# The Dungeon Master's Handbook: A Deep Dive into the Generaider Archetype

## Introduction: The "RPG Boss Fight" Archetype

The Generaider archetype presents a unique and compelling strategy within the Yu-Gi-Oh! Trading Card Game, designed to simulate the experience of a player encountering a series of formidable boss monsters in a role-playing game (RPG).1 Its identity is forged in a reactive playstyle, with its most impactful maneuvers executed not during its own turn, but during the opponent's. The core strategic objective is not to construct an impervious board on the first turn, but rather to establish a persistent resource loop. This loop, facilitated by a critical Field Spell, allows the player to continuously summon powerful, disruptive monsters directly from the deck, systematically dismantling the opponent's strategy and grinding them out of resources over the course of a duel.4 This report will deconstruct the Generaider archetype, from its fundamental engine components to its most intricate hybrid strategies, offering a comprehensive analysis of its internal synergies, combo pathways, and its position within the competitive landscape.

## Section 1: The Core Engine - The Stage and its Actors

The entire Generaider strategy is built upon a small but powerful core of cards that work in concert to establish a unique and challenging game state for the opponent. Understanding these foundational pieces is essential to piloting the deck effectively.

### The Heart of the Dungeon: Generaider Boss Stage

At the very center of the archetype lies the Field Spell, Generaider Boss Stage. The deck's functionality is so intrinsically tied to this single card that its presence or absence on the field often determines the outcome of the game.4 Its power is derived from two distinct and synergistic effects.

The first effect states: "Once per turn, if a card(s) is added from the Main Deck to your opponent's hand (except during the Damage Step): You can Special Summon 1 'Generaider' monster from your Deck in Defense Position".7 This is the lifeblood of the deck. It ingeniously turns the opponent's most common actions—searching for combo pieces or even their mandatory draw for the turn—into a direct advantage for the Generaider player, allowing them to field a powerful boss monster at no cost.3 This reactive summoning mechanic fundamentally dictates the deck's tempo, forcing a passive stance during one's own turn in preparation for a flurry of activity during the opponent's.

The second effect provides the fuel for the summoned bosses: "If you Special Summon a 'Generaider' monster(s) during your opponent's turn... You can Special Summon as many 'Generaider Tokens'... as possible".7 These tokens are far more than mere defensive bodies; they are the primary currency used to pay the tribute costs for the powerful Quick Effects of the Generaider boss monsters. This creates a self-sustaining cycle where summoning a boss generates the tokens needed to activate its abilities, ensuring the engine can continue to function turn after turn.4

While the card is resilient to effect negation like Ash Blossom & Joyous Spring—which will negate the summon but leave the Field Spell on the board to be used again later—its physical removal is catastrophic.11 This vulnerability makes protecting and recovering

Generaider Boss Stage the highest priority in any duel.

### The Heralds and Starters: Loptr, Vala, and Mardel

To ensure the all-important Boss Stage is active, the archetype relies on several key starter monsters that initiate its game plan.

* **Loptr, Shadow of the Generaider Bosses:** Widely considered the deck's premier one-card starter, Loptr is the most efficient way to begin setting up.4 Upon being Normal Summoned, a player can use its Quick Effect to tribute  
  Loptr itself and Special Summon Mardel, Generaider Boss of Light from the deck. Mardel, in turn, will activate its effect to search for Generaider Boss Stage, establishing the entire engine from a single card.11 Furthermore,  
  Loptr's ability to tribute any "Generaider" monster to summon a different one from the deck serves as a versatile tool for accessing the correct boss monster for a given situation or dodging an opponent's targeting effect.3
* **Vala, Seidhr of the Generaider Bosses:** This monster was a revolutionary addition, single-handedly solving the archetype's most significant structural flaw: drawing the high-level, unsummonable boss monsters.13 Before  
  Vala, drawing multiple Level 9 Generaiders was often a death sentence, forcing players to use larger deck counts to minimize this risk.10  
  Vala transforms this liability into an asset. By discarding another "Generaider" monster, Vala can Special Summon itself from the hand or Graveyard. Upon being summoned, its second effect triggers, allowing the player to Special Summon another "Generaider" monster from their hand or Graveyard.3 This turns a previously "dead" card in hand into a powerful play that can establish two Level 9 monsters on the field, enabling immediate Xyz Summons and dramatically improving the deck's consistency and recovery.
* **Mardel, Generaider Boss of Light:** As the primary in-archetype searcher, Mardel's role is simple but crucial. Whenever it is Special Summoned, its effect allows the player to add one "Generaider" card or one Plant monster from the deck to the hand.3 This is the most direct path to acquiring  
  Generaider Boss Stage, but it can also be used to search for other key pieces like Loptr for follow-up plays or Hela, Generaider Boss of Doom for recursion.

### The Support Crew: In-Archetype Spells & Traps

A small suite of powerful Spell and Trap cards provides the consistency, protection, and recovery necessary to keep the engine running.

* **Generaider Boss Quest:** This Normal Spell is a vital consistency tool. By revealing a "Generaider" monster in hand, it allows the player to search for up to two "Generaider" Spells or Traps with different names.4 This can fetch both  
  Generaider Boss Stage and Generaider Boss Fight, providing not only the engine's core but also a way to trigger it or recover it if destroyed.
* **Generaider Boss Fight:** This Normal Trap serves multiple functions. Its primary use is to activate Generaider Boss Stage directly from the deck or Graveyard, offering a critical recovery option.3 However, its secondary clause is just as important: it forces the opponent to draw one card. This is not a drawback but a feature; activating this card during the opponent's turn will immediately trigger the effect of the  
  Boss Stage it just placed on the field, resulting in an instant Special Summon from the deck.9
* **Generaider Boss Room:** This Continuous Trap acts as a layer of protection for the deck's fragile setup. When the opponent activates an effect in response to a "Generaider" card's activation, Boss Room allows the player to discard one card to change the opponent's effect to "each player draws 1 card".6 This can protect  
  Boss Stage from removal effects like Ghost Ogre & Snow Rabbit and has the added benefit of potentially triggering Boss Stage's own summon effect.

| Card Name | Effect Type | Target | Requirement/Cost | Notes |
| --- | --- | --- | --- | --- |
| Mardel, Generaider Boss of Light | Search | 1 "Generaider" card or 1 Plant monster | On Special Summon | Primary route to Generaider Boss Stage. |
| Loptr, Shadow of the Generaider Bosses | Summon from Deck | 1 Level 9 "Generaider" monster | Tribute 1 "Generaider" monster (Quick Effect) | Toolbox effect for specific threats. |
| Vala, Seidhr of the Generaider Bosses | Summon from Hand/GY | Itself + 1 "Generaider" monster | Discard 1 "Generaider" monster | Brick mitigation and combo extension. |
| Generaider Boss Quest | Search | Up to 2 "Generaider" Spells/Traps | Reveal 1 "Generaider" monster in hand | Searches Boss Stage and recovery/protection. |
| Generaider Boss Fight | Activate from Deck/GY | 1 "Generaider" Field Spell | Trap Card activation | Recovery and proactive trigger for Boss Stage. |

## Section 2: The Boss Monsters - An Arsenal of Interruptions

The Generaider boss monsters are the heart of the deck's interactive strategy. Each one possesses a unique Quick Effect that provides a different form of disruption, allowing the player to tailor their response to the opponent's actions. The Main Deck bosses form a versatile toolbox for controlling the game, while the Extra Deck bosses provide a clear and powerful path to victory.

| Monster Name | Primary Function | Cost | Strategic Use Case |
| --- | --- | --- | --- |
| Harr, Boss of Storms | Omni-Negate & Hand Rip | Tribute 2 Generaider/Spellcaster | The primary disruption tool. Stops key opponent plays. |
| Nidhogg, Boss of Ice | Summon Negate | Tribute 1 Generaider/Wyrm | Counters decks reliant on a key monster summon. |
| Utgarda, Boss of Delusion | Non-Targeting Banish | Tribute 2 Generaider/Rock | Removes problematic, indestructible, or untargetable cards. |
| Frodi, Boss of Swords | Targeted Destruction | Tribute X Generaider/Warrior | Board clearing, but gives the opponent draws. |
| Hela, Boss of Doom | GY Revival | Tribute 1 Generaider/Zombie | Recovers resources and extends plays. |
| Laevatein, Boss of Shadows | Board Breaker / Xyz Enabler | 2+ Level 9 Monsters | Summons Jormungandr and attaches opponent's cards as material. |
| Jormungandr, Boss of Eternity | Resource Drain & Finisher | Detach 1 Material | Forces draws and attaches cards from hand/field, synergizes with Harr. |

### The Main Deck Bosses: Your Rogues' Gallery

These are the monsters summoned directly from the deck by Generaider Boss Stage, each offering a specific tool for the situation at hand.

* **Harr, Generaider Boss of Storms:** The undisputed premier boss of the Main Deck, Harr is the monster a player will summon with Boss Stage in the vast majority of situations.3 It boasts two formidable effects. The first is a passive trigger: if the opponent adds a card from their deck to their hand outside of the Draw Phase,  
  Harr forces them to send one monster from their hand or field to the Graveyard.9 The second is a powerful omni-negate: by tributing two "Generaider" and/or Spellcaster monsters, it can negate the activation of any card or effect and destroy it.3 This combination of resource denial and negation makes  
  Harr the cornerstone of the deck's defensive strategy.
* **Nidhogg, Generaider Boss of Ice:** This boss provides a crucial summon negation. By tributing itself and one other "Generaider" or Wyrm monster, it can negate a Special Summon and destroy the monster(s).3 This is invaluable for stopping the opponent from accessing key Extra Deck monsters or starting their main combo.
* **Utgarda, Generaider Boss of Delusion:** Utgarda is the deck's problem-solver. By tributing two "Generaider" and/or Rock monsters, it can banish one card on the field without targeting it.3 This provides a clean out to threats that are indestructible by card effects or cannot be targeted, which are common hurdles for many other strategies.
* **Frodi, Generaider Boss of Swords:** Frodi acts as a form of mass removal, allowing the player to tribute any number of "Generaider" and/or Warrior monsters to destroy an equal number of cards on the field.9 However, this power comes with a significant drawback: the opponent draws a card for each of their monsters destroyed by this effect. This makes  
  Frodi a high-risk, high-reward option, best used to clear a path for a game-winning attack.
* **Hela, Generaider Boss of Doom:** Hela is the engine of recursion. By tributing one "Generaider" or Zombie monster, it can Special Summon a different "Generaider" or Zombie monster from the Graveyard.9 In a long, drawn-out duel,  
  Hela is essential for recycling key bosses like Harr and maintaining pressure on the opponent.

The design of these bosses, which allows them to tribute either "Generaider" monsters or monsters of their own Type (e.g., Spellcaster, Zombie), is a clear invitation for hybridization. This encourages players to explore synergies with external archetypes, such as pairing Harr with Spellcaster-based engines like Invoked, or Hela with broader Zombie strategies.1

### The Extra Deck Final Bosses: Laevatein and Jormungandr

While the Main Deck bosses control the flow of the game, the Extra Deck bosses provide a definitive win condition.

* **Laevatein, Generaider Boss of Shadows:** This Rank 9 Xyz Monster revolutionized the archetype's offensive capabilities.13 It can be summoned during either player's turn and acts as a powerful board breaker and combo enabler. Its primary effect allows it to tribute itself to Special Summon  
  Jormungandr, Generaider Boss of Eternity from the Extra Deck. It then attaches a number of cards from any field or Graveyard to the new Jormungandr as Xyz material.3 This effect simultaneously removes threats from the opponent's board and fuels the power of the ultimate boss.
* **Jormungandr, Generaider Boss of Eternity:** This is the deck's final boss. Its ATK and DEF are equal to 1000 times the number of materials attached to it.9 Its devastating Quick Effect allows it to detach one material to force each player to draw one card, after which each player must attach one card from their hand or field to  
  Jormungandr as a new material.9 This effect is a potent form of resource denial on its own, but it becomes truly oppressive when  
  Harr is also on the field. The opponent's forced draw from Jormungandr will trigger Harr's effect, forcing them to send a monster to the Graveyard, creating a powerful loop that strips them of their resources while building a colossal monster.16 The strategic flow of a successful Generaider game often involves using the Main Deck toolbox to survive the early turns, with the ultimate goal of assembling the materials for these Extra Deck bosses to close out the duel.

## Section 3: Foundational Combos & The Standard End Board

The Generaider game plan is defined by its setup. While the combos are not lengthy, executing them correctly is vital to establishing the reactive board state the deck thrives on. A key feature of the archetype is that its "end board" is not fully realized until the opponent's turn begins.

### Mapping the Pathways: Core Combo Lines

* **One-Card Starter (Loptr):** This is the deck's most consistent and fundamental opening play.
  1. Normal Summon Loptr, Shadow of the Generaider Bosses.
  2. Activate Loptr's Quick Effect, tributing itself.
  3. Special Summon Mardel, Generaider Boss of Light from the deck.
  4. The on-summon effect of Mardel activates, allowing you to search Generaider Boss Stage from your deck to your hand.
  5. Activate Generaider Boss Stage and end your turn.
  + **Significance:** This simple, one-card sequence establishes the entire core engine, preparing the deck to interact on the opponent's turn.11
* **Two-Card Starter (Vala + Generaider):** This line demonstrates how Vala converts a potentially awkward hand into a much stronger opening.
  1. In your hand, activate the effect of Vala, Seidhr of the Generaider Bosses, sending Mardel, Generaider Boss of Light from your hand to the Graveyard.
  2. Special Summon Vala to the field.
  3. Vala's on-summon effect triggers. Target and Special Summon the Mardel you just sent to the Graveyard.
  4. Mardel's effect now activates, searching Generaider Boss Stage.
  5. Activate Boss Stage. You now control two Level 9 monsters.
  6. Overlay Vala and Mardel to Xyz Summon a Rank 9 monster, typically Phantom Fortress Enterblathnir.
  7. Activate Enterblathnir's effect by detaching a material to banish a random card from your opponent's hand before their turn even starts.10
  + **Significance:** This combo not only sets up the Field Spell but also provides an immediate piece of interaction, putting the opponent at a disadvantage from the outset.3

### The World Legacy Monstrosity Power Play

World Legacy Monstrosity is the card that transforms Generaider from a slow control deck into an explosive combo deck. Its existence is the primary reason for including many non-archetypal engines.

* **Setup:** Control at least one Level 9 monster. This can be established through a Vala combo or by summoning a non-Generaider Level 9 like Trias Hierarchia.
* **Execution:**
  1. Activate the Quick-Play Spell World Legacy Monstrosity, targeting your face-up Level 9 monster.4
  2. Special Summon two additional Level 9 "Generaider" monsters with different original Types and Attributes from your deck. A common choice is Harr, Generaider Boss of Storms (DARK/Spellcaster) and Mardel, Generaider Boss of Light (LIGHT/Plant).
  3. If Mardel is summoned, its effect will trigger, searching for another card to extend your plays or secure follow-up.
* **Result:** You now control three Level 9 monsters on the field. This explosive play enables access to the deck's most powerful Extra Deck options. You can summon two copies of Phantom Fortress Enterblathnir to banish two cards from the opponent's hand before overlaying them into Number F0: Utopic Draco Future, or you can directly summon Laevatein, Generaider Boss of Shadows to begin its game-ending sequence.1

### Defining the Target End Board

The concept of an "end board" for Generaiders is uniquely split across two turns, a strategic nuance that can catch unprepared opponents off guard.

* **Your Turn 1 End Board (The Setup):** At the conclusion of your own first turn, the board state is deceptively simple. The ideal setup is merely an active Generaider Boss Stage on the field, perhaps with a single Rank 9 Xyz monster like Enterblathnir if you opened a Vala combo.10 The deck appears non-threatening at this stage.
* **Opponent's Turn 1 End Board (The True Board):** The deck's full interactive potential is only realized during the opponent's Draw Phase.
  1. The opponent conducts their normal draw for the turn. This action of adding a card from their deck to their hand triggers the effect of Generaider Boss Stage.
  2. You activate Boss Stage, Special Summoning Harr, Generaider Boss of Storms from your deck in Defense Position.
  3. Because you Special Summoned a "Generaider" monster during the opponent's turn, the second effect of Boss Stage now triggers, filling all of your available Main Monster Zones with "Generaider Tokens".
  + **Final State:** The board is now fully established. You control Harr, a potent omni-negate backed by a field of tokens to pay for its cost, alongside any monster you established on your own turn. This is the standard, interactive board state that the deck aims to create, materializing in an instant in response to the opponent's own actions.10

## Section 4: Advanced Synergies - Hybridization and Tech Choices

The true strength of the Generaider archetype in a competitive environment lies in its ability to act as a "host" for other powerful engines. These hybrid builds leverage the robust Generaider control shell while patching up its inherent weaknesses, such as its lack of proactive plays and its vulnerability to disruption.

### The Runick Alliance: Disruption Meets Control

The partnership between Generaider and Runick is one of the most popular and synergistic variants.

* **Core Synergy:** The Runick engine consists of a series of Quick-Play Spells that offer various forms of disruption (destruction, negation, battle protection) and banish cards from the top of the opponent's deck.5 Crucially, each spell also Special Summons a "Runick" Fusion monster. One of these,  
  Sleipnir the Runick Mane, is a Level 9 monster, providing an easily accessible, on-demand target for the powerful World Legacy Monstrosity.19
* **Gameplay Loop:** A player can control the game using Runick spells as hand traps, disrupting the opponent while waiting for an opening. Once established, they can summon Sleipnir and pivot into a full Generaider combo, overwhelming the opponent. While the two Field Spells, Runick Fountain and Generaider Boss Stage, can conflict for space, skilled players can manage them to gain advantage from both engines.5 The thematic connection between the archetypes, visible in their card art, also makes this a popular choice for players who enjoy the game's lore.5

### The Diviner's Path to Baronne de Fleur

To counteract the deck's passive nature, many builds incorporate a compact engine to summon a proactive, powerful negate on the first turn.

* **The Engine:** This consists of three key cards: Diviner of the Herald, Trias Hierarchia, and a Level 1 Fairy Tuner monster (such as D.D. Sprite) included in the Main Deck.1
* **The Combo:**
  1. Normal Summon Diviner of the Herald.
  2. Activate Diviner's effect, sending Trias Hierarchia from the Deck to the Graveyard.
  3. Activate the effect of Trias Hierarchia in the Graveyard, tributing the Diviner on the field to Special Summon itself. Trias is a Level 9 monster.
  4. Because Diviner was tributed, its second effect triggers, allowing you to Special Summon the Level 1 Fairy Tuner from your deck.
  5. You now control a Level 9 monster and a Level 1 Tuner. Synchro Summon them to create the Level 10 Baronne de Fleur.
* **Strategic Value:** This sequence produces Baronne de Fleur, a formidable monster with an omni-negate, before the main Generaider engine even comes online. This provides a crucial layer of protection for your Boss Stage setup, helping to ensure your primary game plan resolves without interruption.1

### The Extra Deck Toolbox: Solving Problems

The Generaider Extra Deck is not an afterthought but a parallel toolbox that provides broad, powerful solutions to complement the specific disruptions of the Main Deck bosses.

* **Rank 9 Staples:**
  + Phantom Fortress Enterblathnir: Its effect to banish a card from the opponent's hand, field, or GY is not a hard once-per-turn. The deck's most devastating combo involves summoning two copies of Enterblathnir, banishing two cards from the opponent's hand, and then overlaying the two Xyz monsters to summon Number F0: Utopic Draco Future.1
  + Sacred Tree Beast, Hyperyton: A reliable monster negate that can be refueled by attaching Spells or Traps from the Graveyard as material.1
  + Infinitrack Earth Slicer: Offers non-targeting destruction and can attach monsters it destroys by battle to itself as material.1
* **Generic Power Cards:**
  + Number F0: Utopic Future & Number F0: Utopic Draco Future: This two-card package provides a permanent monster negate and a monster-stealing effect, making it one of the strongest end board pieces the deck can produce.1
  + Divine Arsenal AA-ZEUS - Sky Thunder: An essential card for any Xyz-focused strategy. After an Xyz monster battles, ZEUS can be summoned on top of it, providing a repeatable effect to send all other cards on the field to the Graveyard.1
  + I:P Masquerena & Underworld Goddess of the Closed World: Powerful generic Link monsters. I:P Masquerena allows for Link Summoning on the opponent's turn for additional disruption and is useful for clearing your own monster zones to make space for Boss Stage to summon tokens. Underworld Goddess serves as a universal out to problematic monsters that cannot be destroyed or targeted.23

## Conclusion: The Generaider Verdict - Strengths, Weaknesses, and Competitive Viability

The Generaider archetype stands as a unique and potent force in the Yu-Gi-Oh! TCG, offering a gameplay experience unlike most others. Its strengths and weaknesses are pronounced, defining its role as a formidable rogue strategy.

### Strengths

* **Unconventional Disruption:** By operating primarily on the opponent's turn, the deck's interactions are inherently difficult to predict and play around. The core strategy sidesteps many conventional hand traps that are most effective during the Main Phase.6
* **High Power Ceiling:** When its key combos resolve, particularly those involving World Legacy Monstrosity, the deck can produce overwhelming boards that strip multiple cards from the opponent's hand and establish several layers of negation.10
* **Resource Loop:** The interplay between Generaider Boss Stage, the boss monsters, and the token generation creates a highly sustainable engine that can excel in a long, grind-based duel, often out-resourcing the opponent over time.5

### Weaknesses

* **Fragility:** The deck's greatest strength is also its most critical vulnerability. Its entire strategy is dependent on Generaider Boss Stage. An opponent who can consistently remove this Field Spell will effectively shut down the deck's primary win condition.4
* **Inconsistency:** Despite the addition of cards like Vala, the deck must run a high number of high-level monsters. This creates an inherent risk of drawing "bricky" hands containing multiple boss monsters with no way to summon them, leading to non-functional openings.10
* **Poor Going-Second Capability:** The archetype is designed to prevent an opponent from building a board, not to dismantle one that is already established. Against a set board with multiple negations, the deck struggles immensely to get its own engine started.4

### Final Assessment

Generaider is a formidable rogue strategy capable of achieving significant success in the hands of a skilled pilot. Its unique, reactive playstyle can catch even the most seasoned meta players off guard, and its capacity to serve as a host for a variety of powerful engines grants it a flexible and adaptable identity. However, its fundamental reliance on a single, fragile Field Spell and its inherent consistency issues prevent it from consistently reaching the highest echelons of competitive play. It remains a powerful and deeply satisfying deck that rewards strategic foresight and a deep understanding of opponent interaction—a true "final boss" for any duelist unprepared for the challenge.

#### Geciteerd werk

1. Generaider guide, please? : r/masterduel - Reddit, geopend op oktober 2, 2025, <https://www.reddit.com/r/masterduel/comments/1fnnzhm/generaider_guide_please/>
2. MASTER DUEL FINAL BOSS STAGE! - GENERAIDER FT DOGMATIKA | Anti Spell Version!, geopend op oktober 2, 2025, <https://www.youtube.com/watch?v=tMzXRJGCNyg>
3. Generaider Deck 2023 - Dueling Nexus, geopend op oktober 2, 2025, <https://duelingnexus.com/blog/generaider-deck-2023/>
4. Deck Spotlight: Generaiders - Cardmarket, geopend op oktober 2, 2025, <https://www.cardmarket.com/en/Insight/Articles/Deck-Spotlight-Generaiders>
5. Tips and tricks on building a good Generaider deck. : r/Yugioh101 - Reddit, geopend op oktober 2, 2025, <https://www.reddit.com/r/Yugioh101/comments/1lk5lji/tips_and_tricks_on_building_a_good_generaider_deck/>
6. How viable is Generaider? : r/Yugioh101 - Reddit, geopend op oktober 2, 2025, <https://www.reddit.com/r/Yugioh101/comments/14l5lmb/how_viable_is_generaider/>
7. Generaider Boss Stage | How to obtain, Decks & Usage Statistics | Master Duel Meta, geopend op oktober 2, 2025, <https://www.masterduelmeta.com/cards/Generaider%20Boss%20Stage>
8. Generaider Boss Stage - YGO Cards | Cardmarket, geopend op oktober 2, 2025, <https://www.cardmarket.com/en/YuGiOh/Cards/Generaider-Boss-Stage>
9. Generaider Boss Stage | Card Details | Yu-Gi-Oh! Neuron(TRADING ..., geopend op oktober 2, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14777>
10. GENERAIDERS combo guide (Pt. 1) | YuGiOh! Master Duel / TCG / OCG - YouTube, geopend op oktober 2, 2025, <https://www.youtube.com/watch?v=LvKQgWl-OMk>
11. How To "Generaide" Advantage | TCGplayer, geopend op oktober 2, 2025, <https://www.tcgplayer.com/content/article/How-To-Generaide-Advantage/42484f07-bb8b-4d12-8190-d7a7e2b5c79a/>
12. generaider decklist : r/masterduel - Reddit, geopend op oktober 2, 2025, <https://www.reddit.com/r/masterduel/comments/15ahjpq/generaider_decklist/>
13. Does It SUCK? Generaiders With Photon Hypernova - TCGplayer, geopend op oktober 2, 2025, <https://www.tcgplayer.com/content/article/Does-It-SUCK-Generaiders-With-Photon-Hypernova/4e7e00a5-8494-45b4-8e70-87a6e8a78d07/>
14. Generaider Archetype Yugioh Gameplay And Generaider Deck ..., geopend op oktober 2, 2025, <https://www.reddit.com/r/yugioh/comments/dqnavo/generaider_archetype_yugioh_gameplay_and/>
15. Generaider | Deck & Combo Guide | Yu-Gi-Oh! Master Duel Decklist - YouTube, geopend op oktober 2, 2025, <https://www.youtube.com/watch?v=rLa_v0kCwjU>
16. Generaider is rapidly becoming one of my favorite decks : r/masterduel - Reddit, geopend op oktober 2, 2025, <https://www.reddit.com/r/masterduel/comments/160kvta/generaider_is_rapidly_becoming_one_of_my_favorite/>
17. Yu-Gi-Oh! Scrap Generaider COMBO TUTORIAL! In-depth ..., geopend op oktober 2, 2025, <https://www.youtube.com/watch?v=UTs-o2GkVbs>
18. Yu-Gi-Oh! Top 16 New York Regional: Generaider Runick Deck Profile - direYGO - YouTube, geopend op oktober 2, 2025, <https://www.youtube.com/watch?v=NYq_1wNxNV8>
19. Advice for Generaiders : r/Yugioh101 - Reddit, geopend op oktober 2, 2025, <https://www.reddit.com/r/Yugioh101/comments/1afbuuy/advice_for_generaiders/>
20. Thoughts on generaider? : r/masterduel - Reddit, geopend op oktober 2, 2025, <https://www.reddit.com/r/masterduel/comments/1jmnpbk/thoughts_on_generaider/>
21. Question. How can I improve a pure Generaider deck? : r/Yugioh101 - Reddit, geopend op oktober 2, 2025, <https://www.reddit.com/r/Yugioh101/comments/1ciea6g/question_how_can_i_improve_a_pure_generaider_deck/>
22. GENERAIDER DECK PROFILE (JANUARY 2024) YUGIOH! - YouTube, geopend op oktober 2, 2025, <https://www.youtube.com/watch?v=KAhB5DSbTfE>
23. Reached master 1 with generaiders : r/masterduel - Reddit, geopend op oktober 2, 2025, <https://www.reddit.com/r/masterduel/comments/173o3i3/reached_master_1_with_generaiders/>