# A Strategic Deep Dive into the War Rock Archetype: From Battle Phase Theory to Competitive Application

## Archetypal Identity and Core Philosophy: The Anachronistic Warrior

The War Rock archetype stands as a fascinating case study in the evolution of Yu-Gi-Oh! TCG design. Introduced in the *Blazing Vortex* and *Lightning Overdrive* sets, War Rock is an archetype composed entirely of EARTH Warrior monsters.1 Its strategic identity is rooted in a straightforward, aggressive, and battle-centric playstyle, often colloquially referred to as an "unga bunga" strategy.2 The deck's core philosophy is to generate advantage and control the duel through combat, with nearly all of its key monster effects activating during or immediately after the Battle Phase.1 This design harkens back to a much earlier era of the game, where the Battle Phase was the undisputed climax of every turn and the primary means of progressing the game state.5

However, this nostalgic design ethos creates a fundamental paradox when placed within the context of the modern TCG. The contemporary competitive landscape is overwhelmingly defined by actions taken during Main Phase 1. Modern decks seek to establish formidable boards of monster negations, floodgates, and other forms of interaction before the opponent even has a chance to declare an attack.6 This creates a deep, structural misalignment between War Rock's game plan and the environment in which it must operate. The archetype is designed to solve a problem—winning through battle—that the opponent's strategy is designed to render entirely irrelevant. Its engine only begins to function in the very phase that most modern decks are built to prevent their opponents from ever reaching productively. This inherent dissonance is not merely a weakness to be overcome; it is the central, defining challenge of the War Rock archetype, a warrior tribe fighting a battle with tactics from a bygone age.8

### The Core Design Paradox

The central conflict of the War Rock archetype is its temporal displacement. Its mechanics are reactive and battle-dependent in a game that has become increasingly proactive and combo-oriented. The primary advantage-generating effects, such as searching for key resources or removing opponent's cards, are almost exclusively locked behind the condition of an EARTH Warrior monster battling.1 This design choice has profound implications for its viability.

In a typical modern duel, a player's first turn is dedicated to constructing a board that can disrupt the opponent's plays. This often involves multiple layers of negation and removal that can be activated during the opponent's Main Phase. When a War Rock player begins their turn, their primary goal is to summon monsters and enter the Battle Phase to activate their effects. However, they must first navigate the opponent's pre-established field of interruptions. Because the War Rock monsters themselves offer little to no protection or interaction outside of the Battle Phase, they are exceptionally vulnerable to these standard defensive setups.8 The deck's entire game plan can be dismantled before it ever gets to the one phase where it is designed to excel. This is the archetype's tragic flaw: it is not simply "weak to interruption," but its entire operational premise is invalidated by the standard turn-one procedure of nearly every other contemporary deck.6

## The War Rock Roster: A Card-by-Card Functional Analysis

To understand the archetype's strategic potential and limitations, a detailed examination of its individual components is necessary. The War Rock cards can be categorized by their primary function within the deck's overall strategy: consistency tools, board extenders, boss monsters, utility pieces, and the crucial backrow support.

### The Foundation: Starters and Consistency Tools

* **War Rock Mountain (Field Spell):** Unquestionably the most important card in the archetype, War Rock Mountain serves as the deck's primary starter and consistency engine.9 Upon activation, it allows the player to add one "War Rock" monster from their Deck to their hand, providing immediate access to the necessary combo pieces.1 Its second effect triggers at the start of the Battle Phase, allowing for a Special Summon of a "War Rock" monster from the hand, which is essential for building board presence and enabling OTK (One-Turn Kill) attempts.1 Finally, it offers a layer of protection by allowing itself to be sent to the Graveyard to prevent a Warrior monster from being destroyed by battle.1 Due to its central role, it is the highest-priority target for generic search cards like Terraforming.10
* **War Rock Fortia (Level 4 Monster):** Fortia is the main in-archetype searcher and the lynchpin of the deck's resource loop.12 Its effect activates after an EARTH Warrior monster battles, allowing the player to add any "War Rock" card (except another Fortia) from the Deck to the hand.1 This effect, while powerful, is emblematic of the archetype's core issue: it is slow and requires the player to successfully conduct a battle, making it susceptible to interruption.4 Fortia also possesses a secondary "floating" effect: if it is sent from the Monster Zone to the Graveyard by an opponent's card effect, it can Special Summon a Level 5 or higher "War Rock" monster from the hand or Deck, providing some resilience against removal.1

### The Front Line: Extenders and Board Presence

* **War Rock Gactos (Level 4 Monster):** Gactos is a simple yet vital extender. Its effect allows it to be Special Summoned from the hand whenever an EARTH Warrior monster is Normal Summoned.1 This straightforward condition makes it a staple at three copies in most builds, as it facilitates the summoning of Rank 4 Xyz monsters or provides the necessary bodies for Link Summons.12 Like Fortia, it also has the floating effect to summon a high-level War Rock when destroyed by an opponent's card effect.1
* **War Rock Mammud & War Rock Orpis (Level 5 Monsters):** These two monsters are designed to function as if they were Level 4, as their effects allow them to be Normal Summoned without tributing, provided the player controls no monsters or only Warrior monsters.1 This makes them accessible bodies for establishing a board. Their value comes from their post-battle effects. Mammud can destroy one of the opponent's Spell or Trap cards, offering crucial backrow removal.1 Orpis can send an EARTH Warrior monster from the Deck to the Graveyard, which can set up Graveyard-based plays with cards like War Rock Skyler or War Rock Bashileos.1

### The Commanders: Boss Monsters and Win Conditions

* **War Rock Meteoragon (Level 7 Monster):** As the primary in-archetype boss monster, Meteoragon is a formidable threat once it hits the field. It cannot be destroyed by an opponent's card effects, giving it significant staying power.1 When it battles an opponent's monster, it can negate that monster's effects for the turn, shutting down problematic abilities.4 Furthermore, it has a Quick Effect during the Battle Phase to gain the standard 200 ATK boost and the ability to make a second attack on a monster that turn.1 This combination of protection, negation, and multi-attacking capability makes Meteoragon the deck's most reliable win condition in its pure form.12
* **War Rock Bashileos (Level 8 Monster):** Bashileos serves as a secondary boss monster and a recovery tool. Its first effect allows it to attack the opponent directly during a Battle Phase in which an EARTH Warrior battles.1 Its more crucial effect allows it to Special Summon itself from the hand or Graveyard when an EARTH Warrior monster is destroyed by battle, though it is banished when it leaves the field afterward.1 This makes it a useful card for maintaining pressure in the late game or recovering from a board wipe.

### The Support Crew: Battle Shapers and Utility Monsters

* **War Rock Skyler (Level 6 Monster):** While its Level can make it awkward to summon, Skyler's effect is one of the most potent in the archetype for enabling explosive plays. It gains 100 ATK for each monster the opponent controls, making it a natural threat against established boards.1 Its key ability is a Quick Effect during the Battle Phase to target and Special Summon a Level 5 or lower Warrior from the Graveyard.1 This effect is not limited to "War Rock" monsters, making it a flexible tool for swarming the field mid-battle to push for an OTK, especially in hybrid builds that utilize other Warrior engines.9
* **War Rock Wento (Level 4 Monster):** Wento functions as a hand-trap-style battle support. As a Quick Effect during damage calculation, the player can pay 800 LP to have their battling monster gain 800 ATK.1 This boost is significant enough to help smaller War Rock monsters overcome larger threats and trigger their post-battle effects.12 Like the other Level 4s, it also floats into a high-level War Rock when destroyed by an opponent's card effect.1

### The Armory: Archetypal Spells & Traps

* **War Rock Dignity (Quick-Play Spell):** Arguably the best Spell/Trap in the archetype, Dignity is a searchable, versatile piece of interaction.12 It has two effects, requiring a "War Rock" monster on the field to activate. The first allows the player to negate the activation of an opponent's monster effect. The second, usable only during the Battle Phase, can negate the activation of any Spell, Trap, or monster effect.1 Being a Quick-Play Spell that can be searched by Fortia and used in the same turn provides the deck with a much-needed omni-negate to protect its plays.12
* **War Rock Medium (Continuous Spell):** Medium is a complex floodgate with high potential but situational use. Its first effect prevents both players from activating monster effects on the field during Main Phase 1, but only while the opponent controls a Special Summoned monster and the player controls a Level 7 or higher "War Rock" monster (like Meteoragon).1 This can effectively shut down many combo decks. Its second effect allows the player to set one "War Rock" Spell/Trap directly from the Deck once per turn, at the cost of being locked into summoning only Warrior monsters for the rest of the turn.1 This provides a way to access key cards like Dignity without relying on battle.
* **Other Spells & Traps:** The archetype is rounded out by several other support cards. War Rock Generations is a Trap that can Special Summon a War Rock from the Deck during the Battle Phase.1 War Rock Spirit is a Quick-Play Spell that can revive a War Rock from the Graveyard during the Battle Phase.1 War Rock Big Blow is a Trap that can destroy up to two of the opponent's cards if a War Rock monster leaves the field by an opponent's card effect.1 Finally, War Rock Ordeal is a Continuous Spell that allows the player to draw cards after destroying monsters in battle.1

A recurring design element across many War Rock cards is the application of a 200 ATK boost to all monsters in the archetype upon an effect's resolution.1 A critical analysis of this mechanic reveals that its strategic impact is largely illusory. In a game where the ATK values of boss monsters commonly sit at 3000 or higher, and where removal is often effect-based rather than battle-based, a 200 ATK increase is mathematically negligible.8 A 2600 ATK Meteoragon becoming a 2800 ATK Meteoragon rarely changes the outcome of a critical interaction. The true function of this ATK boost appears to be less about power and more about thematic consistency. It serves as a "rider" effect, a flavorful confirmation that the card's more important primary ability—be it Fortia's search or Mammud's removal—has successfully resolved. This design choice, while creating a cohesive identity for the archetype, ultimately allocates valuable card text and effect "budget" to a mechanic that offers little to no practical advantage in a competitive context.

## The Engine Room: Mapping Internal Synergies and Search Paths

The "pure" War Rock strategy revolves around a few key interactions that create a loop of searching and summoning. Understanding these pathways is essential to piloting the deck effectively. The entire engine is designed to build momentum turn after turn, assuming it can survive to enter multiple Battle Phases.

### The Mountain-Fortia Loop

The absolute core of the deck's internal engine is the interplay between War Rock Mountain and War Rock Fortia. This two-card combination is the primary method for generating card advantage and accessing the rest of the archetype's tools.

1. **Initiation:** The sequence begins by activating War Rock Mountain. Its on-activation effect is used to search the deck for War Rock Fortia and add it to the hand.9
2. **Execution:** The player then Normal Summons Fortia. If War Rock Gactos is also in hand, its effect can be triggered to Special Summon itself, immediately placing two EARTH Warriors on the field.4
3. **Payoff:** The player must then proceed to the Battle Phase. By attacking an opponent's monster with Fortia, its effect can be activated after damage calculation. This allows the player to search for any "War Rock" card from the deck.1
4. **Primary Targets:** The optimal card to search with Fortia's effect depends on the game state. Searching for War Rock Dignity provides an immediate omni-negate to protect the board or disrupt the opponent on their next turn.12 If another monster is needed for the following turn, searching for a boss like Meteoragon or an extender like Gactos is a strong option. If the initial War Rock Mountain was destroyed, searching for a second copy ensures the engine can continue.

This loop is powerful in theory, but its fragility is a major liability. It is linear and relies on three distinct points of failure: the activation of Mountain, the Normal Summon of Fortia, and Fortia's attack. A single piece of disruption targeting any of these steps can cause the entire engine to collapse with no alternative play available.

### Floating into Power

A key element of resilience built into the archetype is the shared secondary effect of its main Level 4 monsters: Fortia, Gactos, and Wento. Each of these cards has an effect that triggers if it is sent from the Monster Zone to the Graveyard by an *opponent's card effect*. When this condition is met, the player can Special Summon one Level 5 or higher "War Rock" monster from their hand or Deck.1 This provides a crucial layer of protection against common board-wiping cards like Raigeki or Dark Hole, ensuring that the player is not left with an empty field. It allows the deck to immediately replace a smaller monster with a more powerful one like Meteoragon, maintaining board presence and pressure.

### Battle Phase Summoning Chain

The archetype possesses multiple ways to summon monsters during the Battle Phase, allowing for dynamic shifts in board presence and surprise attacks.

* **War Rock Mountain:** At the start of the Battle Phase, it can Special Summon a "War Rock" monster from the hand.1
* **War Rock Skyler:** During the Battle Phase, its Quick Effect can Special Summon a Level 5 or lower Warrior monster from the Graveyard.1
* **War Rock Generations:** This Normal Trap can be activated during the Battle Phase to Special Summon a "War Rock" monster directly from the Deck.1
* **War Rock Spirit:** This Quick-Play Spell can revive a "War Rock" monster from the Graveyard during the Battle Phase.1

When combined, these effects can allow a War Rock player to swarm the field mid-battle, turning a seemingly simple board state into an overwhelming force capable of ending the game.

### War Rock Resource Flow Matrix

To visualize the interconnectedness of the archetype's engine, the following table maps out the key resource pathways.

| **Card Name** | **Activation Trigger** | **Action** | **Valid Targets** |
| --- | --- | --- | --- |
| **War Rock Mountain** | On activation | Add from Deck to Hand | 1 "War Rock" monster |
| **War Rock Mountain** | Start of Battle Phase | Special Summon from Hand | 1 "War Rock" monster |
| **War Rock Fortia** | After EARTH Warrior battles | Add from Deck to Hand | 1 "War Rock" card (except Fortia) |
| **War Rock Medium** | Main Phase | Set from Deck | 1 "War Rock" Spell/Trap (except Medium) |
| **War Rock Gactos** | EARTH Warrior is Normal Summoned | Special Summon from Hand | War Rock Gactos |
| **Fortia / Gactos / Wento** | Sent to GY by opponent's card effect | Special Summon from Hand/Deck | 1 Level 5 or higher "War Rock" monster |

This matrix clearly illustrates the central roles of Mountain and Fortia as the primary conduits for resources. It also highlights the deck's reliance on specific triggers—card activation, battle, or destruction by the opponent—to access its full suite of options.

## Battle Plans: Core Combo Lines and Resulting Endboards

The strategic application of the War Rock archetype is sharply divided by whether the player goes first or second. The deck is fundamentally designed as a "go-second" strategy, aiming to break an established board and win through battle. Its "go-first" plays are significantly weaker and are focused on mere survival.

### The Ideal Assault (Going Second)

This is the scenario where the War Rock deck is intended to perform at its peak. The objective is to leverage the Battle Phase to dismantle the opponent's board and inflict enough damage for an OTK.

* **Core Sequence:**
  1. Begin with War Rock Mountain in hand or a way to search it (e.g., Terraforming). Activate Mountain to search War Rock Fortia.
  2. Normal Summon Fortia. If War Rock Gactos is in hand, use its effect to Special Summon it.
  3. Enter the Battle Phase. At the start of the Battle Phase, use Mountain's effect to Special Summon a high-ATK monster from hand, such as War Rock Meteoragon or War Rock Mammud.
  4. Declare an attack with Fortia on an opponent's monster. It is crucial for this attack to resolve. After damage calculation, activate Fortia's effect to search the deck. The prime target is often War Rock Dignity for disruption, or War Rock Wento if an ATK boost is needed to win another battle.
  5. Use the remaining monsters to attack and clear the opponent's board. If Mammud battled, use its effect to destroy a Spell/Trap. If Orpis battled, use its effect to send a Warrior to the GY for Skyler.
* **Endboard:** The ideal endboard for a going-second turn is an empty opponent's field and their Life Points reduced to zero. The deck is, in its ambition, an Aggro OTK deck.2 If an OTK is not possible, the endboard will consist of several War Rock monsters and a searched Dignity set for protection.

### Establishing a Foothold (Going First)

The archetype's greatest weakness is its lack of proactive plays when going first. Without an opponent's board to attack into, the core engine cannot function, and the deck struggles to establish any meaningful interaction.

* **Core Sequence:**
  1. Activate War Rock Mountain to search for a monster, typically Fortia.
  2. Normal Summon Fortia. If an extender like Gactos is available, Special Summon it.
  3. With two Level 4 monsters on the field, the best play is often to pivot into the generic card pool. Make a Rank 4 Xyz monster like Number 41: Bagooska the Terribly Tired Tapir to stall the opponent by forcing their monsters into Defense Position, or Abyss Dweller to shut down Graveyard effects.10
  4. If War Rock Medium is available, it can be used to set War Rock Dignity or War Rock Big Blow from the deck, providing a single piece of interaction.1
* **Endboard:** A typical War Rock going-first endboard is exceptionally modest. It often consists of a single generic Rank 4 Xyz monster and perhaps one set Spell or Trap. The entire goal is simply to survive the opponent's turn in order to reach your own Battle Phase on turn two, where the deck can finally begin to execute its intended game plan.

This stark contrast in performance reveals a fractured identity within the archetype's design. The research presents what appears to be a contradiction, describing the deck as both a slow, "grindy" archetype focused on incremental advantage 14 and a fast, "Aggro OTK" deck.2 A deeper analysis of its card effects and common play patterns resolves this duality. The in-archetype "War Rock" cards themselves facilitate the slow, grinding game plan. Their effects generate singular instances of value: one search from Fortia, one Spell/Trap pop from Mammud, one monster negate from Dignity. This is the "grind" aspect.

However, the explosive "OTK" potential almost never comes from these in-archetype effects alone. It is enabled almost exclusively by leveraging the War Rock monsters as material for powerful, generic, external engines. The easy access to two Level 4 Warriors enables the Utopia Double OTK package.12 Splashing in a Fusion engine allows for OTKs with cards like Idaten the Conqueror Star.9 This means the archetype does not possess a single, coherent identity. It is a slow, mid-range engine that is most effectively used as a shell or delivery mechanism for a completely different, explosive, and generic OTK strategy. The "War Rock" name on a successful deck profile is often a means to an end, rather than a reflection of the deck's primary win condition.

## Forging Alliances: External Synergies and Hybrid Deckbuilding

Given the inherent flaws and low power ceiling of the pure War Rock strategy, players almost universally turn to external engines and generic support to make the deck functional. The archetype's uniform EARTH Warrior typing makes it an excellent base for a wide variety of powerful hybrid builds.

### The Predaplant Fusion Engine

One of the most effective ways to elevate the deck's offensive potential is by incorporating a small Predaplant engine to access powerful Fusion monsters. This engine provides a level of explosive power that the core War Rock cards lack.

* **The Combo:** The engine consists of Predaplant Ophrys Scorpio and Predaplant Darlingtonia Cobra. The combo begins by Normal Summoning Scorpio and activating its effect, which requires discarding one monster from the hand. Scorpio then Special Summons Cobra from the deck. Upon being Special Summoned by a Predaplant's effect, Cobra's effect activates, allowing the player to search for any "Polymerization" or "Fusion" Spell Card from the deck.9
* **The Payoff:** The typical search target is Ultra Polymerization, a powerful Fusion Spell that can later be banished from the Graveyard to revive the materials used for the Fusion Summon.9 This engine provides consistent access to powerful Warrior Fusion monsters like Idaten the Conqueror Star. Idaten, upon being Fusion Summoned, can search for any Level 5 Warrior monster, such as War Rock Mammud or Orpis, further extending plays and setting up a devastating OTK.9 In this build, the War Rock monsters serve primarily as the raw material for these more powerful Fusion plays.

### Generic Warrior & Rank 4 Toolbox

As an archetype of Level 4 and 5 Warriors, War Rock has natural synergy with the vast pool of generic support available to this Type and Level range.

* **Consistency:** Reinforcement of the Army, a staple in any Warrior-based deck, can search for any Level 4 or lower War Rock monster, adding significant consistency.10
* **OTK Enabler:** The ability to easily place two Level 4 monsters on the field (e.g., Fortia + Gactos) makes the deck a natural home for the Number 39: Utopia OTK packages. The most common is the Utopia Double combo, which allows Utopia to attack with double its ATK, easily reaching 5000 ATK to end the game.12 The Number S39: Utopia the Lightning package serves a similar purpose, providing a 5000 ATK monster that can attack without fear of the opponent activating effects.10
* **Combo Extender:** Isolde, Two Tales of the Noble Knights is a powerful Link Monster that can be made with any two Warrior monsters. However, its synergy with War Rock is notoriously awkward. While Isolde can search for a Warrior and Special Summon another from the deck, War Rock Mountain's effect to Special Summon from the hand at the start of the Battle Phase requires that all monsters on the field are Warriors.9 Since Isolde is a LIGHT monster, her presence on the field disables this key archetypal effect, creating a significant anti-synergy that players must carefully navigate.7

### Modern Power Engines

To compensate for the deck's lack of inherent disruption and resilience, players often incorporate small, self-contained "engines" from more powerful, modern archetypes.

* **Destiny HERO - Destroyer Phoenix Enforcer (DPE):** The DPE package, typically consisting of Fusion Destiny, Destiny HERO - Celestial, and Destiny HERO - Dasher, provides a powerful form of recurring disruption. DPE's ability to destroy one card on each side of the field during either player's turn gives the deck a much-needed interactive element that it otherwise lacks.12
* **Adventurer Token Engine:** The Adventurer engine provides a free body on the field, a searchable omni-negate (Dracoback, the Rideable Dragon and Wandering Gryphon Rider), and a bounce effect, all without using the Normal Summon. This allows the War Rock player to establish a layer of protection and interaction before committing to their core, and more fragile, War Rock plays.12
* **Kaijus:** As a dedicated going-second deck, Kaiju monsters are a natural and powerful inclusion. Cards like Gameciel, the Sea Turtle Kaiju can be tributed over an opponent's most problematic monster, removing it from the field without targeting or destroying it.2 This clears the way for the War Rock monsters to attack and activate their effects without having to deal with an otherwise insurmountable boss monster.

## Strategic Assessment: Strengths, Weaknesses, and Final Verdict

A comprehensive analysis of the War Rock archetype reveals a deck with a clear, thematic identity but significant competitive shortcomings. Its performance is highly polarized, and its success is often dependent on factors outside of its own archetypal cards.

### Inherent Strengths

* **Simplicity and Accessibility:** The deck's game plan is linear and easy to understand. This makes it an excellent tool for teaching new players fundamental game mechanics, such as the structure of the Battle Phase, the Damage Step, and basic resource loops. It provides a clear introduction to how archetypes use searching and special summoning to build a strategy.8
* **Access to Generic Support:** Being composed entirely of EARTH Warrior monsters is one of the deck's greatest assets. This grants it access to one of the largest and most powerful pools of generic support cards in the entire game, from searchers like Reinforcement of the Army to powerful Extra Deck monsters.13
* **Surprising Resilience:** Despite its fragility, the deck possesses some notable forms of resilience. The boss monster Meteoragon has built-in protection from card effect destruction, making it difficult to remove for some decks.1 The floating effects of the Level 4 monsters provide a safety net against board wipes.4 Most significantly, the searchable omni-negate provided by War Rock Dignity is a legitimately powerful piece of interaction that can single-handedly win games if used at the correct time.12

### Critical Weaknesses

* **Over-reliance on the Battle Phase:** This is the archetype's fundamental and insurmountable flaw. In a game where the most critical interactions occur in Main Phase 1, a deck that does almost nothing outside of battle is at a severe disadvantage from the outset.6
* **Vulnerability to Disruption:** The deck's core Mountain -> Fortia engine is extremely linear and fragile. It lacks alternative pathways or backup plans, meaning a single well-timed hand trap or negation on a key card can end the turn immediately.
* **Low-Impact Effects:** Many of the archetypal effects are simply too weak for the modern era. The 200 ATK boosts are functionally irrelevant.8 The advantage gained from post-battle effects (one search, one S/T pop) is often too slow and provides insufficient value to keep pace with decks that can generate multiple interruptions and searches in a single combo chain.4
* **Abysmal Going-First Presence:** The deck has virtually no proactive plays. When forced to go first, it can, at best, end on a generic Rank 4 monster and a single set card. This minimal board presence is easily dismantled by any competent modern deck, leaving the War Rock player with no resources to mount a comeback.7

### Final Verdict and Recommendations

* **Competitive Viability:** In a competitive tournament setting, a pure War Rock deck is not viable. It is severely underpowered, too slow, and its core mechanics are fundamentally misaligned with the pace and strategic priorities of the modern game.3 Hybrid variants that use the War Rock monsters as an engine to facilitate more powerful generic strategies (like Utopia OTK or DPE) can achieve some success at a local or casual level. However, even in these builds, the War Rock core often acts as a constraint, holding the deck back from its full potential.
* **Recommended Environment:** The War Rock archetype is best suited for a casual play environment where the pace of the game is slower and the focus is more on thematic decks and back-and-forth battles. It could potentially perform well in retro or "Edison-like" formats where the power level is significantly lower and battle-centric strategies are more common.5 Ultimately, War Rock serves as an excellent "pet deck" for players who are drawn to its warrior theme and enjoy its straightforward, aggressive playstyle, and it remains one of the best archetypes for teaching the fundamentals of the game to new players.17

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