# An In-Depth Analysis of the S-Force Archetype: Strategy, Synergies, and Strategic Vulnerabilities

## The S-Force Mandate: Archetype Mechanics and Core Strategy

The S-Force (Security Force) archetype presents a unique, albeit challenging, strategic approach within the Yu-Gi-Oh! TCG. Introduced primarily in the *Blazing Vortex* booster set, its design is fundamentally rooted in the game's column-based mechanics, a facet of gameplay that gained prominence in the Link Summoning era.1 Unlike archetypes that establish proactive boards of negations, S-Force operates on a philosophy of reactive control, aiming to create a persistent "dragnet" of disruptive effects that punish an opponent for occupying specific zones on the field.3

### The Columnar Dragnet: A Reactive Control Philosophy

The core identity of S-Force is its column-based gimmick. Each S-Force monster projects a continuous, negative effect onto any of the opponent's monsters that share a column with it.3 This creates a dynamic and interactive game state often described as a "cat-and-mouse game".3 The S-Force player establishes a presence in one or more Main Monster Zones, and the opponent must then decide whether to summon their monsters into those "captured" columns and suffer the consequences, or summon them into open columns to avoid the debuffs. In response, the S-Force player utilizes in-archetype effects to move their own monsters or summon new ones to "chase" the opponent's monsters across the board, ensuring they remain under the influence of the dragnet.3

This reactive philosophy, however, is the source of one of the archetype's most significant strategic deficiencies. By its very nature, a reactive strategy cedes the initial tempo of a turn to the opponent. The S-Force player must wait for the opponent to commit a monster to a specific column before its effects become relevant. In a fast-paced game where contemporary decks can often establish game-winning boards or execute their entire combo from a single, unopposed monster, this "chase" mechanic is frequently too slow to be impactful. A skilled opponent can utilize the open columns to summon their most critical combo pieces, effectively resolving their most important effects before the S-Force player has an opportunity to react. This passivity is a fundamental design flaw that places the archetype on the defensive from the outset of the opponent's turn, a considerable handicap against any competent strategy.

### Stacking the Debuffs: Layered Disruption

The true power of the S-Force dragnet is intended to manifest through the layering of multiple, simultaneous debuffs. When an opponent's monster is in a column occupied by an S-Force monster, it is subjected to the negative effects of *every* S-Force monster on the field, not just the one it is directly opposite.3 A wider board presence directly translates to a more oppressive field.

These stacking effects include a variety of disruptions 4:

* **S-Force Pla-Tina:** Opponent's monsters in affected columns lose 600 ATK.
* **S-Force Gravitino:** Opponent's monsters in affected columns are banished when they leave the field.
* **S-Force Edge Razor:** Opponent's monsters in affected columns cannot be used as material for the Link Summon of a Link-3 or higher monster.
* **S-Force Dog Tag:** During your Main Phase, the opponent cannot activate the effects of their monsters in affected columns.
* **S-Force Orrafist:** The opponent cannot target their monsters in affected columns with card effects.
* **S-Force Professor DiGamma:** Opponent's monsters in affected columns cannot change their battle position.
* **S-Force Nightchaser:** Opponent's monsters in affected columns cannot target monsters in their same column for attacks.

This mechanic reveals that the archetype's power ceiling is defined not by the quality of any single card, but by the sheer width of its board. Individual effects, such as a minor 600 ATK reduction or a situational Link Summoning restriction, are considered weak in isolation.6 The strategy only becomes functional when a critical mass of three or more S-Force monsters are on the field, applying a suite of debilitating effects that can collectively cripple an opposing monster. This design choice leads directly to the archetype's central strategic dilemma: a "high risk, middling return" approach.7 To achieve its win condition, the S-Force player must overextend and commit numerous cards to the field. This necessary overextension makes the board extremely vulnerable to common spell-based removal like Raigeki or Lightning Storm, for which the archetype possesses no in-theme protection.7 The very condition required for the deck to function—a wide board of monsters—is also its greatest vulnerability.

## The S-Force Roster: Key Agents and Support

The effectiveness of the S-Force strategy is entirely dependent on a small core of key operatives, supported by a cast of situational agents and tactical gear. Understanding the hierarchy of these cards is essential to piloting the deck.

### Main Deck Operatives: A Hierarchy of Importance

While the archetype contains numerous main deck monsters, competitive and optimized builds reveal a clear stratification of their importance. The deck functions around a "trio-core" of essential monsters, with the rest serving as toolbox targets.

* Primary Starter: S-Force Rappa Chiyomaru  
  This Level 2 Warrior is the undisputed heart of the entire archetype.9 Her Quick Effect allows the player to banish one "S-Force" card from their hand to Special Summon one "S-Force" monster from the Deck, after which Chiyomaru returns to the hand.3 This single effect is the deck's primary method of accessing its key pieces and initiating its combos. Virtually every successful game plan for the deck begins with the resolution of this effect.
* Primary Searcher: S-Force Gravitino  
  A Level 5 Psychic monster, Gravitino's first effect is simple and powerful: if Normal or Special Summoned, the player can add any "S-Force" card from their Deck to their hand (except another Gravitino).4 It is the ideal card to banish for Chiyomaru's cost or to summon from the deck with her effect, as it immediately replaces itself and sets up further plays. Its column effect, which banishes any opposing monster that leaves the field, is also one of the most potent continuous effects in the archetype.6
* Primary Extender: S-Force Pla-Tina  
  This Level 6 Spellcaster is the crucial follow-up piece. Upon being Normal or Special Summoned, Pla-Tina can target and Special Summon one banished "S-Force" monster.4 This effect is the key to recovering the card advantage lost from Chiyomaru's activation cost. By summoning Pla-Tina from the deck, the player can immediately revive the monster that was banished from the hand, turning a -1 play into an even trade that establishes two bodies on the field.

The extreme reliance on these three monsters is evident in optimized decklists, which consistently run multiple copies of each.10 The other S-Force monsters, while possessing useful effects, are rarely included at more than a single copy. They are not combo starters or extenders themselves, but rather situational tools to be summoned by Chiyomaru when a specific problem needs to be addressed. This functional design makes the deck's strategy highly linear and predictable, further underscoring the critical need to resolve Chiyomaru's effect to access the archetype's limited range of utility.

### Tactical Support (Spells & Traps): Consistency and Interruption

The S-Force Spell and Trap lineup provides essential tools for consistency and interaction, directly supporting the "board width" strategy.

* S-Force Bridgehead (Field Spell)  
  This is the deck's main consistency tool. Upon activation, Bridgehead allows the player to search for any "S-Force" monster, making it another reliable way to access Rappa Chiyomaru.4 It also offers a secondary effect that provides battle protection to an S-Force monster being attacked by an opponent's monster in the same column, helping to maintain the fragile board state.4
* S-Force Chase (Normal Trap)  
  Chase is arguably the most powerful card in the entire archetype and the primary payoff for its risky strategy.6 It allows the player to target and return face-up cards the opponent controls to the hand, up to the number of "S-Force" monsters with different names they control.4 This effect scales directly with the board width that the deck strives to achieve. With three or four different S-Force monsters on the field, Chase becomes a devastating piece of non-destruction removal that can dismantle an opponent's board. Furthermore, its Graveyard effect allows it to be banished as the cost for an S-Force monster's effect (like Chiyomaru or Orrafist), directly mitigating the archetype's inherent problem with card disadvantage.5 This card's design confirms the intended game plan: establish a wide but individually weak board, and then use Chase as the primary, powerful interruption during the opponent's turn.

### Extra Deck Command: The Bosses

The S-Force Extra Deck is small, containing a primary boss monster and a key support piece that helps to enable the deck's resource loop.

* S-Force Justify (Link-3)  
  The official boss monster of the archetype, Justify is a Link-3 Cyberse monster with three upward-pointing arrows designed to lock down the opponent's Main Monster Zones.5 It has a Quick Effect to target and negate an opponent's face-up monster's effects, and can then move that monster to a zone Justify points to.4 This allows the player to forcibly drag an opponent's monster into the S-Force dragnet. It also possesses an effect to banish all monsters it points to at the start of the Damage Step when it attacks.5 However, summoning Justify requires three monsters, often demanding the S-Force player sacrifice their entire board of column-controlling monsters for a single unit that lacks any form of protection, making it a high-risk investment.6
* S-Force Nightchaser (Link-1)  
  Released in Cyberstorm Access, Nightchaser is a Link-1 support monster designed to improve the deck's grind game and recovery.1 Its Quick Effect allows the player to target an S-Force monster they control, shuffle it into the Deck, and then Special Summon a banished S-Force monster.4 This card has been a point of contention within the community.11 It does not solve the deck's primary problem of starting its plays, as its effect requires a board presence and a populated banished pile—a game state that typically only occurs after Rappa Chiyomaru has already resolved successfully. Therefore, Nightchaser is not an extender that helps play through disruption, but rather a recovery tool that helps loop resources and extend plays on subsequent turns. It patches a symptom of the deck's resource management issues, not the underlying disease of its inconsistent start.

### Table 1: S-Force Search & Summon Matrix

This matrix illustrates the flow of resources within the S-Force archetype, highlighting the specific roles of each key card.

| Card Name | Searches from Deck | Summons from Deck | Summons from Hand | Summons from GY | Summons from Banish |
| --- | --- | --- | --- | --- | --- |
| **S-Force Rappa Chiyomaru** |  | ✓ |  |  |  |
| **S-Force Gravitino** | ✓ |  |  |  |  |
| **S-Force Pla-Tina** |  |  |  |  | ✓ |
| **S-Force Edge Razor** |  |  | ✓ |  |  |
| **S-Force Lapcewell** |  |  |  | ✓ |  |
| **S-Force Bridgehead** | ✓ |  |  |  |  |
| **S-Force Showdown** |  |  | ✓ |  |  |
| **S-Force Specimen** |  |  |  | ✓ | ✓ |
| **S-Force Nightchaser** |  |  |  |  | ✓ |

## Standard Operating Procedures: Core Combos and End Boards

Despite its complex-sounding gimmick, the S-Force strategy is built upon a remarkably linear and straightforward combo path. Mastering this primary line of play is the first step to piloting the deck effectively.

### The Primary Two-Card Combo: Rappa Chiyomaru + 1 "S-Force" Card

The deck's most fundamental and critical combo requires S-Force Rappa Chiyomaru and any other "S-Force" card in hand. The optimal second card is S-Force Gravitino.3 The sequence proceeds as follows 3:

1. **Starting Hand:** S-Force Rappa Chiyomaru + S-Force Gravitino.
2. **Activation:** During your Main Phase, activate the Quick Effect of Rappa Chiyomaru.
3. **Cost:** Banish S-Force Gravitino from your hand.
4. **Resolution (Part 1):** S-Force Rappa Chiyomaru returns from the field to your hand.
5. **Resolution (Part 2):** Special Summon S-Force Pla-Tina from your Deck in Defense Position.
6. **Trigger:** Upon being Special Summoned, the effect of S-Force Pla-Tina triggers.
7. **Chain Link 1:** Activate Pla-Tina's effect, targeting the S-Force Gravitino in your banished zone.
8. **Resolution:** Special Summon S-Force Gravitino to your field.
9. **Trigger:** Upon being Special Summoned, the effect of S-Force Gravitino triggers.
10. **Chain Link 1:** Activate Gravitino's effect.
11. **Resolution:** Add one S-Force Chase from your Deck to your hand.

At the conclusion of this sequence, the player's field consists of S-Force Pla-Tina and S-Force Gravitino, with S-Force Chase ready to be set and Rappa Chiyomaru returned to the hand for follow-up plays during the opponent's turn.

### The Optimal Pure End Board & Its Interruptions

The standard turn-one end board for a pure S-Force deck is Pla-Tina and Gravitino positioned in different Main Monster Zones (ideally the far-left and far-right to maximize coverage), with a set S-Force Chase.12 A more optimal, though less frequent, board may also include S-Force Edge Razor for a third body and an additional layer of disruption.13

This board provides several layers of interaction during the opponent's turn:

1. **S-Force Gravitino (Continuous):** Any monster the opponent controls in a column shared with an S-Force monster will be banished if it leaves the field. This is a powerful form of removal that can bypass destruction protection and prevent Graveyard effects from triggering.
2. **S-Force Pla-Tina (Continuous):** Provides a minor 600 ATK debuff to opposing monsters in affected columns.
3. **S-Force Chase (Trap):** This is the primary point of interaction. When the opponent commits monsters to the board, Chase can be activated to return two of their face-up cards to the hand, disrupting their combos.
4. **S-Force Rappa Chiyomaru (Quick Effect from Hand):** If the opponent summons a monster to an empty column, Chiyomaru can be activated from the hand to summon another S-Force monster from the deck (such as S-Force Orrafist for destruction or S-Force Dog Tag for effect negation) into that newly occupied column, ensuring the opponent cannot easily play around the dragnet.

Despite these layers, this end board is exceptionally fragile. Its continuous effects are entirely dependent on the opponent's actions; a savvy opponent can simply use the three empty columns to resolve their most important effects, playing around the established threats.3 The board has no inherent protection from card effects, meaning a single board-clearing card like Lightning Storm can dismantle the entire setup at no cost. This fragility reinforces the "high risk, middling return" nature of the pure strategy; it requires a two-card investment to create a board that is easily broken by common, non-engine staple cards.7

## Joint Task Forces: Synergies with External Archetypes

Given the inherent weaknesses of the pure S-Force strategy—namely its poor resource economy, vulnerability to disruption, and low power ceiling—the archetype is most effectively utilized when hybridized with more powerful, self-sufficient engines. The fact that all S-Force monsters are either LIGHT or DARK attribute makes them exceptionally well-suited for integration with some of the game's most potent support packages.8

### The Bystial & Chaos Division: Fixing the Resource Economy

The Bystial engine provides a near-perfect solution to S-Force's fundamental economic flaws.10 The core problem for pure S-Force is the steep cost of banishing a card from the hand to activate key effects, which results in an immediate loss of card advantage.10 The Bystial archetype, composed of DARK Dragon monsters, directly addresses this issue.

The synergy operates on a multi-step causal chain:

1. **Problem:** S-Force effects require a "-1" cost by banishing from the hand.
2. **Bystial Solution (Summoning):** Bystial monsters can be Special Summoned from the hand by banishing a LIGHT or DARK monster from either player's Graveyard. This allows the S-Force player to use monsters in their Graveyard as a resource, providing a free body on the field and populating the banished zone for cards like Pla-Tina and Nightchaser without losing a card from hand.10
3. **Bystial Solution (Advantage Engine):** The key card The Bystial Lubellion can be used to place the Continuous Spell Branded Regained onto the field. Branded Regained allows the player to draw one card each time a LIGHT or DARK monster is banished.10 This single card completely inverts the S-Force resource model. Now, the cost of activating a Chiyomaru or Orrafist, or the condition for summoning a Bystial monster, is no longer a cost but a trigger for generating card advantage.

This hybrid build does not simply make S-Force stronger; it allows the archetype to function as it was likely intended. The unsustainable costs are transformed into a sustainable advantage engine. This enables the player to use their S-Force effects more freely, establish the wide boards necessary for their dragnet strategy to be effective, and maintain resources for a prolonged grind game—a state the pure version can rarely achieve.

### The Spright Unit: Solving Consistency and Resilience

The Spright archetype offers a different solution, targeting S-Force's issues with consistency and resilience. The synergy hinges on a single, crucial fact: S-Force Rappa Chiyomaru is a Level 2 monster.9 The Spright engine excels at summoning and supporting Level 2 monsters, providing several powerful benefits.9

* **Consistency:** The Spell Card Spright Starter can Special Summon any "Spright" monster or a Level 2 monster from the Deck. This allows the player to summon Chiyomaru directly from the deck, transforming the deck's main 2-card combo into a much more reliable 1-card combo.9
* **Resilience:** The Link-2 monster Spright Elf can target and Special Summon a Level 2 monster from the Graveyard. This provides an incredible layer of protection against disruption. If Chiyomaru's effect is negated and she is destroyed, Spright Elf can simply revive her, allowing the player to attempt the combo again.
* **Power Ceiling:** Spright monsters like Spright Red and Spright Carrot provide built-in monster and Spell/Trap negation, respectively.16 This gives the deck's end board a level of interactive power that the pure S-Force version completely lacks.

The integration of Spright fundamentally alters the deck's identity. It shifts from a slow, reactive control deck into a more explosive, combo-oriented midrange strategy. The primary goal is no longer simply to establish the S-Force dragnet, but to use Chiyomaru as a powerful extender within a standard Spright combo line. The end board is typically composed of powerful generic monsters like Spright Elf and I:P Masquerena, with the S-Force monsters serving as a supplementary package rather than the central win condition.

### Other Strategic Alliances (Branded, P.U.N.K.)

* **Branded:** A smaller, more focused synergy exists with the Branded engine. The powerful Spell Card Branded Fusion can be used to send S-Force Retroactive (a LIGHT monster) from the Deck to the Graveyard as Fusion Material. This sets up Retroactive to be banished from the Graveyard by Chiyomaru, allowing her to start her combo without needing a second S-Force monster already in hand. This is a niche but effective way to boost the deck's consistency.10
* **P.U.N.K.:** The P.U.N.K. engine, accessible via Emergency Teleport, can be used to generate bodies for Synchro and Link Summons. It can summon powerful generic bosses like Chaos Angel or mill cards with Chaos Ruler, the Chaotic Magical Dragon, setting up the Graveyard with LIGHT and DARK S-Force monsters for follow-up plays with Bystial or Chaos monsters.17

### Table 2: Hybrid Engine Comparison

| Engine | Core Goal | Consistency Boost | Power Ceiling | Resilience | Resource Cost |
| --- | --- | --- | --- | --- | --- |
| **Bystial/Chaos** | Fix resource economy; enable grind game. | Moderate | High | High | High (requires many engine cards) |
| **Spright** | Fix consistency; enable explosive starts. | Very High | Very High | Very High | High (requires Spright core) |
| **Branded** | Niche consistency boost for Chiyomaru. | Low | Moderate | Low | Low (can be just 3 Branded Fusion) |

## Strategic Debriefing: Strengths, Weaknesses, and Counter-Play

A comprehensive analysis of S-Force requires an objective assessment of its tactical advantages, its critical flaws, and the most effective methods of counter-play.

### Tactical Advantages (Strengths)

* **Unique Removal Options:** The archetype has access to powerful and uncommon forms of removal. Gravitino's column effect provides continuous, non-destruction banishing, while S-Force Chase offers mass, non-targeting bouncing.6 These effects can circumvent many forms of modern monster protection.
* **Attribute Synergy:** Being composed entirely of LIGHT and DARK monsters makes the archetype a prime candidate for some of the most powerful generic support in the game, including Bystial, Chaos, and Branded engines, which significantly elevate its performance.8
* **Opponent's Turn Interaction:** The core starter, Rappa Chiyomaru, has a Quick Effect, allowing the deck to make plays during the opponent's turn. This provides a degree of flexibility and can be used to dodge certain types of targeting effects or to react to the opponent's board development.3

### Critical Vulnerabilities (Weaknesses)

* **Centralization and Choke Points:** The deck's greatest weakness is its extreme centralization. The entire strategy lives or dies by the successful resolution of S-Force Rappa Chiyomaru.7 A single, well-timed hand trap such as Ash Blossom & Joyous Spring on her effect activation will almost always end the S-Force player's turn immediately. This makes Chiyomaru one of the most critical and obvious choke points in any deck that plays her.
* **Inherent Card Disadvantage:** In its pure form, the archetype is economically unsustainable. The requirement to banish cards from the hand as a cost for monster effects is a severe drawback that quickly depletes the player's resources.10
* **Low Power Ceiling and Fragility:** The end board of the pure deck is weak, easily dismantled by common staple cards, and offers no protection for its own monsters.6 It relies on the opponent playing into its columns, a condition that skilled players will actively avoid.
* **Poor Going-Second Capability:** As a reactive control deck with fragile monsters, S-Force struggles immensely when going second against an established board of negations and interruptions.7 It lacks the inherent power to break through multiple layers of disruption.

### Countering the Force: A Pilot's Guide

To effectively counter the S-Force strategy, an opponent should focus on exploiting its key vulnerabilities.

* **Hand Traps:** The single most effective point of interaction is Rappa Chiyomaru. An Ash Blossom & Joyous Spring on her effect activation is the highest-impact play. Alternatively, Effect Veiler or Infinite Impermanence can be used on Chiyomaru before she has a chance to activate her effect. If the S-Force player starts with S-Force Bridgehead or a successful Gravitino summon, Droll & Lock Bird can prevent them from searching for their necessary combo pieces.
* **Board Breakers:** Due to the lack of in-archetype protection, mass removal cards are devastating. Raigeki, Lightning Storm, and Evenly Matched can clear the entire S-Force board, dismantling their column-based control with a single card.
* **Column Management:** The most fundamental counter-strategy is careful monster placement. A player facing S-Force should prioritize using the empty columns for their most important summons and combo starters. This forces the S-Force player to expend their limited resources on repositioning effects to "chase" monsters, rather than developing their own board state.

## Conclusive Analysis and Future Outlook

### Final Verdict: The "Fun Police" of Casual Play

In its pure form, S-Force is a control archetype that is ultimately too "fair" to succeed in the modern competitive landscape.11 It has been described as a "fun police" deck, one that doesn't seek to establish an unbreakable board of negates but rather to slow the game down and force the opponent to engage with its unique column-based mechanics.20 While this can lead to interesting and interactive games at a casual level, the archetype is fundamentally under-tuned and suffers from severe issues with consistency, resource management, and power level.10

Its true potential is unlocked through hybridization. By integrating powerful engines like Bystial or Spright, the deck's core weaknesses can be mitigated, transforming it into a much more cohesive and viable strategy. These hybrid builds allow the deck to either sustain its intended control strategy through a fixed resource economy or pivot to a more explosive combo strategy that uses S-Force cards as powerful extenders.

### The Path Forward: What Support is Needed?

For S-Force to become a competitive archetype in its own right, future support would need to address its foundational flaws directly.

1. **A New, Self-Sufficient Starter:** The deck desperately needs an alternative starter monster that does not require another S-Force card in hand as a prerequisite. A one-card starter would dramatically increase the deck's consistency and reduce its crippling vulnerability to a single hand trap on Chiyomaru.
2. **In-Archetype Protection:** To make the "wide board" strategy viable, the archetype needs a way to protect its monsters from being destroyed by card effects. A Continuous Spell or Trap, or a monster effect that grants targeting or destruction protection, would make overextending a less risky proposition.
3. **Improved Resource Management:** Future S-Force monsters could be designed to use the Graveyard or banished pile as a resource for their costs, rather than the hand. A card that generates card advantage upon the successful application of an S-Force column effect would also help make the strategy more self-sustaining without relying on external engines.

#### Geciteerd werk

1. S-Force (Archetype) - cardcluster, geopend op oktober 12, 2025, <https://cardcluster.com/archetype/s-force/sets>
2. S-Force - Failed Cards, Archetypes, and Sometimes Mechanics in Yu-Gi-Oh - YouTube, geopend op oktober 12, 2025, <https://www.youtube.com/watch?v=d_DLGsT-JDU>
3. S-FORCE - YuGiOh, geopend op oktober 12, 2025, <https://www.yugioh-card.com/en/downloads/rivalry_of_warlords/S_Force-Manual.pdf>
4. S-Force Edge Razor | Card Details | Yu-Gi-Oh! Neuron(TRADING ..., geopend op oktober 12, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=15976>
5. S-Force Specimen | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 12, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=15762>
6. How we feeling about S-Force? : r/masterduel - Reddit, geopend op oktober 12, 2025, <https://www.reddit.com/r/masterduel/comments/y8v6cj/how_we_feeling_about_sforce/>
7. Can someone go into (reasonable) detail as to why s-force is not considered very good? : r/masterduel - Reddit, geopend op oktober 12, 2025, <https://www.reddit.com/r/masterduel/comments/1cq5rhr/can_someone_go_into_reasonable_detail_as_to_why/>
8. Can someone go into (reasonable) detail as to why s-force is not ..., geopend op oktober 12, 2025, <https://www.reddit.com/r/masterduel/comments/1cq5rhr/can_someone_go_into_reasonable_detail_as_to_why_sforce_is_not_considered_very_good/>
9. S-Force Spright Deck Combos / Gameplay | Yu-Gi-Oh! 2023 ..., geopend op oktober 12, 2025, <https://www.youtube.com/watch?v=56WLYx4k8kw>
10. Deck Guide: ChaoS-Force : r/masterduel - Reddit, geopend op oktober 12, 2025, <https://www.reddit.com/r/masterduel/comments/18vdr66/deck_guide_chaosforce/>
11. I like how the S-Force Archetype show them trying to capture other cards as their enemies while they are actually not meta viable, but on the other hand all their enemies are seeing competitive play (I:p, PSY-Frame Driver, and Redoer). : r/yugioh - Reddit, geopend op oktober 12, 2025, <https://www.reddit.com/r/yugioh/comments/126wen3/i_like_how_the_sforce_archetype_show_them_trying/>
12. S-Force Deck from Reitħø - Yu-Gi-Oh! Master Duel Meta, geopend op oktober 12, 2025, <https://www.masterduelmeta.com/top-decks/master-v/december-2023/s-force/%CA%80%CE%B5i%D1%82%C4%A7%C3%B8%E2%84%A3/jKYSU>
13. Can I ask you guys for advice on this S-Force deck? I don't think I ..., geopend op oktober 12, 2025, <https://www.reddit.com/r/DuelLinks/comments/13bdjwi/can_i_ask_you_guys_for_advice_on_this_sforce_deck/>
14. Any advice for a S-Force deck for locals? : r/yugioh - Reddit, geopend op oktober 12, 2025, <https://www.reddit.com/r/yugioh/comments/1fdzk5p/any_advice_for_a_sforce_deck_for_locals/>
15. Spright & S-Force TEAM UP - Yu-Gi-Oh! Master Duel - YouTube, geopend op oktober 12, 2025, <https://m.youtube.com/watch?v=wKX8pRqrm74>
16. Yugioh IN-DEPTH Spright Deck Combo Tutorial | Splight Combos - YouTube, geopend op oktober 12, 2025, <https://www.youtube.com/watch?v=uva0VCEsUsA>
17. P.U.N.K. Engine in Master Duel Explained Easily and Quickly - YouTube, geopend op oktober 12, 2025, <https://www.youtube.com/shorts/7lfpngrVsw0>
18. The P.U.N.K. Engine's Actually Good?! | TCGplayer, geopend op oktober 12, 2025, <https://www.tcgplayer.com/content/article/The-P-U-N-K-Engine-s-Actually-Good/22fe493d-3457-41bb-a34b-7e270156089b/>
19. S-Force Guide for Beginners - Yu-Gi-Oh! Master Duel - YouTube, geopend op oktober 12, 2025, <https://www.youtube.com/watch?v=VH3dLmOY0-U>
20. Deck Review: ACAB includes the S-Force [write-up in comments] : r/DuelLinks - Reddit, geopend op oktober 12, 2025, <https://www.reddit.com/r/DuelLinks/comments/134yu87/deck_review_acab_includes_the_sforce_writeup_in/>