# Justice League: A Strategic Analysis of the Xtra HERO Engine and its Role in Modern HERO Combo Decks

## Introduction

For over two decades, the "HERO" archetype has stood as one of the most iconic and enduring strategies in the Yu-Gi-Oh! Trading Card Game. Historically, its identity has been intrinsically linked to Fusion Summoning, a mechanic that defined its playstyle across numerous anime series and competitive eras.1 However, the evolution of the game, particularly the introduction of the Extra Monster Zone and Link Summoning, presented a challenge to this traditional approach. In response, a new category of HERO monsters emerged: the "Xtra HERO" Link Monsters. Initially, their existence was met with some skepticism from a player base accustomed to a purely Fusion-focused Extra Deck.1

This report will provide an exhaustive analysis of the four "Xtra HERO" monsters, demonstrating that far from diluting the archetype's identity, they serve as its essential modern framework. They are not a distinct sub-archetype to be played in isolation but rather the critical "connective tissue" that unifies the disparate branches of the HERO lineage—Elemental, Destiny, Vision, Masked, and Evil—into a single, cohesive, and explosive combo-oriented strategy.2 The Xtra HERO engine provides the resource generation, board extension, and strategic flexibility necessary for the archetype to execute its Fusion-based win conditions in a contemporary competitive environment. They are the adaptation that allows the classic HERO playstyle to not only survive but thrive.

## The Xtra HERO Cadre - Individual Role and Tactical Analysis

Each of the four Xtra HERO Link Monsters serves a distinct tactical purpose. Understanding their individual roles is the first step toward mastering the intricate combo lines they enable. They function as specialized tools that are deployed at specific moments to catalyze combos, recycle resources, search for key pieces, or deliver the final blow.

### Xtra HERO Cross Crusader: The Combo Catalyst

At the heart of the modern HERO strategy lies Xtra HERO Cross Crusader, the deck's primary engine for extending plays and generating overwhelming card advantage. Its value is derived from two synergistic effects that convert Graveyard setup into both tangible board presence and access to any HERO monster in the deck.3

* **Summoning Requirement:** Cross Crusader requires "2 Warrior monsters" as Link Material.5 This remarkably generic requirement is a cornerstone of its power, as nearly every key Main Deck HERO monster, including staples like  
  Elemental HERO Stratos, Vision HERO Faris, and Destiny HERO - Malicious, is a Warrior. This makes Cross Crusader exceptionally easy to summon at virtually any point in a standard combo.
* **Effect 1 (Revival):** Upon being Link Summoned, its first effect allows the player to target and Special Summon one "Destiny HERO" monster from their Graveyard.5 This ability is the lynchpin that connects the entire strategy to the Destiny HERO engine. In most combo lines, this effect is used to revive a monster like  
  Destiny HERO - Malicious or Destiny HERO - Denier, immediately placing another body on the field to be used for further Link or Fusion Summons.3
* **Effect 2 (Search):** Its second effect allows the player to Tribute one "Destiny HERO" monster to add any "HERO" monster with a different name from the Deck to the hand.5 This search capability is unparalleled within the archetype. It can retrieve a crucial extender (  
  Vision HERO Faris), a powerful floodgate monster (Destiny HERO - Plasma), a resource-generating Fusion material (Elemental HERO Liquid Soldier), or any other HERO required to adapt to the game state.7
* **Restriction:** A critical balancing mechanic is its restriction: for the entire turn a player activates either of Cross Crusader's effects, they cannot Special Summon non-"HERO" monsters.5 This prevents the engine from being abused in generic Warrior-link strategies and keeps its power focused within its own archetype.

The specific and potent synergy with "Destiny HERO" monsters elevates that sub-archetype from a supplementary package to the absolute core of the deck's combo potential. The standard play pattern involves using cards like Vision HERO Vyon or Fusion Destiny to send Destiny HERO - Malicious to the Graveyard.3 This sets up the ideal conditions to Link Summon Cross Crusader. The player can then revive a Destiny HERO, Tribute it for the search effect, and still use the Graveyard effect of

Malicious to summon another copy from the deck, generating multiple monsters from a single sequence. This loop, enabled entirely by Cross Crusader, is the fundamental building block of nearly every significant HERO combo.

### Xtra HERO Wonder Driver: The Resource Recycler

Where Cross Crusader generates advantage, Xtra HERO Wonder Driver preserves it. Its primary function is resource recursion, allowing the deck to reuse powerful, single-use Spell Cards to maintain pressure and disruption over multiple turns.11

* **Summoning Requirement:** Wonder Driver requires "2 'HERO' monsters".11 This is slightly more restrictive than Cross Crusader, as it cannot be made with generic Warrior support, but it is still easily achievable within the deck's normal operations.
* **Effect 1 (Recycle):** Its main effect triggers when a "HERO" monster is Normal or Special Summoned to a zone it points to. When this occurs, the player can target one "Polymerization" Spell, "Fusion" Spell, or "Change" Quick-Play Spell in the Graveyard and Set it directly to the field.11 This effect is most famously used to recycle  
  Mask Change. A common combo line ends with Masked HERO Dark Law being summoned to a zone Wonder Driver points to, which immediately triggers Wonder Driver's effect to Set that same Mask Change from the Graveyard. This provides a "free" disruption for the opponent's turn, turning a resource-intensive play into a sustainable engine of control.13 The effect can also be used to recycle  
  Miracle Fusion, enabling powerful follow-up plays.14
* **Effect 2 (Float):** As a secondary benefit, if Wonder Driver is destroyed by an opponent's card (either by battle or effect) and sent to the Graveyard, it allows the player to Special Summon one "HERO" monster from their hand.11 This offers a degree of resilience against board wipes, but its primary utility lies in its recycling capability.

The existence of Wonder Driver fundamentally alters the resource calculation of the HERO deck. A card like Mask Change is powerful but is inherently a "minus one" in card advantage, as it trades two cards (itself and a monster) for one new monster. Wonder Driver's ability to reset it from the Graveyard makes the subsequent activation of that Mask Change a neutral or even positive exchange in card advantage. This transforms the deck's resource management from a linear expenditure into a cyclical loop, making end boards that include Wonder Driver, Dark Law, and a Set Mask Change exceptionally efficient and difficult for an opponent to overcome.

### Xtra HERO Infernal Devicer: The Niche Searcher

Xtra HERO Infernal Devicer is the most specialized of the four Link monsters, acting as a unique searcher that bridges the gap between the deck's modern combo lines and the classic HERO Fusions that require specifically named materials.15

* **Summoning Requirement:** Like Wonder Driver, it requires "2 'HERO' monsters" for its Link Summon.17
* **Effect 1 (Search):** When Link Summoned, its effect allows the player to reveal one "HERO" Fusion Monster in their Extra Deck. If they do, they can add up to two of the Fusion Materials with different names that are specifically listed on that card from their Deck to their hand.15 This effect is highly precise. It cannot be used with Fusion Monsters that list generic materials (e.g., "1 'HERO' monster + 1 WATER monster" for  
  Elemental HERO Absolute Zero). It only functions with Fusions that name their materials, such as Elemental HERO Flame Wingman (which would search Elemental HERO Avian and Elemental HERO Burstinatrix).19
* **Restriction:** It shares the same restriction as Cross Crusader, locking the player into Special Summoning only "HERO" monsters for the turn its effect is used.15

While this effect may seem geared towards casual or nostalgic strategies, it has a potent competitive application: enabling the powerful Trap Card Favorite Contact. The boss monster Elemental HERO Shining Neos Wingman is summoned via Favorite Contact, which requires Elemental HERO Neos to be available to shuffle back into the deck. Including Neos in the Main Deck can lead to inconsistent hands. Infernal Devicer elegantly solves this problem. By revealing Shining Neos Wingman from the Extra Deck, a player can use Infernal Devicer's effect to search for Elemental HERO Neos on demand.8 This transforms

Neos from a potential "brick" into a searchable combo piece, making the deck's most powerful win condition significantly more consistent.

### Xtra HERO Dread Decimator: The Game Finisher

Xtra HERO Dread Decimator is the deck's dedicated Link-3 boss monster, designed to facilitate One-Turn Kills (OTKs) and provide the board space necessary for a final, overwhelming push with multiple Fusion Monsters.2

* **Summoning Requirement:** Dread Decimator requires "2+ 'HERO' monsters".22 As a Link-3 monster, it can be summoned using three HERO monsters, or more commonly, by using a Link-2 HERO like Cross Crusader and one additional HERO monster.24
* **Effect 1 (ATK Boost):** Its continuous effect grants itself and any "HERO" monsters it points to an additional 100 ATK for each "HERO" monster with a different name in the Graveyard.22 The standard HERO combo naturally fills the Graveyard with a wide variety of names (  
  Stratos, Shadow Mist, Faris, Vyon, Malicious, Denier, etc.). Consequently, this effect often provides a massive, board-wide ATK boost of 700 to 1000 or more to itself and up to three other monsters it points to, turning a formidable board into a game-ending one.2
* **Effect 2 (Piercing):** Its final effect allows it to inflict piercing battle damage when it attacks a Defense Position monster.22 This ensures that its immense ATK stat, amplified by its own effect, can translate directly into damage against an opponent attempting to stall.

Dread Decimator's design perfectly complements the HERO deck's core gameplay loop. The very act of executing the deck's main combos provides the fuel for its primary effect. Furthermore, its three downward-pointing Link Arrows are crucial for opening up Main Monster Zones, allowing the player to summon multiple Fusion Monsters from the Extra Deck in a single turn.2 When aiming for an OTK with a monster like

Vision HERO Trinity, a player will first summon Dread Decimator. This not only provides the necessary zones for Trinity but also boosts its already doubled ATK to astronomical levels, all but guaranteeing victory.25 Thus, Dread Decimator is not merely a powerful attacker; it is a synergistic capstone that converts the resources expended during the main combo into the final push needed to win the game.

## The Anatomy of a HERO Combo - A Visual Guide

The modern HERO deck is defined by its ability to weave together the effects of monsters from different sub-archetypes into long, intricate, and powerful combo sequences. The Xtra HERO Link monsters are the threads that bind these disparate elements together. Understanding these sequences is essential to piloting the deck effectively.

### Initiating the Sequence: The Primary Starters

A successful combo begins with a strong opening play. The HERO deck has several powerful "starter" cards that can initiate its main lines of play.

* **Vision HERO Faris:** Widely considered the deck's best starter, Faris begins a powerful sequence with the simple cost of discarding one other HERO monster. Its effect places Vision HERO Increase into the Spell & Trap Zone, which then tributes Faris to summon itself and Vision HERO Vyon from the deck. This two-card investment results in multiple monsters on the field, a HERO sent from the deck to the Graveyard (typically Destiny HERO - Malicious), and a search for Polymerization.3
* **A Hero Lives:** A high-risk, high-reward Spell Card that allows the player to pay half of their Life Points to Special Summon a Level 4 or lower "Elemental HERO" monster directly from the deck.25 This is most often used to summon  
  Elemental HERO Stratos to search for Faris, or Elemental HERO Shadow Mist to search for Mask Change, effectively turning it into a one-card starter for the deck's primary strategies.27
* **Elemental HERO Stratos:** The classic searcher of the archetype. When Normal or Special Summoned, Stratos can either add any "HERO" monster from the deck to the hand or destroy Spell and Trap cards on the field up to the number of other HERO monsters controlled.29 Its most common use is to search for  
  Vision HERO Faris, providing a more traditional, Normal Summon-reliant path into the main combo.3
* **Fusion Destiny:** This Spell Card acts as a potent one-card combo, Fusion Summoning a monster that lists a "Destiny HERO" as material by sending the materials from the hand or Deck to the Graveyard.30 It is almost exclusively used to summon  
  Destiny HERO - Destroyer Phoenix Enforcer (DPE) by sending Destiny HERO - Malicious and Destiny HERO - Denier from the deck. This not only puts a powerful, recurring boss monster on the field but also perfectly sets up the Graveyard for follow-up plays involving Xtra HERO Cross Crusader.25

### The Main Line: The "Faris" Full Combo

The following sequence represents the deck's most common and powerful combo path, starting with Vision HERO Faris and any other HERO monster in hand. This line demonstrates the precise integration of the Vision, Destiny, and Xtra HERO engines to build a formidable end board.

The combo begins by activating the effect of Vision HERO Faris in the hand, discarding another HERO monster (for this example, Elemental HERO Shadow Mist) to Special Summon itself. This triggers a chain: Faris's on-field effect becomes Chain Link 1, and Shadow Mist's Graveyard effect becomes Chain Link 2. Resolving backwards, Shadow Mist searches for a HERO monster (e.g., Elemental HERO Liquid Soldier), and then Faris places Vision HERO Increase from the deck into the Spell & Trap Zone as a Continuous Trap.

From here, the player activates Increase's effect, tributing the Faris on the field to Special Summon itself. Increase's second effect then triggers, Special Summoning Vision HERO Vyon from the deck. Vyon's on-summon effect is used to send Destiny HERO - Malicious from the deck to the Graveyard. At this point, the player controls Increase and Vyon. These two Warrior monsters are used to Link Summon Xtra HERO Cross Crusader.

Now, the core extension begins. Cross Crusader's on-summon effect activates, reviving the Destiny HERO - Malicious from the Graveyard. Next, Cross Crusader's second effect is used, tributing that same Malicious to search for another key HERO, such as Destiny HERO - Plasma or a second copy of Liquid Soldier. With Malicious now back in the Graveyard, its own effect can be activated, banishing it to Special Summon the second copy from the deck. This sequence, starting from just two cards, has resulted in a Link-2 monster, another HERO on the field, and a crucial search, all while maintaining resources for further plays.

The table below provides a granular, step-by-step visualization of this core interaction, designed for easy reference and practice.

| Step | Action | Key Card(s) Used | Field State | Graveyard Setup | Resources Gained/Lost |
| --- | --- | --- | --- | --- | --- |
| 1 | Activate Faris effect in hand, discard Shadow Mist. | Vision HERO Faris, E-HERO Shadow Mist | Faris (SS) | Shadow Mist | Hand: -2 cards |
| 2 | Activate Faris (CL1) and Shadow Mist (CL2). | Faris, Shadow Mist | Faris, Increase (S/T Zone) | Shadow Mist | Hand: +1 (Liquid Soldier searched) |
| 3 | Activate Increase effect, Tribute Faris. | Vision HERO Increase | Increase (SS from S/T) | Faris, Shadow Mist | Field: -1 Faris, +1 Increase |
| 4 | Activate Increase effect to Summon from Deck. | Vision HERO Increase | Increase, Vyon (SS) | Faris, Shadow Mist | Field: +1 Vyon |
| 5 | Activate Vyon effect to send from Deck to GY. | Vision HERO Vyon | Increase, Vyon | Faris, Shadow Mist, D-HERO Malicious | GY: +1 Malicious |
| 6 | Link Summon Cross Crusader. | Increase, Vyon | Xtra HERO Cross Crusader (Link-2) | Faris, Shadow Mist, Malicious, Increase, Vyon | Field: -2 monsters, +1 Link Monster |
| 7 | Activate Cross Crusader effect to revive from GY. | Xtra HERO Cross Crusader | Cross Crusader, Malicious (SS) | Faris, Shadow Mist, Increase, Vyon | Field: +1 Malicious |
| 8 | Activate Cross Crusader effect, Tribute Malicious. | Xtra HERO Cross Crusader | Cross Crusader | Faris, Shadow Mist, Increase, Vyon, Malicious | Hand: +1 (e.g., Plasma searched) |
| 9 | Activate Malicious effect in GY. | D-HERO Malicious | Cross Crusader, Malicious #2 (SS) | Faris, Shadow Mist, Increase, Vyon | Field: +1 Malicious |

From this position, the player has numerous options to continue the combo, typically using the remaining monsters to summon powerful Fusion or Link monsters to construct their final board.

## Constructing the Optimal End Board

The goal of the HERO deck's elaborate combos is to establish a powerful and disruptive end board that can control the game and prevent the opponent from executing their own strategy. The exact composition of this board can vary depending on the opening hand and the anticipated matchup, but they generally fall into three categories.

### The Lockdown Board: Dark Law & DPE

This is the most common and competitively viable end board for a HERO deck going first.13 It combines two of the most powerful boss monsters available to the archetype.

* **Masked HERO Dark Law:** This monster acts as a one-sided Macro Cosmos, banishing any card the opponent would send to their Graveyard. This effect single-handedly cripples a vast number of modern strategies that rely on Graveyard setup. Furthermore, if the opponent adds a card from their deck to their hand outside of the Draw Phase, Dark Law forces them to banish a random card from their hand, providing both passive and active disruption.8
* **Destiny HERO - Destroyer Phoenix Enforcer (DPE):** DPE provides a recurring form of interaction. As a Quick Effect, it can destroy one card the player controls and one card on the field.12 This can be used to disrupt the opponent's plays or to destroy your own cards to trigger their Graveyard effects. If destroyed, DPE revives itself during the next Standby Phase, making it a persistent threat that must be dealt with through non-destruction means.23

The Xtra HERO engine is instrumental in creating this board. Xtra HERO Cross Crusader is used to search for the necessary combo pieces, while Xtra HERO Wonder Driver is often used at the end of the sequence to reset Mask Change from the Graveyard, allowing the player to summon a second Dark Law or another Masked HERO during the opponent's turn for additional disruption.13

### The Unbreakable Board: Adding Plasma

For hands that allow for further extension, players can add Destiny HERO - Plasma to the lockdown board.7

* **Destiny HERO - Plasma:** This formidable monster requires tributing three monsters for its Special Summon, but its continuous effect is one of the most powerful in the game: it negates the effects of all face-up monsters the opponent controls, functioning as a one-sided Skill Drain.25

A board consisting of Dark Law, DPE, and Plasma presents an almost insurmountable challenge for many decks. The opponent's Graveyard is shut off, their monster effects are negated on the field, and any card they commit is under threat of being destroyed by DPE. Xtra HERO Cross Crusader is the key enabler for this board, as its search effect is the most reliable way to add Plasma to the hand at the end of a long combo sequence.7

### The OTK Board: Trinity & Dread Decimator

When going second, the HERO deck's objective shifts from control to an immediate victory. The OTK board is designed to inflict over 8000 damage in a single Battle Phase.

* **Vision HERO Trinity:** On the turn it is Fusion Summoned, Trinity's original ATK of 2500 is doubled to 5000. It can also make up to three attacks on monsters during each Battle Phase, making it a devastating offensive tool.25
* **Xtra HERO Dread Decimator:** As previously discussed, Dread Decimator is summoned prior to the Fusion monsters. Its downward-pointing arrows open the necessary Main Monster Zones, and its ATK-boosting effect pushes Trinity's ATK to 6000 or higher, ensuring that its attacks are sufficient to end the game, even through multiple monsters.2 This synergy makes the combination of Dread Decimator and Trinity the deck's premier game-finishing strategy.

## Metagame Positioning and Strategic Vulnerabilities

While the HERO strategy is capable of producing some of the most powerful boards in the game, its success is contingent on the successful resolution of its combo lines. This makes it a "glass cannon" strategy: incredibly powerful when uninterrupted, but fragile if the opponent can disrupt it at a key moment.34

### The HERO Conglomerate: A Symphony of Sub-Archetypes

The modern HERO deck is best visualized as a web of interconnected engines, with the Xtra HERO monsters serving as the central hubs.

* **Xtra HERO Cross Crusader** is the main intersection. It directly links the **Vision HERO** engine (which provides the initial bodies and Graveyard setup) to the **Destiny HERO** engine (by reviving Malicious/Denier and enabling the search for Plasma or DPE materials).
* **Xtra HERO Wonder Driver** connects the main combo to the **Masked HERO** package by recycling Mask Change, and to the **Elemental HERO** package by recycling Miracle Fusion. This allows the resources generated by the Vision/Destiny core to flow into the Fusion-based win conditions of the other sub-archetypes.
* **Xtra HERO Infernal Devicer** provides a specialized link to the **Neos** package, making Favorite Contact a viable and consistent part of the strategy.
* **Xtra HERO Dread Decimator** serves as the final output node for all these engines, converting the accumulated Graveyard advantage into the raw offensive power needed for an OTK.

This intricate network allows the deck to function as a single, powerful unit, leveraging the strengths of each sub-archetype to create a strategy greater than the sum of its parts.

### Identifying the Choke Points: How to Deconstruct the HERO Strategy

An opponent looking to defeat a HERO player must understand where to apply pressure to break the combo chain. Due to the linear nature of the main combo, there are several critical choke points.

* **The Normal Summon:** While the deck has powerful extenders, a well-timed negation on the effect of the first Normal Summon—be it Elemental HERO Stratos or Vision HERO Vyon—can end the turn if the HERO player lacks Faris or A Hero Lives in their hand.35
* **Vision HERO Increase (in the Spell & Trap Zone):** This is arguably the deck's most significant vulnerability. Using a card that can destroy a Spell/Trap, such as Cosmic Cyclone or Ghost Ogre & Snow Rabbit, on Increase while it is a Continuous Trap is devastating. This action removes Increase before it can tribute Faris for its cost, meaning the HERO player loses both Faris and the HERO they discarded for its effect, a net loss of two cards that often ends their turn on the spot.26
* **Xtra HERO Cross Crusader:** As the main combo extender, negating Cross Crusader's on-summon revival effect with a card like Effect Veiler or Infinite Impermanence is highly effective. This prevents the player from getting an extra body on the field and cuts them off from their all-important search effect.35
* **Graveyard Disruption:** The entire strategy relies heavily on the Graveyard. Cards like Called by the Grave or D.D. Crow targeting Destiny HERO - Malicious can halt the combo by removing a key extender.34 The hand trap  
  Dimension Shifter or a floodgate like Macro Cosmos is often game-ending. Similarly, Droll & Lock Bird can shut down the turn entirely, as the main combo involves multiple searches.35
* **Board Breakers:** Due to the deck's commitment to building a large board of monsters, it is highly susceptible to powerful board-breaking cards. Nibiru, the Primal Being can tribute the entire field after the fifth summon, and the deck has no in-archetype way to negate it.34  
  Super Polymerization is also a massive threat, as a typical HERO end board is filled with DARK monsters, making them easy fodder for summoning Starving Venom Fusion Dragon or Predaplant Dragostapelia.34

## Conclusion

The "Xtra HERO" Link monsters represent a pivotal and necessary evolution for the HERO archetype. They are not a departure from its Fusion-centric roots but rather the modern scaffolding that allows those roots to flourish in the current landscape of the game. Cross Crusader ignites the combo, Wonder Driver sustains the resources, Infernal Devicer enables specific win conditions, and Dread Decimator concludes the game. Together, they form a sophisticated engine that masterfully unifies the Elemental, Destiny, Vision, Masked, and Evil HERO sub-archetypes into a singular, formidable strategy. While possessing clear vulnerabilities to well-timed disruption, the deck's explosive power and high ceiling are a direct result of the synergy and utility provided by its four essential Link monsters. To master the modern HERO deck is to master the intricate plays and critical decision-making moments created by the Xtra HERO engine.

#### Geciteerd werk

1. Should Xtra HERO cards become a full on HERO sub-archetype akin to Elemental/Destiny/Evil/Masked/Vision? : r/yugioh - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/yugioh/comments/7lsoko/should_xtra_hero_cards_become_a_full_on_hero/>
2. Blog / Xtra HERO Dread Decimator - VIZ, geopend op oktober 4, 2025, <https://www.viz.com/blog/posts/xtra-hero-dread-decimator>
3. How To Play A HERO Deck In Yu-Gi-Oh! - TheGamer, geopend op oktober 4, 2025, <https://www.thegamer.com/yu-gi-oh-how-to-play-hero-deck-core-cards-strategies/>
4. Xtra HERO Cross Crusader | How to obtain, Decks & Usage Statistics | Master Duel Meta, geopend op oktober 4, 2025, <https://www.masterduelmeta.com/cards/Xtra%20HERO%20Cross%20Crusader>
5. Xtra HERO Cross Crusader | Card Details | Yu-Gi-Oh! Neuron ..., geopend op oktober 4, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14295>
6. Xtra HERO Cross Crusader [RA04-EN076] Super Rare - Games A Plunder, geopend op oktober 4, 2025, <https://gamesaplunder.com/products/xtra-hero-cross-crusader-ra04-en076-super-rare>
7. HERO Strategy Doc w/ Combos : r/yugioh - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/yugioh/comments/c89qy3/hero_strategy_doc_w_combos/>
8. HERO DECK PROFILE (MAY 2025) YU-GI-OH! - YouTube, geopend op oktober 4, 2025, <https://www.youtube.com/watch?v=DbY7EFhJUN4>
9. Dumb Question, but I wanna make sure. Xtra Hero Cross Crusader with Kaiju - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/Yugioh101/comments/fcy543/dumb_question_but_i_wanna_make_sure_xtra_hero/>
10. Xtra hero cross crusader question. I might be missing something but randomly its effect doesn't trigger. I was lucky in this game but ive been hit by its effect not activating causing me to take a L. Please let me know if im missing something. : r/masterduel - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/masterduel/comments/x9hv18/xtra_hero_cross_crusader_question_i_might_be/>
11. Xtra HERO Wonder Driver | Card Details | Yu-Gi-Oh! Neuron ..., geopend op oktober 4, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=13543&request_locale=en>
12. Xtra HERO Wonder Driver | Card Details | Yu-Gi-Oh! Neuron(OFFICIAL CARD GAME CARD DATABASE), geopend op oktober 4, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=13543&request_locale=ae>
13. Introduction to HEROs | Master Duel Meta, geopend op oktober 4, 2025, <https://www.masterduelmeta.com/articles/guides/hero-guide-luisdob-besso>
14. Could I use miracle fusion once I set it from the graveyard with Xtra hero wonder driver ? : r/Yugioh101 - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/Yugioh101/comments/m3ok08/could_i_use_miracle_fusion_once_i_set_it_from_the/>
15. Xtra HERO Infernal Devicer - cardcluster, geopend op oktober 4, 2025, <https://cardcluster.com/card/xtra-hero-infernal-devicer>
16. Xtra HERO Infernal Devicer - Battles of Legend: Chapter 1 - YuGiOh - TCGplayer.com, geopend op oktober 4, 2025, <https://www.tcgplayer.com/product/538481/yugioh-battles-of-legend-chapter-1-xtra-hero-infernal-devicer>
17. Xtra HERO Infernal Devicer | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 4, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14936&request_locale=en>
18. Xtra HERO Infernal Devicer | Card Details | Yu-Gi-Oh! Neuron(OFFICIAL CARD GAME CARD DATABASE), geopend op oktober 4, 2025, <http://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14936&request_locale=ae>
19. Xtra HERO Hell Diviser - useful for classic hero deck? : r/yugioh - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/yugioh/comments/dvowhm/xtra_hero_hell_diviser_useful_for_classic_hero/>
20. “Extra Hero Infernal Devicer” effect rulings.i linked summoned this card and his ability wasn't active. : r/masterduel - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/masterduel/comments/1it26v2/extra_hero_infernal_devicer_effect_rulingsi/>
21. Xtra HERO Dread Decimator | How to obtain, Decks & Usage Statistics | Duel Links Meta, geopend op oktober 4, 2025, <https://www.duellinksmeta.com/cards/Xtra%20HERO%20Dread%20Decimator>
22. Xtra HERO Dread Decimator | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op oktober 4, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14052>
23. Xtra HERO Dread Decimator | Card Details | Yu-Gi-Oh! Neuron(OFFICIAL CARD GAME CARD DATABASE), geopend op oktober 4, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=14052&request_locale=ae>
24. Xtra Hero Dread Decimator and Cross Crusader : r/Yugioh101 - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/Yugioh101/comments/hz1lmw/xtra_hero_dread_decimator_and_cross_crusader/>
25. Sam's BEST Hero Deck List - TCGplayer, geopend op oktober 4, 2025, <https://www.tcgplayer.com/content/article/Sam-s-BEST-Hero-Deck-List/80590714-1ede-47ee-8bc5-1bc9effffcaf/>
26. Ultimate Guide: HEROs - Fast, Easy, Learn, geopend op oktober 4, 2025, <https://fasteasylearn.com/2022/03/08/ultimate-guide-yu-gi-oh-heros/>
27. trying to make a HERO TCG deck : r/Yugioh101 - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/Yugioh101/comments/1lrwzxr/trying_to_make_a_hero_tcg_deck/>
28. HERO | EASY GUIDE & DECKLIST! (Combo Guide) - YouTube, geopend op oktober 4, 2025, <https://www.youtube.com/watch?v=DLvf6_Sa1KQ>
29. Hero Deck Profile January 2020 | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 4, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&cgid=9d53762624f033102d3b2676024c8eec&dno=24&request_locale=en>
30. HERO | Yu-Gi-Oh! Deck Recipe Details, geopend op oktober 4, 2025, <https://www.db.yugioh-card.com/yugiohdb/member_deck.action?ope=1&wname=MemberDeck&ytkn=59c80b5568aa4db704511937e483b434a397e6c1edc86d9f3f6a4de65c7fe1f0&cgid=1815d1f30ebe49ae32a755cd5ff85745&dno=50&request_locale=en>
31. Yugioh HERO Easy Combo Guide | Beginner Friendly - YouTube, geopend op oktober 4, 2025, <https://www.youtube.com/watch?v=L5a7XkfDWUA>
32. THE BEST Elemental Hero Decks In Yu-Gi-Oh - TCGplayer, geopend op oktober 4, 2025, <https://www.tcgplayer.com/content/article/THE-BEST-Elemental-Hero-Decks-In-Yu-Gi-Oh/3bee14f4-49a6-4d71-a424-8e34c9c6ede1/>
33. EVERY HERO COMBO YOU NEED TO KNOW! | Hero Combo Guide | Yu-Gi-Oh! Master Duel - YouTube, geopend op oktober 4, 2025, <https://www.youtube.com/watch?v=DubMEqAJPGc>
34. What is the best ways to counter HERO? : r/yugioh - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/yugioh/comments/erw1t1/what_is_the_best_ways_to_counter_hero/>
35. HEROs players: what are the key choke points in your deck and what cards do I need to interrupt/negate? : r/yugioh - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/yugioh/comments/ckbnaa/heros_players_what_are_the_key_choke_points_in/>
36. What are the choke points for HERO decks? : r/Yugioh101 - Reddit, geopend op oktober 4, 2025, <https://www.reddit.com/r/Yugioh101/comments/qxzs10/what_are_the_choke_points_for_hero_decks/>