# An In-Depth Tactical Analysis of the Plunder Patroll Archetype

## Introduction - Hoist the Colors of the Plunder Patroll

The Plunder Patroll archetype stands as a unique Fiend-based strategy within the Yu-Gi-Oh! Trading Card Game, operating as a dynamic midrange-control deck.1 First introduced as a TCG-exclusive in *Ignition Assault*, its core identity is built around a reactive and highly interactive playstyle.2 The deck's primary objective is to out-resource and dismantle an opponent's strategy through a versatile toolbox of Extra Deck monsters, colloquially known as "Patrollships." These ships provide targeted, powerful forms of disruption, allowing a skilled duelist to control the flow of the game by responding precisely to the opponent's actions.

### The Central Gimmick - Piracy by Attribute

The central mechanic that defines the Plunder Patroll archetype is its innovative method of summoning its Patrollships. Unlike conventional strategies that rely on specific summoning materials, Plunder Patroll leverages the monster Attributes present on the opponent's field or within their Graveyard as a direct resource.2 Key Main Deck monsters, referred to as the "Captains," possess Quick Effects that can be activated during the opponent's turn. These effects allow them to "tag out," Special Summoning a Patrollship from the Extra Deck whose Attribute matches that of an opponent's monster.3 This transforms the opponent's own board into a liability, as every monster they summon potentially enables a powerful counter-play. This conditional advantage creates a high skill ceiling, rewarding players who can accurately predict their opponent's strategy and prepare the appropriate reactive tools.

### Strategic Evolution - The Jord Revolution

For much of its existence, the archetype's reliance on the opponent's board state was its greatest strength and most critical weakness. In matchups against decks with limited Attribute diversity or those lacking monsters entirely (such as Floowandereeze), the Plunder Patroll engine could be rendered inert.6 This dependency was fundamentally resolved with the release of **Plunder Patrollship Jord** in *Photon Hypernova*.6 This single card revolutionized the deck's strategic identity. Jord provides a proactive method to place a Token of *any* declared Attribute onto both players' fields, thereby guaranteeing that the conditions for summoning any Patrollship can be met on Turn 1.6 This shifted the deck's core game plan from being purely a reactive "counter-puncher," forced to wait for the opponent to make a move, into a proactive "setup" deck capable of establishing its own powerful and interactive board states from the outset. This evolution has dramatically increased the archetype's consistency and competitive viability in the modern era.

## The Crew - A Roster of the Main Deck Monsters

The effectiveness of the Plunder Patroll strategy hinges on its crew of Main Deck monsters. Each member is designed with a specific role, contributing to a self-sustaining resource loop where the Graveyard is treated as a secondary hand. The act of using a card as a "cost," such as discarding it from the hand or sending it from the field, is often the catalyst for a powerful combo, turning what would typically be a loss in card advantage into a net positive.

### The "Captains" - Primary Enablers

These monsters are the primary means of deploying the Patrollships from the Extra Deck via their own effects.

* **Whitebeard, the Plunder Patroll Helm (Tuner):** Widely considered the most valuable Main Deck monster, Whitebeard is a Level 4 WATER Tuner that serves as the deck's premier resource generator.3 It possesses two critical effects. First, as a Quick Effect during the opponent's turn, it can Special Summon a Patrollship from the Extra Deck that matches the Attribute of a monster the opponent controls or has in their GY, subsequently equipping itself to the summoned ship.3 Second, and more importantly, if Whitebeard is sent from the hand or Monster Zone to the Graveyard for any reason—be it as a discard cost, a Link material, or a Synchro material—its effect triggers, allowing the player to Special Summon any other "Plunder Patroll" monster directly from the Deck.3 This powerful floating effect makes it the ultimate combo starter and extender.
* **Redbeard, the Plunder Patroll Matey:** As a Level 4 WATER non-Tuner, Redbeard functions as the secondary Captain. It shares Whitebeard's Quick Effect to tag out and summon a Patrollship during the opponent's turn.5 Its floating effect, however, is distinct: when sent from the hand or Monster Zone to the GY, Redbeard can target a "Plunder Patroll" monster you control and equip itself to it.3 This is crucial for enabling the Patrollships' most powerful effects, which require them to be equipped with a "Plunder Patroll" card to become Quick Effects.

### The Extenders & Resource Loopers

This group of monsters ensures the deck can consistently assemble the necessary pieces on the field and maintain resources for the long game.

* **Goldenhair, the Newest Plunder Patroll (Tuner):** This Level 4 WATER Tuner is the deck's best combo extender.3 She has two ways to be Special Summoned. First, she can be summoned from the hand by sending another "Plunder Patroll" Monster Card from the hand or face-up field to the GY.8 This synergizes perfectly with Whitebeard, as sending him to the GY will trigger his effect for an additional summon. Her second effect is the cornerstone of many combos: if she is in the GY, you can discard one card to Special Summon her.3 This effect facilitates the deck's most common one-card starter into its main engine piece, Blackbeard.1
* **Bluebeard, the Plunder Patroll Shipwright:** A simple yet effective Level 4 WATER non-Tuner, Bluebeard can be Special Summoned from the hand if you control any other "Plunder Patroll" monster, providing an easy way to extend plays.3 When sent from the hand or Monster Zone to the GY, its effect allows you to discard one card to draw one card.5 This helps cycle through the deck, improve hand quality, and set up the Graveyard with key cards like Goldenhair or Whitebeard.
* **Blackeyes, the Plunder Patroll Seaguide:** The recursion specialist of the crew, this Level 4 WATER monster is essential for the grind game. Its first effect allows it to Special Summon itself from the hand by targeting a "Plunder Patroll" monster in the GY (except another Blackeyes) and adding it back to the hand.8 Its second effect triggers if it is sent from the hand or Monster Zone to the GY: you can target a "Plunder Patroll" Monster Card in your Spell & Trap Zone (i.e., an equipped monster) and Special Summon it in Defense Position.8 This allows for the recycling of crew members who have already been used to pilot a ship, ensuring the deck's engine can continue to function over multiple turns.

| Card Name | Level/Attribute | Type (Tuner/Non-Tuner) | Primary Role | Key Effect & Trigger |
| --- | --- | --- | --- | --- |
| **Whitebeard, the Plunder Patroll Helm** | 4 / WATER | Tuner | Engine Starter / Resource Generator | Summons from Deck when sent from Hand/Field to GY. |
| **Redbeard, the Plunder Patroll Matey** | 4 / WATER | Non-Tuner | Engine Enabler | Equips itself from GY when sent from Hand/Field to GY. |
| **Goldenhair, the Newest Plunder Patroll** | 4 / WATER | Tuner | Combo Extender | Special Summons itself from hand or GY via discard. |
| **Bluebeard, the Plunder Patroll Shipwright** | 4 / WATER | Non-Tuner | Combo Extender | Special Summons itself from hand; cycles cards from GY. |
| **Blackeyes, the Plunder Patroll Seaguide** | 4 / WATER | Non-Tuner | Resource Recycler | Recovers monsters from GY; summons equipped monsters. |

## The Armada - Command of the Extra Deck Fleet

The Extra Deck is the heart of the Plunder Patroll strategy, containing the powerful Patrollships that provide the deck's primary forms of disruption and control. These ships are designed not merely as single-use interruptions but as self-replacing advantage engines. They follow a consistent design pattern of "Discard -> Disrupt -> Search," creating a gameplay loop where each successful interaction refuels the hand for the next. The initial discard cost is often negated or even turned into an advantage by the floating effects of the Main Deck crew, making the deck's resource management exceptionally efficient.

### The Admiral's Hub - Blackbeard, the Plunder Patroll Captain (Link-2)

**Blackbeard, the Plunder Patroll Captain**, is the undisputed linchpin of the entire archetype.1 This WATER Fiend Link-2 monster is the central hub through which nearly all of the deck's plays flow. Its effect is a powerful Quick Effect that can be activated on either player's turn: you can target one Effect Monster you control, Special Summon one "Plunder Patroll" monster from your Extra Deck with the same Attribute as a monster the opponent controls or has in their GY, equip the targeted monster to it, and then **draw 1 card**.2 This effect is the primary engine for both disruption and card advantage generation. The draw is not an incidental bonus; it is the fuel that sustains the deck's operations, ensuring the hand is always stocked with "Plunder Patroll" cards to be used as discard fodder for the ships' effects.5 Consequently, negating Blackbeard's effect with a card like Ash Blossom & Joyous Spring is the single most effective way to halt the deck's momentum.1

### The Flagships of Disruption

Each Patrollship is designed to counter a specific type of threat, giving the deck a versatile, toolbox-style approach to interaction.

* **Plunder Patrollship Lys (LIGHT Fusion):** This Level 8 Fusion Monster is the dedicated monster effect negation ship. Its effect becomes a Quick Effect if it is equipped with a "Plunder Patroll" card. By discarding one "Plunder Patroll" card, it can negate the activation of an opponent's monster effect and destroy that monster.9 Crucially, after the effect resolves, if Lys was equipped, its effect allows you to add one "Plunder Patroll" card from your Deck to your hand.5 This makes it a one-for-one trade in terms of hand advantage that removes a key monster from the opponent's board.
* **Plunder Patrollship Brann (FIRE Synchro):** This Level 8 Synchro Monster serves as the backrow removal specialist. As a Quick Effect while equipped, it allows you to discard a "Plunder Patroll" card to target and banish one Spell or Trap your opponent controls.7 Following this, you can add one "Plunder Patroll" monster from your Deck to your hand.5 This provides a clean answer to problematic floodgates or combo-enabling spells.
* **Plunder Patrollship Moerk (DARK Xyz):** This Rank 4 Xyz Monster is the primary tool for monster removal. Its Quick Effect, when equipped, lets you discard a "Plunder Patroll" card to target and banish one Effect Monster your opponent controls.5 After banishing the monster, you can add one "Plunder Patroll" Spell or Trap from your Deck to your hand.7 Moerk also possesses a built-in protection effect, allowing it to detach one Xyz Material to prevent a "Plunder Patroll" card(s) you control from being destroyed by battle or card effect.7

### The Game-Changer - Plunder Patrollship Jord (EARTH Synchro/Pendulum)

As previously mentioned, this Level 8 Synchro/Pendulum monster is the card that solved the archetype's core dependency issue.6 Its functionality is a two-step process.

1. **Monster Effect:** While on the field, its monster effect allows you to target one "Plunder Patroll" card in your GY, add it to your hand, and if you do, place Jord from the field into your Pendulum Zone.6
2. **Pendulum Effect:** Once in the Pendulum Zone, you can activate its Pendulum Effect. This allows you to declare one Attribute, return Jord from the Pendulum Zone to the Extra Deck, and Special Summon one "Plunder Patroll Token" (Fiend/Level 4/ATK 0/DEF 0) with that declared Attribute to *both* players' fields in Defense Position.6

This sequence is the key to the deck's modern, proactive strategy. By Synchro Summoning Jord, using its effect to recycle a resource and place itself, and then using its Pendulum Effect, the player can manufacture the exact Attribute needed on the opponent's field to make Blackbeard or another Captain live, regardless of the opponent's board state.

## The Ship's Armory - Key Spells & Traps

The archetype's Spell and Trap support cards are not generic extenders; they are meticulously designed to patch the deck's inherent weaknesses. Each card in the backrow serves a distinct purpose, addressing issues of consistency, protection, and resource management, transforming potential vulnerabilities into strengths.

* **Plunder Patroll Shipyarrrd (Field Spell):** This is the deck's primary consistency tool and engine room.1 Its first effect provides a continuous ATK boost of 500 to all "Plunder Patroll" monsters you control for each "Plunder Patroll" card in your Spell & Trap Zone, which can quickly turn your ships into formidable threats.7 Its most important effect, however, is its once-per-turn Ignition Effect: you can discard any one card to add any "Plunder Patroll" card from your Deck to your hand (except another Shipyarrrd).7 This effect is the main searcher, granting access to any monster, spell, or trap needed for a given situation. It also synergizes perfectly with the deck's strategy, as the discard cost can be used to send a card like Whitebeard or Goldenhair to the Graveyard to activate their effects.
* **Emblem of the Plunder Patroll (Equip Spell):** This card provides both protection and an alternative method for summoning the Patrollships. When equipped to a "Plunder Patroll" monster, it grants that monster 500 ATK and prevents your opponent from targeting it with card effects.9 While this protection is valuable, its main utility lies in its second effect. You can send the equipped Emblem to the GY to Special Summon one "Plunder Patroll" monster from your Extra Deck with the same Attribute as a monster on the field or in any GY. Then, you take the monster that was originally equipped and attach it to the newly summoned ship.8 This effect essentially allows any Main Deck Plunder monster to act like one of the Captains, providing an alternative path to your Extra Deck plays.
* **Plunder Patroll Booty (Continuous Trap):** This trap card is the key to winning the grind game and playing through disruption.13 Once per turn, you can activate its effect to declare one Attribute, then target one face-up monster your opponent controls; that monster's Attribute becomes the declared one until the end of the turn.7 This provides another crucial method for fixing Attributes to enable your summons. After changing the Attribute, you can then take one "Plunder Patroll" monster from your GY and either Special Summon it or shuffle it into the Deck.7 This dual effect of attribute manipulation and recursion makes Booty invaluable in long duels. Its ability to revive a key monster like Blackbeard from the GY is also instrumental in playing around board-breaking cards like Dark Ruler No More or Forbidden Droplet, which may negate your on-field monsters but do not prevent you from rebuilding your board.13

## Charting the Course - Core Combos and Board States

While Plunder Patroll is a highly reactive deck, it relies on a set of core combos to establish its engine and prepare for the opponent's turn. These sequences are designed to efficiently convert one or two cards into a flexible and interactive board state.

### The One-Card Starter: Goldenhair into Blackbeard

This is the deck's most fundamental and efficient opening play, converting a single monster into the central engine piece.

1. Normal Summon **Goldenhair, the Newest Plunder Patroll**.
2. Use Goldenhair as Link Material to Link Summon **Salamangreat Almiraj**. (This is possible as Goldenhair has less than 1000 ATK).1
3. Activate Goldenhair's effect in the Graveyard: discard one card from your hand to Special Summon herself back to the field.2
4. Use Salamangreat Almiraj and the revived Goldenhair as Link Material to Link Summon **Blackbeard, the Plunder Patroll Captain**.1

This sequence ends with Blackbeard on the field, ready to use its Quick Effect on the opponent's turn. The discard for Goldenhair's effect can be used to your advantage by discarding a card like Whitebeard to trigger its summon-from-deck effect, further extending the play.

### The Proactive Turn 1: The Jord Combo

With the release of Plunder Patrollship Jord, the deck gained a powerful, proactive opening that establishes a strong board without any input from the opponent.6

1. Establish a Level 4 Tuner (Whitebeard or Goldenhair) and a Level 4 non-Tuner (Redbeard or Bluebeard) on the field. A common way to achieve this is to Normal Summon Whitebeard and then use its effect to Special Summon Bluebeard from the hand.6
2. Synchro Summon the Level 8 **Plunder Patrollship Jord**. Upon its summon, if Whitebeard was used as material, its Graveyard effect will trigger, allowing you to Special Summon another "Plunder Patroll" monster (e.g., Redbeard) from the Deck.6
3. Activate Jord's on-field monster effect: target a "Plunder Patroll" card in your GY (such as the Whitebeard just used for its summon), add it back to your hand, and then place Jord into your Pendulum Zone.6
4. Activate Jord's Pendulum Effect: declare an Attribute that corresponds to a key Patrollship (typically LIGHT for Lys), return Jord to the Extra Deck, and Special Summon a Token of that Attribute to both your field and your opponent's field.6
5. Use the Token on your field and the Redbeard summoned by Whitebeard's effect as Link Material to Link Summon **Blackbeard, the Plunder Patroll Captain**.

This advanced combo is the modern, optimal opening for the deck. It establishes Blackbeard with a guaranteed live target on the opponent's field (the LIGHT Token), ensuring you can summon Plunder Patrollship Lys for a monster negate during their turn.

### The Ideal Endboard

Unlike many contemporary combo decks that aim to create an unbreakable board of negations, Plunder Patroll's ideal endboard is more flexible and interactive. A strong Turn 1 board typically consists of:

* **Blackbeard, the Plunder Patroll Captain** on the field.
* Another Patrollship, often **Plunder Patrollship Lys**, summoned via the Jord combo or another method.6
* Several "Plunder Patroll" cards in hand, ready to be used as discard fodder for the ships' disruptive effects.1

This setup provides multiple points of interaction: Blackbeard's ability to tag out for another ship and draw a card, and Lys's ability to negate a monster effect. The strength of the board lies not in its static defense, but in its ability to adapt and respond to whatever the opponent attempts to do.

## Alliances on the High Seas - Synergistic Engines

While the core Plunder Patroll archetype is potent, its consistency and resilience are significantly amplified by integrating non-archetypal engines. These external packages help the deck overcome its inherent vulnerabilities, such as a reliance on the Normal Summon or susceptibility to hand traps. The choice of engine is often a meta-call that defines the deck's specific playstyle, shifting it between a more controlling or a more explosive strategy. "Plunder Patroll" is thus best understood not as a monolithic deck, but as a powerful core engine that serves as a platform for these synergistic alliances.

### The Adventure Engine

* **Components:** Rite of Aramesir, Water Enchantress of the Temple, Fateful Adventure, Wandering Gryphon Rider, Dracoback, the Rideable Dragon.
* **Function:** The Adventure engine provides a powerful, early-game omni-negate in the form of Wandering Gryphon Rider. This is invaluable for protecting your core Plunder Patroll plays, particularly the summon of Blackbeard, from disruptive hand traps like Ash Blossom & Joyous Spring or Effect Veiler.16 Furthermore, Fateful Adventure's effect to search for Dracoback requires a discard, which synergizes perfectly with the Graveyard effects of Whitebeard, Bluebeard, and Goldenhair.14
* **Analysis:** This engine enhances the deck's control aspect and its ability to play through disruption. The primary trade-off is the significant deck space it occupies and its restriction that prevents the activation of Normal Summoned monsters' effects, which can sometimes conflict with the Plunder Patroll monsters.

### The P.U.N.K. Engine

* **Components:** Noh-P.U.N.K. Ze Amin, Noh-P.U.N.K. Foxy Tune, Noh-P.U.N.K. Deer Note.
* **Function:** This is arguably the most efficient and consistent method for summoning a Level 8 Synchro monster, making it the premier engine for accessing **Plunder Patrollship Jord**.6 A standard combo beginning with Noh-P.U.N.K. Ze Amin can easily put the necessary materials on the board to perform the full "Jord Combo" detailed previously.
* **Analysis:** The P.U.N.K. engine transforms the deck's strategy by making the proactive Jord line its primary, most consistent game plan. It sacrifices the defensive utility and omni-negate of the Adventure engine for raw speed and consistency in setting up the optimal Turn 1 board.

### Other Notable Synergies

* **Kaijus:** Before the printing of Jord, Kaiju monsters were a primary method for breaking an opponent's board while simultaneously placing a monster with a desired Attribute on their field to enable your Patrollship summons.4 They remain a powerful option, especially for builds focused on going second.
* **Bystials:** Given that two of the main Patrollships, Lys and Moerk, are LIGHT and DARK respectively, Bystial monsters can serve a dual purpose. They can disrupt an opponent's Graveyard-reliant strategy while also providing free Level 6 bodies on your field, which can be used as material for Synchro or Link Summons.
* **Fiend Support:** As the entire Plunder Patroll archetype consists of Fiend monsters, generic Fiend support can be effective. Cards like **Stygian Street Patrol**, which can be Special Summoned from the hand by banishing another Fiend from the GY, can provide additional extenders for Link plays.19

## Navigating Treacherous Waters - Matchups and Counter-Strategy

Understanding how to dismantle the Plunder Patroll strategy is as crucial as knowing how to pilot it. The deck, for all its recursive power, has several well-defined choke points that can be exploited to disrupt its game plan.

### Identifying Choke Points - How to Defeat Plunder Patroll

* **Ash Blossom & Joyous Spring:** This is the single most effective hand trap against the archetype.11 Using it on the effect of **Blackbeard, the Plunder Patroll Captain** is devastating, as it negates both the Special Summon of a ship and, critically, the draw effect that refuels the player's hand.1 It is superior to cards like Effect Veiler or Infinite Impermanence in this scenario, as a skilled Plunder player can chain Blackbeard's Quick Effect to the activation of those cards, dodging the negation. Ash Blossom, however, can be chained directly to Blackbeard's effect, preventing it from resolving entirely.11 The search effects of the Patrollships are also prime targets for Ash Blossom.
* **Graveyard Disruption:** The deck is heavily reliant on its Graveyard as a resource engine. Cards that can shut down Graveyard effects are therefore highly effective. An **Abyss Dweller** on the field will prevent the floating effects of Whitebeard and Redbeard, as well as the recursion of Goldenhair and Blackeyes, severing the deck's resource loop.20 Similarly, a well-timed **D.D. Crow** or Bystial monster can banish a key combo piece from the Graveyard before it can be used.
* **Blanket Negation and Board Wipes:** As the deck relies almost exclusively on monster effects for its interactions, board-wide negation is crippling. Floodgates like **Skill Drain** or powerful spells like **Dark Ruler No More** and **Forbidden Droplet** can render a Plunder Patroll board inert.13 Board-wiping cards like **Raigeki** or **Lightning Storm** can also be effective, as the deck's main form of protection (Moerk's detach effect) is limited.20
* **Attribute Management:** While Plunder Patrollship Jord has mitigated this weakness, it is not always accessible. Playing a deck with minimal Attribute diversity or using monsters without Attributes can still hamstring a Plunder player who has not opened a way to access Jord or Plunder Patroll Booty.20

### Strengths and Weaknesses

* **Strengths:** The archetype boasts an excellent resource recursion engine and a powerful grind game. Its toolbox of Patrollships provides flexible, targeted disruption. It can play effectively on both its own and the opponent's turn, rewarding skillful play, resource management, and deep matchup knowledge.
* **Weaknesses:** It is heavily reliant on the Graveyard, making it vulnerable to anti-GY strategies. It has critical choke points, with its entire engine often flowing through a single monster like Blackbeard. The strategy can be resource-intensive, requiring cards in hand to pay for discard costs, which can be a problem if the advantage loop is broken.2

## The Captain's Final Verdict

Plunder Patroll has successfully navigated the treacherous waters of the competitive metagame to establish itself as a dynamic and rewarding midrange strategy. Its journey from a purely reactive, matchup-dependent deck to a more proactive and consistent contender—a transformation catalyzed by the arrival of Plunder Patrollship Jord—is a testament to its resilient and well-designed core. The archetype's unique mechanic of co-opting the opponent's board state creates a deeply interactive and strategic gameplay experience.

The deck's appeal lies with players who enjoy a high-skill-ceiling strategy that eschews the creation of monolithic, unbreakable boards in favor of a more fluid and adaptive approach. Success with Plunder Patroll is not about preventing the opponent from playing the game, but about out-navigating and out-valuing them over the course of a duel. It demands careful resource management, precise timing, and a keen understanding of the opponent's strategy. For those willing to master its intricacies, the Plunder Patroll offers a command of one of the most engaging and strategic decks in the game.

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