# Project SKY FIRE: A Strategic Deep Dive into the Reactor Archetype

## Introduction: Deconstructing a Flawed Legacy

Originating from the Yu-Gi-Oh! 5D's era and first released in the 2009 booster set *Crimson Crisis*, the "Reactor" archetype represents a fascinating case study in card design from a bygone era.1 The archetype is composed of DARK Machine-type monsters whose strategic identity is built upon a reactive, control-oriented game plan. Their core function is to punish an opponent's actions—be it summoning a monster, activating a Spell, or using a Trap—by destroying the offending card and inflicting minor burn damage. This methodology culminates in the assembly of three specific "Reactor" monsters to summon their formidable boss monster, Flying Fortress SKY FIRE.

Before proceeding, it is critical to establish the precise scope of this analysis. The term "Reactor" appears in the names of several unrelated cards and archetypes which are explicitly excluded from this report. These include the Xyz-focused "Materiactor" archetype 3, the "Ancient Gear" sub-archetype boss monster "Ancient Gear Reactor Dragon" 4, and the Trap Card "Psychic Reactor".5 This report will focus exclusively on the three core monsters—Summon Reactor • SK, Trap Reactor • Y FI, and Spell Reactor • RE—their intended boss monster Flying Fortress SKY FIRE, and their direct support cards.

The "Reactor" archetype is widely and justifiably regarded as one of the weakest and most functionally obsolete in the game's history.6 Its design philosophy is fundamentally at odds with the principles of modern Yu-Gi-Oh!. Therefore, this report approaches the archetype not as a guide to a competitively viable strategy, but as a comprehensive analysis of a strategic puzzle. The objective is to deconstruct its inherent flaws and then systematically reconstruct it with external support engines, transforming it from a collection of non-functional parts into a cohesive, if rogue, game plan. The core problems that must be solved are:

1. **A Reactive, Not Proactive, Nature:** The archetype's primary interaction involves destroying cards after they have been activated, which critically does not negate their effects.
2. **A Crippling Lack of Consistency:** The archetype possesses no internal search or special summon effects, making it incredibly difficult to assemble its required pieces.
3. **An Anachronistic Pace of Play:** The monsters' effects are almost exclusively "once per turn," a severe limitation in a game now defined by chains of multiple actions within a single turn.
4. **A Fragile and Demanding Win Condition:** The primary boss monster requires three specific monsters to be face-up on the field simultaneously, a board state that is both difficult to achieve and easy to disrupt.

This report will first provide a foundational analysis of the core Reactor components, detailing their individual functions and the systemic weaknesses they create. Following this, it will introduce a series of external "modules"—powerful support engines that are bolted onto the Reactor core to solve each of its inherent problems. Finally, it will map out the deck's primary combo routes, achievable endboards, and strategic positioning in the context of the modern game, offering a complete blueprint for any duelist dedicated to solving the puzzle of Project SKY FIRE.

## Section 1: The Reactor Trinity & Their Fortress - A Foundational Analysis

To understand how to rebuild the Reactor archetype, one must first perform a thorough diagnosis of its original components. Each card, from the main deck trio to their ultimate creation, contains design elements that reveal both their intended function and their ultimate failure in a modern gameplay environment.

### 1.1 The Main Deck Trio - The Reactive Core

The foundation of the archetype rests on three main deck effect monsters, each designed to react to a specific type of action by the opponent.

* **Spell Reactor • RE:** This Level 3 DARK Machine monster possesses a once-per-turn trigger effect: when the opponent activates a Spell Card, Spell Reactor • RE can destroy that Spell and inflict 800 damage to the opponent.9 Within the trio, this card is often considered the most useful, as its effect can effectively counter threats from Continuous Spells, Field Spells, and Equip Spells, which must remain on the field to apply their effects.6
* **Trap Reactor • Y FI:** As the counterpart to Spell Reactor, this Level 4 DARK Machine has a once-per-turn trigger effect that allows it to destroy an opponent's activating Trap Card and inflict 800 damage.13 Its 1800 DEF provides a minor defensive utility, making it a slightly more resilient Normal Summon than its Spell-targeting counterpart.6
* **Summon Reactor • SK:** This Level 5 DARK Machine is the linchpin of the strategy. Its first effect is mandatory and triggers the first time a monster is summoned to the opponent's field each turn, inflicting 800 damage.1 During the Battle Phase of a turn this effect was activated, it also gains the ability to negate the attack of one opposing monster.17 Its most crucial role, however, is its second effect, which is the sole method of summoning the archetype's boss monster. Its status as a Level 5 monster, requiring a tribute to Normal Summon, is a primary source of the deck's inconsistency and slowness.6

The central mechanic of Spell Reactor • RE and Trap Reactor • Y FI exposes the archetype's single greatest design flaw: the "destroy, don't negate" paradigm. According to the game's core mechanics, destroying a card does not negate its effect unless the card text explicitly states so.14 When an opponent activates a Normal Spell like Raigeki or a Normal Trap like Mirror Force, the effect is placed on the chain. The Reactor monster can chain its effect to destroy the card, but the effect of Raigeki or Mirror Force will still resolve successfully. This renders the Reactors' primary control function almost entirely useless against the vast majority of modern Spell and Trap cards. Their utility is relegated to a niche role against cards that must remain face-up on the field, such as Field Spells or Continuous Traps. In many cases, destroying a card with a Graveyard effect can even be beneficial to the opponent, meaning the Reactors' core interaction can actively work against their controller.

### 1.2 The Boss Monster - Flying Fortress SKY FIRE

The ultimate goal of the Reactor strategy is to summon Flying Fortress SKY FIRE, a Level 8 WIND Machine with a formidable 3000 ATK and 2500 DEF.18

* **Summoning Condition:** SKY FIRE is a "Nomi" monster, meaning it cannot be Normal Summoned or Set and can only be Special Summoned by the specific method listed in its text. That method is the effect of Summon Reactor • SK, which allows the player to send one face-up copy of each of the three Reactor monsters (including itself) from the field to the Graveyard to Special Summon SKY FIRE from the hand, Deck, or Graveyard.1
* **On-Field Effects:** Once on the field, SKY FIRE is a powerful disruptive force. It possesses two main effects:
  1. A once-per-turn Ignition Effect that allows the player to send one card from their hand to the Graveyard to destroy one card the opponent controls.18
  2. A once-during-the-opponent's-turn Quick Effect that allows the player to choose one of two abilities: either destroy a monster when it is Normal or Special Summoned and inflict 800 damage, or destroy a card when it is Set and inflict 800 damage.19

The summoning condition of SKY FIRE creates a critical and often misunderstood ruling interaction with one of its key support cards. The card text "This card cannot be Special Summoned except with the effect of 'Summon Reactor • SK'" is an absolute restriction.18 While a support card like Dark Flattop states it can revive SKY FIRE while "ignoring its Summoning conditions," this does not create a simple shortcut.22 In Yu-Gi-Oh!, Nomi monsters must first be properly summoned by their own stated procedure before they can be revived from the Graveyard or Banished Zone by any other card effect, even one that ignores summoning conditions. This means a player cannot simply use a card like Foolish Burial to send SKY FIRE from the Deck to the Graveyard and then use Dark Flattop to Special Summon it.23 SKY FIRE must be successfully summoned via the three-monster tribute effect of Summon Reactor • SK at least once during the duel. Only after this difficult condition has been met can it then be revived by Dark Flattop. This ruling reinforces the deck's linearity and fragility, closing off what might have been its most viable combo route and forcing players down the arduous path of assembling the full trinity on the field.

### 1.3 In-Archetype Support - The Patches on the Hull

The archetype received two direct support cards, both of which serve less to enhance the core strategy and more to patch its most glaring functional deficiencies.

* **Fake Explosion (Normal Trap Card):** When an opponent's monster declares an attack, this trap prevents monsters from being destroyed by that battle. Then, after damage calculation, it allows the player to Special Summon one Summon Reactor • SK from their hand or Graveyard.24 This card's entire existence is an admission of Summon Reactor • SK's design flaw. As a Level 5 monster, it is difficult to summon. Fake Explosion provides a battle-phase-reliant, slow method to cheat it onto the field, circumventing the need for a Tribute Summon.6
* **Dark Flattop (Level 8 Synchro Monster):** This monster requires one DARK Tuner and one or more non-Tuner Machine monsters.22 Its primary effect allows the player to target one "Reactor" monster or Flying Fortress SKY FIRE in the Graveyard and Special Summon it, ignoring its summoning conditions. If Dark Flattop is destroyed, it has a floating effect to Special Summon one Level 5 or lower Machine monster from the hand.28 This card provides much-needed recursion, but its summoning requirements highlight another core problem: the Reactor archetype has no Tuner monsters.12 To summon Dark Flattop, a player is forced to run an entirely separate, non-synergistic Tuner engine, further complicating deckbuilding and reducing consistency.

These support cards are not strategic extenders; they are functional necessities designed to make the core engine barely operate. They are patches applied to a flawed foundation, and their awkward, conditional nature underscores the deep-seated problems within the archetype's original design.

**Table 1: Reactor Core Component Analysis**

| Card Name | Card Type | Attribute/Type | Level | ATK / DEF | Primary Strategic Function |
| --- | --- | --- | --- | --- | --- |
| Spell Reactor • RE | Effect Monster | DARK/Machine | 3 | 1200 / 900 | Reactively destroys an opponent's activating Spell Card and inflicts 800 damage. |
| Trap Reactor • Y FI | Effect Monster | DARK/Machine | 4 | 800 / 1800 | Reactively destroys an opponent's activating Trap Card and inflicts 800 damage. |
| Summon Reactor • SK | Effect Monster | DARK/Machine | 5 | 2000 / 1400 | Inflicts 800 damage on the opponent's first summon; enables the summon of SKY FIRE. |
| Flying Fortress SKY FIRE | Effect Monster | WIND/Machine | 8 | 3000 / 2500 | Archetypal boss monster with powerful, repeatable destruction and burn effects. |
| Dark Flattop | Synchro/Effect Monster | DARK/Machine | 8 | 0 / 3000 | Provides recursion by reviving "Reactor" monsters or SKY FIRE from the Graveyard. |
| Fake Explosion | Normal Trap | Trap | N/A | N/A | A defensive trap that Special Summons Summon Reactor • SK from the hand or Graveyard. |

## Section 2: The Engine Room - Bolting on Modern Functionality

Given the profound inadequacies of the core Reactor cards, achieving any measure of functionality requires the integration of powerful, external support engines. The modern approach to playing Reactors is not to play them pure, but to use them as the core of a hybrid deck where other engines solve the problems the archetype cannot solve on its own. This section breaks down the deck into a series of problems and their corresponding engine-based solutions.

### 2.1 Solving the Consistency Problem (The Search Engine)

* **The Problem:** The Reactor archetype has zero native search cards. The primary win condition requires assembling three specific, unsearchable monsters on the field, a task that is statistically improbable and far too slow for competitive play.6
* **The Solution: Orcustrated Climax Package:** The most effective solution to this problem comes from the Orcust archetype. Orcustrated Climax is a Counter Trap with a secondary effect that can be activated while it is in the Graveyard: by banishing itself, the player can add any DARK Machine monster from their Deck to their hand.6 Since all three main deck Reactors are DARK Machines, this provides a direct and reliable search mechanism. To facilitate this, cards like Foolish Burial Goods and Twin Twisters are used not for their primary effects, but as tools to send Orcustrated Climax directly from the Deck or hand to the Graveyard, effectively turning them into search spells for the deck's key pieces.6
* **Other Generic Support:** The all-DARK attribute of the main trio makes Allure of Darkness a natural fit, providing raw draw power to dig for combo pieces.6 In the Extra Deck, the Rank 4 Xyz Monster Gear Gigant X can be summoned using Trap Reactor • Y FI and another Level 4 monster. Its effect allows it to detach a material to search for any Level 4 or lower Machine monster from the Deck, providing another targeted search option for Spell Reactor • RE or Trap Reactor • Y FI.8

### 2.2 Solving the Board Presence Problem (The Protection & Swarm Engine)

* **The Problem:** The individual Reactor monsters are statistically weak and possess no inherent protection. Their strategy requires them to remain on the field together, making them extremely vulnerable to removal by both battle and card effects.
* **The Solution: Heavy Metal Raiders Field Spell:** This Field Spell is arguably the single most important card for a functional Reactor deck. It provides two powerful, synergistic effects for DARK Machine monsters:
  1. **Protection:** The first time each DARK Machine monster would be destroyed by battle each turn, it is not destroyed. If the player took battle damage, the monster gains ATK equal to that damage.29
  2. **Swarming:** Once per turn, if a monster that was originally a DARK Machine destroys a card(s) on the field by battle or card effect, the player can Special Summon one DARK Machine monster from their hand.29

This Field Spell creates a transformative symbiotic relationship with the Reactor monsters. The protection effect solves their fragility in battle, allowing them to remain on the field to be used as material for SKY FIRE. More importantly, the swarming effect turns the otherwise mediocre destruction effects of Spell Reactor • RE and Trap Reactor • Y FI into powerful combo extenders. For example, if a player controls Spell Reactor • RE and has Summon Reactor • SK in their hand, when the opponent activates a Spell Card, Spell Reactor's effect will trigger. It will destroy the opponent's Spell, which in turn meets the activation condition for Heavy Metal Raiders. The player can then activate Heavy Metal Raiders' effect to Special Summon Summon Reactor • SK directly from their hand. This interaction dramatically accelerates the setup for Flying Fortress SKY FIRE, turning a multi-turn, multi-card setup into a potential one-turn play. Heavy Metal Raiders single-handedly elevates the deck from a non-functional concept to a playable strategy.

### 2.3 Solving the Win Condition Problem (The Alternative Boss Monster)

* **The Problem:** As established, Flying Fortress SKY FIRE is exceptionally difficult to summon. Relying solely on this monster as the deck's path to victory makes the strategy linear, fragile, and predictable. The deck requires a more accessible and resilient threat to exert pressure.
* **The Solution: Desperado Barrel Dragon:** This Level 8 DARK Machine is the perfect alternative boss monster. Its primary effect allows it to be Special Summoned from the hand whenever a face-up DARK Machine monster the player controls is destroyed by battle or card effect.31 Once on the field, it has a Quick Effect during the Battle Phase to toss a coin three times and destroy face-up monsters on the field up to the number of heads. If the result is three heads, the player also draws a card.31

The inclusion of Desperado Barrel Dragon fundamentally alters the deck's strategic identity, creating a crucial pivot point. The primary win condition shifts from the complex "assembly" game required for SKY FIRE to a more flexible and powerful "attrition" game. The Reactor monsters are no longer merely combo pieces; they become strategic bait. If the opponent uses a card effect to destroy a Reactor, Desperado Barrel Dragon can be summoned from the hand as a direct punishment. If the opponent chooses not to destroy the Reactors, the player can continue their primary game plan of assembling them for SKY FIRE or using their effects to trigger Heavy Metal Raiders. This dynamic provides the deck with a much-needed layer of resilience and a "Plan B" that is often more powerful and easier to execute than "Plan A". The strategy effectively becomes a Desperado Barrel Dragon deck that uses the Reactor engine as a delivery and protection system, rather than a pure Reactor deck.6 This shift turns the opponent's interaction, which would normally cripple the SKY FIRE strategy, into the very trigger that unleashes an even more immediate threat.

**Table 2: Essential Support Engines & Their Functions**

| Engine/Card | Problem Solved | Mechanism of Action |
| --- | --- | --- |
| Orcustrated Climax Package | **Consistency** | The trap is sent to the Graveyard, then its effect is used to banish itself and search for any core "Reactor" monster from the Deck. |
| Heavy Metal Raiders | **Board Presence & Speed** | Provides battle protection to keep fragile Reactors on the field and allows a free Special Summon from the hand when a Reactor destroys a card. |
| Desperado Barrel Dragon | **Win Condition** | Acts as a powerful, easily summoned alternative boss monster that is triggered by the opponent destroying your DARK Machine "Reactor" monsters. |

## Section 3: Assembly Line - Core Combo Routes and Endboards

With the core components and essential support engines defined, it is possible to map out the deck's primary lines of play. These "combos" are often less about a single, explosive turn and more about establishing a resilient board state over one or two turns. The deck's endboard goals can be categorized into a practical, achievable state and a more powerful, "perfect hand" scenario.

### 3.1 The Primary Objective: The Dark Flattop Route to SKY FIRE

This route represents the deck's original, intended win condition, facilitated by modern support. It is a multi-turn, resource-intensive process that aims to properly summon Flying Fortress SKY FIRE.

* **The Goal:** To summon Dark Flattop and use its effect over several turns to fill the board with all three Reactor monsters, enabling the summon of SKY FIRE.
* **Example Sequence:** A potential line of play, though requiring a specific hand, involves leveraging generic DARK Machine support.33
  1. **Graveyard Setup:** Use a card like Dark Grepher or Foolish Burial to send key pieces to the Graveyard. The primary targets are Trap Reactor • Y FI (as a Level 4 non-Tuner) and a DARK Tuner like Destrudo, the Lost Dragon's Frisson or Mecha Phantom Beast O-Lion. Summon Reactor • SK can also be sent to the Graveyard to be revived later.
  2. **Synchro/Link Summon:** Normal Summon a DARK Tuner like Black Salvo to revive the Level 4 Trap Reactor • Y FI from the Graveyard. These two monsters can then be used to Synchro Summon a Level 7 monster or Link Summon a monster like Crystron Halqifibrax (in formats where it is legal) to extend plays.
  3. **Summoning Dark Flattop:** The ultimate goal is to assemble a DARK Tuner and a non-Tuner Machine on the field to Synchro Summon the Level 8 Dark Flattop. This can be achieved through various means, such as using Destrudo to modulate its own level by targeting a monster in the Graveyard.
  4. **The Long Game:** Once Dark Flattop is on the field, the player can use its effect once per turn to revive a Reactor monster from the Graveyard. Over the course of two to three turns (assuming Dark Flattop survives), the player can systematically revive all three Reactor monsters.
  5. **Final Assembly:** With Summon Reactor • SK, Trap Reactor • Y FI, and Spell Reactor • RE all face-up on the field, the player can finally use Summon Reactor's effect to send all three to the Graveyard and Special Summon Flying Fortress SKY FIRE from the Deck.

This entire sequence is extremely fragile and slow. It relies on drawing multiple specific cards and is highly susceptible to any form of opponent interaction. It remains the "purest" expression of the archetype's goal but is strategically inferior to more practical approaches.

### 3.2 The Practical Endboard: The Desperado Fortress

This is the most common and resilient end state for a modern Reactor deck. It forgoes the difficult SKY FIRE summon in favor of a simplified but effective control board.

* **The Board State:** The ideal practical endboard consists of:
  + Heavy Metal Raiders active in the Field Zone.
  + One or two "Reactor" monsters on the field, often Trap Reactor • Y FI for its higher DEF.
  + Desperado Barrel Dragon in hand, ready to be summoned.
  + One or two Set Spell/Trap cards, such as Fake Explosion for defense or a sent Orcustrated Climax in the Graveyard for a follow-up search.
* **The Strategy:** This board state creates a strategic dilemma for the opponent. They are forced to navigate a field with multiple layers of interaction. Attacking into the Reactor monsters is inefficient due to the battle protection from Heavy Metal Raiders. Using card effects to destroy the Reactors will trigger the summon of Desperado Barrel Dragon from the hand, unleashing a far greater threat. Activating Spells or Traps may trigger the Reactors' own destruction effects, which in turn can trigger Heavy Metal Raiders to summon another monster from the hand. This endboard focuses on attrition and punishment, grinding down the opponent's resources while maintaining a constant threat of disruption.

### 3.3 The "Perfect Hand" Endboard: The SKY FIRE Lockdown

This describes the ideal but rare endboard that the deck can produce when all of its combo pieces align perfectly, resulting in a powerful lockdown.

* **The Board State:** Flying Fortress SKY FIRE is successfully summoned and is on the field. It may be supported by Heavy Metal Raiders, although it is crucial to note that SKY FIRE is a WIND monster and thus does not receive the battle protection granted by the Field Spell.12 The player should also have at least one or two cards remaining in hand to fuel SKY FIRE's discard effect.
* **The Strategy:** This board exerts immense pressure on the opponent. SKY FIRE's ability to destroy a card during its controller's turn and then destroy either a summoned monster or a set card during the opponent's turn can create a soft lock. The opponent is punished for committing any card to the board. To maintain this lockdown, resource management is key. The player must carefully choose when to use the discard effect, ensuring they have enough cards in hand to continue disrupting the opponent on subsequent turns. Piloting this board state effectively involves identifying the opponent's most critical cards and using SKY FIRE's versatile destruction to dismantle their strategy before they can mount a defense.

## Section 4: External Engagements - Matchups and Hybridization

The strategic viability of a Reactor deck is highly dependent on the matchup. Its unique but slow and non-negating form of interaction makes it effective against certain strategies and almost completely ineffective against others.

### 4.1 Strategic Positioning in the Modern Game

* **Favorable Matchups:** The deck performs best against slower, control-oriented strategies that rely on key continuous or field spells/traps and single, powerful monsters. Decks that need their backrow to remain on the field to function are particularly vulnerable to Spell Reactor • RE and Trap Reactor • Y FI. Strategies that rely on a single Normal Summon to start their plays can be punished by SKY FIRE's summon-destruction effect. The deck's attrition-based game plan with Desperado Barrel Dragon is also effective in grinding out wins against decks with limited recovery options.
* **Unfavorable Matchups:** The archetype is critically weak against modern combo-centric decks. Any strategy capable of establishing multiple monster negations on their first turn will prevent the Reactor player from ever resolving a key effect. Decks that can easily remove Spell and Trap cards can dismantle the strategy by destroying Heavy Metal Raiders, leaving the weak Reactor monsters exposed. Furthermore, the deck's reliance on key Normal Summons (like Black Salvo) and its lack of inherent recursion make it extremely vulnerable to common hand traps like Ash Blossom & Joyous Spring and Infinite Impermanence.

### 4.2 Alternative Hybridization Paths

Beyond the core support of Heavy Metal Raiders and Desperado Barrel Dragon, the DARK Machine typing of the Reactors opens the door to other potential hybrid strategies.

* **Orcust Engine:** While Orcustrated Climax is used for searching, a more substantial Orcust engine can be integrated. The shared DARK Machine typing allows for seamless Link climbing into the powerful Orcust Link monsters like Galatea, the Orcust Automaton and Dingirsu, the Orcust of the Evening Star.34 This provides the deck with a more robust Extra Deck presence and additional recursion.
* **Jinzo Engine:** A small Jinzo package can be included to create a powerful anti-trap strategy. Jinzo prevents the activation of all Trap cards, which can protect the Reactor player's board from disruptive backrow. This complements the role of Trap Reactor • Y FI, creating a redundant and powerful lockdown against trap-heavy decks.35
* **Cyberdark Engine:** The Cyberdark archetype is another group of DARK Machine monsters. While their strategy of equipping Dragons from the Graveyard has little direct synergy with the Reactors' goals, they could theoretically be mixed to provide alternative Normal Summons and access to their own boss monsters. However, this hybrid is less coherent and more prone to inconsistent hands.35 These alternative paths are largely theoretical and intended for creative deckbuilders looking to experiment with the Reactor core in new and unexpected ways.

## Conclusion: Re-evaluating the Reactor Legacy

The "Reactor" archetype, in its original form, is a relic of a past design philosophy, a failed experiment in reactive control that is fundamentally incompatible with the speed and mechanics of modern Yu-Gi-Oh!. An analysis of its core components reveals a cascade of functional flaws: a "destroy, don't negate" mechanic of limited utility, a complete lack of internal consistency, and a win condition so demanding and fragile as to be almost unattainable.

However, the archetype's story does not end there. It serves as a perfect illustration of how external support can fundamentally redefine a deck's identity. The "Reactor" monsters themselves are not the strategy; they are the high-maintenance engine at the heart of a more complex machine. The true nature of a modern Reactor deck is that of a puzzle box, challenging duelists to solve its inherent weaknesses through clever deckbuilding and the integration of powerful, synergistic support.

The final verdict is that a functional "Reactor" deck is, in reality, a Desperado Barrel Dragon control deck. The archetype's strengths are not its own, but are born from its powerful symbiotic relationship with two key cards:

* **Heavy Metal Raiders:** This Field Spell provides the essential protection and swarming capability that the archetype desperately lacks, turning its reactive destruction into a proactive advantage.
* **Desperado Barrel Dragon:** This monster provides a reliable and powerful win condition, pivoting the deck's strategy from a fragile assembly game to a resilient war of attrition.

Conversely, the archetype's weaknesses remain profound. Its crippling lack of speed, its vulnerability to modern disruption, and its inability to negate opposing effects mean it will likely never be competitively viable.

For the aspiring pilot, the path to success with Reactors requires a shift in perspective. The primary objective is not the arduous quest to summon Flying Fortress SKY FIRE; that is a special occasion, a rewarding but secondary goal. The true strategy is to establish the Desperado Fortress: use the Reactors as bait, protect them with Heavy Metal Raiders, and punish the opponent's every move. The ultimate reward of playing this archetype is not found in victory, but in the intellectual satisfaction of taking one of the game's most flawed designs and, through strategic innovation, making it function.

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