# An In-Depth Analysis of the Heraldic Beast Archetype

## Section 1: The Heraldic Core - Engine and Interactions

The "Heraldic Beast" archetype is a Rank 4 Xyz-focused strategy that leverages the Graveyard (GY) as a primary resource, treating it as a second hand from which to generate advantage and launch powerful plays. The core engine is a synergistic web of monsters and spells designed to fill the GY, search key pieces, and swarm the field with Level 4 monsters. Understanding these fundamental interactions is crucial to piloting any variant of the deck, from its purest form to its most complex modern hybrids.

### 1.1 Primary Enablers: The Searchers and Starters

The consistency of the Heraldic Beast strategy is built upon a small but potent group of monsters that initiate combos and ensure the deck's engine begins running. These cards are designed to convert a single card into multiple resources, setting the stage for more elaborate plays.

* **Heraldic Beast Leo**: As one of the original members of the archetype, Leo serves as a foundational searcher. Its effect is straightforward yet powerful: "When this card is sent to the Graveyard: Add 1 'Heraldic Beast' monster from your Deck to your hand, except 'Heraldic Beast Leo'".1 Crucially, this effect is mandatory and triggers regardless of how Leo is sent to the GY, making it the ideal target for discard costs or effects like  
  Foolish Burial.2 Its first effect, which destroys it during the End Phase of the turn it was Normal Summoned, is not a drawback but rather the intended method of activating its search ability, ensuring the player can establish a follow-up for the next turn.1 This interaction forms the basis of the archetype's resource loop, where sending Leo to the GY effectively replaces the card used to do so.
* **Heraldic Beast Gryphon**: The modern powerhouse of the archetype, Gryphon functions as a one-card combo starter. Its effect allows a player to send one "Heraldic Beast" monster from the Deck to the GY (almost always Leo) to Special Summon itself from the hand.1 This single activation accomplishes three critical tasks: it places a Level 4 body on the field, it sends Leo to the GY to trigger a search for another Heraldic Beast, and it thins the deck. Gryphon does impose a restriction, preventing the player from Special Summoning from the Extra Deck for the rest of the turn except via Xyz Summon using only "Heraldic Beast" or "Number" monsters.3 However, this is hardly a limitation, as it aligns perfectly with the deck's strategy. Furthermore, Gryphon can be treated as two materials for the Xyz Summon of a "Number" monster that requires three or more materials, a unique ability that enables immediate access to powerful boss monsters like  
  Number 69: Heraldry Crest - Shatter Stream.3
* **Heraldic Beast Stad Whale**: This monster is the primary conduit to the archetype's powerful Spell and Trap support. When Normal or Special Summoned, its effect allows the player to discard one card to add two "Heraldry" Spells/Traps from the Deck to the hand.1 This is a significant advantage-generating play, turning a single summon into access to revival, extension, or protection. Its secondary effect, which allows it to be banished from the GY to Special Summon two "Heraldic Beast" monsters with the same name from the GY, provides another layer of extension for later turns.1

The deck's entire economic model is predicated on the "Leo Loop." Card effects that require a discard or sending a monster to the GY, such as those of Heraldic Beast Amphisbaena or Heraldic Beast Stad Whale, are not true costs when Heraldic Beast Leo is used as the fodder. Leo's mandatory search effect immediately replaces the card advantage lost, turning what would be a neutral or minus-one exchange into a net gain of resources and GY setup. This principle allows the deck to execute its plays without depleting its hand, enabling it to out-grind opponents who are forced into more conventional one-for-one trades.

### 1.2 Graveyard Mechanics: Recursion and Setup

The true power of the Heraldic Beast archetype lies in its Graveyard. Many of its most potent effects activate from the GY, making it a toolbox of resources that can be accessed throughout the duel. The design of the modern support cards reflects a deliberate pivot away from monsters that rely on being on the field and toward those whose value is realized once they are in the Graveyard. This makes the core engine more resilient to common on-field monster negation and forces opponents to use more specific forms of interaction, such as GY hate, to disrupt the strategy.

* **Heraldic Beast Aberconway**: This monster facilitates resource recovery. By banishing another copy of itself from the GY, it can add any "Heraldic Beast" monster from the GY back to the hand.1 This creates a valuable resource loop, especially when multiple copies have been sent to the GY, allowing the player to retrieve key combo pieces for subsequent turns.
* **Heraldic Beast Unicorn**: Unicorn is the dedicated revival tool for the archetype's Xyz monsters. Its effect allows it to be banished from the GY to Special Summon one Psychic Xyz Monster from the GY, albeit with its effects negated.5 This is a critical piece of the deck's grind game and combo extension. While the revived monster's effects are negated, it provides a necessary body on the field for further plays, such as being used as Link material or, more strategically, being overlaid with an "Armored Xyz" monster to unlock new effects and plays.7
* **Heraldic Beast Twin-Headed Eagle**: This card serves a unique and vital role: replenishing Xyz Materials. By banishing itself from the GY, it can target an Xyz monster on the field with no materials and attach two "Heraldic Beast" monsters from the GY to it.8 This effect is invaluable for re-enabling the powerful effects of Xyz monsters that may have been summoned through means that did not provide them with materials, such as the effects of  
  Number 39: Utopia Double or Number 90: Galaxy-Eyes Photon Lord, extending their disruptive capabilities for another turn.10

### 1.3 Field Extenders: Swarm and Summon

To execute its Xyz-based strategy, the archetype needs to consistently place multiple Level 4 monsters on the field. A pair of monsters are dedicated to this purpose, enabling the rapid swarming necessary for Rank 4 plays.

* **Heraldic Beast Amphisbaena & Heraldic Beast Eale**: Both of these monsters can be Special Summoned from the hand. Amphisbaena requires the player to discard another "Heraldic Beast" monster, an effect that synergizes perfectly with Heraldic Beast Leo to generate a free summon and a search simultaneously.1  
  Heraldic Beast Eale can be Special Summoned if the player already controls two or more "Heraldic Beast" monsters, serving as a simple but effective extender to complete an Xyz Summon.1

### 1.4 The Heraldry Arsenal: Core Spell Support

The "Heraldry" Spell cards are the explosive enablers that turn a well-stocked Graveyard into a dominant board presence.

* **Advanced Heraldry Art & Heraldry Reborn**: These are the deck's primary revival Spells. Heraldry Reborn is a straightforward, archetypal "Monster Reborn," targeting and Special Summoning one "Heraldic Beast" from the GY.11  
  Advanced Heraldry Art is significantly more powerful; it targets two "Heraldic Beast" monsters in the GY, Special Summons both, and then immediately forces an Xyz Summon using only those two monsters.1 This effect is a one-card Rank 4 Xyz Summon that bypasses many common forms of disruption that target individual Special Summons.
* **Charged-Up Heraldry**: This is arguably one of the most powerful Spell cards in the archetype's arsenal. By tributing one monster, it allows the player to Special Summon two "Heraldic Beast" monsters directly from the Deck in Defense Position.1 This single card thins the deck by two, sets up the Graveyard with key names, and provides two bodies on the field for an Xyz Summon. Its only restriction is that the player cannot Special Summon from the Extra Deck for the rest of the turn, except for Psychic or Machine monsters, a clause that directly influences deckbuilding, often pushing builds towards specific Xyz packages like the "Armored Xyz" or "Time Thief" engines.13

To provide a clear, visual summary of these core interactions, the following table breaks down the functions of the main deck monsters. This format is designed to be easily transferable to a visual canvas, illustrating the flow of resources within the engine.

| Card Name | Primary Function | Activation Condition/Cost | Search/Summon Target(s) |
| --- | --- | --- | --- |
| Heraldic Beast Leo | Searcher | Sent to Graveyard | Any "Heraldic Beast" monster |
| Heraldic Beast Gryphon | Combo Starter / Extender | Send 1 "Heraldic Beast" from Deck to GY | Special Summons itself from hand |
| Heraldic Beast Stad Whale | Spell/Trap Searcher | On Normal/Special Summon; Discard 1 card | 2 "Heraldry" Spells/Traps |
| Heraldic Beast Aberconway | Graveyard Recovery | Banish another Aberconway from GY | Add 1 "Heraldic Beast" from GY to hand |
| Heraldic Beast Unicorn | Xyz Revival | Banish from GY | Special Summon 1 Psychic Xyz from GY |
| Heraldic Beast Amphisbaena | Field Extender | Discard 1 other "Heraldic Beast" monster | Special Summons itself from hand |

## Section 2: The Heraldic Dynasty - Archetypal Xyz Monsters

The Extra Deck is the heart of the Heraldic Beast strategy, containing a lineup of "Number" Xyz monsters that serve as both powerful boss monsters and integral combo pieces. These monsters are not merely the end goal of the deck's combos; they are often the means by which the deck generates further advantage and sets up its Graveyard-centric game plan.

### 2.1 The Patriarch of the Graveyard: Number 18: Heraldry Patriarch

Number 18: Heraldry Patriarch is a cornerstone of the archetype, serving a crucial dual purpose. Its on-field Quick Effect allows it to detach a material to destroy all but one monster on the field that share the same name, and it prevents the opponent from summoning monsters with that name.15 While this is a potent, if niche, form of disruption against certain strategies (such as those that rely on tokens or multiple copies of a key monster), its true strategic value lies in its second effect.

The card's most powerful ability triggers upon being sent to the GY: "If this card is sent to the GY: You can send 2 'Heraldic Beast' monsters from your Deck to the GY".15 This effect is the deck's single most efficient setup tool. Experienced players will intentionally send

Patriarch to the GY, often by using it as Link Material for a monster like Gravity Controller, to trigger this effect.7 The standard targets to send are

Heraldic Beast Leo and Heraldic Beast Unicorn. This single action initiates a cascade of advantage: Leo's effect triggers, searching for any "Heraldic Beast" monster, while Unicorn is now positioned in the GY, ready to revive Patriarch on a subsequent turn to repeat the process or extend further combos. This turns Patriarch into a self-contained advantage engine; the initial investment of two Level 4 monsters is converted into a search, a future revival, and two additional "Heraldic Beast" names in the GY to fuel other cards, making it a "combo-in-a-can" that generates multi-turn value.

### 2.2 The Crest of Power: The Number 69: Heraldry Crest Lineage

The deck's primary offensive threat and boss monster is Number 69: Heraldry Crest and its evolved forms. This lineage provides both versatility and a resilient end-board presence.

* **Number 69: Heraldry Crest (Base Form)**: Requiring three Level 4 monsters, the base Heraldry Crest is a versatile tool. Upon its Special Summon, it negates the effects of all other face-up Xyz monsters on the field, providing an immediate answer to an opponent's established board. Its main effect allows it to target another face-up Xyz monster and copy its name and original effect for the turn.17 This can be used defensively to steal an opponent's powerful effect or offensively to copy the effect of another friendly Xyz monster for a second use.
* **Number 69: Heraldry Crest - Shatter Stream**: This is the intermediate evolution, typically summoned by ranking up from the base Heraldry Crest. Its primary function is to act as a stepping stone while providing a piece of interaction. It possesses a Quick Effect to destroy a monster on the field, which, upon resolution, allows it to rank up into its final form, Dark Matter Demolition, during the opponent's turn.4
* **Number 69: Heraldry Crest - Dark Matter Demolition**: This is the ultimate boss monster of the pure Heraldic Beast strategy. It is a formidable threat that cannot be destroyed by battle or by card effects, making it exceptionally difficult for many decks to remove.3 Its Quick Effect allows it to detach one material to target an opponent's face-up monster and change its name to "Unknown." Subsequently, it will negate any activated effects from a monster named "Unknown".3 This provides a powerful and recurring form of targeted negation. The progression to  
  Dark Matter Demolition establishes a "tower"-style defense, a single, resilient monster that an opponent must have a specific, non-destruction answer for, defining the pure build's win condition as one of attrition.

### 2.3 The King of Disruption: Number 8: Heraldic King Genom-Heritage

Number 8: Heraldic King Genom-Heritage is the archetype's specialized anti-Xyz weapon. Summoned using two Level 4 "Heraldic Beast" monsters, its effect is a devastating counter to opposing Xyz-based strategies. Once per turn, it can target one face-up Xyz monster the opponent controls; Genom-Heritage then copies that monster's name, current ATK, and original effects for the turn. Simultaneously, the targeted monster has its ATK reduced to 0 and its effects are negated.22 This effect effectively steals the identity and power of an opponent's boss monster while leaving it vulnerable on the field, providing a clean answer to threats that might otherwise be difficult to overcome.2

## Section 3: Foundational Combos and End Boards (Pure Variant)

The "pure" Heraldic Beast strategy revolves around consistent, repeatable combos that aim to establish a solid board presence and a well-stocked Graveyard for follow-up plays. These combos are not designed for an unbreakable first-turn lockdown but rather for setting up a resource loop that can outlast the opponent.

### 3.1 The Gryphon One-Card Combo

The most fundamental and important combo in the modern pure build begins with a single copy of Heraldic Beast Gryphon in hand. This sequence efficiently establishes a board and prepares the Graveyard for future turns.20

* **Step 1:** Activate the effect of Heraldic Beast Gryphon in hand, sending Heraldic Beast Leo from the Deck to the GY to Special Summon Gryphon.
* **Step 2:** The effect of Leo triggers in the GY, allowing you to add Heraldic Beast Stad Whale from your Deck to your hand.
* **Step 3:** Normal Summon Stad Whale.
* **Step 4:** Activate the on-summon effect of Stad Whale, discarding one card from your hand to add two "Heraldry" Spell/Trap cards (typically Augmented Heraldry for protection and searching, and Flash of Heraldry for disruption) from your Deck to your hand.
* **Step 5:** Using Gryphon and Stad Whale as materials, Xyz Summon Number 69: Heraldry Crest.
* **Step 6:** Immediately use Heraldry Crest as material to Xyz Summon Number 69: Heraldry Crest - Shatter Stream.

**End Board:** The typical end board for this combo is Number 69: Heraldry Crest - Shatter Stream on the field and one or two "Heraldry" Spell/Trap cards set or in hand. This board provides a Quick Effect monster destruction that, upon resolution, will summon the protected Dark Matter Demolition during the opponent's turn. The true strength of this end board, however, is not just the monster on the field but the combination of that monster and the now-loaded Graveyard, which contains Leo, Stad Whale, and other potential resources, ready to be revived by Advanced Heraldry Art for a powerful follow-up play.

### 3.2 Leveraging Number 18: Heraldry Patriarch for Advantage

This combo line demonstrates how to use Number 18: Heraldry Patriarch not as a disruptive tool, but as a potent engine for setting up the Graveyard.7

* **Step 1:** Summon any two Level 4 monsters to the field.
* **Step 2:** Xyz Summon Number 18: Heraldry Patriarch using those two monsters as material.
* **Step 3:** Immediately use Patriarch as the sole material to Link Summon Gravity Controller into the Extra Monster Zone.
* **Step 4:** Because Patriarch was sent to the GY, its effect triggers. Activate it to send Heraldic Beast Leo and Heraldic Beast Unicorn from your Deck to the GY.
* **Step 5:** The effect of Leo now triggers in the GY, allowing you to add any "Heraldic Beast" monster, such as Gryphon or Amphisbaena, from your Deck to your hand.

**Result:** This sequence thins the deck by three cards, provides an extender for the next turn, and places Unicorn in the Graveyard, setting up a future revival of Patriarch to restart the entire advantage loop. This showcases the pure build's focus on attrition and resource generation over establishing an unbreakable board.

## Section 4: Modern Evolution I - The Ryzeal Heraldic Beast Engine

In the modern competitive landscape, the Heraldic Beast archetype has found its greatest success not as a pure strategy, but as a hyper-efficient engine to fuel the explosive combos of the "Ryzeal" archetype. This variant shifts the deck's focus from attrition and control to a powerful, combo-intensive strategy aimed at dismantling the opponent's hand before they have a chance to play.

### 4.1 Synergy Analysis: Why Ryzeal and Heraldry Combine

The synergy between the two archetypes is direct and powerful. The Ryzeal strategy is centered on swarming the field with Level 4 monsters to summon a series of Rank 4 Xyz monsters that search, extend, and ultimately disrupt the opponent.25 The Heraldic engine, with its one-card starters like

Gryphon, powerful deck-thinning Spells like Charged-Up Heraldry, and numerous free extenders, is one of the most efficient and consistent methods for providing the sheer volume of Level 4 bodies that the Ryzeal combos demand.4

In this build, the Heraldic Beast monsters serve a different purpose. They are not the core of the strategy but rather the fuel. Their individual effects and the archetype's own boss monsters are almost entirely ignored. Instead, they are treated as tribute fodder and Xyz material for the Ryzeal engine, whose primary goal is to perform a "hand loop," discarding multiple cards from the opponent's hand during the first turn.25 This creates a parasitic relationship where the Ryzeal strategy benefits immensely from the consistency and extension of the Heraldic engine, while the Heraldic archetype's own identity is completely subsumed. Understanding this is critical: one is not piloting a hybrid deck, but a Ryzeal deck that leverages Heraldic Beasts as its starter motor.

### 4.2 The Ryzeal Hand Loop: A Step-by-Step Guide

The combo lines in Ryzeal Heraldic Beast can be long and complex, with numerous variations depending on the starting hand and potential interruptions. However, the general flow follows a consistent pattern.28

* **Starter:** The combo can begin with any of the main deck Ryzeal monsters, such as Ice Ryzeal or Ext Ryzeal, or a Heraldic starter like Gryphon.28
* **Core Interaction:** The Ryzeal monsters are used to search and Special Summon each other in a lengthy chain, quickly filling the board. The Heraldic engine is integrated mid-combo. For example, after establishing an initial Ryzeal presence, a player might use Gryphon to send Leo, search another extender, and place two more bodies on the field. This facilitates the summoning of the key Ryzeal Xyz monsters, Ryzeal Duo Drive (which searches for Ryzeal Spell/Traps) and Ryzeal Detonator (which provides destruction).4
* **The Loop:** The hand-ripping component of the combo is typically achieved with a generic Rank 4 Xyz monster, Evilswarm Ouroboros. This monster requires three Level 4 materials and has an effect to detach one material to remove a card from the opponent's hand.25 The combined power of the Ryzeal and Heraldic engines allows a player to generate enough monsters to summon  
  Ouroboros, use its effect, and then use it as material for another summon, potentially reviving it later to use its effect again, stripping the opponent of their resources.
* **End Board Example:** A strong end board for the Ryzeal Heraldic Beast deck aims to leave the opponent with two or fewer cards in their hand. The board itself will typically feature multiple points of disruption, such as a Ryzeal Detonator with several materials for multiple destructions, a Ryzeal Duo Drive to search for follow-up plays, and often a floodgate monster like Number 41: Bagooska the Terribly Tired Tapir to prevent the opponent from using the few monster effects they may have left.25

## Section 5: Modern Evolution II - The Rank 4 Toolbox Hybrids

Beyond the all-in combo strategy of the Ryzeal variant, the Heraldic Beast engine can be integrated with other Rank 4 archetypes to create a more flexible, control-oriented "toolbox" strategy. These hybrid builds focus on versatility and resilience, aiming to counter the opponent's plays with a variety of disruptive tools rather than a single, overwhelming combo.

### 5.1 The Time Thief Engine: Adding Disruption and Resilience

The synergy between Heraldic Beasts and Time Thieves stems from their shared focus on Rank 4 Xyz Summons and their complementary strengths. The Heraldic engine excels at generating resources and swarming the field over time, while the Time Thief engine provides immediate, Turn 1 disruption through its powerful boss monster, Time Thief Redoer.14

* **Key Cards & Strategy:** The core Time Thief package is compact and efficient, typically consisting of Time Thief Regulator (a one-card starter that summons two Time Thief monsters from the deck), Time Thief Winder (a searcher), and the Xyz monster Time Thief Redoer.34 The strategy involves using the Time Thief engine to establish an early disruption.  
  Redoer can banish itself as a Quick Effect to dodge removal, and during the Standby Phase, it attaches the top card of the opponent's deck as material. Its effects are based on the type of card attached: it can draw a card (Spell), place an opponent's monster on top of the deck (Monster), or destroy a face-up Spell/Trap (Trap).36 This recurring disruption buys valuable time for the Heraldic engine to set up its Graveyard, allowing for explosive follow-up plays with  
  Advanced Heraldry Art on subsequent turns.

### 5.2 The Springans Engine: Extending Plays and Accessing Sargas

The Springans engine offers another layer of extension and power to a Heraldic Beast toolbox deck. The primary synergy lies in their shared focus on Xyz mechanics and their ability to interact with the Graveyard.

* **Key Cards & Strategy:** Springans monsters have the ability to attach themselves from the hand or GY to an Xyz monster as material, providing fuel for effects.38 Their own Xyz monster,  
  Springans Merrymaker, can send cards from the deck to the GY, which can be used to set up the Heraldic engine.33 However, the most potent interaction in modern builds is using the FIRE Machine-type Springans monsters to facilitate the summon of  
  Gigantic "Champion" Sargas.13 After making a Machine Xyz monster (such as  
  Merrymaker), Sargas can be Special Summoned by using that monster as material. Sargas provides both a search for a "Springans" or "Therion" card and a Quick Effect to detach a material to destroy a card on the field.13 This adds a powerful and consistent searcher and a form of targeted removal to the deck's arsenal.

These hybrid builds represent a different strategic philosophy from the Ryzeal variant. Instead of committing all resources to a single, game-winning combo, they aim to build a board with multiple, diverse forms of interaction—such as Redoer's non-destruction removal, Sargas's destruction, and a Heraldic Xyz monster's negation. This makes the deck more resilient to a single point of disruption and more adaptable to a wider range of opponent strategies, though it comes at the cost of the raw power ceiling offered by the Ryzeal hand loop.

## Section 6: Strategic Summary - Strengths, Weaknesses, and Counter-Play

The Heraldic Beast archetype, in its various forms, stands as a potent and versatile Rank 4 Xyz strategy. Its success hinges on a player's understanding of its core strengths, its critical vulnerabilities, and the specific counter-play measures that can be employed against it.

### 6.1 Core Strengths

* **Consistency:** The archetype boasts remarkable consistency. With multiple one-card starters like Heraldic Beast Gryphon and powerful searchers such as Heraldic Beast Leo and Heraldic Beast Stad Whale, the deck can reliably initiate its core plays and access key engine pieces.
* **Graveyard Dominance:** The deck's greatest strength is its ability to treat the Graveyard as a primary resource. This allows for incredible resilience in long, drawn-out games and enables explosive recovery plays using cards like Advanced Heraldry Art and Heraldic Beast Unicorn. This GY-centric nature means that even if its board is broken, its resources are not necessarily lost.
* **Engine Potential:** The Heraldic Beast engine is so efficient at generating Level 4 monsters and setting up the Graveyard that it can be seamlessly integrated into other Xyz-based strategies. Its success as a component in Ryzeal, Time Thief, and Springans decks is a testament to the power and flexibility of its core mechanics.13

### 6.2 Key Vulnerabilities

* **Graveyard Hate:** The archetype's reliance on the Graveyard is also its greatest weakness. Cards that banish cards from the GY, such as D.D. Crow or the Bystial monsters, can remove key combo pieces like Leo or Unicorn before their effects can be used. Similarly, cards that negate effects that activate in the GY, such as Abyss Dweller or Skull Meister, can shut down the entire engine.41
* **Choke Points:** Despite its consistency, the deck has several key choke points that are vulnerable to disruption. A well-timed Ash Blossom & Joyous Spring on the activation of Heraldic Beast Gryphon's effect in the hand can stop the main combo line before it starts. The summon of the first key Xyz monster, whether it be Number 18: Heraldry Patriarch to set up the GY or the first Ryzeal Xyz monster, is another critical point for interaction.
* **Reliance on the Extra Deck:** As a strategy entirely focused on Xyz Summoning, the deck is highly susceptible to cards that prevent players from accessing the Extra Deck. Floodgates like Dimension Barrier (calling Xyz) can end the turn immediately. Board-wiping effects that trigger on the fifth summon, most notably Nibiru, the Primal Being, can also be devastating to the deck's long combo chains.25

### 6.3 Recommendations for Piloting and Deckbuilding

When approaching the Heraldic Beast archetype, a player's first decision should be to identify their preferred playstyle, as this will dictate the optimal variant. For those who enjoy executing long, intricate combos with a high-risk, high-reward payoff, the Ryzeal variant is the clear choice. For players who prefer a more adaptive, control-oriented game with a resilient board and multiple lines of play, the Time Thief and/or Springans hybrid builds are superior.

Regardless of the variant, deckbuilding must prioritize protecting the initial combo starter. Including a suite of hand traps (Ash Blossom & Joyous Spring, Effect Veiler) and counter-measures like Called by the Grave and Crossout Designator is essential for ensuring the core engine can resolve.

Successful piloting requires a deep understanding of resource management and sequencing. Knowing which "Heraldic Beast" to send to the GY with Gryphon or Patriarch based on the hand, the matchup, and the current game state is a critical skill. A player must constantly evaluate whether they need an immediate search (Leo), a future revival (Unicorn), or GY recovery (Aberconway). This decision-making process, which leverages the full toolbox of the Heraldic Graveyard, is what separates a novice from an expert pilot.

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