# An Analytical Deep Dive into the Superheavy Samurai Archetype: From Steadfast Stance to Metagame Dominance

## The Unbreakable Stance: Core Philosophy of the Superheavy Samurai

The Superheavy Samurai (SHS) archetype stands as a unique entity within the Yu-Gi-Oh! Trading Card Game, defined by a rigid and highly synergistic design philosophy. Its core identity is built upon two foundational principles: an exclusive reliance on monster cards and the ability to weaponize high Defense Point values. This section will deconstruct these core tenets and trace the archetype's evolution from a niche, battle-focused strategy into a formidable, meta-defining combo engine.

### The Way of the Warrior: An All-Monster Strategy

The most distinctive characteristic of the Superheavy Samurai is their ability to function, and indeed excel, within a deck composed almost entirely of monster cards.1 This design is intrinsically linked to their signature combat mechanic: the capacity for their key monsters, particularly those summoned from the Extra Deck, to declare an attack while in face-up Defense Position. When they do so, their Defense Points (DEF) are used for damage calculation instead of their Attack Points (ATK).1

This mechanic provides several tactical advantages. It allows the archetype's boss monsters to maintain a defensive posture, making them immune to cards that require monsters to be in Attack Position, while simultaneously presenting a significant offensive threat due to their colossal DEF stats.2 For example, Superheavy Samurai Warlord Susanowo can attack with 3800 DEF, making it a powerful offensive and defensive presence.1 This "unbreakable stance" is the central pillar of their identity, allowing them to engage in battle on their own terms.

### The Vow of Emptiness: The Graveyard Restriction

The commitment to an all-monster strategy is not merely a thematic choice but a functional necessity. Many of the most potent effects within the Superheavy Samurai archetype are locked behind a critical condition: the player must have no Spell or Trap Cards in their Graveyard to activate them.2 This restriction fundamentally dictates the deck-building process, compelling players to forgo nearly all of the game's powerful staple Spell and Trap cards.

To compensate for this lack of traditional interaction, the deck relies heavily on monster-based disruption, primarily in the form of "hand traps" like Ash Blossom & Joyous Spring or Droll & Lock Bird.6 This restriction, once a significant liability that forced the deck into a more fragile, linear strategy, has paradoxically become a source of its modern strength. The core engine is so compact and efficient that the majority of the deck's slots can be dedicated to these non-engine monsters, creating a strategy that is both explosive in its own plays and highly interactive with the opponent's.6

### From Niche OTK to Meta-Defining Engine: An Archetypal Evolution

The history of the Superheavy Samurai is a tale of transformation. Initially, the archetype was regarded as a budget-friendly, combo-oriented deck focused on achieving a One-Turn Kill (OTK).2 The primary strategy revolved around Synchro Summoning powerful in-archetype boss monsters like Superheavy Samurai Stealth Ninja, which could attack directly by halving its DEF, or Superheavy Samurai Ogre Shutendoji to clear the opponent's backrow.2 This playstyle was effective but often inconsistent and vulnerable to disruption.

The release of new support in the *Cyberstorm Access* booster set marked a pivotal moment, fundamentally reshaping the archetype's identity and competitive viability.9 The introduction of Pendulum Monsters, most notably Superheavy Samurai Prodigy Wakaushi, and a hyper-consistent searcher, Superheavy Samurai Motorbike, elevated the deck from a niche strategy to a dominant force.7 These cards provided the means to generate immense card advantage and field presence from a single card, without using the Normal Summon. This shift changed the deck's objective from summoning its own boss monsters to consistently creating near-unbreakable end boards composed of the game's most powerful generic Extra Deck monsters.7

## The Arsenal: A Card-by-Card Functional Analysis

The power of the Superheavy Samurai archetype is not derived from any single, overwhelmingly powerful monster. Instead, its strength lies in the intricate synergy between its members, where each card serves a specific function—initiating plays, extending combos, or generating resources. This section provides a functional analysis of the key cards that form the deck's formidable engine.

### The Initiators (One-Card Starters)

These are the cards that can single-handedly begin the deck's most powerful combo sequences.

* **Superheavy Samurai Motorbike**: Arguably the most important starter in the modern deck. By discarding itself, it can add any "Superheavy Samurai" monster from the Deck to the hand.5 This effect is a hard once-per-turn, making it a critical chokepoint for opponent interaction.11 Its primary target is Superheavy Samurai Prodigy Wakaushi, allowing the main combo to begin without committing a Normal Summon.10
* **Superheavy Samurai Prodigy Wakaushi**: The heart of the deck's Pendulum engine. When activated in the Pendulum Zone while the player has no Spells/Traps in the Graveyard, it can place Superheavy Samurai Monk Big Benkei from the Deck into the other Pendulum Zone and then Special Summon itself.13 This single activation results in two monsters on the field (as Monk Big Benkei can then Special Summon itself) and a search for a "Superheavy Samurai Soul" monster, all before the Normal Summon.12
* **Superheavy Samurai Wagon**: A foundational starter, particularly in earlier or post-banlist builds. When Normal or Special Summoned, it searches for any "Superheavy Samurai Soul" monster.1 This effect provides immediate access to the core combo pieces Superheavy Samurai Soulpiercer or Superheavy Samurai Soulpeacemaker, making it a reliable, albeit Normal Summon-reliant, initiator.4

### The Engine Room (Core Combo Pieces & Extenders)

These cards are the gears of the machine, responsible for looping resources and extending plays.

* **Superheavy Samurai Soulpiercer**: The central pillar of the deck's advantage engine. When sent from the field to the Graveyard, it allows the player to add any "Superheavy Samurai" monster from their Deck to their hand. Crucially, this effect is **not once per turn**.1 The entire modern combo is built around repeatedly triggering this effect by using Soulpiercer as material for Summons (Link, Synchro) or as a tribute, then reviving it to be used again, generating an immense stream of resources.14
* **Superheavy Samurai Soulpeacemaker**: A key enabler that facilitates the Soulpiercer loop. As an Equip Card, it can tribute the monster it is equipped to in order to Special Summon any "Superheavy Samurai" monster from the Deck.1 Its most common use is to tribute a monster equipped with Soulpiercer to summon Superheavy Samurai Scales, thereby triggering Soulpiercer's search effect and advancing the combo.4
* **Superheavy Samurai Scales**: The deck's primary recursion tool. When Normal or Special Summoned, it can target and Special Summon one Level 4 or lower "Superheavy Samurai" monster from the Graveyard.16 This effect is almost always used to revive Soulpiercer, providing another body for Extra Deck plays and enabling another search, thus perpetuating the resource loop.1

### The Support Units (Utility & Defense)

These monsters provide additional utility, protection, or extension capabilities.

* **Superheavy Samurai Trumpeter**: A Level 2 Tuner that can be Special Summoned from the hand if the player controls no monsters, provided there are no Spells/Traps in the Graveyard.1 It offers easy access to Synchro Summons.
* **Superheavy Samurai Flutist**: A defensive tool that can be banished from the Graveyard to negate a card effect that targets a "Superheavy Samurai" monster you control.2
* **Superheavy Samurai Gigagloves**: Another defensive option. When in the Graveyard, it can be banished when an opponent declares a direct attack to excavate the top card of the deck; if it is a SHS monster, it is added to the hand and the attacking monster's ATK becomes 0.2
* **"Soul" Monsters**: This sub-group of monsters, such as Superheavy Samurai Soulgaia Booster and Superheavy Samurai Soulhorns, can be equipped from the hand to provide various effects. Many can then Special Summon themselves from the Spell & Trap Zone, serving as valuable extenders for Synchro or Link Summons.5

### Superheavy Samurai Search & Summon Matrix

The interconnected nature of the archetype's engine can be visualized through the following matrix, which maps the primary search and summon pathways between key cards. This demonstrates the causal chain of the combo: the output of one card's effect becomes the input for the next, creating a highly efficient and recursive system.

| Card (Activator) | Searches from Deck | Summons from Deck | Summons from Hand | Recovers from GY |
| --- | --- | --- | --- | --- |
| **Superheavy Samurai Motorbike** | Any SHS Monster |  |  |  |
| **Superheavy Samurai Prodigy Wakaushi** |  |  | Itself (Pendulum Effect) |  |
| **Superheavy Samurai Monk Big Benkei** | Any "Soul" Monster |  | Itself (Monster Effect) |  |
| **Superheavy Samurai Wagon** | Any "Soul" Monster |  |  |  |
| **Superheavy Samurai Soulpiercer** | Any SHS Monster |  |  |  |
| **Superheavy Samurai Soulpeacemaker** |  | Any SHS Monster |  |  |
| **Superheavy Samurai Scales** |  |  | Itself (Conditional) | Level 4 or lower SHS Monster |
| **Superheavy Samurai Trumpeter** |  |  | Itself (Conditional) |  |

## The Art of War: Mapping the Combo Lines

The modern Superheavy Samurai deck is defined by its ability to execute long, intricate, and resilient combo sequences that culminate in a board of multiple negations. Understanding these lines of play is crucial for both piloting the deck and effectively countering it.

### The One-Card Sequence: Motorbike / Wakaushi to Full Board

The deck's most consistent and powerful play begins with a single card: Superheavy Samurai Motorbike or Superheavy Samurai Prodigy Wakaushi. This sequence does not require a Normal Summon, leaving it available for further extension or to play through disruption.

1. **Initiation**: Discard Motorbike to add Wakaushi from Deck to hand.
2. **Scale Setup**: Activate Wakaushi in a Pendulum Zone. Use its effect to place Superheavy Samurai Monk Big Benkei from the Deck into the other Pendulum Zone, then Special Summon Wakaushi.12
3. **First Search**: Monk Big Benkei's Pendulum effect activates, adding a "Superheavy Samurai Soul" monster, typically Superheavy Samurai Soulpeacemaker, from Deck to hand.13
4. **Engine Ignition**: Normal Summon a Level 4 SHS monster (e.g., Superheavy Samurai Wagon or another combo piece). Equip it with Soulpeacemaker.
5. **Extension**: Tribute the monster with Soulpeacemaker's effect to Special Summon Superheavy Samurai Scales from the Deck. If the tributed monster was equipped with Superheavy Samurai Soulpiercer, Soulpiercer's effect will now trigger to search for another SHS monster.
6. **Recursion and Link Summoning**: Scales activates its effect to revive Soulpiercer from the Graveyard. Use Scales and another monster to Link Summon Ancient Gear Ballista. Soulpiercer is sent to the GY again, triggering its search effect once more.12
7. **Advantage Generation**: Ballista's effect activates, adding Ancient Gear Box from Deck to hand. Ancient Gear Box's effect then triggers, adding a key combo piece like Infinitrack Tunneller.12
8. **Board Building**: The resources accumulated are now used to construct the end board. This typically involves using Ballista and other monsters to Link Summon Qliphort Genius, followed by a Pendulum Summon of multiple monsters from the hand and Extra Deck. The Pendulum Summon triggers Genius's effect, searching for Therion "King" Regulus.18
9. **Synchro and Link Climbing**: The monsters on field are used to Synchro Summon Accel Synchro Stardust Dragon, which then facilitates the Synchro Summon of Baronne de Fleur. The remaining monsters are used to Link Summon a multi-negate Apollousa, Bow of the Goddess and Synchro Summon Borreload Savage Dragon.14

### Post-Banlist & Resilient Lines

Even with key cards limited or forbidden in various formats (such as Superheavy Samurai Scarecrow), the deck demonstrates remarkable resilience due to its built-in redundancy.20 Two-card combinations, such as Soulpiercer + Soulpeacemaker, can achieve nearly identical end boards by providing an alternative way to access Scales and begin the Soulpiercer loop.12 Furthermore, the deck's high number of extenders allows it to play through single points of interaction. For instance, if an opponent uses Ash Blossom & Joyous Spring on the first Soulpiercer search, a player can often use another extender from their hand to continue their plays and still establish a respectable board.14

### The Final Fortress: Anatomy of the SHS End Board

The standard end board for an uninterrupted Superheavy Samurai combo is one of the most formidable in modern Yu-Gi-Oh!, presenting multiple layers of disruption that can prevent an opponent from playing the game.

* **Apollousa, Bow of the Goddess**: Typically summoned with 3 or 4 materials, providing that many monster effect negations.10
* **Baronne de Fleur**: A once-per-turn omni-negate (negating any card or effect), coupled with a destruction effect.9
* **Borreload Savage Dragon**: A second omni-negate, which gains "Borrel Counters" by equipping a Link Monster (like Ancient Gear Ballista) from the Graveyard.10
* **Therion "King" Regulus**: A third omni-negate, activated by sending an equipped monster to the Graveyard. It can equip itself from the hand to a Machine monster on the field.10

This combination provides up to three "omni-negates" and several monster-specific negations, creating a nearly impenetrable wall of interruptions.10 The final piece of this fortress is Infinitrack Tunneller. At the end of the turn, its Graveyard effect can be activated to shuffle five EARTH Machine monsters (recycling all the crucial one-of combo pieces) back into the Deck to draw two new cards. This not only refuels the hand, potentially drawing into more hand traps, but also ensures the engine is ready for a follow-up play on the next turn.23

## Forging Alliances: The SHS Engine in the Metagame

Beyond its power as a standalone strategy, the core combo of Superheavy Samurai has proven to be so efficient and non-restrictive that it has been widely adopted as a compact "engine" to enhance a variety of other competitive decks.

### The Engine Defined: Why SHS is a Premier Generic Tool

The standard SHS engine package is small, typically consisting of 3 Superheavy Samurai Motorbike, 1-3 Superheavy Samurai Prodigy Wakaushi, 1 Superheavy Samurai Monk Big Benkei, and 1 Superheavy Samurai Soulpiercer.6 The engine's value stems from its ability to accomplish several key tasks from a single card in hand (Motorbike or Wakaushi):

* It generates multiple monsters on the field.
* It does not use the Normal Summon.9
* It can end on a powerful, generic Synchro monster like Baronne de Fleur.
* Crucially, its core combo pieces do not lock the player into summoning only "Superheavy Samurai" monsters, leaving them free to transition into their main deck's strategy.7

This combination of efficiency and flexibility allows the SHS engine to serve as a powerful prologue to another deck's main game plan, providing an early layer of protection or extension that insulates their primary strategy from disruption. This has led to a paradigm where the question for many deck builders is not just how their own archetype functions, but whether its strategy can be improved by starting with the SHS combo.

### Case Studies: SHS in Action

* **Superheavy Spright**: In this variant, the SHS engine provides a potent opening. Since the engine can easily put two Level 2 monsters on the field, it facilitates plays into Spright Sprind. Alternatively, it can make the Rank 4 Xyz monster Gear Gigant X to search for key combo pieces like Spright Blue or even the high-risk, high-reward Cyber-Stein to summon a powerful Fusion Monster like Naturia Exterio.9
* **Superheavy Dracoslayer**: This hybrid leverages the natural synergy between the two Pendulum-based archetypes. Wakaushi provides a perfect Scale 1, which complements the higher scales of the Dracoslayer monsters.26 The SHS engine can build an initial board with negates, which then protects the subsequent, explosive Pendulum Summon of the Dracoslayer monsters.18
* **Superheavy Rescue-ACE**: This deck uses the SHS engine to establish a strong turn-one board of negations. This protects the more methodical, control-oriented game plan of the Rescue-ACE archetype, allowing it to safely set up its powerful Spell and Trap card interactions for subsequent turns.13

## Identifying the Chinks in the Armor: A Counter-Strategy Guide

Despite its overwhelming power, the Superheavy Samurai strategy is not without its weaknesses. Its linear, combo-heavy nature creates specific and predictable chokepoints that can be exploited by a well-prepared opponent with the right disruptive tools.

### Understanding the Chokepoints: Where to Interrupt the Combo

Successfully disrupting the SHS deck requires precise timing. Interacting at the wrong moment can be ineffective, while targeting a key chokepoint can end their turn entirely.

* **The Initial Search**: The very first step of the combo is often the most fragile. Using a negate on the discard effect of Superheavy Samurai Motorbike or the Pendulum effect of Superheavy Samurai Prodigy Wakaushi can stop the combo before it starts.11
* **The Soulpiercer Loop**: As the central advantage engine, Soulpiercer is a prime target. Because its search effect is not once-per-turn, any interaction that prevents it from being used multiple times is highly effective. Banishing it from the Graveyard with a card like D.D. Crow is particularly devastating, as it breaks the recursive loop.11
* **The Revival**: The on-summon effect of Superheavy Samurai Scales to revive a monster from the Graveyard is another critical chokepoint. Negating this effect prevents the Soulpiercer from returning to the field, halting the chain of searches.11

### The Duelist's Toolkit: A Tiered Analysis of Counter Cards

A variety of cards are effective against the SHS strategy, but they can be categorized by their overall impact.

* **Tier S (Game-Winning Counters)**: These cards, when resolved at the correct time, will almost always end the SHS player's turn.
  + **Droll & Lock Bird**: Widely considered the single most effective counter. Once the SHS player performs their first search, Droll & Lock Bird prevents all subsequent searches for the rest of the turn, which the entire combo depends on.9
  + **Dimension Shifter**: By banishing any card that would be sent to the Graveyard, this card completely disables the core engine. Soulpiercer cannot trigger its search, and Scales has no targets to revive.9
* **Tier A (High-Impact Counters)**: These cards are highly effective but may require more specific timing or can sometimes be played around.
  + **Nibiru, the Primal Being**: Can tribute the opponent's entire board, but it must be activated before they can summon their first omni-negate, which often occurs on the fifth summon.27
  + **Ghost Ogre & Snow Rabbit**: Exceptionally strong against Wakaushi in the Pendulum Zone. Because Pendulum Spells must remain on the field to resolve their effects, destroying Wakaushi with Ghost Ogre will cause its effect to resolve without effect.11
  + **D.D. Crow**: A precise tool for disrupting the Soulpiercer loop by banishing it from the Graveyard in response to a revival effect.11
* **Tier B (Situational Counters)**: These cards can be useful but are often not enough to stop the combo on their own.
  + **Ash Blossom & Joyous Spring**: Can negate a key search, but the deck has numerous extenders and can often play through a single Ash Blossom. Its best targets are often Soulpeacemaker or Motorbike.11
  + **Effect Veiler / Infinite Impermanence**: Effective for negating a key monster effect on the field, such as Scales or Ancient Gear Ballista, but the SHS player may have other ways to extend their plays.11
* **Board Breakers**: For players going second against an established board, these cards are essential.
  + **Dark Ruler No More / Forbidden Droplet**: These cards negate the effects of all face-up monsters the opponent controls, disabling their entire board of interruptions and allowing for a counter-attack.11
  + **Evenly Matched**: If the opponent does not have a Spell/Trap negate, this card can banish their entire board face-down, leaving them with only a single monster.30

### Hand Trap Interaction Guide

The following table provides a quick-reference guide for deploying the most effective hand traps against the Superheavy Samurai strategy, focusing on optimal timing to maximize impact.

| Hand Trap | Optimal Target(s) & Timing | Strategic Impact |
| --- | --- | --- |
| **Droll & Lock Bird** | Activate in response to the resolution of the first search effect (e.g., Motorbike, Monk Benkei). | Ends the opponent's turn. Prevents all further searching, which the entire combo relies on. |
| **Dimension Shifter** | Activate at the start of the opponent's Main Phase 1, before any plays are made. | Ends the opponent's turn. Disables all Graveyard-reliant effects, including Soulpiercer and Scales. |
| **Nibiru, the Primal Being** | Activate on the opponent's 5th summon, *before* they can summon Baronne de Fleur or another negate. | Tributes the opponent's entire board, forcing them to rebuild with limited resources. |
| **Ghost Ogre & Snow Rabbit** | Activate in response to the activation of Wakaushi's effect in the Pendulum Zone. | Destroys Wakaushi, causing its effect to resolve without effect and stopping the combo at its source. |
| **D.D. Crow** | Activate in response to an effect that targets Soulpiercer in the GY (e.g., Scales). | Banishes Soulpiercer, breaking the recursive search loop and cutting off a significant source of advantage. |

## Conclusion

The Superheavy Samurai archetype exemplifies the dynamic evolution of game design in Yu-Gi-Oh!. It has transformed from a straightforward, battle-centric deck into a highly complex and resilient combo strategy capable of dominating the competitive landscape. Its core identity, rooted in an all-monster deck-building philosophy and the unique ability to attack from Defense Position, remains intact, but its modern power is derived from an incredibly efficient, recursive engine centered around the non-once-per-turn effect of Superheavy Samurai Soulpiercer.

The archetype's success highlights its dual nature: it is both a formidable standalone deck capable of creating nearly unbreakable boards and a premier, generic engine that can be seamlessly integrated into other strategies to elevate their power and consistency. This flexibility has cemented its place in the metagame.

However, its strength is matched by clear and exploitable vulnerabilities. The deck's linear combo pathways present distinct chokepoints that, if targeted correctly with high-impact disruptive cards like Droll & Lock Bird or Dimension Shifter, can bring its powerful engine to a complete halt. Ultimately, while the Superheavy Samurai stand as a testament to synergistic card design and explosive potential, they are a puzzle that can be solved with precise tactical intervention and a thorough understanding of their inner workings.

#### Geciteerd werk

1. Introduction to Superheavy Samurai | Duel Links Meta, geopend op oktober 15, 2025, <https://www.duellinksmeta.com/articles/guides/shs-ng22>
2. Superheavy Samurai Guide | Duel Links Meta, geopend op oktober 15, 2025, <https://www.duellinksmeta.com/articles/guides/deck-types/superheavy-samurai-guide-by-endiment>
3. Superheavy Samurai Explained in 52 Minutes [Yu-Gi-Oh! Archetype Analysis] - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=vf1E4_HNVSY>
4. SUPERHEAVY SAMURAI COMBO GUIDE (thanks scales) : r/DuelLinks - Reddit, geopend op oktober 15, 2025, <https://www.reddit.com/r/DuelLinks/comments/uisqx0/superheavy_samurai_combo_guide_thanks_scales/>
5. YuGiOh Archetype: Superheavy Samurai - Yu-Gi-Oh! Card Guide, geopend op oktober 15, 2025, <https://www.yugiohcardguide.com/archetype/superheavy-samurai.html>
6. Need advice for one of my favorite Archtypes: Superheavy Samurai : r/masterduel - Reddit, geopend op oktober 15, 2025, <https://www.reddit.com/r/masterduel/comments/1diajcx/need_advice_for_one_of_my_favorite_archtypes/>
7. Superheavy Samurai Decklist : r/YuGiOhMasterDuel - Reddit, geopend op oktober 15, 2025, <https://www.reddit.com/r/YuGiOhMasterDuel/comments/1dr2bik/superheavy_samurai_decklist/>
8. Superheavy Samurai Deck 2024 - Yu-Gi-Oh! Dueling Nexus, geopend op oktober 15, 2025, <https://duelingnexus.com/blog/superheavy-samurai-deck-2024/>
9. 3 Decks That Win With Superheavy Samurai! - TCGplayer, geopend op oktober 15, 2025, <https://www.tcgplayer.com/content/article/3-Decks-That-Win-With-Superheavy-Samurai/dba52109-288c-41cc-be33-dd671d5a87db/>
10. Superheavy Samurai | Deck & Combo Guide | Yu-Gi-Oh! Master Duel - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=qJ_b7L0NBpg>
11. Counter SuperHeavy Samurai Guide, 超重武者 YuGiOh Master Duel - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=mKUZaByy85s>
12. SUPER HEAVY SAMURAI!!! (September 2025) by Lord-Schnitzel, geopend op oktober 15, 2025, <https://cardcluster.com/deck/PwqBom>
13. Superheavy Rescue-ACE | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 15, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&cgid=25d0e2b9a3c82994fde073d105272bdd&dno=46&request_locale=en>
14. Ultimate Top Tier Superheavy Samurai Guide! FTKs, Combos, Decklists, Counter Hand Traps & More! - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=BTAKQd3KK5U>
15. 1ST PLACE Superheavy Samurai Deck Profile + Combo Tutorial - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=RCb_okdjCTg>
16. Superheavy Samurai Scales - The New Challengers - YuGiOh - TCGplayer.com, geopend op oktober 15, 2025, <https://www.tcgplayer.com/product/94525/yugioh-the-new-challengers-superheavy-samurai-scales>
17. [DECK TIPS] Superheavy Samurai - What Should I Know? : r/yugioh - Reddit, geopend op oktober 15, 2025, <https://www.reddit.com/r/yugioh/comments/5srdtb/deck_tips_superheavy_samurai_what_should_i_know/>
18. SUPERHEAVY SAMURAI DECK PROFILE (APRIL 2024) YUGIOH! - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=bJRfVWokKwo>
19. 3 SUPERHEAVY SAMURAI COMBOS that YOU MUST KNOW! - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=KK-kygG5TR4>
20. 3 Superheavy Samurai MUST KNOW Combo Tutorial POST June 2023 Ban List | Yu-Gi-Oh!, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=8s-jg34XxEE>
21. Yu-Gi-Oh! Superheavy Samurai Deck Profile Post June 2023 Banlist - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=tih0OlWAKw8>
22. What does SuperHeavy Samurai do? : r/masterduel - Reddit, geopend op oktober 15, 2025, <https://www.reddit.com/r/masterduel/comments/1abkzkp/what_does_superheavy_samurai_do/>
23. Superheavy Samurai Deck Profile + Combo Tutorial POST Cyberstorm Access (CYAC) | May 2023 | Yu-Gi-Oh, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=2w9FkAwChws>
24. Can someone explain superheavy samurais to me? : r/masterduel - Reddit, geopend op oktober 15, 2025, <https://www.reddit.com/r/masterduel/comments/1bwktv6/can_someone_explain_superheavy_samurais_to_me/>
25. Rerouting: Superheavy Samurai - TCGplayer, geopend op oktober 15, 2025, <https://www.tcgplayer.com/content/article/Rerouting-Superheavy-Samurai/2d63aa46-0804-4ffb-bc5e-956cb25292a0/>
26. The BEST Pendulum Deck Post Banlist! | Yu-Gi-Oh Dracoslayer Superheavy Samurai Deck Profile 2024 - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=TD6VQaOVRrk>
27. Countering Super Heavy Samurai : r/Yugioh101 - Reddit, geopend op oktober 15, 2025, <https://www.reddit.com/r/Yugioh101/comments/13jssmc/countering_super_heavy_samurai/>
28. How do you even play against Superheavy ?? : r/YuGiOhMasterDuel - Reddit, geopend op oktober 15, 2025, <https://www.reddit.com/r/YuGiOhMasterDuel/comments/195w5jr/how_do_you_even_play_against_superheavy/>
29. How to counter Super Heavy Samurai (SHS)? : r/Yugioh101 - Reddit, geopend op oktober 15, 2025, <https://www.reddit.com/r/Yugioh101/comments/12rft4v/how_to_counter_super_heavy_samurai_shs/>
30. This Deck Counters Superheavy Samurai in Yu-Gi-Oh! Master Duel. Here's Proof - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=7bdhyd-U7xg>
31. How To Beat Superheavy Samurais! - YouTube, geopend op oktober 15, 2025, <https://www.youtube.com/watch?v=Cv7acprRQ6s>