numeron Network. This singular point of failure, combined with its reliance on going second and its vulnerability to well-timed disruption, makes it a fragile strategy in Best-of-3 formats where opponents can utilize their side deck to specifically target its chokepoints.

Ultimately, while Numeron may not consistently secure top positions in major tournaments due to this fragility, its ability to decisively win games with a single, easily assembled combo ensures it remains a persistent and respected threat. Furthermore, its compact nature makes it a potent and splashable engine, guaranteeing its continued relevance in a variety of creative hybrid strategies that can mask its weaknesses and surprise unprepared opponents.

#### Geciteerd werk

1. Numeron Guide | Master Duel Meta, geopend op oktober 9, 2025, <https://www.masterduelmeta.com/articles/guides/numeron-guide-slainpork>
2. What are critical weak points of a Numeron deck? : r/Yugioh101, geopend op oktober 9, 2025, <https://www.reddit.com/r/Yugioh101/comments/109uq7a/what_are_critical_weak_points_of_a_numeron_deck/>
3. what cards do I need for a numeron deck : r/masterduel - Reddit, geopend op oktober 9, 2025, <https://www.reddit.com/r/masterduel/comments/xs5i0p/what_cards_do_i_need_for_a_numeron_deck/>
4. Numeron Network | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=15384&request_locale=en>
5. Numeron Network - YGO Cards - Cardmarket, geopend op oktober 9, 2025, <https://www.cardmarket.com/en/YuGiOh/Cards/Numeron-Network>
6. Numeron Network - Battles of Legend: Armageddon - YuGiOh - TCGplayer.com, geopend op oktober 9, 2025, <https://www.tcgplayer.com/product/217969/yugioh-battles-of-legend-armageddon-numeron-network>
7. Archetype Analysis: Numeron | Cubic Creativity - WordPress.com, geopend op oktober 9, 2025, <https://cubiccreativity.wordpress.com/2022/05/21/archetype-analysis-numeron/>
8. [CP20] Numbers 1-4 and additional Number support : r/yugioh - Reddit, geopend op oktober 9, 2025, <https://www.reddit.com/r/yugioh/comments/gfl8o2/cp20_numbers_14_and_additional_number_support/>
9. Numeron Calling | How to obtain, Decks & Tournament Usage Statistics - Yu-Gi-Oh! Meta, geopend op oktober 9, 2025, <https://www.yugiohmeta.com/cards/Numeron%20Calling>
10. Numeron Calling | Card Details | Yu-Gi-Oh! Neuron(TRADING ..., geopend op oktober 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=15385&request_locale=en>
11. NUMERON CALLING | AndyCards Srl, geopend op oktober 9, 2025, <https://www.andycards.it/en_GB/yu-gi-oh/richiamo-numeron_mged-en088_1>
12. Yu-Gi-Oh! Episode Decks: Don Thousand's Numerons - TCGplayer, geopend op oktober 9, 2025, <https://www.tcgplayer.com/content/article/Yu-Gi-Oh-Episode-Decks-Don-Thousand-s-Numerons/42a0d61f-41b6-42fd-b029-693da9c81e2f/>
13. Number C1: Numeron Chaos Gate Sunya | Card Details | Yu-Gi-Oh ..., geopend op oktober 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=15379&request_locale=en>
14. Number C1: Numeron Chaos Gate Sunya - Judgment of the Pharaoh - WordPress.com, geopend op oktober 9, 2025, <https://ygoreviews.wordpress.com/2020/07/13/number-c1-numeron-chaos-gate-sunya/>
15. YuGiOh Archetype: Numeron - Yu-Gi-Oh! Card Guide, geopend op oktober 9, 2025, <https://www.yugiohcardguide.com/archetype/numeron.html>
16. Numeron Wall | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD ..., geopend op oktober 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=15378&request_locale=en>
17. Numeron Wall [MGED-EN081] Rare - Duel Kingdom, geopend op oktober 9, 2025, <https://duelkingdom.ca/products/numeron-wall-mged-en081-rare>
18. YuGiOh Masterduel Deck Guide: Numerons and their Extreme overkill Boss monster, geopend op oktober 9, 2025, <https://esports.gg/guides/gaming/yugioh-masterduel-deck-guide-numerons-and-their-extreme-overkill-boss-monster/>
19. Number 1: Numeron Gate Ekam | Card Details | Yu-Gi-Oh! Neuron ..., geopend op oktober 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=15380&request_locale=en>
20. Number 2: Numeron Gate Dve | How to obtain, Decks & Tournament Usage Statistics, geopend op oktober 9, 2025, <https://www.yugiohmeta.com/cards/Number%202%3A%20Numeron%20Gate%20Dve>
21. Number 2: Numeron Gate Dve - CoreTCG, geopend op oktober 9, 2025, <https://coretcg.com/Products/99623/2/2660/Number-2-Numeron-Gate-Dve>
22. Number C1: Numeron Chaos Gate Sunya - Yu-Gi-Oh! Master Duel Deck Tracker, geopend op oktober 9, 2025, <https://ygom.untapped.gg/en/cards/79747096/number-c1-numeron-chaos-gate-sunya>
23. SUPER EASY WINS\* Numeron | Deck & "Combo" Guide | Yu-Gi-Oh! Master Duel - YouTube, geopend op oktober 9, 2025, <https://www.youtube.com/watch?v=h2LyiH1Q5LQ>
24. Numeron Kaiju | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&cgid=0fe857c67792366b5dfb3d0f193cb9b7&dno=17&request_locale=en>
25. Mekk-Knight Crusadia Avramax | How to obtain, Decks & Usage Statistics, geopend op oktober 9, 2025, <https://www.masterduelmeta.com/cards/Mekk-Knight%20Crusadia%20Avramax>
26. Numeron Calling Rulings : r/Yugioh101 - Reddit, geopend op oktober 9, 2025, <https://www.reddit.com/r/Yugioh101/comments/th5qug/numeron_calling_rulings/>
27. HOW TO PLAY A NUMERON DECK! TEST HANDS AND COMBOS! (JANUARY 2022) YUGIOH! - YouTube, geopend op oktober 9, 2025, <https://www.youtube.com/watch?v=Fg1jQKAsf48>
28. Numeron Deck 2024 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 9, 2025, <https://duelingnexus.com/blog/numeron-deck-2024/>
29. Numeron [Master Duel] | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&cgid=a1c734a22d8b56c8e4b37a2c56811646&dno=3&request_locale=en>
30. Numeron Deck 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 9, 2025, <https://duelingnexus.com/blog/numeron-deck-2025/>
31. Eldlitch Numeron Fusion | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 9, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&cgid=9a2adfcd2748e59c1e1f3f95cf82a4aa&dno=6&request_locale=en>
32. Eldlich - Numeron - Dragoon Deck (END) - 2024.04 Format - Dueling Nexus, geopend op oktober 9, 2025, <https://duelingnexus.com/blog/eldlich-numeron-dragoon-deck-end-2024-04-format/>
33. Numeron Eldlich Dragoon, 1st place Origami CS (23 May), first online OCG comp after Numeron becoming legal : r/yugioh - Reddit, geopend op oktober 9, 2025, <https://www.reddit.com/r/yugioh/comments/gphunw/numeron_eldlich_dragoon_1st_place_origami_cs_23/>
34. Eldlich Numerons Deck 2023 - Dueling Nexus, geopend op oktober 9, 2025, <https://duelingnexus.com/blog/eldlich-numerons-deck-2023/>
35. Numeron Avramax | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 9, 2025, <http://www.db.yugioh-card.com/yugiohdb/member_deck.action?cgid=b3f9ed2386c7cd441d118ab6db1a542d&dno=5&request_locale=en>
36. The "Mekk Knight Engine" : r/masterduel - Reddit, geopend op oktober 9, 2025, <https://www.reddit.com/r/masterduel/comments/vhod7l/the_mekk_knight_engine/>
37. [2023] numeron Deck 2024 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 9, 2025, <https://duelingnexus.com/blog/2023-numeron-deck-2024/>
38. It's not difficult to counter Numeron... : r/masterduel - Reddit, geopend op oktober 9, 2025, <https://www.reddit.com/r/masterduel/comments/ty6k23/its_not_difficult_to_counter_numeron/>
39. Any idea how tostop numeron? Not the first time i got wrecked by numeron, ofc i include ash blossom, nibiru, and even that spell card on my hand that doesnt seem to work everytime i need them to quickplay (im too lazy to read), Anyways, is numeron deck this conssistent, or any way to - Reddit, geopend op oktober 9, 2025, <https://www.reddit.com/r/masterduel/comments/t2qqm0/any_idea_how_tostop_numeron_not_the_first_time_i/>
40. How do you counter/shut down Numeron OTK? : r/masterduel - Reddit, geopend op oktober 9, 2025, <https://www.reddit.com/r/masterduel/comments/t3stt6/how_do_you_countershut_down_numeron_otk/>