# Forging a Modern Legend: A Strategic Deep Dive into the Flame Swordsman Archetype

From its humble origins as one of the earliest Fusion Monsters in the Yu-Gi-Oh! Trading Card Game, Flame Swordsman has been reborn. Once a simple combination of "Flame Manipulator" and "Masaki the Legendary Swordsman" 1, this iconic monster has been reimagined through a wave of modern support, primarily from the *Maze of Millennia* set.2 This transformation has shifted Flame Swordsman from a piece of dueling history into a cohesive, engine-based strategy. The modern archetype eschews the traditional methods of Fusion Summoning, instead operating as a highly efficient, linear combo deck focused on summoning its powerful new boss monster, Ultimate Flame Swordsman. This report provides an exhaustive analysis of the Flame Swordsman archetype, deconstructing its core components, mapping its intricate combo lines, exploring its powerful synergies with other strategies, and offering a clear-eyed assessment of its position within the competitive landscape.

## The Core Armory - An Analysis of the Flame Swordsman Cards

The modern Flame Swordsman archetype is a tightly integrated system where each card serves a specific, sequential purpose. Understanding these roles is critical to mastering the deck's flow. The strategy does not function like traditional Fusion archetypes that gather materials for a climactic summon; rather, it executes a chain reaction of effects where each step enables the next. This design philosophy is evident in how the deck summons its monsters, often using card effects that treat the summon *as* a Fusion Summon, rather than relying on spells like Polymerization.3

### The Initiators - Starting the Engine

The entire strategy hinges on a small number of powerful starter cards that initiate the main combo sequence.

* **Fighting Flame Swordsman:** This Level 4 FIRE Warrior is the undisputed heart and soul of the deck, functioning as a potent one-card starter.5 Its power lies in two distinct, once-per-turn effects. First, upon being Normal or Special Summoned, it allows the player to add any Spell or Trap card that mentions "Flame Swordsman" from the Deck to the hand.3 This effect provides incredible flexibility, enabling access to a combo extender like Flame Swordsrealm, a versatile searcher like Fighting Flame Sword, or a defensive trap for a control-oriented strategy. Its second effect is the true engine starter: if Fighting Flame Swordsman is sent to the Graveyard (GY), its controller can send one "Flame Swordsman" monster or a monster that mentions it from the Deck or Extra Deck to the GY.5 This effect is the lynchpin that sets up the entire subsequent play sequence by milling a key enabler.
* **Fighting Flame Sword:** While a Quick-Play Spell, this card often functions as a secondary starter or a critical consistency tool. It presents three powerful effects, of which one can be activated per turn.7 Its most crucial mode allows the player to add any card that mentions "Flame Swordsman" from the Deck to the hand, except for another copy of itself. This effectively makes it a searcher for Fighting Flame Swordsman, ensuring the deck can access its primary starter with greater reliability. The other two effects provide valuable utility: one allows for the destruction of a card on the field when a FIRE Warrior monster declares an attack, and the other can negate an opponent's card or effect that targets a "Flame Swordsman" monster, offering both offensive pressure and protection.7

### The Enablers - Fueling the Fusion

Once a starter is on the field, a series of enabler cards are used to bridge the gap to the deck's powerful boss monster. These cards are rarely meant to remain on the field and primarily function through their Graveyard effects.

* **Salamandra, the Flying Flame Dragon:** This Level 2 Dragon is a pure combo piece. Its most important effect triggers when it is sent to the GY, allowing the player to add one "Salamandra" Spell or Trap from the Deck to the hand.4 This is the primary method for accessing Salamandra Fusion. Its other effects, which allow it to equip itself from the hand or GY to a Warrior monster for a 700 ATK boost, are secondary but can be useful for activating the Quick Effect of Ultimate Flame Swordsman.9
* **Flame Swordsrealm:** This Continuous Spell is a multi-purpose tool that provides both protection and extension. Its first effect prevents the opponent from activating cards or effects in response to the Normal Summon of a FIRE Warrior monster.7 This is vital for ensuring the on-summon search effect of Fighting Flame Swordsman resolves without being negated by common hand traps like Effect Veiler. Its second, once-per-turn effect is the deck's main method of advancing its game state: by sending one monster from the hand or face-up field to the GY, it can Special Summon the original Flame Swordsman Fusion Monster directly from the Extra Deck.3 This is the standard way to send the on-field Fighting Flame Swordsman to the GY to trigger its second effect.
* **Salamandra Fusion:** This Equip Spell is the final bridge to the deck's ultimate payoff. While it provides a 700 ATK boost and some protection, its main purpose is its second effect. While equipped to a Fusion Monster, the player can send both Salamandra Fusion and the equipped monster to the GY to Special Summon one "Flame Swordsman" or a Fusion Monster that mentions it from the Extra Deck.9 This effect, treated as a Fusion Summon, is how the deck summons Ultimate Flame Swordsman without needing traditional materials or spells.

### The Payoffs - The End Goal

The entire combo sequence is designed to summon a powerful boss monster capable of ending the game in a single turn.

* **Ultimate Flame Swordsman:** This Level 8 Fusion is the deck's primary boss monster and win condition.9 Its strength is twofold. First, it has a targeted monster destruction effect that also inflicts 500 damage. Crucially, this becomes a Quick Effect if Ultimate Flame Swordsman is equipped with an Equip Card, turning it into a valuable piece of interruption.9 Its second effect is a game-ender: at the start of the Damage Step when it battles, its ATK can be doubled until the end of the turn. This pushes its base ATK to a formidable 5600, but comes with the drawback of destroying itself during the End Phase.10 The strategy is to achieve a One-Turn Kill (OTK) so this downside never becomes relevant.
* **Fighting Flame Dragon:** Though a Fusion Monster itself, this card's role is almost exclusively that of a powerful Equip Spell. It is typically sent from the Extra Deck to the GY via the effect of Fighting Flame Swordsman. From there, its own Quick Effect allows it to equip itself to a Warrior Fusion Monster on the field.7 When equipped to a "Flame Swordsman" monster, it provides a 700 ATK boost and, most importantly, allows that monster to make a second attack during each Battle Phase.7 This second attack is fundamental to the deck's OTK strategy.

### The Support Corps - Utility and Recovery

Beyond the core combo, a few key cards provide additional utility, recovery, and alternative strategic paths.

* **Mirage Swordsman:** This Level 8 Warrior is a unique card that provides recovery and serves as a bridge to other archetypes. It can Special Summon itself from the hand or GY if a FIRE Fusion monster is destroyed, making it a natural fit for strategies that involve self-destruction, such as Fire King.5 If Mirage Swordsman is destroyed by battle or card effect, it "floats" into a Level 7 or lower monster that is "Flame Swordsman" or mentions it from the Deck or Extra Deck, ensuring a follow-up play is available.3
* **Flame Swordsdance & Salamandra with Chain:** These Normal Traps are the backbone of the deck's "go-first" control strategy. Both cards provide a non-targeting effect that changes a face-up monster to face-down Defense Position—a powerful form of disruption against many modern decks that rely on Link or Xyz monsters.3 Flame Swordsdance can also Special Summon a "Flame Swordsman" Fusion monster when any monster is Special Summoned, while Salamandra with Chain can be banished from the GY to perform a Fusion Summon. These cards allow the deck to pivot from an OTK focus to a disruptive, control-based game plan.12

| **Card Name** | **Card Type** | **Primary Strategic Role** |
| --- | --- | --- |
| Fighting Flame Swordsman | Effect Monster | One-Card Starter, Combo Initiator |
| Fighting Flame Sword | Quick-Play Spell | Universal Searcher, Consistency Tool |
| Salamandra, the Flying Flame Dragon | Effect Monster | Combo Enabler, Searcher |
| Flame Swordsrealm | Continuous Spell | Combo Extender, Protection |
| Salamandra Fusion | Equip Spell | Boss Monster Access |
| Ultimate Flame Swordsman | Fusion/Effect Monster | Primary Win Condition, OTK Enabler |
| Fighting Flame Dragon | Fusion/Effect Monster | OTK Enabler, Resource Recursion |
| Mirage Swordsman | Effect Monster | Recovery, Synergy Bridge |
| Flame Swordsdance | Normal Trap | Disruption Tool, Control Element |
| Salamandra with Chain | Normal Trap | Disruption Tool, Control Element |

## The Flow of Battle - Search Paths and Resource Management

The consistency of the Flame Swordsman archetype is built upon a highly structured and linear sequence of search and mill effects. This "chain reaction" design ensures that, with a single starter card, the player can access every necessary piece of the core combo without needing to draw them naturally. Each step not only advances the board state but simultaneously sets up the next action, creating a self-perpetuating engine.

### The Primary Search Chain (The "FFS" Line)

The deck's most common line of play originates from a single Fighting Flame Swordsman (FFS) and follows a precise, three-step resource path.

1. **On-Summon Search:** The sequence begins when Fighting Flame Swordsman is Normal or Special Summoned. Its trigger effect activates, allowing the player to add one Spell/Trap that mentions "Flame Swordsman" from the Deck to the hand. The optimal target here is almost always Flame Swordsrealm, as its effect is needed to continue the combo.3
2. **Graveyard Setup:** The player activates Flame Swordsrealm and uses its effect, sending the on-field Fighting Flame Swordsman to the GY as cost to Special Summon the vanilla Flame Swordsman from the Extra Deck. This action triggers the second effect of Fighting Flame Swordsman in the GY. Its effect allows the player to send one "Flame Swordsman" monster or a monster that mentions it from the Deck or Extra Deck to the GY. The primary target for this effect is Salamandra, the Flying Flame Dragon.5
3. **Secondary Search:** The act of sending Salamandra, the Flying Flame Dragon to the GY immediately triggers its own effect. This allows the player to add one "Salamandra" Spell or Trap from the Deck to the hand. The mandatory target for this search is Salamandra Fusion, the final piece needed to summon the deck's boss monster.4

This sequence demonstrates the deck's efficiency: a single monster summon results in searching two specific spells and milling a specific monster, all in a predetermined and highly consistent order.

### The Universal Searcher

The deck's consistency is further bolstered by Fighting Flame Sword. Its first effect acts as a universal tutor for the entire strategy, capable of searching for any card that mentions "Flame Swordsman".7 This gives it unparalleled flexibility to fix suboptimal hands:

* **Missing a Starter?** Search Fighting Flame Swordsman.
* **Have the Starter but no Extender?** Search Flame Swordsrealm.
* **Need to play defensively?** Search Salamandra with Chain or Flame Swordsdance.

Because of this adaptability, Fighting Flame Sword is a crucial tool for ensuring the deck can execute its game plan, filling whatever role is needed at the time.

### Resource Recursion and Follow-up

The archetype also possesses key forms of resource recursion that enable follow-up plays and resilience.

* **Fighting Flame Dragon:** Its ability to equip itself from the Graveyard as a Quick Effect is the deck's most important recursive tool. After being sent to the GY during the turn one setup, it remains a live threat that can be attached to Ultimate Flame Swordsman on a subsequent turn to enable an OTK.7 Running two copies is a common practice to play around graveyard-banishing effects like Called by the Grave, which could otherwise shut down the entire OTK plan.5
* **Mirage Swordsman:** This monster provides a potent recovery loop. If an opponent destroys Ultimate Flame Swordsman with a card effect, Mirage Swordsman can be Special Summoned from the GY. If the opponent then destroys Mirage Swordsman, its effect will trigger, Special Summoning another "Flame Swordsman" monster (like Fighting Flame Dragon) from the Extra Deck, maintaining board presence through multiple waves of removal.3

| **Triggering Card & Condition** | **Effect** | **Primary Target(s)** | **Strategic Purpose** |
| --- | --- | --- | --- |
| Fighting Flame Swordsman (On Summon) | Add Spell/Trap from Deck to Hand | Flame Swordsrealm, Fighting Flame Sword | Combo Starter / Consistency |
| Fighting Flame Swordsman (Sent to GY) | Send Monster from Deck/Extra Deck to GY | Salamandra, the Flying Flame Dragon | Combo Enabler |
| Salamandra, the Flying Flame Dragon (Sent to GY) | Add "Salamandra" Spell/Trap from Deck to Hand | Salamandra Fusion | Boss Monster Access |
| Fighting Flame Sword (Activation) | Add any card mentioning "Flame Swordsman" | Fighting Flame Swordsman, Flame Swordsrealm | Universal Tutor |
| Fighting Flame Dragon (In GY) | Equip self from GY to Warrior Fusion | Ultimate Flame Swordsman | Resource Recursion / OTK Enabler |
| Mirage Swordsman (If destroyed) | Special Summon Monster from Deck/Extra Deck | Fighting Flame Dragon, Flame Swordsman | Recovery / Follow-up |

## Blueprints for Victory - Core Combo Execution

The theoretical functions of the Flame Swordsman cards translate into two primary strategic applications: a devastating go-second OTK and a surprisingly resilient go-first control setup. The deck's ability to pivot between these two game plans using the same starter card is a testament to its flexible design.

### The Foundational One-Card OTK Combo (Going Second)

This sequence is the deck's bread-and-butter play, designed to end the game on the second turn. It requires only a single copy of Fighting Flame Swordsman in the opening hand.6

1. **Normal Summon** Fighting Flame Swordsman. Upon summon, activate its effect to search for Flame Swordsrealm from the Deck.
2. **Activate** Flame Swordsrealm. Immediately use its effect, sending the Fighting Flame Swordsman on your field to the GY as cost. **Special Summon** one Flame Swordsman from your Extra Deck. This summon is treated as a Fusion Summon.
3. Since Fighting Flame Swordsman was sent to the GY, its second effect triggers. **Activate its effect** to send Salamandra, the Flying Flame Dragon from your Deck to the GY.
4. Now in the GY, the effect of Salamandra, the Flying Flame Dragon triggers. **Activate its effect** to search for Salamandra Fusion from your Deck.
5. **Activate** Salamandra Fusion, equipping it to the Flame Swordsman on your field.
6. With Salamandra Fusion equipped to a Fusion Monster, **activate its second effect**. Send both Salamandra Fusion and Flame Swordsman to the GY to **Special Summon** Ultimate Flame Swordsman from your Extra Deck.
7. Proceed to the Battle Phase. During either the Main Phase or Battle Phase, **activate the Quick Effect** of Fighting Flame Dragon in your GY, equipping it to your Ultimate Flame Swordsman.

The resulting end board is an Ultimate Flame Swordsman with a base ATK of 3500 ($2800 + 700$) that can attack twice and has a Quick Effect to destroy an opponent's monster.9 This presents 7000 points of battle damage on its own, which, combined with the 500 burn damage from its effect or any other damage, is often sufficient for an OTK. If necessary, Ultimate Flame Swordsman can use its other effect to double its ATK to 7000 for a single, game-ending attack.

### The First-Turn Control Setup

When forced to go first, the deck can pivot from an offensive to a defensive strategy by altering its search targets.

1. **Normal Summon** Fighting Flame Swordsman. Upon summon, activate its effect to search for Salamandra with Chain from the Deck.
2. **Link Summon** a generic Link-1 monster, such as Salamangreat Almiraj or Linkuriboh, using Fighting Flame Swordsman as material. This sends Fighting Flame Swordsman to the GY.
3. The GY effect of Fighting Flame Swordsman triggers. **Activate its effect** to send Salamandra, the Flying Flame Dragon from your Deck to the GY.
4. The GY effect of Salamandra, the Flying Flame Dragon triggers. **Activate its effect** to search for Flame Swordsdance from your Deck.
5. **Set** both Salamandra with Chain and Flame Swordsdance to your Spell & Trap Zone and end your turn.

This sequence establishes a formidable defensive line. The player now has access to two powerful Trap cards that can interrupt the opponent's plays. Salamandra with Chain can be activated to equip to a monster and then immediately change an opponent's Effect Monster to face-down Defense Position.3 Flame Swordsdance can Special Summon a Fusion monster from the Extra Deck when the opponent Special Summons, and then also change a monster to face-down Defense Position.3 This combination of non-targeting disruption can effectively dismantle an opponent's combo before it starts.5

## Forging Alliances - Synergistic Engines and Hybrid Builds

While the pure Flame Swordsman strategy is functional, its true competitive strength is realized when its compact and efficient engine is integrated into other, more powerful FIRE Warrior archetypes. It serves as a "consistency patch," fixing inherent weaknesses and providing a robust opening play that these other strategies may lack.

### The Infernoble Knight Engine: The Premier Pairing

The synergy between Flame Swordsman and Infernoble Knights is arguably the most powerful and popular application of the archetype.12 Infernoble Knights are a complex combo deck focused on Synchro and Link summoning, but have historically been vulnerable to disruption on their Normal Summon.

* **The Core Synergy:** The Flame Swordsman engine provides the Infernoble Knight deck with a resilient one-card starter in Fighting Flame Swordsman. As a FIRE Warrior, it fits the deck's requirements perfectly. The protection granted by Flame Swordsrealm makes the initial summon much more likely to resolve, which is a significant upgrade over traditional Infernoble starters.7
* **Combo Integration:** A common line of play involves performing the standard Flame Swordsman combo to summon Ultimate Flame Swordsman, then using the remaining resources to Link Summon Isolde, Two Tales of the Noble Knights. Isolde can then initiate the full Infernoble Knight combo, leading to an end board that includes not only Ultimate Flame Swordsman's targeted destruction but also the formidable Infernoble Knight Emperor Charles (for Spell/Trap and monster destruction) and potentially other negates.14
* **Resource Overlap:** The synergy is further enhanced by shared support. The Equip Spell "Infernoble Arms - Durendal" can search any Level 5 or lower FIRE Warrior, making it a direct searcher for Fighting Flame Swordsman and increasing the overall consistency of the hybrid strategy.16

### The Fire King Engine: A Dance of Destruction

A more niche but highly synergistic pairing exists with the Fire King archetype, which revolves around destroying its own FIRE monsters to generate advantage.18

* **The Key Interaction:** This hybrid build leverages Mirage Swordsman to its fullest potential.5 A card like Fire King Island can be used to destroy a Mirage Swordsman in the hand. This simultaneously triggers Fire King Island to search a Fire King monster and the effect of Mirage Swordsman to Special Summon itself from the GY.11
* **The Loop:** This creates a potent loop of advantage. The Fire King engine provides a consistent way to trigger the destruction effects of Mirage Swordsman. In turn, if the opponent destroys the summoned Mirage Swordsman, its floating effect can Special Summon a key Flame Swordsman Fusion monster directly from the Extra Deck, providing recovery and board presence.3 This interaction turns the self-destructive nature of Fire Kings into a powerful setup tool for the Flame Swordsman game plan.

### Essential Generic Support

To reach its full potential, the Flame Swordsman strategy relies on several powerful, generic support engines that are staples in the modern FIRE attribute meta.

* **The Diabellstar Engine:** Comprising Diabellstar the Black Witch and its associated "Sinful Spoils" cards, this engine provides a "free" Special Summon of a high-ATK monster and access to a powerful Spell/Trap searcher. In a hybrid build like Infernoble Flame Swordsman, this provides additional bodies on the field to facilitate the Link Summon of Isolde or other generic boss monsters, significantly increasing the deck's extension capabilities.15
* **Promethean Princess, Bestower of Flames:** As one of the most powerful generic FIRE support cards, Promethean Princess is a natural inclusion. Her ability to revive any FIRE monster from the GY provides excellent recovery. Furthermore, her effect to destroy a card on each side of the field can be used to trigger the effects of your own Mirage Swordsman or Fire King monsters while simultaneously disrupting the opponent's board.12

## Competitive Assessment - Strengths, Weaknesses, and Metagame Positioning

A thorough analysis of the Flame Swordsman archetype reveals a strategy with a clear set of strengths and exploitable weaknesses. Its competitive viability is highly dependent on whether it is played as a pure strategy or as a synergistic engine.

### Strengths

* **High Consistency:** The deck's core strategy is built around a one-card starter, Fighting Flame Swordsman, which is itself searchable by Reinforcement of the Army and the in-archetype Fighting Flame Sword. This results in a very high probability of opening a viable combo line.5
* **Potent OTK Capability:** The combination of Ultimate Flame Swordsman doubling its own ATK and Fighting Flame Dragon enabling a second attack allows the deck to consistently threaten over 8000 damage in a single Battle Phase, making it a formidable go-second, board-breaking deck.10
* **Resilience to Certain Hand Traps:** The pure deck's main combo involves very few Special Summons (often only two), making it highly resistant to the powerful staple Maxx "C".5 Additionally, Flame Swordsrealm provides built-in protection for the crucial Normal Summon against targeted effects like Effect Veiler and Infinite Impermanence.7
* **Flexible Engine:** The core Flame Swordsman package is small, consistent, and self-contained. This makes it an excellent supplementary engine that can be easily slotted into stronger FIRE Warrior strategies like Infernoble Knights to improve their consistency and resilience.5

### Weaknesses

* **Limited Engine Size and Extenders:** In its pure form, the deck lacks a deep roster of in-archetype monsters. If the initial Fighting Flame Swordsman play is successfully negated by a non-targeting effect like Ash Blossom & Joyous Spring, the deck often has no follow-up plays and its turn ends abruptly.22
* **Linear and Predictable Strategy:** The deck's primary combo follows a rigid and well-known sequence. An experienced opponent will know the exact chokepoints—such as the activation of Fighting Flame Swordsman's on-summon effect or the GY effect of Salamandra, the Flying Flame Dragon—and can apply their disruption with maximum impact.
* **Low Power Ceiling (Pure Form):** The standard end board for the pure strategy is a single Ultimate Flame Swordsman. While powerful offensively, it provides only one piece of interaction (its targeted pop). This is generally insufficient to contend with top-tier meta decks that can establish multiple negates, floodgates, and other forms of disruption.24
* **Vulnerability to Graveyard Hate:** The entire combo is dependent on activating monster effects in the Graveyard. A single Called by the Grave targeting Salamandra, the Flying Flame Dragon can stop the combo cold. Widespread GY disruption, such as Abyss Dweller, is devastating.

### Final Verdict and Metagame Positioning

As a **pure strategy**, Flame Swordsman is best classified as a competent **rogue deck**. It is capable of performing well at a local level and can effectively punish opponents who are unfamiliar with its OTK potential. However, its linearity and low ceiling for interaction prevent it from consistently competing with the top decks in the metagame.16

As an **engine**, the Flame Swordsman package is **competitively viable** and has proven its worth, particularly within **Infernoble Knight** decks.12 In this context, it is not just an addition but an upgrade, solving the Infernoble strategy's long-standing consistency issues. While powerful, the general consensus places it a tier below other premier OTK strategies like Tenpai Dragon, but it remains a potent and respectable choice for competitive play.5

## Appendix: Sample Deck Profile (Infernoble Flame Swordsman Hybrid)

This sample decklist represents a competitive build focused on the synergy between the Flame Swordsman and Infernoble Knight engines. The ratios are designed to maximize consistency and the power of the end board.

**Main Deck (40 Cards)**

* **Monsters (18)**
  + 3x Fighting Flame Swordsman (Primary Starter)
  + 3x Ash Blossom & Joyous Spring (Staple Hand Trap)
  + 2x Maxx "C" (Staple Hand Trap)
  + 1x Salamandra, the Flying Flame Dragon (Primary Combo Piece)
  + 1x Infernoble Knight - Renaud (Infernoble Extender/Recursion)
  + 1x Infernoble Knight Ogier (Infernoble Starter/Setup)
  + 1x Infernoble Knight Oliver (Infernoble Extender)
  + 1x Infernoble Knight Turpin (Infernoble Combo Piece)
  + 1x Infernoble Knight Ricciardetto (Infernoble Extender)
  + 1x Immortal Phoenix Gearfried (Powerful Boss Monster/Extender)
  + 3x Diabellstar the Black Witch (Generic Extender Engine)
* **Spells (20)**
  + 3x Fighting Flame Sword (Universal Searcher)
  + 2x Flame Swordsrealm (Combo Extender/Protection)
  + 2x Salamandra Fusion (Boss Monster Access)
  + 3x "Infernoble Arms - Durendal" (Searches FFS and Infernobles)
  + 1x "Infernoble Arms - Almace" (Infernoble Combo Piece)
  + 1x Noble Arms Museum (Infernoble Extender)
  + 1x Reinforcement of the Army (Generic Warrior Searcher)
  + 2x Called by the Grave (Protection from Hand Traps)
  + 1x Original Sinful Spoils - Snake-Eye (Diabellstar Engine)
  + 3x WANTED: Seeker of Sinful Spoils (Diabellstar Engine)
  + 1x Phoenix Gearblade (Infernoble Combo Piece)
* **Traps (2)**
  + 1x Salamandra with Chain (Flexible Search Target/Interaction)
  + 1x Infinite Impermanence (Staple Hand Trap)

**Extra Deck (15 Cards)**

* **Fusion (4)**
  + 2x Ultimate Flame Swordsman (Primary Boss Monster)
  + 1x Flame Swordsman (Combo Requirement)
  + 1x Fighting Flame Dragon (Combo Requirement/OTK Enabler)
* **Synchro (3)**
  + 1x Infernoble Knight Emperor Charles (Infernoble Boss Monster)
  + 1x Angelica, Princess of Noble Arms (Infernoble Combo Piece)
  + 1x Infernoble Knight Captain Roland (Infernoble Combo Piece)
* **Link (8)**
  + 1x Isolde, Two Tales of the Noble Knights (Core Combo Enabler)
  + 1x Emperor Charles the Great (Upgraded Infernoble Boss)
  + 1x Promethean Princess, Bestower of Flames (Generic FIRE Support)
  + 1x S:P Little Knight (Powerful Generic Removal)
  + 1x Apollousa, Bow of the Goddess (Generic Monster Negation)
  + 1x Salamangreat Almiraj (Enables GY effects)
  + 1x Hiita the Fire Charmer, Ablaze (Generic FIRE Link)
  + 1x Accesscode Talker (Generic Game Finisher)

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