# The Systemic Analysis of Batteryman in the TCG: Archetypal Interaction and Combo Pathways

## I. The Architecture of the Batteryman Archetype

The Batteryman archetype in the *Yu-Gi-Oh!* TCG is defined by an aggressive, resource-looping strategy centered on the LIGHT Thunder Type attribute.1 This architecture is built for rapid field swarming and resource maintenance across the hand, deck, and Graveyard (GY).

### 1. The Batteryman Philosophy: Aggro, Swarm, and Resource Denial

The core philosophy of Batteryman is rooted in executing an **One-Turn Kill (OTK)**, achieved by generating massive field presence to enable high-damage pushes or board-clearing effects.2 Since its introduction in

*The Lost Millennium* 5, the archetype has continuously refined its swarming mechanisms, making it capable of explosive damage output, particularly against opponents unfamiliar with the strategy.2

Historically, the deck supported several distinct playstyles. The most renowned was the **AA OTK**, relying on mass Special Summoning Batteryman AA (which gains 1000 ATK/DEF for each copy in the same position) alongside Inferno Reckless Summon to achieve three 3000 ATK monsters.1 Other variants included the

**Industrial Sucker Punch**, focused on GY setup to continuously leverage the powerful disruption effect of Batteryman Industrial Strength, and the pure **Blowout** deck, which emphasized consistent beatdown using Batteryman Charger and Batteryman Fuel Cell.1 Modern competitive usage, however, integrates the Batteryman core as an efficient engine for more powerful Thunder-Type boss monsters.6

### 2. The Core Batteries: Starters, Searchers, and Bosses

The functionality of the archetype rests on four key monsters that facilitate swarming and searching:

* **Batteryman 9-Volt:** This card is the indispensable searcher and key engine starter.2 When  
  9-Volt is Summoned (Normal or Special), the player can add 1 "Batteryman" monster from the Deck to the hand, and subsequently, its ATK and DEF double from 1000/1000 to 2000/2000.2 The effect is a hard once per turn (HOPT). Critically,  
  9-Volt destroys itself during the End Phase.8 This self-destruction is vital for subsequent turns, as it immediately places a high-utility Batteryman in the GY, creating a perfect target for revival spells like  
  Battery Charger.9
* **Batteryman Charger:** The primary mechanism for accessing the deck's monsters directly. When Charger is Normal Summoned, it can Special Summon 1 "Batteryman" monster (other than itself) from the hand or Deck.1 This allows immediate activation of the summoned monster's effect, usually leveraging  
  9-Volt for a search or Batteryman Solar for Graveyard setup.
* **Batteryman Solar:** The most modern engine pivot.6 If  
  Solar is Normal or Special Summoned, the player must send 1 Thunder monster from the Deck to the GY.8 This mandatory setup fuels various late-game payoffs, including providing banish fodder for  
  Industrial Strength or setting up Thunder Dragon combos. Furthermore, if any Thunder monster is subsequently Normal or Special Summoned while Solar is on the field, it Special Summons a Level 1 Batteryman Token (0 ATK/DEF).8 This token generation is instrumental for Link and XYZ plays.
* **Batteryman Fuel Cell:** A powerful field extender and disruption tool. Fuel Cell can be Special Summoned from the hand if the player controls 2 or more face-up Batteryman monsters.1 Once per turn,  
  Fuel Cell can tribute any other Batteryman monster to return 1 card the opponent controls back to the hand (bounce).1
* **Batteryman Industrial Strength:** The primary recurring boss monster. It can only be Special Summoned by banishing 2 "Batteryman" monsters from the GY.12 This high-cost condition is offset by its potent non-targeting disruption effect: once per turn, the player can banish 1 Thunder-Type monster from the GY to destroy 1 monster and 1 Spell/Trap card on the field.1

### 3. Spells and Traps: Accelerators and Recursion

The archetype relies heavily on specific support Spells and Traps to maintain momentum and achieve OTK status.

* **Short Circuit:** The classic win condition, this Normal Spell destroys all cards the opponent controls, provided the controller has 3 or more "Batteryman" monsters on the field.2 It converts field presence directly into overwhelming board clearance.
* **Battery Charger:** An efficient resurrection tool, this Normal Spell allows the player to pay 500 Life Points to Special Summon 1 "Batteryman" monster from the Graveyard.9 This is crucial for reviving  
  9-Volt to re-trigger its search effect after its HOPT restriction has passed, or after it has destroyed itself during the End Phase.
* **Recycling Batteries:** A key component for maintaining card advantage in the mid-to-late game, this Normal Spell targets 2 Thunder-Type monsters with 1500 or less ATK in the GY and adds them to the hand.1 This retrieves critical starters like  
  9-Volt and Solar.
* **Portable Battery Pack:** This Continuous Trap card enables immediate mass Special Summoning, reviving 2 Batteryman monsters from the GY.1 It is often used as a direct target for  
  Inferno Reckless Summon alongside Batteryman AA.1

## II. Internal System Interactivity and Search Chains (Flowchart Logic)

The deck's success is predicated on precise sequencing and maximization of trigger effects, creating predictable combo lines that streamline resource generation.

### 1. The Conductor: Mapping the 9-Volt Search Tree

The primary strategic decision for the Batteryman player is resolving Batteryman 9-Volt's effect safely, as this search effect dictates the subsequent direction of the turn.

The search targets are highly situational: searching **Batteryman Charger** sets up a powerful Deck-to-Field Special Summon for the following turn; searching **Batteryman Fuel Cell** capitalizes on existing field presence for immediate disruption or Link material; searching **Batteryman Solar** prepares the Graveyard and token generation for Link plays; and searching **Batteryman Industrial Strength** is necessary if the GY is ready for its immediate banish-for-SS condition.2

### 2. Deep Dive: Micro-Cell and 9-Volt Chain Sequencing (SEGOC Mastery)

A crucial mechanism for maximizing card advantage involves the interaction between Batteryman Micro-Cell and Batteryman 9-Volt. When Micro-Cell is destroyed by battle or flipped face-up, it Special Summons a Batteryman monster (9-Volt) from the Deck, and then the controller draws 1 card.2

When 9-Volt is Special Summoned by Micro-Cell, two optional trigger effects meet their conditions simultaneously: the 9-Volt search effect, and the Micro-Cell draw effect. According to the rules of Simultaneous Effects Go On Chain (SEGOC), the turn player determines the order. The strategically optimal sequencing is to declare 9-Volt's search effect as Chain Link 1, and Micro-Cell's draw effect as Chain Link 2.2 Since the Chain resolves backward, the draw effect resolves first. This grants the player an opportunity to draw a random card (potentially an immediate extension piece like

Battery Charger or the OTK payoff Short Circuit) before they commit to selecting the guaranteed search target with 9-Volt's effect. This sequencing ensures resources are utilized efficiently, preventing the player from searching for a card they may have just drawn.

### 3. The Industrial Loop: The Recycling Plant

The viability of Batteryman Industrial Strength hinges on continuous GY presence. The deck achieves this through an engine known as "The Recycling Plant," which converts monster presence into multi-layered disruption.1

The combo requires having Industrial Strength and Fuel Cell on the field. Fuel Cell's effect is activated, tributing one other Batteryman monster (Monster A) to bounce an opponent's card to the hand. Monster A is sent to the GY. Subsequently, Industrial Strength's effect is activated, immediately banishing that newly Tributed Monster A from the GY as cost to destroy one monster and one Spell/Trap card on the opponent's field.1 This sequence utilizes a single monster as material for two high-impact disruptive effects (a bounce and a double destruction), allowing the deck to pressure established boards without relying on the Extra Deck.

## III. Core Combo Systems and End Boards (Pure OTK)

The pure Batteryman strategy seeks explosive Turn 2 victories by achieving the critical mass required for Short Circuit.

### 1. The Explosive Short Circuit OTK (AA Focus)

The classic goal is to amass three Batteryman monsters, often centered around Batteryman AA.1

A robust setup begins by Normal Summoning Batteryman AA. If the opponent controls a monster, the player can activate the high-risk, high-reward Spell Card Inferno Reckless Summon, Special Summoning two additional copies of AA from the Deck, hand, or GY. With all three AAs on the field, their ATK reaches 3000 each.1 Next, the player activates

**Battery Charger** 9 to revive a

9-Volt from the GY, which searches Fuel Cell.14

Fuel Cell is then Special Summoned from the hand, bringing the total Batteryman count to four. With at least three bodies, Short Circuit is activated, destroying all cards the opponent controls.11 The remaining 9000 ATK on the field guarantees an OTK.

The Normal Spell nature of Short Circuit, however, makes this entire line highly susceptible to simple negation, indicating why the archetype evolved away from a singular focus on this payload toward resilient boss monsters.2

### 2. The 2-Card Charger Resurrection Combo

A more flexible combo utilizes recursion and searching to flood the board, providing robust materials for Extra Deck plays.

The combination of Batteryman Charger and Battery Charger provides instant material for Rank 4/5 XYZ or Link Summons.14 The operational flow involves using the Deck and GY in tandem:

Table V: Step-by-Step Flow: Charger + Battery Charger 4-Body Swarm

| **Step** | **Card Activated/Action** | **Resulting Field State** | **Resources Gained/Lost** | **Next Potential Play/Decision Node** |
| --- | --- | --- | --- | --- |
| 1 | Normal Summon Batteryman Charger | Charger (Field) | Charger Special Summons 9-Volt from Deck. | 9-Volt SS effect triggers. |
| 2 | Chain Link 1: 9-Volt Effect | Charger, 9-Volt (Field) | Search Batteryman Fuel Cell. 9-Volt ATK/DEF doubles. | Fuel Cell is SS ready. |
| 3 | Activate Battery Charger (500 LP) | Charger, 9-Volt, 9-Volt (GY) | Special Summon 9-Volt from GY. | Second 9-Volt SS effect triggers. |
| 4 | Chain Link 1: Second 9-Volt Effect | Charger, 2x 9-Volt (Field) | Search 1 Batteryman monster (e.g., Industrial Strength). | XYZ Rank 4 or SS Fuel Cell. |
| 5 | Special Summon Fuel Cell (from hand) | Charger, 2x 9-Volt, Fuel Cell (Field) | 4 Monsters available. | Link Summon, Short Circuit, or Rank 4/5 XYZ Summon. |

This flow ends with 4 monsters and 2 Batteryman cards searched, giving the player multiple options, such as immediately Summoning high-impact XYZ monsters like Constellar Pleiades (Rank 5) or Photon Strike Bounzer (Rank 6, accessible via Level modification or Instant Fusion targets).15

## IV. Hybridization: Integrating Modern Thunder Support (The Solar Engine)

The modern competitive strategy for Batteryman transforms the archetype into an engine, capitalizing on its high-speed ability to generate Thunder monsters and GY resources to fuel the powerful **Thunder Dragon** archetype.6

### 1. Batteryman Solar: The Chaos and Fusion Nexus

Batteryman Solar is the lynchpin of this hybridization. Its mandatory effect to send a Thunder monster from Deck to GY immediately upon summon provides critical utility, whether it's setting up Thunder Dragon components (like Thunder Dragonroar) for immediate revival, or enabling Chaos boss monsters by guaranteeing a LIGHT monster target in the GY alongside a dumped DARK Thunder Dragon piece.8

Furthermore, the continuous generation of Level 1 Batteryman Tokens upon the subsequent Special Summon of any Thunder monster (including itself) provides readily available material for low-level Link Summons. This token generation minimizes the card cost of accessing Link-2 monsters like Some Summer Summoner 10, which are integral to the Thunder Dragon combination.

### 2. Thunder Dragon Colossus Engine: The Search Lock

The strongest end board achieved by the Batteryman hybrid is the establishment of multiple Thunder Dragon Colossus monsters, utilizing their effect to restrict the opponent’s ability to add cards from their Deck to their hand, a soft search lock.6 The efficiency of the

Solar engine in generating the necessary banished materials and tributes is paramount.

The fundamental 2-card starter for this line is **Batteryman Solar + Thunder Dragonhawk** 21:

Table VI: Step-by-Step Flow: Solar + Thunder Dragonhawk Colossus Combo

| **Step** | **Card Activated/Action** | **Resulting Field State** | **GY/Banish Zone Changes** | **Boss Monster Outcome** |
| --- | --- | --- | --- | --- |
| 1 | Normal Summon Batteryman Solar | Solar (Field) | Send Thunder Dragonroar (F) to GY. | Prepare Roar revival. |
| 2 | Activate Thunder Dragonhawk (Discard) | Solar, Roar (Field) | Dragonhawk banished. Roar Special Summoned from GY. | Solar Token trigger. |
| 3 | Chain Link 1: Solar Token Effect | Solar, Roar, Token (Field) | Token summoned. | Link Summon access. |
| 4 | Link Summon Some Summer Summoner (using Roar + Token) | Solar, Summoner (Field) | Roar Banished. | Roar Banished trigger. |
| 5 | Chain Link 1: Roar Banished Effect | Solar, Summoner (Field) | Search Thunder Dragondark. | Prepare Colossus Special Summon. |
| 6 | Use Thunder Dragonhawk effect (searched earlier, or new copy) | Solar, Summoner (Field) | Discard Thunder Dragon (Tribute Solar). | 1 Colossus on field. |
| 7 | Tribute Dragondark for 2nd Colossus SS (using Colossus SS requirement) | Summoner, 2x Colossus (Field) | Dragondark sent to GY. | Dragondark GY trigger. |
| 8 | Chain Link 1: Dragondark GY Effect | Summoner, 2x Colossus (Field) | Search Thunder Dragon Fusion (or Matrix). | Final End Board: 2x Colossus + Link Monster. |

This multi-step resource conversion process leverages the Thunder Dragon mechanics—triggering effects upon banishment (Roar) and movement to the GY (Dragondark)—to generate multiple searches and two copies of Colossus using minimal starting material. This efficiency and the resulting search lock make the Solar engine superior to other generic Thunder starters like Aloof Lupine.6

### 3. The Bystial Connection: Chaos Engine Extension

The Thunder Dragon hybrid is further extended by the inclusion of the Bystial archetype, which capitalizes on the consistent flow of both LIGHT (Batteryman) and DARK (Thunder Dragon) monsters to the GY.6 Bystial monsters, such as

Bystial Magnamhut, are Level 6 or 8 DARK Dragons that Special Summon themselves by banishing a LIGHT or DARK monster from either GY.

This synergy increases field presence and provides powerful search/follow-up utility. For example, banishing a dumped Thunder Dragondark with Magnamhut immediately triggers Dragondark's search effect. Furthermore, cards like Bystial Lubellion can be used to set up critical continuous resources like Branded Regained or Branded Beast, transforming the deck from a pure OTK focus into a resilient grind strategy that controls the flow of the duel.6

## V. Extra Deck Optimization and Game State Management

While pure Batteryman builds traditionally ignored the Extra Deck in favor of Normal Summons and Tribute effects facilitated by cards like The Monarchs Storm Forth 2, modern hybrid decks utilize Link and XYZ monsters as crucial tools for removal and negation.

### 1. The XYZ Toolbox (Rank 4 and 5 Focus)

The deck's ability to easily generate Level 4 (9-Volt, Solar) and Level 5 (Charger) monsters allows for access to key utility Rank 4 and 5 XYZ monsters.

* **Rank 4 Utility:** Staples include **Castel, the Skyblaster Musketeer** for non-destruction card spinning, **Abyss Dweller** for graveyard control, and **Gagaga Cowboy** as an OTK finisher used for 800 damage burn.15
* **Rank 5 Disruption:** Higher-level monsters like Batteryman Charger and Batteryman Industrial Strength can be overlaid for powerful Rank 5 plays. **Photon Strike Bounzer** provides negation capabilities, and **Constellar Pleiades** offers a quick-effect bounce, excellent for clearing persistent threats or enemy floodgates.15

### 2. Link Monster Utility

Link monsters function primarily as catalysts to convert the generated Tokens and low-Level monsters into high-impact triggers or necessary access points.

* **Some Summer Summoner (Link-2):** This Thunder-Type Link monster is indispensable in the hybrid build because its Link Summon requires a banished Thunder monster to activate its effect, accelerating the combo by converting Link material immediately into a search.10
* **Generic Link-2s:** Monsters like Linkuriboh and LANphorhynchus are used to convert the Level 1 Batteryman Token into a more useful material or open up Extra Monster Zones for subsequent summons.19
* **Fusion/Board Breaker Links:** When incorporating Super Polymerization, generic Fusion monsters like Garura, Wings of Resonant Life and Starving Venom Fusion Dragon are essential board-breaking options.25

A comparison of end-boards reveals the evolution of the deck. Pure builds maximize offensive potential for mass destruction and damage. Hybrid builds prioritize defensive locks, generating 1-2 instances of Thunder Dragon Colossus backed by resource loops that grant persistent advantage (e.g., Industrial Strength for dedicated spot removal).12

## VI. Strategic Recommendations and Flowchart Datasets

For effective utilization in an AI canvas function, the deck's operations must be distilled into predictable sequences and precise resource maps.

### 1. General Strategic Flow and Choke Points

The strategic priority is always to resolve a Normal Summon effect, whether it be Charger into a deck-summon or 9-Volt/Solar for immediate resource setup.5

Key strategic vulnerabilities, or "choke points," where opponent disruption must be anticipated include:

1. Negating the Normal Summon of Batteryman Charger (stops immediate Deck access).1
2. Negating the triggered effect of Batteryman 9-Volt upon summon (stops essential resource searching).5
3. Negating the Normal Summon of Batteryman Solar (stops the vital GY setup and token generation).21
4. Negating the activation of the final payoff, Short Circuit, in a pure build (stops the OTK instantly).11

The deck utilizes strong anti-meta tools in its defensive capacity. Because Batteryman monsters are predominantly LIGHT Thunder-Type 7, they can seamlessly utilize floodgates such as

Gozen Match and Rivalry of Warlords in their Side Deck against opponents employing mixed monster Attributes or Types.1 Furthermore, protection against banishment (a major theme for both

Industrial Strength and Thunder Dragon fusion costs) is critical, necessitating defensive cards like Imperial Iron Wall to counter popular strategies involving banishing effects such as Bystials or older cards like Amazoness Onslaught.26

### 2. Essential Tables for Flowchart Generation

To model the resource loop for an AI canvas, the core search and recursion capabilities are mapped below.

Table IV: Batteryman Archetype Search and Recursion Map

| **Card (Searcher/Recycler)** | **Activation Condition** | **Search/Effect Target** | **Card Type Requirement** | **Flow Condition** |
| --- | --- | --- | --- | --- |
| Batteryman 9-Volt | When Summoned (Normal/SS) | 1 "Batteryman" Monster | Batteryman | Hard once per turn (HOPT). |
| Batteryman Charger | When Normal Summoned | 1 "Batteryman" Monster (hand/Deck, except self) | Batteryman | Target: Solar (for GY setup) or 9-Volt (for immediate search). |
| Batteryman Solar | Normal or Special Summoned | 1 Thunder Monster (send to GY) | Thunder | Target: 9-Volt (for later revival) or Thunder Dragonroar. |
| Battery Charger | Spell Activation (500 LP Cost) | 1 "Batteryman" Monster (from GY) | Batteryman | Triggers HOPT effects of 9-Volt/Solar again. |
| Recycling Batteries | Spell Activation | 2 Thunder-Type monsters (from GY) | Thunder, 1500 ATK or less | Target: 9-Volt and Solar (for continuous resource loops). |

## VII. Conclusion and Final Strategic Assessment

The Batteryman archetype represents a classic example of an engine revitalized through modern support and strategic hybridization. While the pure OTK variant remains functional, its competitive potential is limited by the fragility of its key payoff, Short Circuit.2

The true depth of the archetype is unlocked when utilizing **Batteryman Solar** as a superior Link and Chaos engine starter, integrating seamlessly with the **Thunder Dragon** archetype to establish the highly disruptive Thunder Dragon Colossus search lock.6 The effectiveness of the deck lies not in its individual monster strength, but in the efficiency of its resource conversion loops and the mandatory attention paid to card sequencing rules (SEGOC), particularly in ensuring the

Micro-Cell/9-Volt draw resolves before the search is committed.2 This precision enables Batteryman to consistently generate powerful Extra Deck threats or overwhelming field presence, positioning it as a potent combo strategy within the wider landscape of Thunder Type decks.

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