# Analysis of Tri-Brigade Support in Doom of Dimensions

## I. Executive Summary: A Strategic Re-Arming of the Tri-Brigade

The release of the *Doom of Dimensions* (DOOD) booster set, with a TCG release date of September 25-26, 2025 1, introduces two new support cards for the Tri-Brigade archetype: "Tri-Brigade Arms Mouser" 4 and "Tri-Brigade Hammer".3 This report will provide an exhaustive analysis of these two cards and their collective impact on the archetype's competitive viability.

The Tri-Brigade strategy has historically centered on leveraging its Main Deck monsters' effects to banish Beast, Beast-Warrior, and Winged Beast monsters from the Graveyard (GY) to Special Summon its "Tri-Brigade" Link Monsters from the Extra Deck. While potent, the deck often suffered from two primary weaknesses: 1) a significant dependency on accessing its key disruptive trap card, "Tri-Brigade Revolt," to establish a formidable end board, and 2) a vulnerability to disruption that could leave it with limited follow-up or a fragile board.

The new support package from *Doom of Dimensions* is not merely supplemental; it is transformative. "Tri-Brigade Arms Mouser," a new Link-2 monster, provides unprecedented Graveyard setup and adds a new layer of disruption. "Tri-Brigade Hammer," a modal Quick-Play Spell, simultaneously solves the deck's consistency bottleneck for accessing "Revolt" and unlocks a new, previously impractical boss monster, dramatically raising the deck's power ceiling. This analysis indicates that these cards elevate the archetype's floor, ceiling, and grind-game potential, repositioning Tri-Brigade as a significant contender in the new metagame.

## II. Card Profile and Role Analysis: Tri-Brigade Arms Mouser (DOOD-EN051)

"Tri-Brigade Arms Mouser" is an EARTH Beast/Link/Effect monster with 1800 ATK.6 As a Link-2 monster with Bottom-Left and Bottom-Right Link Arrows, it requires 2 Beast, Beast-Warrior, and/or Winged Beast monsters as material.6 Its impact is defined by two powerful, "once per turn" effects.6

### A. Primary Role: The "Double Foolish Burial" and GY Setup

Mouser's first and most significant effect triggers upon its Link Summon: "If this card is Link Summoned: You can send 2 'Tri-Brigade' cards with different names from your Deck and/or Extra Deck to the GY, except 'Tri-Brigade Arms Mouser'...".6 This effect is commonly referred to as a "double Foolish Burial" 9, but this description understates its strategic flexibility. The true power lies in the scope of what it can send—any "Tri-Brigade" card, including monsters, Spells, Traps, and, most critically, cards from the Extra Deck.6

This effect functions as a high-skill-ceiling toolbox, allowing the player to "fix" their game state by sending the precise resources needed. The optimal send targets vary based on the player's hand and the desired combo line:

* **Standard Setup (Main Deck Monsters):** The most straightforward application is sending "Tri-Brigade Nervall" and "Tri-Brigade Kitt" from the Deck to the GY. This immediately loads the GY with two names to fuel the banish-summon effects of Main Deck Tri-Brigade monsters, while also triggering "Nervall's" effect to search for a "Tri-Brigade" monster and "Kitt's" effect to set up a future GY resource.
* **Advanced Setup (Extra Deck Monsters):** The ability to send cards from the Extra Deck to the GY is a powerful, non-linear mechanic.12
  + **Sending "Tri-Brigade Shuraig the Ominous Omen":** "Shuraig" possesses an effect that triggers if it is sent to the GY, allowing the player to add one Beast, Beast-Warrior, or Winged Beast monster from their Deck to their hand.12 Sending "Shuraig" via "Mouser" effectively turns "Mouser" into a "Reinforcement of the Army" (ROTA) that also fuels the GY.
  + **Sending "Brigrand the Glory Dragon":** "Brigrand," a Fusion Monster, has an End Phase effect: "if this card is in the GY because it was sent there this turn: You can add to your hand, or Special Summon, 1 'Tri-Brigade' monster or 1 'Fallen of Albaz' from your Deck".6 Sending "Brigrand" with "Mouser" sets up guaranteed resource recursion and follow-up for the next turn.6
  + **Sending "Tri-Brigade Bearbrumm the Rampant Rampager":** This is one of the most impactful new combo lines. "Bearbrumm's" GY effect allows the player to add one "Tri-Brigade" Spell/Trap from the Deck to the hand.15 By Link Summoning "Mouser" and sending "Bearbrumm" from the Extra Deck to the GY, the player can *immediately* search "Tri-Brigade Revolt," thus achieving their primary Turn 1 goal without needing to Link Summon "Bearbrumm" itself.
* **Niche Setup (Spells/Traps):** Because "Mouser" can send any "Tri-Brigade *card*," it can send Spells or Traps like "Tri-Brigade Oath" or "Tri-Brigade Roar" directly to the GY.6 This is primarily used to fuel the summoning condition of "Tri-Brigade Arms Bucephalus II," which requires three or more "Tri-Brigade" Spells/Traps in the GY.16

This flexibility makes "Mouser" a powerful problem-solver. It can be used to load fuel, search for "Revolt," search for a monster, set up recursion, or enable a specific boss monster. This effect does, however, apply a standard archetype restriction: "...you cannot Special Summon from the Extra Deck for the rest of this turn, except Beast, Beast-Warrior, or Winged Beast monsters".6 This lock is non-inhibitory, as it aligns perfectly with the deck's primary strategy.

### B. Secondary Role: GY-Based Disruption (The "Book" Effect)

Mouser's second effect provides a "floating" disruption: "If this card is sent to the GY: You can target 1 face-up monster on the field; change it to face-down Defense Position".6 This "Book of Moon"-style effect 8 is a "soft" once-per-turn, providing a valuable piece of interaction.

This effect is designed to trigger in two main scenarios. First, it triggers when "Mouser" is used as Link Material for a larger monster, such as "Tri-Brigade Shuraig," "Accesscode Talker," or "S:P Little Knight".12 This allows the player to climb into their boss monsters while simultaneously disrupting the opponent.

Second, and more significantly, it enhances the power of "Tri-Brigade Revolt." The standard "Revolt" play involves summoning multiple "Tri-Brigade" monsters from the GY and Banished Zone and immediately Link Summoning "Shuraig" for a disruptive banish.15 If "Mouser" is used as one of the materials for this Link Summon, its GY effect will trigger alongside "Shuraig's" on-summon effect. This allows the Tri-Brigade player to activate "Revolt" and resolve *two* disruptions: "Shuraig's" banish (as Chain Link 1) and "Mouser's" flip-down effect (as Chain Link 2).8 This compounding disruption significantly strengthens the deck's end board, turning a single trap card into a multi-pronged interactive play.11

### C. The New Link-2 Decision Point

The introduction of "Mouser" creates a new, complex decision point for the Tri-Brigade player. The "first Link-2" summon was previously a choice between "Tri-Brigade Ferrijit the Barren Blossom" (as an extender) and "Tri-Brigade Bearbrumm the Rampant Rampager" (as the "Revolt" searcher).15 "Mouser" now competes for this same slot, offering GY setup and utility. The following table provides a comparative analysis of these key Link-2 monsters.

| **Card Name** | **Materials** | **On-Field Effect (On-Summon/Ignition)** | **GY Effect (When Sent)** | **Primary Role** |
| --- | --- | --- | --- | --- |
| **Tri-Brigade Ferrijit the Barren Blossom** | 2 Tri-Types | Special Summon 1 Level 4 or lower Tri-Type from hand. | Draw 1, then place 1 card from hand on bottom of Deck. | **Extender:** Enables Link climbing by summoning additional bodies from hand. |
| **Tri-Brigade Bearbrumm the Rampant Rampager** | 2 Tri-Types | (Quick Effect): Discard 2 cards, Special Summon 1 banished Level 4 or lower Tri-Type. | Add 1 "Tri-Brigade" Spell/Trap from Deck to hand.15 | **Combo Piece:** Primarily used to search "Revolt." Its on-field effect is rarely used. |
| **Tri-Brigade Arms Mouser** | 2 Tri-Types | Send 2 "Tri-Brigade" cards (Deck/ED) to GY.6 | Target 1 face-up monster; change to face-down Defense Position.6 | **GY Setup / Utility:** Fuels GY, enables ED GY effects 12, provides floating disruption.11 |

This new decision matrix rewards skillful play. A player must now assess their hand and the game state to determine which Link-2 provides the most value: "Ferrijit" to extend a combo, "Bearbrumm" to search "Revolt" directly, or "Mouser" to set up the GY and enable alternative combo paths.

## III. Card Profile and Role Analysis: Tri-Brigade Hammer (DOOD-EN068)

"Tri-Brigade Hammer" is a Quick-Play Spell 3 that offers two distinct, powerful effects. The card states, "Activate 1 of these effects (but you can only use each effect of 'Tri-Brigade Hammer' once per turn)".3 This modal design provides both consistency and a high-power ceiling.

### A. Effect 1: The Consistency Fix (Spell/Trap "ROTA")

The first effect of "Hammer" is a straightforward consistency tool: "Add 1 'Tri-Brigade' Spell/Trap from your Deck to your hand, except 'Tri-Brigade Hammer'".3

The unambiguous primary target for this effect is "Tri-Brigade Revolt," the deck's single most important card for establishing interaction on the opponent's turn.15 Previously, the deck's main way to access "Revolt" was the GY effect of "Tri-Brigade Bearbrumm".15 "Hammer" effectively functions as three additional copies of "Revolt".8

This addition solves the "Revolt" dependency. It makes the deck's Turn 1 play significantly more reliable. Furthermore, it provides critical redundancy and protection against hand traps. If an opponent uses "Ash Blossom & Joyous Spring" to negate the GY effect of "Bearbrumm," a player holding "Hammer" can simply activate it to search "Revolt" anyway. Conversely, if the player opens "Hammer," they can use it to secure "Revolt" and then use "Bearbrumm's" GY effect to search for a different card, such as "Tri-Brigade Oath" for protection or follow-up. This drastically increases the deck's resilience and tactical flexibility.

### B. Effect 2: The Ceiling-Raiser and Recovery Tool

The second effect of "Hammer" provides a powerful new summoning mechanic: "Banish any number of 'Tri-Brigade' cards from your GY; Special Summon 1 'Tri-Brigade' Link Monster from your Extra Deck with Link Rating equal to the number banished, *ignoring its Summoning conditions*...".3 This effect also locks the player into Tri-Type summons from the Extra Deck for the rest of the turn.3

This effect has two main strategic applications. First, it serves as a "Revolt" redundancy or a potent recovery tool.11 As a Quick-Play Spell, it can be set and activated on the opponent's turn. By banishing 4 "Tri-Brigade" cards (which the deck loads into the GY with ease), the player can Special Summon "Tri-Brigade Shuraig the Ominous Omen" for a disruptive banish, effectively acting as a second or third copy of "Revolt."

Second, and far more impactfully, this effect unlocks a previously unplayable boss monster: "Tri-Brigade Arms Bucephalus II".8 "Bucephalus II" is a Link-5 monster with a powerful Quick Effect to negate a monster, Spell, or Trap card. However, its summoning condition requires "3 or more 'Tri-Brigade' Spell/Trap cards in your GY" 16, a condition so slow and impractical that the card saw no competitive play.

"Tri-Brigade Hammer" fundamentally changes this. Its text *"...ignoring its Summoning conditions..."* 3 bypasses this requirement entirely. A player can now simply banish 5 "Tri-Brigade" *cards* from their GY—a trivial task given "Mouser" 9 and "Fraktall"—to Special Summon "Bucephalus II".17 This turns a non-viable monster into a game-winning "boss" that can be summoned disruptively from the deck's core engine, dramatically raising the deck's power ceiling.

## IV. Impact Analysis: Evolution of Tri-Brigade Play Lines

The query's question, "Do they impact play lines?" is answered with a definitive "yes." "Mouser" and "Hammer" do not just supplement old combos; they create entirely new, more efficient, and more powerful lines of play.

### A. The New 1.5-Card "God Combo" (Fraktall + 1 Discard)

The new optimal combo line demonstrates how "Mouser" integrates into the deck's core sequence to produce a resource-dense and highly disruptive board from minimal investment.

1. Activate the effect of "Tri-Brigade Fraktall" in hand, sending it to the GY.
2. Activate "Fraktall's" GY effect, sending "Tri-Brigade Kitt" from the Deck to the GY.
3. Activate "Kitt's" GY effect (Chain Link 1), sending "Tri-Brigade Nervall" from the Deck to the GY.
4. Activate "Nervall's" GY effect (Chain Link 2), adding "Tri-Brigade Kerass" from the Deck to the hand.
5. Normal Summon "Kerass."
6. Link Summon "Salamangreat Almiraj" (or "Scareclaw Light-Heart") using "Kerass" as material.15 (1 "Tri-Type" in GY)
7. Activate the ignition effect of "Kerass" in the GY, banishing 2 cards (e.g., Kitt, Nervall) to Special Summon "Tri-Brigade Ferrijit the Barren Blossom" (Link-2).
8. Activate "Ferrijit's" on-field effect, Special Summoning 1 Beast, Beast-Warrior, or Winged Beast monster from the hand (the discard fodder).
9. Link Summon **"Tri-Brigade Arms Mouser"** (Link-2) using "Ferrijit" and the monster summoned from the hand as material.6
10. Upon its Link Summon, activate **"Mouser's"** effect. Send 2 "Tri-Brigade" cards from the Deck/Extra Deck to the GY. The optimal targets are **"Tri-Brigade Bearbrumm"** (from Extra Deck) and **"Tri-Brigade Shuraig the Ominous Omen"** (from Extra Deck).6
11. Link Summon "Ancient Warriors Oath - Double Dragon Lords" (Link-2) using "Almiraj/Light-Heart" and "Mouser" as material.15
12. A Chain now forms from the cards sent to the GY.
    * **Chain Link 1: "Bearbrumm"** (sent to GY): Add "Tri-Brigade Revolt" from Deck to hand.15
    * **Chain Link 2: "Mouser"** (sent to GY): Target "Double Dragon Lords" or an opponent's monster; change it to face-down Defense Position.6
    * **Chain Link 3: "Shuraig"** (sent to GY): Add 1 Tri-Type monster (e.g., a "Fraktall" for follow-up) from Deck to hand.12

**Resulting End Board:** This 1.5-card combo, which was impossible before *Doom of Dimensions*, ends on:

* "Ancient Warriors Oath - Double Dragon Lords" (a monster negate).
* "Tri-Brigade Revolt" set (a banish + setup for "Mouser's" book).
* "Tri-Brigade Arms Mouser" in the GY (a "Book" disruption on "Revolt's" resolution).8
* A "Tri-Brigade" monster (like "Fraktall") in hand for follow-up.

This single combo establishes three high-impact disruptions and guarantees a follow-up play, a significant upgrade in both power and resource generation.

### B. How "Hammer" Simplifies Combos

"Tri-Brigade Hammer" acts as an "insurance policy" that makes the deck's play lines far more resilient. If a player opens "Hammer" alongside any standard starter, their combo paths become much safer.

For example, if the player opens "Hammer" and "Fraktall," they can perform any combo line that ends with "Bearbrumm" being sent to the GY. "Hammer" can then be activated as a spell to search "Revolt".8 This frees "Bearbrumm's" GY effect to search a *different* card, such as "Tri-Brigade Oath" for battle protection or "Tri-Brigade Roar" for additional disruption. This redundancy means the deck is no longer reliant on a single, fragile path to its end board.

## V. Impact Analysis: The Post-Doom of Dimensions End Board

The new support fundamentally alters the consistency, power, and resilience of the Tri-Brigade end board.

### A. The New "Standard" Board: Increased Consistency and Disruption

The baseline end board for Tri-Brigade has been significantly enhanced.

* **Pre-DOOD Board:** The goal was to end on "Double Dragon Lords" (or a similar negate) and a set "Tri-Brigade Revolt".15 This provided one monster negate and one banish.
* **Post-DOOD Board:** The standard board is now "Double Dragon Lords" (negate) + set "Revolt" (banish) + "Mouser" in GY (a "Book" disruption).6

The *consistency* of reaching this board is massively buffed. "Hammer" provides three new ways to search "Revolt".8 "Mouser" provides a new combo path to search "Revolt" (by dumping "Bearbrumm" from the Extra Deck).15 The *power* of this board is also buffed, as "Mouser's" floating GY effect adds a third, free-floating disruption to the "Revolt" resolution.8

### B. The New "Ceiling" Board: "Hammer" and "Bucephalus II"

The true transformation is the deck's new "ceiling" or "high-roll" board, which leverages both new cards. An ideal Tri-Brigade end board now includes a set "Revolt" *and* a set "Tri-Brigade Hammer." This setup creates a gauntlet of disruptions for the opponent.

The sequence on the opponent's turn would be as follows:

1. The opponent attempts to make a play. The Tri-Brigade player activates **"Tri-Brigade Revolt"**.
2. "Revolt" summons its materials from the GY/Banished Zone (including "Mouser") and immediately Link Summons "Tri-Brigade Shuraig."
3. Upon summon, the Chain resolves: **Chain Link 1 "Shuraig"** (target 1 card to banish), **Chain Link 2 "Mouser"** (target 1 face-up monster to flip face-down).8 This provides two immediate disruptions.
4. The opponent attempts to continue their combo, having weathered the first two disruptions.
5. In response to a new, high-impact card, the Tri-Brigade player activates the Quick-Play Spell **"Tri-Brigade Hammer" (Effect 2)**.3
6. "Hammer" banishes 5 "Tri-Brigade" cards from the GY (e.g., Fraktall, Kitt, Nervall, Kerass, Bearbrumm).
7. "Hammer" Special Summons **"Tri-Brigade Arms Bucephalus II"** (Link-5), *ignoring its summoning conditions*.3
8. "Bucephalus II" is now on the field, and its powerful Quick Effect to negate a monster, Spell, or Trap card is live.

This end board, enabled entirely by the new support, provides *at least four* distinct, high-impact disruptions (a negate from "Double Dragon Lords," a banish from "Shuraig," a "Book" from "Mouser," and a full negate from "Bucephalus II"). This is a level of interactive power the archetype was previously incapable of achieving.

## VI. Competitive Ratios and Final Assessment

The analysis of emerging competitive deck profiles and theoretical application provides clear data on the new cards' play ratios.

* **Tri-Brigade Hammer (Quick-Play Spell):**
  + **Recommended Ratio: 2-3 copies.**
  + **Reasoning:** "Hammer" is a prime consistency card and a high-impact ceiling-raiser. Deck profiles from post-DOOD analysis consistently feature 2 or 3 copies.15 Playing 3 copies maximizes the chance of opening a "Revolt" searcher, while 2 copies is viable as "Bearbrumm" can also search it. It is never correct to play 0 copies.
* **Tri-Brigade Arms Mouser (Link Monster):**
  + **Recommended Ratio: 1-2 copies.**
  + **Reasoning:** As an Extra Deck monster, "Mouser" is inherently recyclable. Deck profiles list 1 or 2 copies.15 A single copy is mandatory to enable the new "Double Foolish" combo lines 9 and provide the "Book" disruption.8 A second copy is optimal, providing resilience against banishment effects ("Called by the Grave") or for extended grind games where the first "Mouser" may be removed. It is never correct to play 0 copies.

### Concluding Verdict

The support from *Doom of Dimensions* is a definitive and comprehensive success, providing the Tri-Brigade archetype with a new "central nervous system." "Tri-Brigade Arms Mouser" fundamentally re-engineers the deck's relationship with its Graveyard and Extra Deck, turning them from simple resource piles into active, searchable toolboxes.12 "Tri-Brigade Hammer" single-handedly solves the deck's primary consistency bottleneck—access to "Revolt" 8—while simultaneously "unlocking" a dormant and powerful boss monster in "Bucephalus II".8

Together, these cards fix the archetype's key weaknesses, streamline its central combos, and create a new, terrifyingly high-disruption ceiling. This support package elevates Tri-Brigade from a respected rogue strategy back into a potent and resilient "Tier 1" contender in the post-*Doom of Dimensions* metagame.

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