# Orchestrating the Swarm: A Strategic Analysis of the Battlewasp Archetype and its Synergies

## Introduction: Deconstructing the Swarm - An Overview of the Battlewasp Archetype

The "Battlewasp" archetype is a WIND Insect-type strategy centered on rapid, successive Special Summons to construct a formidable board for powerful Synchro Summons. While the query references "Cicada cards," it is crucial to clarify this refers to **Number 3: Cicada King**, a generic Rank 3 Insect Xyz Monster. Cicada King is not an archetypal "Battlewasp" card but serves as a cornerstone of the deck's final board state due to its powerful negation and revival effects.1

Strategically, the Battlewasp archetype embodies a "glass cannon" combo deck. It possesses an exceptionally high ceiling, capable of generating overwhelming end boards featuring numerous points of interaction from a minimal number of starting cards.4 This immense power, however, is balanced by a significant fragility; the deck's long and linear combo lines are highly susceptible to common forms of disruption, particularly "hand traps" that can halt a player's momentum.4

Due to this inherent vulnerability, the archetype's full competitive potential is realized not in a "pure" build, but as the central engine within a broader "Insect Pile" strategy. This approach involves a seamless integration with other potent Insect archetypes, most notably "Beetrooper," and the leveraging of powerful generic Insect support cards. This hybrid construction patches the deck's weaknesses, enhancing its consistency, resilience, and the overall strength of its end board.3 The design philosophy of Battlewasps is reminiscent of older, anime-inspired archetypes like "Blackwings," which also focus on swarming low-level monsters to climb into larger bosses.7 However, the modern support and intricate synergies available to Battlewasps elevate it beyond this simple framework. The archetype's core weakness is not a lack of power but a lack of built-in protection and reliable one-card starters. This deficiency necessitates the "Insect Pile" approach, transforming the Battlewasp cards from a self-contained strategy into a high-octane combo package that fuels a more robust and versatile deck.

## Section 1: The Battlewasp Arsenal - Core Card Analysis

The effectiveness of the Battlewasp strategy is contingent on understanding the precise role of each member of the swarm. The monsters and support cards can be categorized by their primary function: starting plays, extending combos, or finishing the game.

### The Primary Starter & Searcher

* **Battlewasp - Sting the Poison (Tuner):** This Level 2 Tuner is the most critical Normal Summon in the deck. Upon being Normal or Special Summoned, its effect allows the player to add any "Battlewasp" monster from the Deck to the hand, making it the primary catalyst for nearly every combo line.11 Furthermore, its second ability is a Quick Effect that allows the player to Tribute another Insect monster to target and negate an opponent's monster effect. This provides a crucial piece of interaction that is often part of the final end board.7

### The Core Extenders (Special Summons)

* **Battlewasp - Twinbow the Attacker:** As a Level 3 non-Tuner, this is the most frequent search target for Sting the Poison. It can be Special Summoned from the hand for free during the Main Phase, immediately providing a body for a Synchro Summon. Its one restriction is a defining characteristic of the deck's combos: after using its effect, the player can only Special Summon Insect monsters from the Extra Deck for the rest of the turn.13
* **Battlewasp - Pin the Bullseye:** This Level 1 non-Tuner is another vital extender. It can be Special Summoned from the hand if the player controls any Insect monster. Its low level provides essential flexibility for modulating the total levels required for various Synchro Summons.15 Its secondary effect to inflict 200 damage is typically minor but can be relevant in scenarios where every point of life matters.16

### The Combo Enabler & Follow-up Play

* **Battlewasp - Arbalest the Rapidfire:** This Level 4 monster is a powerful mid-combo extender and recovery tool. When Normal Summoned, it can target and Special Summon one Level 3 or lower Insect monster from the Graveyard, providing instant access to key tuners or extenders used earlier in the turn, such as Sting the Poison or Twinbow the Attacker.17 Its secondary "floating" effect, which Special Summons a "Battlewasp" monster from the hand or Deck if Arbalest is destroyed by an opponent's card, adds a layer of resilience to the strategy.18

### The Synchro-Climbing Toolbox

* **Battlewasp - Azusa the Ghost Bow (Synchro Tuner):** This Level 5 Synchro Tuner is often the first step on the Synchro ladder. It is essential for climbing into the deck's higher-level boss monsters.10
* **Battlewasp - Halberd the Charge (Synchro):** A Level 6 Synchro monster that serves as both a powerful attacker and a stepping stone for larger Synchro Summons.10
* **Battlewasp - Sachi the Ceremonial Bow (Synchro):** A pivotal Level 6 Synchro monster that is central to the deck's most explosive combos. It can treat itself as a Tuner, but its most important effect allows the player to gain an additional Normal Summon for a "Battlewasp" monster by returning a Continuous Spell from the field to the hand.19

### The Boss Monsters (Payoffs)

* **Battlewasp - Hama the Conquering Bow (Synchro):** A Level 8 boss monster that synergizes directly with the Synchro Tuners. If Synchro Summoned using another Synchro Monster as material (such as Azusa or Sachi), it can make a second attack during each Battle Phase. It also weakens the opponent's entire board upon inflicting battle damage.20
* **Battlewasp - Ballista the Armageddon (Synchro):** The archetype's ultimate boss monster, a Level 12 Synchro. When Special Summoned, it banishes all Insect monsters from the player's Graveyard to inflict a massive ATK and DEF debuff on all monsters the opponent controls. Its powerful floating effect allows the player to Special Summon three banished Level 11 or lower Insect monsters if it is destroyed by an opponent's card, making it a persistent threat.21

### The Support Suite (Spells/Traps)

* **Revival Swarm (Spell):** A simple but powerful Normal Spell that functions as a "Monster Reborn" for any "Battlewasp" monster in the Graveyard. Its secondary effect can be activated by banishing it from the Graveyard to grant an Insect monster protection from destruction by battle or card effects for a turn, making it a versatile tool for both extending combos and securing an established board.22
* **Summoning Swarm (Spell):** A high-impact spell that can Special Summon multiple Level 4 or lower "Battlewasp" monsters from the Graveyard, enabling massive board presence in a single move. Like other extenders, it locks the player into Insect monsters from the Extra Deck for the turn.23
* **Battlewasp - Nest (Trap):** A Continuous Trap that provides defensive utility. When an opponent's monster declares an attack targeting a "Battlewasp" monster, this card can Special Summon another "Battlewasp" from the hand or Deck and immediately end the Battle Phase. While potent in theory, its reactive nature makes it generally too slow for the fast pace of modern competitive play.24

## Section 2: The Art of the Swarm - Search Dynamics and Advantage Loops

The Battlewasp archetype's capacity for long, intricate combos is fueled by a highly efficient internal engine that generates significant card advantage. Understanding these search-and-summon loops is key to mastering the deck.

### The Sting -> Extender Pipeline

The deck's most fundamental and common opening play revolves around Battlewasp - Sting the Poison. This two-card interaction forms the basis of many of the deck's more complex sequences:

1. **Action:** The player Normal Summons Battlewasp - Sting the Poison.
2. **Effect:** The on-summon trigger effect of Sting is activated, allowing a search for any "Battlewasp" monster from the deck.12
3. **Result:** The player adds Battlewasp - Twinbow the Attacker to their hand. Twinbow can then be immediately Special Summoned via its own effect.14 This simple sequence fields a Level 2 Tuner and a Level 3 non-Tuner, the exact materials needed to Synchro Summon a Level 5 monster like Battlewasp - Azusa the Ghost Bow and begin climbing the Synchro ladder.

### The "Battlewasp Wind" Loop - The Engine's Heartbeat

While the Sting pipeline is consistent, the deck's most powerful advantage engine is a sophisticated loop involving the Continuous Spell Battlewasp Wind. This sequence is what enables the deck's most explosive and high-ceiling plays.

* **The Enabler:** The loop begins with Battlewasp - Rapier the Onslaught. By discarding another Insect monster, Rapier Special Summons itself from the hand and, critically, **places** Battlewasp Wind directly from the Deck into the Spell & Trap Zone.19
* **The Loop:**
  1. The newly placed Battlewasp Wind activates its effect, searching for a "Battlewasp" monster.
  2. The player uses on-field materials to Synchro Summon Battlewasp - Sachi the Ceremonial Bow.
  3. Sachi's effect is then activated. By **returning Battlewasp Wind from the field to the hand as cost**, Sachi grants the player an additional Normal Summon for a "Battlewasp" monster that turn.19
  4. Because Rapier's effect "places" Wind on the field rather than "activating" it, the player has not yet used their one-per-turn activation of a card named Battlewasp Wind. After paying the cost for Sachi's effect, Wind is back in the hand, and the player can now legally activate it for the first time that turn.

This interaction is a prime example of modern card design that leverages specific game mechanics. The distinction between "placing" a card and "activating" a card is paramount. Rapier bypasses the activation condition, setting up Sachi to recycle Wind as a cost. This transforms a single Continuous Spell into a recursive resource, providing two searches and an additional Normal Summon within the same turn. This loop is what elevates the deck from a linear swarm strategy into a true combo engine capable of generating overwhelming card advantage from a single starter.

### Table 1: Battlewasp Search & Summon Matrix

To visualize the flow of resources within the archetype, the following table outlines the primary search and summon capabilities of the core "Battlewasp" cards.

| **Card Name** | **Searches from Deck** | **Special Summons from Hand/Deck** | **Revives from Graveyard** |
| --- | --- | --- | --- |
| **Battlewasp - Sting the Poison** | Any "Battlewasp" monster | - | - |
| **Battlewasp - Arbalest the Rapidfire** | - | "Battlewasp" monster (when destroyed) | Level 3 or lower Insect (on Normal Summon) |
| **Battlewasp Wind** | "Battlewasp" monster with less ATK | - | - |
| **Revival Swarm** | - | - | "Battlewasp" monster |
| **Summoning Swarm** | - | - | Level 4 or lower "Battlewasp" monsters |
| **Battlewasp - Nest** | - | "Battlewasp" monster (from Hand or Deck) | - |

This matrix provides an at-a-glance reference for how the deck maintains its momentum, distinguishing between cards that start plays (searchers), extend them (summoners), and recover resources (revivers).

## Section 3: Orchestrating Armageddon - Core Combo Lines

With an understanding of the individual pieces and the advantage engine, one can map out the deck's primary combo sequences. These lines demonstrate how the archetype converts a small number of starting cards into a dominant board state.

### The Premier "1.5-Card" Combo (Rapier + Discard)

This is the deck's most potent opening, leveraging the Battlewasp Wind loop to its fullest extent. The combo requires Battlewasp - Rapier the Onslaught and any other Insect monster to discard.19

1. **Initiation:** Activate Battlewasp - Rapier the Onslaught in hand, discarding an Insect. Special Summon Rapier and place Battlewasp Wind from the Deck into the Spell & Trap Zone.
2. **First Search & Synchro:** Activate Wind, targeting Rapier, to search Battlewasp - Pin the Bullseye. Special Summon Pin. Use Wind's second effect to treat Rapier as a Tuner. Synchro Summon Rapier (Level 5 Tuner) + Pin (Level 1) into Battlewasp - Sachi the Ceremonial Bow (Level 6).
3. **The Wind Loop:** Activate Sachi's effect, returning Wind to the hand as cost to gain an additional Normal Summon. Immediately activate Wind from the hand.
4. **Second Search & Extension:** Use the additional Normal Summon on Battlewasp - Arbalest the Rapidfire. Activate Arbalest as Chain Link 1 and Wind as Chain Link 2. Wind resolves, searching Battlewasp - Twinbow the Attacker. Arbalest resolves, reviving Pin the Bullseye from the Graveyard.
5. **Synchro Climb:** Special Summon Twinbow from the hand. Activate Rapier's effect in the Graveyard, banishing it to reduce Sachi's Level by 1 (making it Level 5). Synchro Summon Sachi (Level 5 Tuner) + Twinbow (Level 3) into Diabolantis the Menacing Mantis (Level 8).
6. **Graveyard Setup:** Activate Diabolantis's effect to send Gokipole from the Deck to the Graveyard. Gokipole's effect triggers, adding Resonance Insect from the Deck to the hand.
7. **Continuation:** At this point, the combo has established multiple monsters on the field, set up the Graveyard, and generated card advantage. The sequence continues by using the remaining monsters to Link Summon into the "Beetrooper" and other generic Insect monsters that form the final end board.

### Alternative Starters and Recovery Plays

While the Rapier line is optimal, the deck has other viable, albeit less explosive, starting points.

* **Sting + Extender:** The most common alternative begins with a Normal Summon of Battlewasp - Sting the Poison, which searches for Battlewasp - Twinbow the Attacker. Twinbow is then Special Summoned, providing the materials for a Level 5 Synchro Summon. This is a simpler, two-card combo that establishes an initial board presence.
* **Arbalest Recovery:** Battlewasp - Arbalest the Rapidfire serves as an excellent recovery tool. If a board is partially broken, a Normal Summon of Arbalest can revive a key Tuner like Sting from the Graveyard, restarting the engine and allowing the player to rebuild their board.

## Section 4: The Final End Board - Assembling a Fortress of Interruptions

The ultimate goal of the deck's extensive combos is to establish a multi-layered fortress of interruptions that can systematically dismantle an opponent's turn. A fully realized end board, synthesized from various high-potential decklists and combo guides, is not comprised solely of "Battlewasp" monsters but is a diverse array of Insect-type threats.4

* **The Multi-Layered Fortress:** A typical end board resulting from the full Rapier combo includes:
  + **Monster Negation (Omni):** Number 3: Cicada King, made using two Level 3 Insect monsters, can detach a material to negate a monster's effect on the field. This effect also allows the player to change an Insect's battle position, which can then trigger Cicada King's other effect to Special Summon an Insect from the Graveyard, creating a self-sustaining loop of negation and revival.1
  + **Monster Negation (Targeting):** A copy of Battlewasp - Sting the Poison left on the field provides a Quick Effect to Tribute another Insect and negate an opponent's monster effect.7
  + **Board Wipe:** Battlewasp - Grand Partisan the Revolution can be banished from the Graveyard (often via the effect of Heavy Cavalry of the Indestructible Insects on the opponent's turn) to trigger its effect to Special Summon itself and destroy cards the opponent controls up to the number of banished Insect monsters.16
  + **Targeted Destruction:** This comes from multiple sources. The searchable Trap Card Ragnaraika Hunting Dance provides targeted card destruction. Beetrooper Scale Bomber can Tribute itself to destroy a monster. Ragnaraika Stag Sovereign can destroy two monsters on the field whenever the opponent Special Summons from their Deck or Extra Deck.7
  + **Untargetable/Indestructible Beater:** Giant Beetrooper Invincible Atlas, a powerful Link-4 monster, is often protected from being targeted or destroyed by card effects by its own effect, providing a resilient anchor for the board.8
  + **Counter Trap Negation:** Beetrooper Fly & Sting, a searchable Counter Trap, can negate the activation of a Spell, Trap, or monster effect, providing a powerful and often unexpected layer of protection.19

The strength of this end board lies not just in the sheer number of interruptions, but in their diversity. It presents a complex web of synergistic threats that require multiple, specific answers to overcome. A single board-clearing card is often insufficient, as the board contains monster-based negates, a Counter Trap, various forms of destruction, and a protected boss monster. This forces the opponent into a difficult resource-management game, as each action they take risks triggering a different piece of the established fortress.

## Section 5: Beyond the Hive - The "Insect Pile" Symbiosis

The Battlewasp engine rarely operates in isolation. Its true power is unlocked when it serves as the explosive core of a larger "Insect Pile" deck, which combines the best elements of multiple Insect archetypes and generic support cards.

### The Beetrooper Partnership

The "Beetrooper" archetype provides the consistency, extension, and high-quality disruption that the Battlewasp engine inherently lacks.

* **Beetrooper Scout Buggy:** A premier consistency tool. When Normal or Special Summoned, it can Special Summon another copy of itself from the hand, Deck, or Graveyard. This one card provides two Level 3 bodies, perfect for making Number 3: Cicada King or Link Summoning into Beetrooper Armor Horn.27
* **Beetrooper Armor Horn:** A crucial Link-2 monster. Its effect grants an additional Normal Summon of an Insect monster. This is vital, as it allows the player to use their standard Normal Summon on a starter and then use the extra summon from Armor Horn on a card like Battlewasp - Sting the Poison to extend the combo further.8
* **Giant Beetrooper Invincible Atlas:** The deck's primary Link-4 boss monster. It protects all Insect monsters on the board from being targeted by card effects while it has 3000 or more ATK, and its own effect can Tribute a monster to Special Summon a "Beetrooper" from the Deck, providing both protection and extension.19
* **Beetrooper Support:** Cards like Beetrooper Sting Lancer (a searcher for "Beetrooper" Spells/Traps) and the Counter Trap Beetrooper Fly & Sting add layers of consistency and powerful disruption that are absent in the pure Battlewasp archetype.19

### Generic Insect Powerhouses

Beyond specific archetypes, the deck leverages some of the most powerful generic Insect support cards ever printed.

* **Resonance Insect:** This is arguably the most important non-Battlewasp monster in the deck. Its two effects are central to the main combo. When sent from the field to the Graveyard, it searches any Level 5 or higher Insect monster. When it is banished, it sends any Insect monster from the Deck to the Graveyard (a "Foolish Burial" effect). The deck's main combo repeatedly triggers both of these effects to search for key combo pieces and set up the Graveyard for future plays.7
* **Krawler Soma:** A potent extender that Special Summons itself from the hand by flipping an Insect monster on the field into face-down Defense Position. It then Special Summons two Level 2 "Krawler" monsters from the Deck. This single card provides a massive influx of material on the field for Link Summoning into the deck's powerful boss monsters.7
* **Gokipole:** When sent to the Graveyard, this card's effect searches for any Level 4 Insect monster, adding another layer of consistency and helping to find key extenders like Battlewasp - Arbalest the Rapidfire.3

The relationship between these different groups of cards is symbiotic. The Battlewasp engine acts as the "gas," providing the raw Special Summoning power and Synchro options needed to build a large board. The Beetrooper and generic support cards provide the "chassis"—the consistency, resilience, and high-quality interruptions that make that board truly formidable. The Insect-only summoning restriction imposed by many Battlewasp cards, which might seem like a drawback, is actually a synergistic strength. It forces the deck to commit fully to the most powerful generic Insect support available, creating a more unique and powerful strategy than any of the individual archetypes could achieve on their own.

## Conclusion: Strategic Outlook and Competitive Viability

The Battlewasp archetype, when integrated into a comprehensive "Insect Pile" strategy, stands as a formidable force in the TCG. Its strategic identity is defined by a dichotomy of immense strength and critical vulnerability.

**Strengths:**

* **Incredibly High Power Ceiling:** The deck is capable of executing some of the most extensive combos in the game, ending on a board with a diverse array of interruptions that can overwhelm even the most prepared opponents.4
* **Massive Advantage Generation:** Through recursive loops involving cards like Battlewasp Wind and Resonance Insect, the deck can generate enormous card advantage from a one or two-card investment.
* **Resilient and Diverse End Board:** The final board is not reliant on a single type of negation. It combines monster negates, a Counter Trap, multiple forms of destruction, and a protected boss monster, making it difficult to dismantle.

**Weaknesses:**

* **Vulnerability to Disruption:** The deck's primary weakness is its fragility. A single, well-timed "hand trap" like Ash Blossom & Joyous Spring or Nibiru, the Primal Being can often end the combo before it starts.4
* **Linearity:** The core combo lines, while powerful, are relatively linear. Experienced opponents can identify the key chokepoints and focus their disruption accordingly.
* **Difficulty Going Second:** Without drawing specific board-breaking cards, the deck struggles to play through an opponent's established board of interruptions. Its engine is designed to build a board, not break one.

Final Verdict:

The Battlewasp/Insect Pile strategy is best classified as a potent "rogue" deck. Its inherent fragility and susceptibility to common meta staples may prevent it from consistently achieving top-tier tournament results. However, its explosive power and high ceiling make it a significant threat that should not be underestimated. In the hands of a skilled pilot who has mastered its intricate combo lines and understands how to navigate potential disruptions, the deck is capable of defeating any strategy in the game. It represents an excellent choice for dedicated players who enjoy complex, high-synergy combo decks that reward deep system mastery.

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