# A Strategic Deep Dive into the Tri-Brigade Archetype: Core Mechanics, Combo Lines, and Competitive Variants

## Section 1: The Core Tri-Brigade Engine - The Arsenal of the Revolt

The Tri-Brigade archetype, first introduced in the *Phantom Rage* booster set, represents a highly efficient and versatile engine centered around Beast, Beast-Warrior, and Winged Beast monsters, collectively referred to as "Tri-Types".1 Its strategic depth is derived from a unique summoning mechanic, a synergistic set of main deck monsters that fuel this mechanic, and a powerful trap card that provides both disruption and resource recursion. This section will deconstruct the fundamental components of the Tri-Brigade engine, establishing the mechanical basis for all subsequent strategies and combos.

### 1.1 The Shared Mechanic: Link Summoning from the Graveyard

The defining feature of the Tri-Brigade archetype is a shared ignition effect possessed by all its main deck monsters. This effect allows a player to banish any number of Beast, Beast-Warrior, and/or Winged Beast monsters from their Graveyard (GY) to Special Summon a Tri-Type Link Monster from the Extra Deck whose Link Rating is equal to the number of monsters banished.2 This method is often described as "cheating" out a Link Monster, as it completely bypasses the standard requirement of using monsters on the field as Link Material and does not need to match the specific materials listed on the Link Monster.3

However, this powerful ability comes with a crucial restriction. For the remainder of the turn after this effect is activated, the player can only use Beast, Beast-Warrior, and Winged Beast monsters as Link Material for any subsequent Link Summons.3 This limitation creates a strategic tension within the deck's combo routes. The deck's capacity for swarming the field allows for the summon of powerful generic Link Monsters, but this must be done *before* committing to the archetype's restrictive, yet powerful, summoning mechanic. This duality between generic and archetypal plays is a central element of mastering the deck.

### 1.2 Main Deck Monsters: The Ground Troops

The main deck lineup forms a cohesive unit designed to rapidly fill the Graveyard and convert those resources into board presence.

* **Tri-Brigade Fraktall:** As the deck's premier starter, Tri-Brigade Fraktall's primary function is to initiate the core resource-gathering sequence. By sending itself from the hand or field to the GY, it can send any Level 3 or lower Tri-Type monster from the Deck to the GY.1 The strategic importance of this single card is so profound that competitive builds frequently include multiple copies of the Spell Card Fire Formation - Tenki for the sole purpose of searching it.1
* **Tri-Brigade Kitt:** Tri-Brigade Kitt serves as the secondary GY loader. When she is sent to the GY by any means, her effect allows the player to send one "Tri-Brigade" card (except another copy of herself) from the Deck to the GY.2 This is a critical link in the setup chain, typically used to send Tri-Brigade Nervall.
* **Tri-Brigade Nervall:** The archetype's primary searcher, Tri-Brigade Nervall generates card advantage. When sent to the GY, his effect triggers, allowing the player to add one "Tri-Brigade" monster (except another Nervall) from the Deck to the hand.2 This ensures that the initial setup combo does not result in a net loss of card advantage.
* **Tri-Brigade Kerass:** Functioning as the main extender, Tri-Brigade Kerass can be Special Summoned from the hand by discarding one other Tri-Type monster.5 This ability provides an additional monster on the field without consuming the turn's Normal Summon, which is vital for extending Link plays.1

### 1.3 The Search and Dump Chain: A Visual Flow

The synergy between Fraktall, Kitt, and Nervall creates a highly consistent one-card setup that fuels the entire archetype's strategy. This interaction is the foundational play upon which nearly all Tri-Brigade combos are built.

The standard sequence begins with Tri-Brigade Fraktall in hand:

1. The player activates Fraktall's effect, sending it from the hand to the GY.
2. Fraktall's effect resolves, sending Tri-Brigade Kitt from the Deck to the GY.
3. Now in the GY, Kitt's effect triggers, allowing the player to send Tri-Brigade Nervall from the Deck to the GY.
4. Finally, Nervall's effect triggers from the GY, enabling the player to add a "Tri-Brigade" monster, typically Tri-Brigade Kerass, from the Deck to the hand.1

The result of this single-card activation is a significant strategic advantage: the Graveyard is loaded with three Tri-Type monsters, providing immediate fuel for the banish-to-summon effect, and an extender (Kerass) has been added to the hand for subsequent plays. This efficient conversion of one card into four valuable resources is the primary reason for the engine's competitive viability.

### 1.4 Extra Deck Monsters: The Commanders

The Tri-Brigade Link Monsters serve as combo extenders, resource managers, and the archetype's ultimate boss monster.

* **Tri-Brigade Ferrijit the Barren Blossom (Link-2):** An essential combo piece, Ferrijit's on-field effect allows the player to Special Summon a Level 4 or lower Tri-Type monster from their hand, extending plays.4 When sent to the GY, her effect provides hand filtering by allowing a draw of one card, followed by placing one card from the hand on the bottom of the Deck.4
* **Tri-Brigade Bearbrumm the Rampant Rampager (Link-2):** This monster is the linchpin for setting up the archetype's primary disruption. While its on-field effect to Special Summon a banished monster by discarding two cards is situational, its GY effect is paramount. When sent to the GY, Bearbrumm searches for any "Tri-Brigade" Spell or Trap, almost always targeting Tri-Brigade Revolt.4 This search effect, however, locks the player into Special Summoning only "Tri-Brigade" monsters for the rest of the turn, a critical timing consideration for combo sequencing.4
* **Tri-Brigade Rugal the Silver Sheller (Link-3):** A versatile Link-3, Rugal is often used as a bridge in Link climbing. Its more advanced application is its Quick Effect, which allows the Special Summon of a Tri-Type monster from the hand or GY during the opponent's turn. This can be used to trigger the effect of Tri-Brigade Shuraig for an additional disruption.8
* **Tri-Brigade Shuraig the Ominous Omen (Link-4):** The archetype's main boss monster, Shuraig provides powerful, non-targeting removal. Its effect allows the player to banish one card on the field if Shuraig is Special Summoned, or if another Tri-Type monster is Special Summoned to their field.5 This dual-trigger condition makes it exceptionally potent. When sent to the GY, Shuraig's second effect activates, searching for a Tri-Type monster whose Level is less than or equal to the number of currently banished Tri-Type monsters, ensuring resource generation even upon removal.9

### 1.5 The Archetypal Disruption: Tri-Brigade Revolt

Tri-Brigade Revolt is the Normal Trap card that elevates the archetype from a consistent engine to a formidable competitive strategy. Its effect allows the player to Special Summon a number of their banished and/or in-GY Tri-Type monsters, negates their effects, and then, immediately after the effect resolves, Link Summon one "Tri-Brigade" Link Monster using only those summoned monsters.10

The card's primary application is to be activated during the opponent's turn to summon four monsters and immediately Link Summon Tri-Brigade Shuraig the Ominous Omen. Because monsters were Special Summoned to the field, Shuraig's effect triggers, allowing the player to banish an opponent's card as a powerful interruption.10 This interaction forms the core of the deck's disruptive capabilities.

The mechanics of Revolt are predicated on a deliberate resource cycle. The main deck monsters first load the GY, then banish from it to build a board. Revolt then recovers these banished monsters, uses them for a powerful disruptive play, and sends them back to the GY. This final step refuels the Graveyard and often triggers the effects of Nervall and Kitt again, generating resources for the following turn.4 Understanding this three-stage loop of **Load -> Banish -> Recover & Disrupt** is fundamental to piloting the deck effectively.

Due to its unique wording, Revolt is subject to several crucial rulings:

* **Interaction with Counter Traps:** The Link Summon occurs *after* Revolt's chain link resolves. If Revolt is activated as Chain Link 1, its summon can be negated by cards like Solemn Strike. However, if Revolt is Chain Link 2 or higher, the summon is protected because new effects cannot be activated while a chain is resolving.10
* **Interaction with Summon Limits:** If a card like El Shaddoll Winda (which limits players to one Special Summon per turn) is on the field, Revolt cannot be activated. If Winda is chained to Revolt, Revolt resolves without effect, as it cannot perform the multiple Special Summons required.10
* **Proper Summoning Condition:** Link Monsters brought out via the "cheating" effect of main deck Tri-Brigade monsters are not considered properly Link Summoned. Consequently, they cannot be revived from the Graveyard by Revolt's effect, a common mistake for inexperienced players.13

## Section 2: Foundational Combos & The Standard End Board

The consistency of the Tri-Brigade engine allows for reliable combo execution, often starting from a single card. These foundational sequences are the building blocks for the deck's Turn 1 strategy, culminating in a flexible and disruptive end board.

### 2.1 The One-Card Combo: Tri-Brigade Fraktall

This sequence demonstrates the engine's efficiency, converting a single card into a set disruption and resources for the next turn.

* **Requirement:** Tri-Brigade Fraktall in hand (or Fire Formation - Tenki to search it).
* **Steps:**
  1. Activate Fraktall's effect in hand, sending it to the GY to send Tri-Brigade Kitt from the Deck to the GY.
  2. Trigger Kitt's GY effect to send Tri-Brigade Nervall from the Deck to the GY.
  3. Trigger Nervall's GY effect to add Tri-Brigade Kerass from the Deck to the hand.
  4. Normal Summon Kerass.
  5. Activate the on-field effect of Kerass, banishing two monsters from the GY (e.g., Kitt and Nervall) to Special Summon Tri-Brigade Bearbrumm the Rampant Rampager from the Extra Deck.
  6. Link Summon Tri-Brigade Ferrijit the Barren Blossom using Kerass and Bearbrumm as material.
  7. Upon hitting the GY, both Bearbrumm and Ferrijit can activate their effects. To protect the crucial search, declare the chain links as Chain Link 1 Bearbrumm and Chain Link 2 Ferrijit.
  8. Resolve the chain. Ferrijit resolves first, allowing you to draw one card and place one back. Then, Bearbrumm resolves, adding Tri-Brigade Revolt from the Deck to the hand.1
* **End Board:** Tri-Brigade Ferrijit the Barren Blossom on the field, a set Tri-Brigade Revolt in the Spell & Trap Zone, and a well-stocked GY.

The strategic use of chain blocking in step 7 is a critical skill. The most common form of disruption for search effects is Ash Blossom & Joyous Spring. By placing Bearbrumm's mandatory search effect as Chain Link 1 and Ferrijit's optional draw effect as Chain Link 2, the opponent is only allowed to respond to the most recent effect in the chain (Ferrijit). This prevents them from activating Ash Blossom to negate Bearbrumm, ensuring the search for Revolt resolves successfully.8

### 2.2 The Two-Card Combo: Fraktall + Any Tri-Type Monster

With an additional monster, the deck can establish a much more formidable board that includes multiple monster effect negations.

* **Requirement:** Tri-Brigade Fraktall plus any other Beast, Beast-Warrior, or Winged Beast monster in hand.
* **Steps:**
  1. Execute the initial Fraktall-Kitt-Nervall sequence to load the GY and add a Tri-Brigade monster to the hand. You now have two Tri-Type monsters in hand.
  2. Normal Summon Fraktall.
  3. Activate Fraktall's on-field effect, banishing two monsters from the GY to Special Summon Tri-Brigade Ferrijit the Barren Blossom.
  4. Activate Ferrijit's on-field effect to Special Summon the second Tri-Type monster from your hand.
  5. Activate the effect of the newly summoned monster, banishing two more monsters from the GY to Special Summon Tri-Brigade Bearbrumm the Rampant Rampager.
  6. Using Fraktall, Ferrijit, Bearbrumm, and the fourth monster on the field, Link Summon Apollousa, Bow of the Goddess.
  7. As in the one-card combo, Ferrijit and Bearbrumm are sent to the GY. Form the chain with Bearbrumm as Chain Link 1 and Ferrijit as Chain Link 2 to protect the search.
  8. Resolve the chain to search Tri-Brigade Revolt and filter your hand.7
* **End Board:** A 3-material Apollousa, Bow of the Goddess (providing three monster negations with an original ATK of 2400) and a set Tri-Brigade Revolt. This is the standard, competitive Turn 1 objective for most Tri-Brigade variants.7

### 2.3 Defining the Standard End Board

The goal of a Tri-Brigade first turn is not to create an unbreakable lockdown but rather to establish a board with multiple, flexible points of interaction. This mid-range approach combines proactive negation with reactive disruption, allowing the player to adapt to a wide range of opposing strategies.

| **Table 1: Components of the Standard Tri-Brigade End Board** |
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| **Component** |
| **Apollousa, Bow of the Goddess (2-3 materials)** |
| **Set Tri-Brigade Revolt** |
| **Ancient Warriors Oath - Double Dragon Lords** |
| **Loaded Graveyard** |

## Section 3: Forging Alliances - Tri-Brigade in Hybrid Decks

The true strength and longevity of the Tri-Brigade archetype lies in its remarkable capacity to function as a compact and powerful engine that enhances other Beast, Beast-Warrior, and Winged Beast strategies. Its small core requirement allows for significant space for other engines and non-engine staples, leading to a variety of potent hybrid decks.

### 3.1 Tri-Brigade Zoodiac ("Zoo-Tri")

This was one of the earliest and most successful variants. The Zoodiac engine provides exceptional synergy with minimal main deck investment.

* **Core Synergy:** Zoodiac XYZ monsters can be summoned using a single Zoodiac monster as material, enabling rapid field presence and easy access to the powerful board-wiping capabilities of Divine Arsenal AA-ZEUS - Sky Thunder.7 The Zoodiac monsters are all Beast-Warriors, providing additional Tri-Type names for both GY fuel and on-field Link material.4 The Zoodiac package is very small, often consisting of just a few main deck monsters, which leaves ample room for hand traps and other staples.20
* **Key Cards:** Zoodiac Thoroughblade, Zoodiac Ramram, Zoodiac Chakanine, and the powerful (though often Limited or Forbidden) Zoodiac Drident.4
* **Strategic Function:** In this variant, the Tri-Brigade engine is the primary driver of the main combo. The Zoodiac package serves as a powerful supplement, providing additional extenders, a different form of disruption through Drident's targeted destruction, and a clear path to victory with Zeus in later turns.7 A sample combo involves using Ferrijit to summon a Zoodiac monster from the hand, which then overlays into Drident before proceeding with the standard Tri-Brigade Link climbing to search Revolt.7

### 3.2 Tri-Brigade Lyrilusc ("Bird Up")

This variant is known for its explosive, combo-heavy nature, capable of producing some of the most oppressive end boards in the game's recent history.

* **Core Synergy:** The Lyrilusc archetype consists of Level 1 Winged Beasts that excel at swarming the field to summon XYZ monsters.8 Their typing is a perfect match for the Tri-Brigade engine. Tri-Brigade Fraktall can kickstart Lyrilusc plays by sending a key card like Lyrilusc - Cobalt Sparrow from the Deck to the GY, whose effect then triggers to search a Lyrilusc monster.21
* **Key Cards:** Lyrilusc - Turquoise Warbler, Lyrilusc - Cobalt Sparrow, Lyrilusc - Recital Starling, and the powerful boss monsters they enable: Simorgh, Bird of Sovereignty, Mist Valley Apex Avian, and Number F0: Utopic Draco Future.21
* **Strategic Function:** In this build, the roles are reversed compared to the Zoodiac variant. The Lyrilusc engine is the primary combo driver, responsible for the extensive swarming and XYZ summoning. The Tri-Brigade engine acts as a crucial extender, providing access to Link monsters like Ferrijit to continue combos and Simorgh to set up the final board.20 The end board is exceptionally resilient, featuring a monster steal/negate from Utopic Draco Future, an omni-negate from Apex Avian (summoned by Simorgh), and often a bounce from Double Dragon Lords, all potentially backed by Tri-Brigade Revolt.21

### 3.3 Tri-Brigade Branded

This variant combines the consistency of the Tri-Brigade engine with the raw power of the Branded Fusion engine, creating a robust mid-range strategy.

* **Core Synergy:** The primary link between the two archetypes is Tri-Brigade Mercourier. It is a Winged Beast, making it searchable and usable by all Tri-Brigade effects. Its hand-trap effect allows it to negate an opponent's monster effect while you control a Fusion Monster that mentions Fallen of Albaz as material, such as Mirrorjade the Iceblade Dragon.5 This creates a powerful synergy where the Branded engine provides the necessary Fusion monster, and the Tri-Brigade engine provides the searchable negate.
* **Key Cards:** Branded Fusion, Fallen of Albaz, Mirrorjade the Iceblade Dragon, Tri-Brigade Mercourier, and Brigrand the Glory Dragon.22
* **Strategic Function:** The two engines in this build operate in a more parallel fashion. The Tri-Brigade engine executes its standard combos to build a board and search Revolt, while the Branded engine provides the deck's primary boss monster, Mirrorjade, with its potent non-targeting banish.1 A key interaction involves using Mirrorjade's effect to send Brigrand the Glory Dragon to the GY; Brigrand's effect then triggers in the End Phase to summon a Tri-Brigade monster from the deck, providing immediate follow-up.1 The typical end board consists of Mirrorjade, a set Revolt, and Mercourier in hand, offering three distinct forms of high-impact disruption.15

## Section 4: Strategic Considerations & Counter-Play

Executing combos correctly is only the first step to mastering Tri-Brigade. Competitive success requires a deeper understanding of resource management, adaptability, and the critical points of interaction where both the player and the opponent can influence the game's outcome.

### 4.1 Resource Management: The Graveyard and Banished Zone

The core principle of Tri-Brigade is treating the Graveyard as the primary resource pool.1 The number and variety of Tri-Type monsters in the GY directly dictate the scale and power of available plays. However, managing the banished zone is equally important. While Tri-Brigade Revolt can recover banished monsters, prematurely banishing all copies of key recursive pieces like Nervall or Kitt can cripple the deck's ability to play through multiple turns or recover from a broken board. Advanced play involves carefully selecting which monsters to banish, preserving key names when possible, and leveraging the hand-filtering effect of Ferrijit and the recovery effect of Rugal to maintain resource flow throughout a prolonged duel.

### 4.2 Identifying Choke Points: How to Beat Tri-Brigade

To effectively counter the Tri-Brigade strategy, one must identify its critical choke points—the specific moments in its combo where a single disruption can have the most impact.

* **Primary Target - The Initial GY Setup:** The single most effective point of interaction is to negate the initial effect of Tri-Brigade Fraktall that sends a monster from the Deck to the GY. An Ash Blossom & Joyous Spring at this juncture prevents the entire Kitt-Nervall chain, stopping the combo before it can generate any resources.20 If this window is missed, targeting Kitt's GY effect is the next best option.
* **Secondary Target - The Search for Revolt:** The second major choke point is the GY effect of Tri-Brigade Bearbrumm, which searches Revolt. Negating this effect denies the deck its most powerful interruption.8 However, skilled Tri-Brigade players will often protect this effect by chain blocking it with Ferrijit, making it difficult to stop.
* **Graveyard Disruption:** Since the deck is heavily reliant on its GY, cards that interfere with it are highly effective. Dimension Shifter can prevent any cards from going to the GY for two turns, effectively shutting down the engine. A more surgical option is D.D. Crow, which can be chained to Kitt's effect to banish her target (Nervall), severing the search chain and cutting off the flow of resources.19
* **Board Breakers:** To dismantle an established board of Apollousa and a set Revolt, board-breaking cards are essential. Spells like Dark Ruler No More and Forbidden Droplet can negate the effects of Apollousa, allowing the opponent to proceed with their plays without fear of monster negation before addressing the threat of Revolt.19

### 4.3 Advanced Tactics: Mastering Tri-Brigade Revolt

The deployment of Tri-Brigade Revolt is a high-impact decision that requires precise timing and an understanding of chain link interactions.

* **Optimal Timing:** The ideal moment to activate Revolt is often in response to the opponent's Normal Summon or the activation of a key combo starter. By summoning Shuraig and triggering his banish effect immediately, the player can remove a critical monster from the opponent's field before it can be used as material for a Synchro, XYZ, or Link Summon, thereby halting their combo.10
* **Chain Link Manipulation:** As previously noted, Revolt can be protected from counter-traps by activating it as Chain Link 2 or higher.10 A common tactic is to respond to an opponent's effect by activating the effect of a card like Tri-Brigade Rugal the Silver Sheller as Chain Link 2, and then chaining Revolt as Chain Link 3. This ensures the summoned Shuraig cannot be negated by Solemn Strike.
* **Recursion and Follow-up:** The activation of Revolt is not merely a disruptive play but also a setup for the next turn. The monsters used as Link Material for Shuraig are sent to the GY, triggering the effects of Nervall and Kitt. This allows the Tri-Brigade player to search for a new monster and load the GY with another name, ensuring that even after committing their primary trap, they have a robust follow-up play ready for their turn.4

Ultimately, the deck's enduring success is not due to its ability to create an unbreakable Turn 1 lockdown, but rather its resilience and flexibility. It establishes a strong, interactive board but also excels at breaking opposing boards when going second, thanks to the efficiency of its engine and the large number of slots available for non-engine hand traps.19 This defines Tri-Brigade as a quintessential mid-range deck. Its core strategy is to out-resource and out-maneuver the opponent over several turns, using its efficient, recursive engine to maintain constant pressure and card advantage. This adaptability is its greatest asset and the reason it has remained a powerful contender across numerous competitive formats and variants.

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