# An Analytical Report on the Doom of Dimensions R.B. Support and its Strategic Implications

## Strategic Overview: The R.B. Archetype's New Trajectory

The R.B. (Rebel Bots) archetype, first introduced in *Duelist's Advance* 1, has received a comprehensive wave of seven new support cards in the *Doom of Dimensions* set. This new support fundamentally alters the archetype's core identity, injecting a layer of resource management, recursion, and high-impact control that was previously absent.

### The Pre-Doom of Dimensions Baseline: A "Swarm-Link" Identity

Prior to this new support, the R.B. strategy was a linear, swarm-based Link climbing deck. Its core mechanic was defined by its Main Deck monsters: R.B. Ga10 Cutter 2, R.B. Ga10 Driller 3, and R.B. VALCan Rocket.4 Each of these monsters shares the ability to be Special Summoned from the hand if the player controls no face-up monsters or only "R.B." monsters.

This swarm capability was used to Link Summon, typically into R.B. VALCan Booster (a Link-2) 5, which could search an "R.B." Spell. From there, players would climb into the deck's original boss monster, R.B. The Brute Blues (a Link-3).7 The payoff was a simple beatdown strategy: The Brute Blues would gain ATK, attack twice, and enjoy protection while pointing to an R.B. monster.7 Interaction was limited to the Main Deck monsters' secondary effects, which allowed them to pay Life Points and destroy themselves to provide a 1-for-1 trade (a Spell/Trap negate, a monster pop, or a 2-card destruction).2 This original strategy was fragile, resource-intensive, and lacked hard negation or the ability to recycle its resources.

### The Doom of Dimensions Pivot: From Beatdown to "Swarm-Control"

The seven new cards introduce a complete strategic pivot. The deck's identity now shifts from a simplistic "swarm-for-OTK" model to a sophisticated "swarm-for-control" strategy. The new support, particularly R.B. Shepherd's Crook, R.B. Next Phase, and R.B. Lambda Blade, is designed to create a multi-layered, interactive end board.9

The original cards are effectively repurposed: they are no longer the payoff, but rather the *engine* that enables the new, more powerful control-oriented cards. This new wave also leans heavily into the archetype's established theme of using Life Points as a resource. The new monsters carry significant LP costs, such as R.B. Ga10 Pile Bunker (1500 LP) 10, R.B. Lambda Blade (1400 LP) 11, and R.B. Lambda Cannon (1200 LP).12 This high-risk identity is now counter-balanced by the new Counter Trap, R.B. Next Phase, which actively *gains* 2000 LP upon successful resolution, providing a much-needed method of sustain.13

## Deep-Dive Analysis: The New Main Deck Arsenal

The three new Main Deck monsters are not designed as generic extenders. Instead, they function as high-utility, situational "toolbox" targets, each fulfilling a specific, powerful role.

### R.B. Ga10 Pile Bunker: The Situational Board-Wipe

* **Card Function:** R.B. Ga10 Pile Bunker is a Level 8 EARTH Machine. It can be Special Summoned from the hand under the same "R.B."-only condition as the original Main Deck monsters.10 Its powerful effect is a conditional board wipe: "When an attack is declared involving an opponent's monster and 'R.B. The Brute Blues' that points to this card: You can pay 1500 LP; destroy all cards your opponent controls and this card".10
* **Strategic Role:** This card is not a combo starter. As a Level 8 monster, it is a quintessential "brick" if drawn in an opening hand.9 Its role is to be a high-impact, searchable "silver bullet" or "nuke".9
* **Impact on Play Lines:** Pile Bunker is not part of the standard Turn 1 combo. It is included as a "one-of" 16 to be summoned from the Deck via other card effects, such as R.B. Funk Dock 17 or R.B. Last Stand 18, or to be searched by Brute Blues for a follow-up turn. Its hyper-specific trigger (requiring Brute Blues to point to it and an attack to be declared) creates a powerful "threat-in-being." An opponent who knows this card exists is forced to play around it, making it an effective deterrent against attacking a Brute Blues.

### R.B. Lambda Blade: The Graveyard-Activated Monster Steal

* **Card Function:** R.B. Lambda Blade is a Level 7 DARK Machine. Upon its Normal or Special Summon, it sends one "R.B." card from the Deck to the Graveyard.11 Its second effect is a powerful Quick Effect: "During your opponent's Main Phase, if this card is linked to an 'R.B.' Link Monster... You can pay 1400 LP... destroy this card, and if you do, take control of that monster".11
* **Strategic Role:** This card is the centerpiece of the new "toolbox" strategy. Its on-summon effect is a pure setup, dumping another "R.B." resource (like Lambda Cannon or a trap) to the GY.9 Its Quick Effect is a potent interruption, effectively a "Snatch Steal".9
* **Impact on Play Lines:** This card is intentionally designed *not* to be in the opening hand. As a Level 7 monster, it is a brick.20 Its true, intended play line is to be revived from the Graveyard *during the opponent's turn*. This is enabled by the new Link Monster, R.B. Shepherd's Crook.21 The primary combo is to set up Shepherd's Crook on Turn 1, then use its Quick Effect during the opponent's Main Phase to Special Summon Lambda Blade from the GY.9 Lambda Blade is now on the field, linked, and its powerful monster-steal effect is "live." This transforms the Graveyard from a discard pile into a second hand of interruptions and explains why it is run as a "one-of": you do not want to draw it; you want to dump it and revive it.16

### R.B. Lambda Cannon: The Niche Recursion Tool

* **Card Function:** R.B. Lambda Cannon is a Level 6 DARK Machine. On Normal or Special Summon, it provides recursion by adding one "R.B." monster from the Graveyard to the hand.1 Its second, linked effect allows it to pay 1200 LP to destroy itself, look at the opponent's hand, and Special Summon one monster from their hand to their field with its effects negated.1
* **Strategic Role:** This is a lower-priority toolbox piece. Its first effect is valuable for mid-to-late-game resource loops. The second effect is highly situational, acting as a "hand-rip" that provides critical information and can disrupt an opponent's combo by pre-negating a key starter from their hand.
* **Impact on Play Lines:** Like Lambda Blade, this Level 6 monster is a brick to draw 20 and is played as a "one-of".16 It is primarily a dump target for Lambda Blade's on-summon effect, placing it in the GY to be revived later for its recursion, or to be revived by R.B. Operation Test.16

## The New Command-and-Control: R.B. Shepherd's Crook

Of all the new support, the Link-3 Monster R.B. Shepherd's Crook is the single most impactful card, serving as the new lynchpin for the entire strategy.

### Card Function: The New Archetypal Lynchpin

R.B. Shepherd's Crook is a Link-3 DARK Machine with Link Arrows pointing Left, Bottom, and Bottom-Right.21 It requires 2+ monsters, including an "R.B." monster, as Link Material.24 It has three key effects:

1. **Setup:** During the Main Phase, it can Set one "R.B." Trap directly from the Deck or Graveyard.21
2. **Interruption:** During the opponent's Main Phase as a Quick Effect, it can target three Level 3 or higher "R.B." monsters in the Graveyard, place two on the bottom of the Deck, and Special Summon the third.21
3. **Passive:** It gains 500 ATK for each *other* monster the player controls.21

### Role as the Primary Play Line Enabler

This card is the new boss monster that the deck's Turn 1 play line is now built to summon.25 It is the engine that makes all the other new cards functional.

Its **first effect** (Set Trap) is the new primary combo. The goal is to Link climb into Shepherd's Crook and immediately use this effect to Set R.B. Next Phase, the new Counter Trap, from the Deck.9 This provides the end board with a powerful, searchable monster negate.

Its **second effect** (Revive from GY) is what activates the "GY Toolbox." As detailed previously, this effect is specifically designed to Special Summon R.B. Lambda Blade from the Graveyard during the opponent's turn, adding a second, unexpected interruption in the form of a monster steal.9

### Impact on End Boards and Resource Management

Shepherd's Crook completely redefines the R.B. end board, transforming it from a simple beatstick (Brute Blues) into a complex, multi-interruption control setup.9 Furthermore, it solves the archetype's original resource problem. The "cost" of its second effect—placing two monsters on the bottom of the Deck—is not a cost, but a *benefit*. R.B. decks burn through their Main Deck extenders (Cutter, Driller) quickly. This effect *recycles* those core extenders from the Graveyard back into the Deck, preventing the engine from running out of fuel. This "3-in-1" effect (interruption, resource loop, and GY setup) makes it a powerful, modern boss monster, and it is typically played at 2-3 copies in the Extra Deck.16

## The Support Roster: New Spell & Trap Functionality

The new Spells and Traps provide the necessary extension, recovery, and high-impact negation to support the new control-oriented play style.

### R.B. Operation Test: The Dual-Purpose Extender

R.B. Operation Test is a Continuous Spell with two effects.28 On activation, it provides immediate value by Special Summoning one Level 3 or higher "R.B." monster from the Graveyard.28 Its second effect is a tactical "reset": it allows the player to target R.B. monsters, gain LP equal to their ATK, return them to the hand or Extra Deck, and then Special Summon an "R.B." monster from the hand.28

This card is typically run as a "one-of".16 Its on-activation revival is its primary use, turning the Graveyard into an extension. While considered somewhat slow 16, its "reset" effect is highly flexible, enabling the re-use of Shepherd's Crook's setup effect or the hand-summon effects of the Main Deck monsters.

### R.B. Last Stand: The Defensive Extender and Protector

R.B. Last Stand is a Normal Trap that serves as a versatile defensive tool. Its first effect Special Summons one "R.B." monster from the Deck, Extra Deck, or Graveyard.18 Its second effect allows it to be banished from the Graveyard to negate a card or effect that targets an "R.B." monster.18

The first effect carries a restriction: for the rest of the turn, the player cannot Special Summon from the Extra Deck, except Machine monsters with 1500 or less ATK.18 This restriction is a deliberate, synergistic design choice. The archetype's key Link monsters—R.B. VALCan Booster (500 ATK) 5, R.B. The Brute Blues (1500 ATK) 7, and R.B. Shepherd's Crook (1500 ATK) 21—all meet this requirement. This same restriction appears on the powerful Spell Card R.B. Stage Landing.31 As a Trap, Last Stand is a "one-of" 16 that provides both extension on the opponent's turn and "free" protection from the Graveyard.

### R.B. Next Phase: The Archetypal "Floating" Negate

R.B. Next Phase is the archetypal Counter Trap and the primary payoff for the new strategy. Its effect is: "When your opponent activates a monster effect, while you control an 'R.B.' monster: Destroy 1 monster you control, and if you do, negate the activation, and if you do that, destroy that card, then gain 2000 LP".13

This card is the designated "one-of" target for R.B. Shepherd's Crook to Set from the Deck.9 The "cost" of destroying one of your own monsters appears steep, but it enables a critical, advanced synergy. The archetype's Field Spell, R.B. Funk Dock, has an effect: "If a face-up 'R.B.' monster(s) you control leaves the field by card effect... You can Special Summon 1 'R.B.' monster from your Deck".17 The "cost" of Next Phase *triggers* the effect of Funk Dock. This interaction transforms the "cost" into a significant advantage: the player negates and destroys an opponent's monster, Funk Dock replaces the destroyed R.B. monster with a new one from the Deck, and the player gains 2000 LP. This "floating negate" is the cornerstone of the new control strategy.

## Impact on Strategy: New Play Lines and End Boards

The new support fundamentally rewires the deck's combo paths and transforms its end-board objectives.

### Deconstruction of New Combo Paths

The core combo path is no longer a linear rush to Brute Blues. The new optimal play line is designed to establish both Shepherd's Crook and Brute Blues, alongside a field of interruptions. A typical Turn 1 sequence is as follows:

1. Begin with two or more R.B. extenders (e.g., R.B. Ga10 Cutter 2 and R.B. Ga10 Driller 3).
2. Swarm the field and Link Summon R.B. VALCan Booster.5
3. Booster's effect (Chain Link 1) activates, adding an "R.B." Spell.5 Search for R.B. Funk Dock.17
4. Activate Funk Dock. Its effect (Chain Link 1) activates, adding an "R.B." card.17 Search for R.B. Lambda Blade.11
5. Use Booster's second effect to Special Summon Lambda Blade from the hand.5
6. Lambda Blade's on-summon effect triggers, sending a resource (like Lambda Cannon or Last Stand) from the Deck to the Graveyard.9
7. The field now contains Booster and two other "R.B." monsters.
8. Link Summon R.B. Shepherd's Crook using Booster and another R.B..21
9. Use Shepherd's Crook's Main Phase effect: Set R.B. Next Phase directly from the Deck.9
10. Link Summon R.B. The Brute Blues 7 and use its effect to search for another piece of interaction, such as Pile Bunker.

This sequence demonstrates how the old cards (Cutter, Driller, Booster) serve as the essential engine to put the new, more powerful control pieces (Shepherd's Crook, Next Phase, Lambda Blade) into play.

### The New R.B. End Board: A "Seven-Interruption" Fortress

The new cards completely transform the R.B. end board from a fragile beatdown setup to a multi-layered control fortress.9 An optimal end board now consists of up to seven points of interaction 9:

1. **R.B. The Brute Blues:** The protected boss monster.7
2. **R.B. Ga10 Cutter:** A live Spell/Trap negate, linked to Brute Blues.2
3. **R.B. Ga10 Driller:** A live monster pop, also linked.3
4. **R.B. Shepherd's Crook:** The control lynchpin, ready to activate its Quick Effect.9
5. **R.B. Next Phase (Set):** A live Counter Trap monster negate, set by Shepherd's Crook.9
6. **R.B. Funk Dock (Field Spell):** A "floating" replacement effect, ready to trigger when Next Phase or another R.B. monster is destroyed by a card effect.9
7. **Graveyard Setup:** R.B. Lambda Blade 11 in the Graveyard, ready to be revived by Shepherd's Crook's Quick Effect for a "Snatch Steal" interruption.9

This board provides answers to Spells, Traps, and monster effects, all while looping its own resources and protecting its key monsters—a quantum leap in power.

## Optimization and Ratios: The "One-Of Toolbox" Philosophy

The *Doom of Dimensions* support establishes a clear deck-building philosophy: the deck now differentiates between its "engine" (cards run at three copies) and its "toolbox" (cards run at one copy).

The "three-ofs" are the engine: the core consistency cards required to start the combos. This includes the original Main Deck extenders (Cutter, Driller, Rocket) and the primary setup Spells (Funk Dock, Stage Landing).16 In the Extra Deck, Shepherd's Crook and VALCan Booster are run at 2-3 copies as they are central to the Link-climbing path.16

Conversely, almost all of the new support cards are played as "one-ofs".16 This is not because they are weak, but because *they are not designed to be drawn*. They are high-level monsters that would "brick" the hand 20 or are situational Spells/Traps.16 Their entire purpose is to be **searched, set, or dumped** by the "three-of" engine cards. The deck's engine (Funk Dock, Brute Blues, Shepherd's Crook) provides consistent access to this "toolbox" of one-ofs when they are needed.

**Table 1: R.B. *Doom of Dimensions* Support Card Analysis and Ratios**

| **Card Name** | **Card Type** | **Core Role** | **Recommended Ratio** | **Strategic Justification for Ratio** |
| --- | --- | --- | --- | --- |
| **R.B. Ga10 Pile Bunker** | Effect Monster | Situational Board-Wipe ("Nuke") | **1** | Level 8 brick.14 A searchable "one-of" silver bullet 9 to be summoned from the Deck or searched by Brute Blues. Not an engine piece. |
| **R.B. Lambda Blade** | Effect Monster | GY-Based Interruption ("Monster Steal") | **1** | Level 7 brick.11 Primary role is to be revived by Shepherd's Crook during the opponent's turn.9 Not meant to be drawn.16 |
| **R.B. Lambda Cannon** | Effect Monster | GY-Based Recursion / Utility | **1** | Level 6 brick.12 A niche, searchable "one-of" toolbox piece for resource recovery or specific hand-rip situations.16 |
| **R.B. Shepherd's Crook** | Link-3 Monster | Control Engine / Combo Lynchpin | **2-3** (in Extra Deck) | The *central* piece of the new strategy. Enables Next Phase setup and Lambda Blade revival.9 Run at max copies for consistency. |
| **R.B. Operation Test** | Continuous Spell | Extender / Recovery | **1** | A powerful revival on activation 28, but slow. Run as a "one-of" utility card.16 |
| **R.B. Last Stand** | Normal Trap | Defensive Extender / GY Protection | **1** | Highly versatile (summons from Deck/Extra/GY) 18 but as a Trap, it is too slow to run at 3. It's a "one-of" searchable by Brute Blues or set by Shepherd's Crook.16 |
| **R.B. Next Phase** | Counter Trap | Archetypal Monster Negate | **1** | The deck's primary searchable negation.13 You only run one because Shepherd's Crook can set it directly from the Deck.9 |

## Concluding Assessment

The seven new cards from *Doom of Dimensions* successfully and dramatically elevate the R.B. archetype. They solve the deck's most critical, foundational flaws: its lack of meaningful interaction, its fragility, and its linear, "all-in" strategy.

This support package intelligently *builds upon* the existing "swarm-and-self-destruct" mechanic, repurposing it as an *engine* to fuel a new, powerful, and recursive *control* strategy. The lynchpin, R.B. Shepherd's Crook, and its synergy with the "one-of toolbox" cards—most notably R.B. Next Phase and R.B. Lambda Blade—creates a high-ceiling end board capable of dismantling an opponent's turn with multiple, distinct forms of interruption.9

While the deck remains reliant on swarm-based opening hands, its resilience, resource loop, and high-impact end boards have been transformed. The R.B. archetype has evolved from a forgotten, low-tier novelty into a respectable and complex "rogue" strategy with a dedicated, high-skill ceiling.

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