# The Skyfang Brigade: A Comprehensive Analysis of the "Fur Hire" Archetype

## Introduction: All Paws on Deck

The "Fur Hire" archetype presents itself as a vibrant crew of anthropomorphic sky pirates and mercenaries, a theme reflected in their diverse monster Types and abilities.1 In the TCG, their name is a deliberate and notable pun on the phrase "For Hire," a unique localization choice that sets them apart from the standard naming conventions of the game.2 This thematic identity is deeply intertwined with their mechanical function.

The core strategic philosophy of the "Fur Hire" archetype is a potent swarm-and-control strategy. The primary game plan involves rapidly populating the field with multiple "Fur Hire" monsters. Each summon acts as a trigger, initiating a cascade of effects from other crew members on the field. This chain reaction is designed to generate overwhelming resource and card advantage, allowing the player to control the board and amass the necessary materials for powerful Extra Deck summons.1

Initially released as a self-contained, rogue strategy, the archetype has undergone a significant evolution. Its journey is a case study in how modern Yu-Gi-Oh! design can transform a deck's identity. While a "pure" build remains functional, the true competitive strength of "Fur Hire" now lies in its role as a compact and highly efficient "engine." Its ability to seamlessly integrate with dominant meta archetypes, most notably Spright and Runick, has elevated it from a fan-favorite curiosity to a formidable competitive force, capable of generating some of the most resilient and advantageous board states in the game.5

## Chapter 1: The Crew Roster - Main Deck Monster Analysis

The "Fur Hire" Main Deck monsters operate within a distinct, two-tiered symbiotic hierarchy. The low-level monsters, ranging from Level 1 to 4, function as the "Enablers." With one key exception, these monsters share a common activated effect that allows the player to Special Summon another "Fur Hire" monster from their hand. This initial summon is the catalyst that ignites the deck's engine, as it then triggers the unique secondary effects of each Enabler on the field, creating a chain of value.1 In contrast, the high-level monsters, Levels 5 and above, are the "Payoffs." They lack the inherent ability to summon others from the hand but possess powerful, disruptive effects that serve as the culmination of the turn's summoning chain. The power of these commanders is directly contingent on the board presence established by their low-level crewmates, creating a clear strategic flow: use the small monsters to build a board and summon the bosses, whose abilities secure that board and disrupt the opponent.8

### The Vanguard - Starters and Extenders

* **Rex, Freight Fur Hire (The Premier Starter):** As a Level 2 EARTH Dinosaur, Rex is the deck's most important and versatile starter. Upon being Normal or Special Summoned, his effect allows the player to add any "Fur Hire" Spell or Trap card from the Deck to the hand, providing unparalleled consistency.10 His second effect is a Quick Effect that can be activated from the Graveyard during the Main Phase. By banishing himself, Rex can target another "Fur Hire" card in the Graveyard and either add it to the hand or, if it is a monster, Special Summon it.11 This Graveyard effect is the cornerstone of the deck's interactive end board, providing a crucial way to trigger effects like Donpa's for disruption during the opponent's turn.10 His status as the deck's best Normal Summon is further enhanced by his Dinosaur typing, which makes him searchable via the generic Spell Card  
  Fossil Dig, a staple inclusion that effectively increases the number of one-card starters in any competitive build.10
* **Beat, Bladesman Fur Hire (The Primary Searcher):** Beat represents the classic starter for the archetype. While he possesses the standard effect to Special Summon a "Fur Hire" from the hand, his true value lies in his trigger effect. If another "Fur Hire" monster is Special Summoned to the field while Beat is present, he can search the deck for any "Fur Hire" monster and add it to the hand.8 This makes Beat the engine's primary toolbox, capable of finding the exact piece needed for any situation—whether it's the boss monster  
  Rafale, Champion Fur Hire to establish a negate, or an extender like Filo, Messenger Fur Hire to continue the combo and build towards a Link Summon.10
* **Filo, Messenger Fur Hire (The Graveyard Extender):** This Level 1 Winged Beast is a critical extender. When another "Fur Hire" is Special Summoned, Filo's effect triggers, allowing him to Special Summon a "Fur Hire" monster from the Graveyard in Defense Position.8 Filo is essential for maximizing the number of monsters on the field in a single turn. By effectively turning the Graveyard into a second hand, he provides the additional bodies required for Link Summoning the deck's powerful boss monsters. His ability to revive a monster used earlier in the turn is often the key to assembling the three differently-Typed monsters needed to summon the archetype's flagship monster,  
  Folgo, Justice Fur Hire.10
* **Seal, Strategist Fur Hire (The Hand Recycler):** Seal's role is crucial for the deck's grind game and resource management. When another "Fur Hire" is Special Summoned, Seal's effect allows the player to add one "Fur Hire" monster from the Graveyard back to the hand.9 While less explosive than Filo's field extension, Seal's ability to recover resources is vital for maintaining advantage over multiple turns. He ensures that monsters used for Link Summons or discarded as the cost for the negation effects of  
  Rafale or Wiz, Sage Fur Hire are not permanently lost, creating a sustainable loop of advantage that can outlast an opponent's resources.10

### The Specialists - On-Field Utility & Disruption

Beyond the primary starters and extenders, the "Fur Hire" crew includes a number of specialists whose trigger effects provide removal and utility.

* **Donpa, Marksman Fur Hire (Face-Up Removal):** Donpa is the deck's most important piece of in-engine removal. Upon the Special Summon of another "Fur Hire," his effect can be activated to target and destroy one face-up card on the field.1 While useful for clearing the board during the player's own turn, Donpa's true power is realized when his effect is triggered as a form of disruption during the opponent's turn. By using a Quick-Play Spell like  
  Mayhem Fur Hire or the Graveyard effect of Rex, Freight Fur Hire to summon a monster, Donpa's destruction effect becomes a Quick Effect, capable of interrupting key opponent plays and triggering the powerful draw effect of Folgo.1
* **Recon, Scout Fur Hire (Face-Down Removal):** Recon serves as the counterpart to Donpa, providing dedicated removal for set cards. When another "Fur Hire" is Special Summoned, Recon can target and destroy one Set card on the field.1 This gives the deck an answer to problematic back-row cards and, like Donpa, can be used proactively during the opponent's turn to dismantle their defenses before they can be utilized.1
* **Bravo, Fighter Fur Hire & Helmer, Helmsman Fur Hire (Utility Crew):** Rounding out the low-level crew are Bravo and Helmer. Bravo provides a field-wide boost of 500 ATK and DEF to all "Fur Hire" monsters, which can be crucial for pushing for game-ending damage.8 Helmer offers card cycling; when triggered, he allows the player to discard one "Fur Hire" card to draw a new card, helping to dig for key combo pieces and set up the Graveyard with resources for cards like Filo and Rex.8

#### Low-Level 'Fur Hire' Trigger Effects

To provide a clear, visual reference for the core engine, the functions of the low-level "Fur Hire" monsters can be summarized as follows. This table serves as a quick-reference guide for identifying the role each member of the crew plays within a combo sequence.

| Monster Name | Level/Attribute/Type | Trigger Effect (On another "Fur Hire" Special Summon) | Strategic Role |
| --- | --- | --- | --- |
| Beat, Bladesman Fur Hire | 3/EARTH/Warrior | Add 1 monster "Fur Hire" from Deck to hand. | Monster Searcher |
| Filo, Messenger Fur Hire | 1/WIND/Winged Beast | Special Summon 1 monster "Fur Hire" from GY. | Field Extender |
| Seal, Strategist Fur Hire | 3/DARK/Beast | Add 1 monster "Fur Hire" from GY to hand. | Hand Recycler |
| Donpa, Marksman Fur Hire | 2/WIND/Beast | Target 1 face-up card on the field; destroy it. | Face-Up Removal |
| Recon, Scout Fur Hire | 2/WIND/Beast | Target 1 Set card on the field; destroy it. | Face-Down Removal |
| Bravo, Fighter Fur Hire | 4/FIRE/Warrior | All monsters "Fur Hire" gain 500 ATK/DEF. | ATK Booster |
| Helmer, Helmsman Fur Hire | 3/WATER/Aqua | Discard 1 card "Fur Hire"; draw 1 card. | Card Cycler |

### The Commanders - High-Level Boss Monsters

* **Rafale, Champion Fur Hire (The Monster Negator):** As the deck's premier in-archetype boss monster, Rafale provides both card advantage and interaction. When he is Special Summoned, his effect allows the player to excavate cards from the top of the Deck equal to the number of other differently named "Fur Hire" monsters on the field, adding one to the hand.8 His most critical ability, however, is his Quick Effect: by discarding one "Fur Hire" card, he can negate the activation of an opponent's monster effect.8 This makes him a key component of the standard end board, providing a crucial layer of protection and disruption.7
* **Wiz, Sage Fur Hire (The Spell/Trap Negator):** Wiz serves as the perfect complement to Rafale. Her Quick Effect allows the player to discard a "Fur Hire" card to negate the activation of a Spell or Trap card or effect.8 While Rafale protects the board from monster-based threats, Wiz shields the established field from powerful board-wipes like  
  Raigeki and Evenly Matched, or other forms of Spell-based disruption that could dismantle the player's setup.20
* **Dyna, Hero Fur Hire & Sagitta, Maverick Fur Hire (Defensive Commanders):** Dyna and Sagitta offer powerful defensive utility. When Special Summoned, Dyna can banish cards from the opponent's Graveyard, providing valuable disruption against GY-reliant strategies. Furthermore, he forces the opponent's monsters to attack him before any other "Fur Hire" monster, acting as a shield for the more fragile members of the crew.10 Sagitta, on the other hand, grants targeting protection to all other "Fur Hire" monsters, making the board significantly harder for the opponent to dismantle with targeted effects.8

## Chapter 2: The Armoury - Archetypal Spells & Traps

The archetypal Spell cards are not merely supplementary tools; they are surgically designed solutions to the deck's most significant structural weakness: its heavy reliance on a successful Normal Summon to begin its plays. Analysis of the deck's vulnerabilities consistently identifies the Normal Summon as the primary chokepoint; if the first monster's effect is negated, the turn can often end abruptly.22 The key "Fur Hire" Spells directly address this issue by providing alternative methods to place a monster on the field.

Rookie Fur Hire bypasses the Normal Summon entirely by tributing a monster to summon directly from the Deck.25

Mayhem Fur Hire provides revival from the Graveyard.9 The new Field Spell,

Fandora, the Fearsome Flying Furtress, can Special Summon from the Deck if a "Fur Hire" monster is destroyed by an opponent's card effect.26 These cards are not generic support; they are custom-built fail-safes designed to ensure the strategy can function even through targeted disruption.

* **Rookie Fur Hire (The Deck Summoner):** This Quick-Play Spell is the lynchpin of the deck's most efficient one-card combo. Its effect allows the player to tribute one monster to Special Summon a "Fur Hire" monster from the hand or Deck whose Level is exactly one higher or one lower than the tributed monster's.25 When searched by the Normal Summon of  
  Rex, Freight Fur Hire, Rookie Fur Hire can then be activated to tribute Rex (Level 2), allowing the player to Special Summon Beat, Bladesman Fur Hire (Level 3) directly from the Deck. This interaction turns a single card (Rex) into a full combo starter, bypassing the need to have multiple "Fur Hire" monsters in the opening hand.13
* **Mayhem Fur Hire (The Quick Revive):** Mayhem Fur Hire is a Quick-Play Spell that targets one "Fur Hire" monster in the Graveyard and Special Summons it in Defense Position.9 This card is a vital tool for both recovery and disruption. During the player's turn, it can extend combos by reviving a monster to be used as Link material. More powerfully, it can be activated during the opponent's turn to Special Summon a monster like  
  Donpa, whose effect will then trigger to destroy an opponent's card. This interaction can, in turn, trigger the effect of Folgo, Justice Fur Hire, creating a chain of advantageous plays that disrupt the opponent while generating resources for the player.1
* **Fandora, the Flying Furtress & Fandora, the Fearsome Flying Furtress (The Command Ships):** The archetype has two Field Spells. The original, Fandora, the Flying Furtress, offers a slow search effect by forgoing the normal draw or a conditional board wipe if five or more different "Fur Hire" monsters are on the field.17 The new Field Spell from  
  *Burst Protocol*, Fandora, the Fearsome Flying Furtress, is a significant upgrade. It provides a consistent search effect that allows the player to add any "Fur Hire" monster from the Deck to the hand at the cost of a discard, helping to set up the Graveyard. Crucially, it also possesses a floating effect: if a face-up "Fur Hire" monster is destroyed by an opponent's card effect, Fandora allows the player to Special Summon a "Fur Hire" monster from the Deck, adding a layer of resilience and recovery to the strategy.26

## Chapter 3: The Flagship - Extra Deck Monsters

The "Fur Hire" Link Monsters are not simply powerful finishers; they function as central combo hubs designed to amplify and refuel the archetype's core gameplay loop. Their effects provide continuation rather than finality, turning a modest board presence into an explosive and sustainable resource advantage. Folgo, Justice Fur Hire's primary effect is to Special Summon a monster directly from the Deck, the most powerful form of summoning in the game, which immediately extends the current combo.17 His secondary effect, which allows the player to draw up to three cards, creates a potent feedback loop: use an on-field "Fur Hire" like

Donpa to destroy an opponent's card, and Folgo immediately refills the hand with more resources and potential disruption.4 Similarly,

Donner, Dagger Fur Hire's effect to tribute a monster to summon others from the hand or Graveyard is a mechanism for resetting the board, dodging targeted effects, and triggering additional "Fur Hire" abilities.12 These monsters are facilitators of the strategy, not just the culmination of it.

* **Folgo, Justice Fur Hire (The Admiral of the Fleet):** Folgo is the undisputed heart of the "Fur Hire" strategy. A Link-3 monster that requires three monsters with different Types as material, his summoning is the primary goal of nearly every combo line.4 Upon being Link Summoned, his effect allows the player to Special Summon one "Fur Hire" monster from the Deck with a different Type than the monsters used for his summon, providing a massive extension to the combo.10 His second effect is the deck's main source of card advantage: if a card(s) the opponent controls is destroyed by battle or card effect, the player can draw one card. If the player controls three or more "Fur Hire" monsters with different names at that time, they draw three cards instead.17 The ability to trigger this "Draw 3" effect during the opponent's turn is the deck's signature power play, creating an overwhelming and often insurmountable resource gap.4
* **Donner, Dagger Fur Hire (The First Mate):** Donner is a crucial intermediary Link-2 monster that requires two monsters with different Types. Her primary utility comes from her second effect, which allows the player to tribute one monster to Special Summon a "Fur Hire" monster with a different original name from the hand or Graveyard. If the tributed monster was a Link Monster, the player can Special Summon a second such monster.12 This effect is incredibly versatile; it can be used to dodge an opponent's targeting effect, extend combos by reviving key monsters like  
  Rex or Beat, and manipulate the board state to facilitate the summoning of Folgo.6

## Chapter 4: The Battle Plan - Core Combos and End Boards

The fundamental principle of any "Fur Hire" combo is a chain of Special Summons. The sequence begins with a Normal Summon, which then uses its effect to Special Summon another "Fur Hire" from the hand. This new monster's arrival on the field then triggers the secondary effects of all other "Fur Hire" monsters already present, creating a cascade of searches, revivals, and removals that build upon each other.1

### The One-Card Combo: Rex, Freight Fur Hire

The deck's most efficient combo begins with a single copy of Rex, Freight Fur Hire or a card that can search it, such as Fossil Dig.

1. Normal Summon Rex, Freight Fur Hire.
2. Activate Rex's on-summon effect to add the Quick-Play Spell Rookie Fur Hire from the Deck to the hand.10
3. Activate Rookie Fur Hire, tributing the Level 2 Rex on the field to Special Summon the Level 3 Beat, Bladesman Fur Hire directly from the Deck.13
4. Activate Beat's effect to Special Summon another "Fur Hire" from the hand (for this example, Filo, Messenger Fur Hire).
5. The summon of Filo triggers the effects of both Beat and Filo simultaneously. The player can choose the chain order. A standard sequence is Chain Link 1: Beat's effect, to search Rafale, Champion Fur Hire from the Deck. Chain Link 2: Filo's effect, to Special Summon the Rex from the Graveyard.10
6. The chain resolves, resulting in a field of Beat, Filo, and Rex, with Rafale added to the hand. These three monsters, being of different Types (Warrior, Winged Beast, Dinosaur), are the exact materials needed to Link Summon Folgo, Justice Fur Hire.

### The Ideal End Board & The "Draw 3" Loop

The primary goal of the "Fur Hire" combo is to establish an interactive board that can disrupt the opponent while generating massive card advantage. The ideal end board consists of Folgo, Justice Fur Hire and Donpa, Marksman Fur Hire on the field, with Rex, Freight Fur Hire and Rafale, Champion Fur Hire in the Graveyard.7 This setup enables the deck's signature "Draw 3" loop during the opponent's turn.

**Executing the Loop (During Opponent's Main Phase):**

1. When the opponent commits a resource to the field, such as by Normal Summoning a monster, the "Fur Hire" player activates the Quick Effect of Rex in their Graveyard. By banishing himself, Rex Special Summons Rafale from the Graveyard.7
2. The successful summon of Rafale triggers multiple effects simultaneously. To protect the most important effects from being negated by a card like Ash Blossom & Joyous Spring, the player builds the chain carefully. A common order is: Chain Link 1: Rafale's effect to excavate. Chain Link 2: Donpa's effect to target and destroy the opponent's monster.7
3. The chain resolves backward. Donpa's effect resolves first, destroying the opponent's card.
4. Because an opponent's card was just destroyed by a card effect, a new chain begins. Folgo's effect triggers. Since there are at least three differently named "Fur Hire" monsters on the field (Folgo, Donpa, Rafale), the player draws three new cards.7
5. Finally, Rafale's effect at Chain Link 1 resolves, allowing the player to excavate and add another card to their hand.

The result of this single, elegant sequence is devastating. The player has destroyed an opponent's key card, drawn three new cards, added a fourth card via excavation, and established a 2800 ATK monster with a live monster effect negation on the field. This interaction is the primary win condition of the deck and the reason for its enduring competitive potential.

## Chapter 5: Forging Alliances - Hybrid Strategies

The modern competitive identity of "Fur Hire" is not as a standalone deck, but as an elite engine—a "service provider" for other, more powerful strategies. Its core function is to efficiently convert one or two cards from the hand into multiple on-field monsters with specific, desirable properties, namely being Level 2 and possessing a variety of monster Types. This service is then leveraged by archetypes like Spright and Runick, which use these bodies as fuel for their own superior disruption and win conditions. The "Fur Hire" engine provides the board presence and resource generation; the partner archetypes provide the oppressive power and resilience that define a top-tier deck. This synergistic relationship is not one of a weaker deck being carried, but of an efficient engine actively enabling a more powerful strategy to reach its full potential.6

### Synergy with the Spright Engine

* **The Connection:** The core "Fur Hire" starters and extenders—Rex, Donpa, and Recon—are all Level 2 monsters. This is a perfect mechanical match for the Spright archetype, which revolves around Level 2 monsters. A single "Fur Hire" monster on the field, such as one summoned by Folgo, can immediately act as a starter for the entire Spright line of play, beginning with the Special Summon of Spright Blue from the hand.6
* **The Advantage:** The Spright engine adds multiple layers of powerful, easily accessible negation through Spright Red (monster negate) and Spright Carrot (Spell/Trap negate). It also provides potent extenders like Spright Jet and the Xyz Monster Gigantic Spright, which can summon another Level 2 monster directly from the Deck. This integration makes the end board significantly more resilient and interactive than what a pure "Fur Hire" build can achieve.6

### Synergy with the Runick Engine

* **The Connection:** The Runick engine functions through a series of Quick-Play Spells that provide various forms of disruption while also Special Summoning Fusion monsters like Hugin the Runick Wings from the Extra Deck.33 These Fusion monsters serve as additional bodies with different Types, helping to fulfill the summoning requirements for  
  Folgo and Donner. The true synergy, however, lies in the interaction between the Field Spell Runick Fountain and Folgo. Runick Fountain allows the player to draw cards during either player's turn by recycling Runick spells. When this is combined with Folgo's "Draw 3" effect, it can lead to turns where the player draws six or more cards, creating an insurmountable resource advantage.6
* **The Advantage:** The Runick engine provides a powerful grind game, a diverse suite of disruption effects (destruction, negation, banishing), and protection for key Field Spells. This makes the overall strategy far more difficult for the opponent to break apart.

### The Apex Predator: Runick Spright Fur Hire Combo

The most potent version of the deck combines all three engines. A typical combo line with a starting hand of Rex, Freight Fur Hire and any Runick Quick-Play Spell demonstrates this synergy:

1. Activate the Runick spell to summon Hugin the Runick Wings. Use Hugin's effect, discarding a card, to search for Runick Fountain.32
2. Normal Summon Rex, Freight Fur Hire. Use its effect to search Rookie Fur Hire.32
3. Activate Rookie Fur Hire, tributing Hugin to Special Summon Beat, Bladesman Fur Hire from the Deck.
4. Link Summon Donner, Dagger Fur Hire using Beat and Rex. Activate Donner's effect, tributing itself to Special Summon Beat and Rex back from the Graveyard.32
5. Beat's effect triggers, searching for Rafale, Champion Fur Hire. Beat's other effect then Special Summons Rafale from the hand.
6. Rafale's effect triggers, excavating cards for advantage.
7. At this point, the field contains Beat, Rex, and Rafale. Link these three into Folgo, Justice Fur Hire.
8. Folgo's effect triggers, Special Summoning Donpa, Marksman Fur Hire (a Level 2 monster) from the Deck.32
9. With Donpa on the field, the player can now begin their Spright combos, using the monsters on board to build into Gigantic Spright, Spright Elf, and establish negates with Spright Red or Carrot.

The resulting end board is a multi-layered fortress of disruption, featuring the "Draw 3" loop with Folgo and Donpa, a monster negate with Rafale, additional negates from the Spright monsters, and continuous card draw from Runick Fountain.

## Conclusion: A Mercenary's Legacy

The "Fur Hire" archetype has proven to be a dynamic and resilient force in the Yu-Gi-Oh! TCG. Its journey from a standalone concept to a core component of meta-defining strategies highlights its powerful and flexible design.

### Summary of Strengths

* **Explosive Resource Generation:** The archetype's defining strength is its ability to convert a small number of starting cards into a full board and a replenished hand. The loop created by Folgo, Donpa, and Rex is one of the most efficient and powerful card advantage engines in the game.1
* **High Strategic Ceiling:** The combos are often non-linear, allowing a skilled player to adapt their lines of play based on their hand and the opponent's board. This rewards deep knowledge of the archetype's interactions and provides a high degree of player expression.4
* **Premier Engine for Hybrid Decks:** The true power of "Fur Hire" is realized when it functions as a foundational engine for top-tier strategies. Its ability to generate multiple Level 2 bodies with varied Types makes it the perfect enabler for archetypes like Spright and Runick.6

### Summary of Weaknesses

* **Vulnerability at the Chokepoint:** Despite the addition of cards that mitigate this issue, the deck remains highly susceptible to disruption targeting its Normal Summon or first extender. A well-timed hand trap such as Ash Blossom & Joyous Spring, Effect Veiler, or Infinite Impermanence can stop a combo before it begins.6
* **Susceptibility to Floodgates:** Due to the high number of Special Summons required to execute its combos, the deck is extremely vulnerable to cards like Nibiru, the Primal Being.6 Furthermore, continuous Traps that restrict summoning or monster Types, such as  
  There Can Only Be One, can cripple the strategy entirely.35

### Final Verdict

"Fur Hire" has successfully navigated the evolving landscape of modern Yu-Gi-Oh! by transitioning from a self-reliant rogue strategy into a vital competitive engine. Its capacity for generating board presence and card advantage is elite, cementing its place as a cornerstone of some of the game's most powerful hybrid decks. Success with the archetype demands a mastery not only of its own intricate summoning chains but also of its synergistic partners. For the duelist willing to learn its complexities, the Skyfang Brigade offers an incredibly high-ceiling, dynamic, and rewarding gameplay experience.

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