

YU-GI-OH HERO GUIDE

A full guide to playing HEROs – September 2020 format

By Adam Maycock – 20/09/2020



General:

This guide is a brief introduction to HEROs and how to play them. HEROs have evolved many times through the years and are competitively viable for the Meta once again. With this in mind I hope this guide serves as a starting point for many budding HERO players. It includes recommendations on numbers of each card to play in the main deck, extra deck and side deck as well as guides on combos that are available through different starter cards. There is also advice on deck building and strategy too!

About Me:

HEROs was my very first deck... that explains the love really. AbZero.dek, Little City, Big City, Electrum Cannon, HERO Gemini, Bubble Beat, Toadally HERO... I've played them all. It's refreshing that HEROs are once again back in contention for the meta rather than just playing them because they're 'cute'.

I'm both an avid player and a Judge of Yu-Gi-Oh!, having judged multiple Regional and National tournaments in the UK. I enjoy both sides of the game and aim to judge and play in at least 1 Tier 2 event every year.

I have created this guide for the sole purpose encouraging players, new and old, to playing HEROs and to encourage them to buy into the products so that we in turn encourage future support. If you do wish to say thank you though with more than words, please feel free to donate through paypal.me/maycockadam.



New Sections:

New for Version 5 are the following sections:

- Hero Main Deck Monsters
 - o Neo-Spacial Monsters added
- Other Extra Deck Monsters
 - o Additional monsters added that can be used by HERO decks
- Support Cards
 - o Additional monsters and spells added
- Combos
 - o Haliqifibrax combos added
- Siding
 - o New decks added to the charts
- Deck Building
 - o Halqifibrax Combo Deck added
 - o Other Deck Building Guidance added
- Index

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Disclaimer:

The sole purpose of this guide is to encourage players into playing HEROs and playing the deck effectively. All images included are the sole property of Konami and are use with the sole intention of Illustration for Instruction. All information available in the guide is solely the opinion of the Author with no affiliation to Konami.

History:

The most supported archetype in the game, HEROs have been around for over a decade and have been played in many forms over the years. Stun decks, Combo decks, FTK burn decks, gimmicky Anime decks... there has been a variant of this deck to suit almost every play style so it's unsurprising that HEROs have such a strong fan base. Below I have included all the old versions of HERO decks that have been played over the long years that HEROs have been in the game. Most are now unplayable due to master rule changes, ban list changes, or they have just lost power in the game but it's still nice to see how far we have come.

Absolute Zero

Although not strictly a HERO deck variant I thought I would include this anyway. With Elemental HERO Absolute Zero being released 10 years ago this year, he's been a strong member of the team for many years. 10 years ago was around the same time that Duellist Revolution first released. Naturias, Scraps, Infernity and X-Sabers were the big decks around this time. This was pretty much the first deck I took seriously as a competitive deck. Without making cards like Stardust Dragon, Absolute Zero was a difficult card to overcome back then and combining him with cards like Interdimensional Matter Transporter and Paradox Fusion, he became even stronger. The deck could be played with either an Elemental HERO engine utilising cards like King of the Swamp to, or alternatively you could use the Destiny HERO engine allowing for synchro plays with Deep Sea Diva too. Definitely too old to even consider these days but this deck was fun 10 years ago.



Little City

A fun little deck of HEROs. Back when this deck was playable, there was very little spell and trap removal outside of Mystical Space Typhoon and Dust Tornado. This meant that Skyscraper was able to be quite powerful giving a 1k attack boost to your HEROs in battle. It had a very linear play style however, just beating over your opponent's monsters but to be honest that was most of the meta back then. The deck didn't care about monster effects so cards like Skill Drain and Beast King Barbaros were also used in this deck to stun your opponent and hit hard. Thunder King Rai-Oh and Honest were also big supporters in this deck.



Big City

Cheap and easy to build, the deck was very accessible to most of the player base too which was a big plus. The deck did have cute abilities though too... Ocean to recur monsters for late game advantage, Wildheart and his immunity from traps, and Elemental HERO Stratos to Search... and all summonable back through Skyscraper 2 – HERO City to use them again and again. Unlike, Little City and its high attack and stun, Big City Decks relied on recursion and resources to overwhelm your opponent after they have committed to their board, swarm back all your monsters can take back control of the game.



Gemini Beat

Another deck coming into power around DREV format, Gemini Beat gained consistency because of Pot of Duality's release. The stun deck of HERO's past, relying upon knowledge of the format to know how to best interrupt your opponent through cards like Gemini Spark and Hero Blast, while saving the power plays for the right moment when they're weakest. The old school trap cards like Bottomless Trap Hole, Torrential Tribute and Mirror Force packed a lot of punch back in this era too. This is quite possibly the first point that HEROs started to make it onto the competitive scene or at least more than just being splashed into decks as a smaller engine and being a deck in their own right.



Bubble Beat

The upgraded version of Gemini Beat, Elemental HERO Bubbleman started seeing play when Xyz monsters were first introduced to the game. Bubbleman's unique summoning method allowed us to spam out multiple Xyz monsters in the same turn. From strong OTK monsters like Blade Armor Ninja and Excalibur to control monsters like Shock Master the deck was pretty versatile in its play style due to the options it had available to it. This format contained Spellbooks and Dragon Rulers so was very unforgiving but we did get the ability to use Eradicator Epidemic Virus too by making Crazy Box... an absolute blowout if you saw it turn 1.



Toadally HERO

Possibly the most competitive deck that HEROs have had before the current version of the deck, Toadally HEROs claimed Nationals and regionals tops in both Europe and America alike. The Meta back then included Kozmos, Qli and Burning Abyss which HEROs could contend against nicely. An ideal board for this deck ended with Toadally Awesome, Bahamut Shark, Masked HERO Dark Law, and Raflessia and Solemn Strike or Warning set on the field. This becomes a very difficult field to overcome for most decks. Currently the deck isn't viable due to the current Master Rule



however, later this year when the Master Rule is revised this deck could see some play again in some form. Toadally HEROs were the one version of HEROs that had access to a negate; a key piece of the puzzle we are missing today so I would be nice if this deck made a resurgence in the future.

Gate HERO

One of the more fun decks of HEROs past and one four only burn/FTK decks. This deck is another unfortunate casualty of the master rule change but the only real reason this deck was ever played was if you wanted to continue to play HEROs in the dark time when Elemental HERO Stratos was forbidden. Theoretically capable of inflicting infinite damage in a single turn, Gate HEROs could use both Fusion Gate and Chain Material in combination with Elemental HERO Electrum to summon infinite times from the extra deck. Two Electrums could be overlaid together to create Gustaph Max and



inflict 200 damage to your opponent... to then recycle all the monsters back to the extra deck and

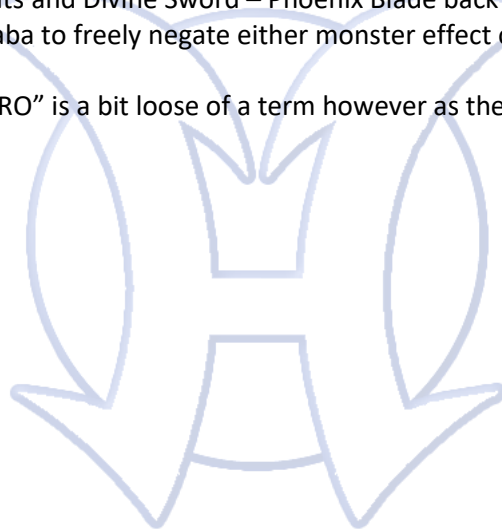
repeat the burn damage again and again and again. Unfortunately, this was incredibly inconsistent, but so fun when the deck worked.

Now courtesy of the September 2020 forbidden and limited list, this deck actually has some, albeit inconsistent, potential. The deck has just been given Makyura the Destructor. This card allows one trap card to be used from the hand if it is sent from the field to the graveyard... and this deck only needs one to be used. What's even better is that Makyura is a warrior which means that it can be summoned to the field with Isolde, Two Tales of the Noble Knights, a monster that HEROs are very familiar with!

Invoked HERO

This deck was one of the most competitive builds of HEROs in the middle of 2020. It was a shame that it never got to see any competitive play due to the Coronavirus Pandemic. Any 2 warriors could combo into Invoked Mechaba and Cross-Sheep with the summon of Mechaba triggering Cross-Sheep's effect and summoning back another monster for more extension. This gave HEROs a negate on board which they very desperately need. During the combo you also get a search with Isolde, Two Tales of the Noble Knights and Divine Sword – Phoenix Blade back to the hand too allowing Mechaba to freely negate either monster effect or a spell.

Calling the deck "Invoked HERO" is a bit loose of a term however as the only Invoked monster you ever summon is Mechaba.



Cards

The following is a list of all HERO themed and HERO Support cards that are relevant to the current competitive HERO deck. Obviously, this will not make a full deck and will require extra support from hand traps and removal cards etc. These will all be detailed later in the guide.

HERO Main Deck Monsters:

Elemental HEROs:

Elemental HERO Stratos (Run 2-3) – The core searcher of the deck. There's a reason that every search-on-summon monster in the game is referred to as "Stratos". He not only searches every HERO card in the deck but also can be used to destroy spells and traps with non-targeting destruction.



When this card is Normal or Special Summoned: You can activate 1 of these effects.

- *Destroy Spells/Traps on the field, up to the number of "HERO" monsters you control, except this card.*
- *Add 1 "HERO" monster from your Deck to your hand.*

Elemental HERO Shadow Mist (Run 2) – Our lady of the deck and our access into Masked HERO Dark Law. Also works as a pseudo-searcher, turning Vision HERO Vyon into an Elemental HERO Stratos. 2 are needed for the deck so drawing into her isn't an issue although in hand she can still be summoned off of Elemental HERO Solid Soldier and discarded with Vision HERO Faris.



If this card is Special Summoned: You can add 1 "Change" Quick-Play Spell Card from your Deck to your hand. If this card is sent to the GY: You can add 1 "HERO" monster from your Deck to your hand, except "Elemental HERO Shadow Mist". You can only use 1 "Elemental HERO Shadow Mist" effect per turn, and only once that turn.

Elemental HERO Solid Soldier (Run 1) – Like all supporting Elemental HERO cards, these can be run at 1 with almost no consistency loss due to running Emergency Calls and Reinforcement of the Army. Elemental HERO Solid Soldier allows for cute interactions with Elemental HERO Stratos and Elemental HERO Shadow Mist, allowing both of their respective effects to be live. Extending further into the combo using Polymerisation on him allows his second effect to trigger and special back Elemental HERO Stratos or Elemental HERO Shadow Mist for maximum advantage.



When this card is Normal Summoned: You can Special Summon 1 Level 4 or lower "HERO" monster from your hand. If this card is sent from the Monster Zone to the GY by a Spell effect: You can target 1 "HERO" monster in your GY, except "Elemental HERO Solid Soldier"; Special Summon it in Defense Position. You can only use this effect of "Elemental HERO Solid Soldier" once per turn.

Elemental HERO Liquid Soldier (Run 1) – Elemental HERO Solid Soldier's new brother in Arms. Elemental HERO Liquid Soldier's new addition to the deck gives alternative game plans to the deck. Turning Destiny Fusion into a one card Masked HERO Dark Law is just the start of this guy's talents; also giving us access once again to Masked HERO Acid, a cute deep draw engine with his second effect and amazing late game recursion.



When this card is Normal Summoned: You can target 1 Level 4 or lower "HERO" monster in your GY, except "Elemental HERO Liquid Soldier"; Special Summon it. If this card is used as Fusion Material for a "HERO" monster, and sent to the GY or banished: You can draw 2 cards, then discard 1 card. You can only use 1 "Elemental HERO Liquid Soldier" effect per turn, and only once that turn.

Elemental HERO Honest Neos (Run 1) – Our OTK enhancer and protection from battle of sorts. Even if your opponent knows of this card being in your hand it is a real threat. Adding 2500ATK to any HERO monster prevents the opponent from being able to rush into the battle phase to take out monsters that are preventing them from attacking. Turning Vision HERO Trinity into a 7500 monster is a very real threat and Elemental HERO Honest Neos can even be used to turn on Destiny HERO - Dystopia's effect in a pinch.



(Quick Effect): You can discard this card, then target 1 "HERO" monster on the field; it gains 2500 ATK until the end of this turn. (Quick Effect): You can discard 1 "HERO" monster; this card gains ATK equal to the discarded monster's ATK until the end of this turn. You can only use each effect of "Elemental HERO Honest Neos" once per turn.

Destiny HEROs:

Destiny HERO - Malicious (Run 2) – Being sent off of Fusion Destiny or off of Vision HERO Vyon, this card extends our boards with ease. Drawing into one is never an issue as it can be discarded off of Vision HERO Faris or fused into other HERO monsters like Destiny HERO - Dystopia, Vision HERO Trinity, Vision HERO Adoration or Destiny HERO - Dangerous. This card allows us to link climb through our HERO Monsters or can be used to rebuild if the board is broken.



You can banish this card from your GY; Special Summon 1 "Destiny HERO - Malicious" from your Deck.

Destiny HERO - Dynatag (Run 1) – Combined with Malicious, this card makes Fusion Destiny a 1 card Destiny HERO - Dystopia with his effect live. In hand you can use his other effect to prevent what would be and OTK too.



During damage calculation, when you would take battle damage (Quick Effect): You can discard this card; make yourself take no battle damage from that battle, and if you do, each player takes 1000 damage. You can banish this card from your GY, then target 1 "Destiny HERO" monster you control; it gains 1000 ATK until the end of your opponent's next turn.

Destiny HERO - Celestial (Run 0-1) – Turning Destiny HERO - Dystopia into our late game win condition in time, 1600 burn damage is not to be sniffed at. A late game draw 2 for free is very nice too. His on-field effect almost never sees play however.



When this card declares an attack: You can target 1 face-up Spell your opponent controls; destroy it, and if you do, inflict 500 damage to your opponent. While you have no cards in your hand, except the turn this card was sent to the GY: You can banish this card and 1 "Destiny HERO" monster from your GY; draw 2 cards. You can only use this effect of "Destiny HERO - Celestial" once per turn.

Destiny HERO - Plasma (Run 0-1) – Skill drain with legs... many decks have a huge problem outing this card especially when backed by Elemental HERO Honest Neos being in the hand. One of our few boss monsters that HEROs hope to end on when building a turn one board.



Cannot be Normal Summoned/Set. Must be Special Summoned (from your hand) by Tributing 3 monsters. Negate the effects of face-up monsters while your opponent controls them. Once per turn: You can target 1 monster your opponent controls; equip that target to this card (max. 1). This card gains ATK equal to half the original ATK of the monster equipped to it by this effect.

Destiny HERO - Drawhand (Run 0-1) - Drawhand sometimes sees play due to his recursion effect. If you find yourself not being able to play around cards like Nibiru, The Primal Being, Drawhand gives confidence that at least Masked HERO Dark Law will remain on the board for the opponents turn if you've searched or drawn into Mask Change.



If this card is Special Summoned by the effect of a "HERO" monster: You can make each player draw 1 card. During the next Standby Phase after this card was sent to the GY: You can Special Summon this card from your GY, but banish it when it leaves the field. You can only use each effect of "Destiny HERO - Drawhand" once per turn.

Destiny HERO - Decider (Run 0-1) – Another tech choice monsters for the Destiny HERO engine and a budget option to boot. Destiny HERO - Decider has an interesting recursion effect allowing you to gain some advantage back for next turn by adding back an Elemental HERO Stratos or a used Elemental HERO Honest Neos for protection instead. Destiny HERO - Decider also has a unique protection effect where he cannot be attacked by level 6 and higher monsters so if you find your locals is full of decks like budget Blue Eyes then this might just let you live long enough to gain advantage back.



Level 6 or higher monsters your opponent controls cannot target this card for attacks. You can only use each of the following effects of "Destiny HERO – Decider" once per Duel.

- *If this card is Normal or Special Summoned: You can add 1 "HERO" monster from your GY to your hand during the End Phase of this turn.*
- *When a card or effect is activated that would inflict damage to you, while this card is in your GY (Quick Effect): Return this card to your hand, and if you do, make that effect damage to you 0.*

Evil HEROs:

Evil HERO Adusted Gold (Run 1) – Although never summoned, Evil HERO Adusted Gold is almost a free Evil HERO Malicious Bane on his own. Allowing access to this boss monster in 1 card is a strong power boost to the deck.



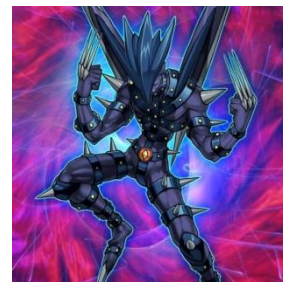
You can discard this card; add 1 "Dark Fusion", or 1 card that specifically lists "Dark Fusion" in its text, from your Deck to your hand, except "Evil HERO Adusted Gold". You can only use this effect of "Evil HERO Adusted Gold" once per turn. Cannot attack unless you control a Fusion Monster.

Evil HERO Sinister Necrom (Run 0-1) – A good option for a more budget variant of the deck. HEROs can easily send this card to the grave to use its effect either through Vision HERO Vyon or by searching it from the deck to fuse with.



You can banish this card from your GY; Special Summon 1 "Evil HERO" monster from your hand or Deck, except "Evil HERO Sinister Necrom". You can only use this effect of "Evil HERO Sinister Necrom" once per turn.

Evil HERO Malicious Edge (Run 0-1) - Sinister Necrom's best friend in the deck. Effectively a free to summon 2600 attack monster to allow the more budget versions of the deck to push for game.



If your opponent controls a monster, you can Tribute Summon this card face-up with 1 Tribute. If this card attacks a Defense Position monster, inflict piercing battle damage.

Vision HEROs:

Vision HERO Faris (Run 3) – Without committing to a normal summon Faris starts and extends the HERO plays far. Even with locking the deck into only summoning HERO monsters for the rest of the turn, this is not a problem. Max out on this card in your deck.



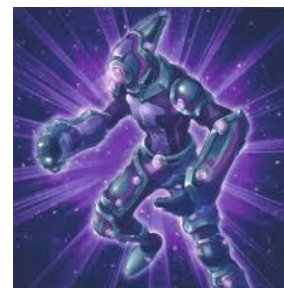
You can discard 1 other "HERO" monster; Special Summon this card from your hand. If this card is Normal or Special Summoned: You can place 1 "Vision HERO" monster from your Deck, except "Vision HERO Faris", in your Spell & Trap Zone as a face-up Continuous Trap, also you cannot Special Summon monsters from the Extra Deck for the rest of this turn, except "HERO" monsters. You can only use each effect of "Vision HERO Faris" once per turn.

Vision HERO Increase (Run 2) – Technically a brick when you open this card but never a problem as you run 2, Vision HERO Increase is the second half to Vision HERO Faris. Any card that special summons from the deck is always a card to remember and Vision HERO Increase is no exception. Being treated as a trap card is amazing too, meaning that Vision HERO Increase when in the spell and trap card zone can be used in your opponent's Main Phase too.



If you take battle or effect damage while this card is in your GY: You can place this card from your GY in your Spell & Trap Zone as a face-up Continuous Trap. During the Main Phase, if this card is treated as a Continuous Trap: You can Tribute 1 "HERO" monster; Special Summon this card. If this card is Special Summoned from the Spell & Trap Zone: You can Special Summon 1 Level 4 or lower "Vision HERO" monster from your Deck. You can only use each effect of "Vision HERO Increase" once per turn.

Vision HERO Vyon (Run 2) – A pseudo-Elemental HERO Stratos, a themed Armageddon Knight, and our Polymerisation searcher... this guy does everything. This one card gives us access into almost every end board that the deck can give be it OTK or stun. Drawing into both, like Vision HERO Increase, is bad although less so in the case of Vision HERO Vyon. Run 2 to ensure the Vision engine is as live as possible.



If this card is Normal or Special Summoned: You can send 1 "HERO" monster from your Deck to the GY. You can only use this effect of "Vision HERO Vyon" once per turn. Once per turn: You can banish 1 "HERO" monster from your GY; add 1 "Polymerization" from your Deck to your hand.

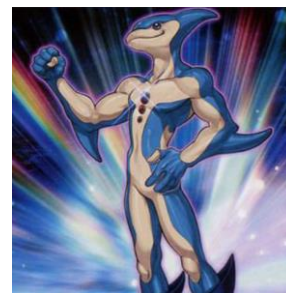
Neo-Spacians:

Neo Space Connector (Run 0-3) – This card is usually used by decks other than HEROs as it allows access to Isolde, Two Tales of the Noble Knights. If you summon Aqua Dolphin too using the summon effect, you can potentially take a card out of your opponent's hand or, at the very least, look at their hand and gain knowledge of what they're playing.



When this card is Normal Summoned: You can Special Summon 1 "Neo-Spacial" monster or 1 "Elemental HERO Neos" from your hand or Deck in Defense Position. You can Tribute this card, then target 1 "Neo-Spacial" monster or 1 "Elemental HERO Neos" in your GY; Special Summon it in Defense Position. You can only use each effect of "Neo Space Connector" once per turn.

Neo-Spacial Aqua Dolphin (Run 0-1) – This super old card came back into the players' view when Neo Space Connector came out. Its ability to look at your opponent's hand and potentially take away their interruption is so valuable and has stolen many wins just from that knowledge you gain.



Once per turn: You can discard 1 card; look at your opponent's hand and choose 1 monster. If you control a monster with ATK greater than or equal to the ATK of the chosen card, destroy the chosen card, and if you do, inflict 500 damage to your opponent. Otherwise, take 500 damage.

HERO Extra Deck Monsters:

Elemental HEROs:

Elemental HERO Absolute Zero (Run 0-1) – A monster against water decks and a formidable threat even when not. Due to the introduction of Sunrise and Miracle Fusion now being easily searchable, Absolute Zero is seeing some play. A Raigeki when removed from the field and can be Mask Changed into Acid too for a full board wipe.



1 "HERO" monster + 1 WATER monster

Must be Fusion Summoned. Gains 500 ATK for each WATER monster on the field, except "Elemental HERO Absolute Zero". If this card leaves the field: Destroy all monsters your opponent controls.

Elemental HERO Sunrise (Run 0-1) – Fairly generic fusion requirements and the ability to search miracle fusion are very good effects. Although it doesn't give the deck much interaction on the opponents turn as his effect is very easy to avoid triggering, he is a pretty good budget option to extend into larger boards.



2 "HERO" monsters with different Attributes

Must be Fusion Summoned. Monsters you control gain 200 ATK for each different Attribute you control. You can only use each of the following effects of "Elemental HERO Sunrise" once per turn.

- *If this card is Special Summoned: You can add 1 "Miracle Fusion" from your Deck to your hand.*
- *When an attack is declared involving another "HERO" monster you control: You can target 1 card on the field; destroy it.*

Elemental HERO Nova Master (Run 0-1) – Although the deck does not run fire monsters past Ash Blossom & Joyous Spring, this card is a fairly useful Super Polymerisation target with a decent effect. Meta dependant on use.



1 "Elemental HERO" monster + 1 FIRE monster

Must be Fusion Summoned. If this card destroys an opponent's monster by battle: Draw 1 card.

Elemental HERO Great Tornado (Run 0-1) – See above.



1 "Elemental HERO" monster + 1 WIND monster

Must be Fusion Summoned and cannot be Special Summoned by other ways. If this card is Fusion Summoned: Halve the ATK and DEF of all face-up monsters your opponent currently controls.

Elemental HERO the Shining (Run 0-1) – See above.



1 "Elemental HERO" monster + 1 LIGHT monster

Must be Fusion Summoned and cannot be Special Summoned by other ways. This card gains 300 ATK for each of your banished "Elemental HERO" monsters. When this card is sent from the field to the Graveyard: You can target up to 2 of your banished "Elemental HERO" monsters; add those targets to your hand.

Elemental HERO Escuridao (Run 0-1) – Similar to above but also combos with the same utility of Vision HERO Adoration being able to generically fuse off monsters you control in order to use their effects like Elemental HERO Liquid Soldier and Elemental HERO Solid Soldier.



1 "Elemental HERO" monster + 1 DARK monster

Must be Fusion Summoned and cannot be Special Summoned by other ways. This card gains 100 ATK for each "Elemental HERO" monster in your Graveyard.

Elemental HERO Gaia (Run 0-1) - See above.



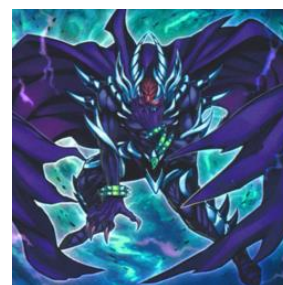
1 "Elemental HERO" monster + 1 EARTH monster

Must be Fusion Summoned and cannot be Special Summoned by other ways. When this card is Fusion Summoned: Target 1 face-up monster your opponent controls; until the End Phase, its ATK is halved and this card gains the same amount of ATK.



Destiny HEROs:

Destiny HERO - Dangerous (Run 1) – His effect does not see too much play but if you have opened Malicious and Fusion Destiny for example, he can fill your grave with all the Destiny HEROs you have and make everything live. He is used for combo extending and being able to send Elemental HERO Shadow Mist to the grave with Fusion Destiny. Combos explaining later in the guide.



1 "Destiny HERO" monster + 1 DARK Effect Monster

(Quick Effect): You can discard 1 card; send 1 "Destiny HERO" monster from your hand or Deck to the GY, and if you do, "Destiny HERO" monsters you control gain 200 ATK for each "Destiny HERO" monster in your GY until the end of this turn. You can only use this effect of "Destiny HERO - Dangerous" once per turn.

Destiny HERO - Dystopia (Run 1) – Our own themed Zodiac Drident. One of the rare cards our deck has that can interact with the opponent on their turn. This card has very high attack and even higher when combined with Destiny HERO - Dynatag, Elemental HERO Honest Neos or Xtra HERO Dread Decimator.

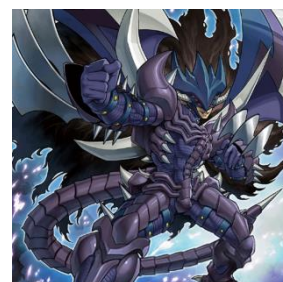


2 "Destiny HERO" monsters

If this card is Special Summoned: You can target 1 Level 4 or lower "Destiny HERO" monster in your GY; inflict damage to your opponent equal to that target's ATK. If this card's current ATK is different from its original ATK (except during the Damage Step) (Quick Effect): You can target 1 card on the field; destroy it, and if you do, this card's ATK becomes equal to this card's original ATK. You can only use each effect of "Destiny HERO - Dystopia" once per turn.

Evil HEROs:

Evil HERO Malicious Bane (Run 1) – Malicious Bane comes strutting onto the field with strong protective effects and the ability to destroy all your opponent's monsters equal to or weaker than him. It's also important to note that Evil HERO Malicious Bane is a fiend and not a warrior. This allows you to be able to summon him and regain field presence when you would have otherwise been locked out from summoning by There Can Only Be One.



*1 "Evil HERO" monster + 1 Level 5 or higher monster
Must be Special Summoned with "Dark Fusion". Cannot be destroyed by battle or card effects. During your Main Phase: You can destroy all monsters your opponent controls with ATK less than or equal to this card's, also this card gains 200 ATK for each monster destroyed this way, also you cannot declare an attack for the rest of this turn, except with "HERO" monsters. You can only use this effect of "Evil HERO Malicious Bane" once per turn.*



Masked HEROs:

Masked HERO Dark Law (Run 2) – Probably our best boss monster to end on when not OTK'ing the opponent. Dark Law's oppressive Macro Cosmos style effect is incredible detrimental to many decks who require the grave to function. Being able to steal cards directly out of your opponent's hand too is amazing, putting pressure on their already limited resources.



Must be Special Summoned by "Mask Change". Any card sent to your opponent's GY is banished instead. Once per turn, if your opponent adds a card(s) from their Deck to their hand (except during the Draw Phase or the Damage Step): You can banish 1 random card from your opponent's hand.

Masked HERO Anki (Run 0-1) – A kind of OTK Enabler of the deck. Anki can search out mask change when he destroys a monster in battle and sends it to the graveyard turning himself back into Masked HERO Dark Law for another attack. Also being able to attack directly is very useful at dealing damage when you otherwise wouldn't have been able to.



Must be Special Summoned by "Mask Change". This card can attack your opponent directly, but when it does so using this effect, the battle damage inflicted to your opponent is halved. When this card destroys an opponent's monster by battle and sends it to the GY: You can add 1 "Change" Quick-Play Spell Card from your Deck to your hand. You can only use this effect of "Masked HERO Anki" once per turn.

Masked HERO Acid (Run 1) – For those of you that have been in the game a while, you'll probably know Harpies' Feather Duster and how good of a card it is. Now that HEROs have access to Elemental HERO Liquid Soldier we finally have access once again to this monster.



Must be Special Summoned with "Mask Change" and cannot be Special Summoned by other ways. When this card is Special Summoned: Destroy all Spell and Trap Cards your opponent controls, and if you do, all monsters they control lose 300 ATK.

Masked HERO Blast (Run 0-1) – Opening Mask Change for your starting hand, running a Blast allows you to dodge certain negate cards when you attempt to search with Elemental HERO Stratos. Blast's effect can also be used to rid the field of Spells and Traps that would otherwise have been interruptive and allow you to play on.



Must be Special Summoned with "Mask Change" and cannot be Special Summoned by other ways. If this card is Special Summoned: You can target 1 face-up monster your opponent controls; its ATK becomes half its current ATK. Once per turn, during either player's turn: You can pay 500 LP, then target 1 Spell/Trap Card your opponent controls; return it to the hand.

Masked HERO Dian (Run 0-1) – With the same reasoning as above but for Elemental HERO Solid Soldier, Dian can also summon from the deck if he destroys a monster in battle. This can be very threatening when Elemental HERO Stratos is summoned in the Damage Step, preventing some cards that usually would have been able to stop him from activating due to the Damage Step rules.



Must be Special Summoned with "Mask Change" and cannot be Special Summoned by other ways. When this card destroys an opponent's monster by battle and sends it to the Graveyard: You can Special Summon 1 Level 4 or lower "HERO" monster from your Deck.

Vision HEROs:

Vision HERO Adoration (Run 0-1) – Never really used for his effect but always nice to bear in mind, Vision HERO Adoration is mostly used for his generic summoning requirements, being able to trigger the effects of monsters that activate in this manner or to send materials you need in the grave from your hand.



2 "HERO" monsters

Once per turn: You can target 1 face-up monster your opponent controls and 1 other "HERO" monster you control; the opponent's targeted monster loses ATK and DEF equal to the ATK of your targeted monster, until the end of this turn.

Vision HERO Trinity (Run 1) – Trinity is the go-to OTK monster. You might not think you actually summon this much but that's only being when you do, your opponent usually concedes defeat against you. Vision HERO Trinity combined with Elemental HERO Honest Neos becomes 7500ATK on the turn he is summoned which is more than enough to finish the game on his own after you've baited out everything that can stop him.



3 "HERO" monsters

After this card is Fusion Summoned, for the rest of this turn, this card's ATK becomes double its original ATK. This Fusion Summoned card can make a second and a third attack during each Battle Phase. Cannot attack directly.

Xtra HEROs:

Xtra HERO Cross Crusader (Run 2) – Because the deck didn't have enough draw power anyway here comes Xtra HERO Cross Crusader with both a Monster Reborn effect and a search effect. Usually summoned in most games, Xtra HERO Cross Crusader gives us 2 needed link pointers to summon to (that is until the Master Rule revision comes in). Late game you can summon him with 2 warriors you have and revive your fallen Destiny HERO - Dystopia or even get well needed late game search for something bigger.



2 Warrior monsters

If this card is Link Summoned: You can target 1 "Destiny HERO" monster in your GY; Special Summon it. You can Tribute 1 "Destiny HERO" monster; add 1 "HERO" monster with a different name from your Deck to your hand. You can only use each effect of "Xtra HERO Cross Crusader" once per turn, also you cannot Special Summon monsters the turn you activate either of this card's effects, except "HERO" monsters.

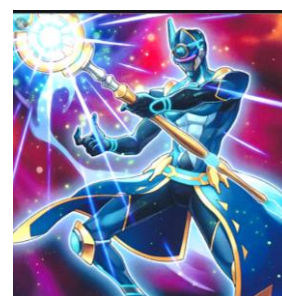
Xtra HERO Dread Decimator (Run 1) – 'Xtra' attack power to all his linked HEROs and piercing battle damage to boot. Xtra HERO Dread Decimator even turns on Destiny HERO - Dystopia's effect. During the combos, it's not difficult to load up the grave with multiple HEROs so he gives strong boosts to his friends.



2+ "HERO" monsters

This card, also any "HERO" monsters it points to gain 100 ATK for each "HERO" monster with different names in your GY. If this card attacks a Defense Position monster, inflict piercing battle damage.

Xtra HERO Wonder Driver (Run 1) – If you're against a deck that dies quickly to Masked HERO Dark Law, Xtra HERO Wonder Driver gives support to this set up by recurring Mask Change to bolster the set up. Xtra HERO Wonder Driver can actually grab most fusion spells from the grave; even Super Polymerisation.



2 "HERO" monsters

If a "HERO" monster is Normal or Special Summoned to your zone this card points to: Target 1 "Polymerization" Spell Card, 1 "Fusion" Spell Card, or "Change" Quick-Play Spell Card in your GY; Set that target. You can only use this effect of "Xtra HERO Wonder Driver" once per turn. If this card is destroyed by battle and sent to the GY, or if this card in your possession is destroyed by an opponent's card effect and sent to your GY: You can Special Summon 1 "HERO" monster from your hand.

Other Extra Deck Monsters:

Cross-Sheep (Run 0-1) – As the deck's primary special summon is into fusion monsters, summoning to a zone that Cross-Sheep points to will allow you to special summon a level 4 or lower monster. This can extend into additional searches from Elemental HERO Stratos or summoning back Elemental HERO Shadow Mist to go into Masked HERO Dark Law. Remember, if you go into this monster, you effectively lock yourself out of using the Extra Monster Zone. This is no monster you can fuse Cross-Sheep with or link away into unlike Isolde, Two Tales of the Noble Knights.



2 monsters with different names

If a monster is Special Summoned to a zone this card points to: You can apply the following effects, in sequence, based on the card types of the monster(s) this card points to.

● *Ritual: Draw 2 cards, then discard 2 cards.* ● *Fusion: Special Summon 1 Level 4 or lower monster from your GY.* ● *Synchro: All monsters you control gain 700 ATK.* ● *Xyz: All monsters your opponent controls lose 700 ATK.*

You can only use this effect of "Cross-Sheep" once per turn.

Crystron Halqifibrax (Run 0-1) – This card is a combo creatin menace. I'm sure by now most players will have suffered a power play created solely by this little guy here. HEROs too can make use of this guy's power access due to Isolde, Two Tales of the Noble Knights being able to summon a tuner and start everything off. Until Mecha-Phantom Beast O-Lion was forbidden This card allowed you to summon both Cross-Sheep and Mechaba while triggering the Cross-Sheep too for extra extension. Even now though there is still potential for this card.



2 monsters, including a Tuner

If this card is Link Summoned: You can Special Summon 1 Level 3 or lower Tuner from your hand or Deck in Defense Position, but it cannot activate its effects this turn. During your opponent's Main Phase or Battle Phase (Quick Effect): You can banish this card you control; Special Summon 1 Tuner Synchro Monster from your Extra Deck. (This is treated as a Synchro Summon.) You can only use each effect of "Crystron Halqifibrax" once per turn.

Ferocious Flame Swordsman (Run 0-1) – Another generic monster for us to summon from the set Duel Overload. This would have been a little more useful to us before the Master Rule revision being able to generically link out of being locked out of the Extra Monster Zone after using Super Polymerisation. That being said, it still has a decent utility for us. It makes Destiny HERO - Dystopia live again and gives some recursion to the deck if it is destroyed... something the HERO deck currently doesn't have.



2 monsters with different names

All Warrior monsters on the field gain 500 ATK. If this Link Summoned card is destroyed by battle, or by an opponent's card effect while in its owner's Monster Zone: You can target 1 non-Link Warrior monster in your GY; Special Summon it, but banish it when it leaves the field. You can only use this effect of "Ferocious Flame Swordsman" once per turn.

Isolde, Two Tales of the Noble Knights (Run 0-1) – Generically summonable for the HERO deck as long as you aren't locked into only HERO monsters, searches almost every HERO Monster in the main deck with the exception of Evil HERO Adusted Gold and the ability to summon from the deck and level 4 monster. The only drawback or Isolde is you will need to run 4 differently named equip spells in the deck to be able to use her summoning effect. This card is also our main access to Crystron Halqifibrax combos. There are 4 available level 1 warrior tuners that can be summoned by Isolde to instantly link into Halqifibrax for minimal cost which opens up so many new plays for HEROs.



2 Warrior monsters

If this card is Link Summoned: You can add 1 Warrior monster from your Deck to your hand, but for the rest of this turn, you cannot Normal Summon/Set or Special Summon monsters with that name, nor activate their monster effects. You can send any number of Equip Spells with different names from your Deck to the GY; Special Summon 1 Warrior monster from your Deck, whose Level equals the number of cards sent to the GY. You can only use each effect of "Isolde, Two Tales of the Noble Knights" once per turn.

Linkross (Run 0-1) – Part of the Halqifibrax combos, this little star lets decks go into synchro plays using the tuner from Halqifibrax and the tokens summoned by him. There's another cute play HERO decks can make from this monster too. If you can't extend far enough to make this worthwhile or you don't have a tuner monster available, you can still summon this monster and 2 tokens using a Link 2 monster and tribute all 3 for Destiny HERO - Plasma.



1 Link-2 or higher Link Monster

If this card is Link Summoned: You can activate this effect; Special Summon a number of "Link Tokens" (Cyberse/LIGHT/Level 1/ATK 0/DEF 0) up to the Link Rating of the monster used for this card's Link Summon, also you cannot use "Link Tokens" as Link Material for the rest of this turn. You can only use this effect of "Linkross" once per turn.

Union Carrier (Run 0-1) – Like most Link support mentioned, union carrier is very generic in its summoning conditions and easy to fulfil with HEROs. Its purpose is to equip a Dark monster you control with Buster Blader Destruction Sword and prevent your opponent from using their Extra Deck.



2 monsters with the same Type or Attribute

Cannot be used as Link Material the turn it is Link Summoned. You can target 1 face-up monster you control; equip 1 monster to it from your hand or Deck with its same original Type or Attribute. The equipped monster gains 1000 ATK. If you equipped it from the Deck, you cannot Special Summon monsters with that Equip Card's name for the rest of this turn. You can only use this effect of "Union Carrier" once per turn.

HERO Spells:

A Hero Lives (Run 1) – If we could run more, we would! Half of your life points is nothing really especially when this can start every combo or even just be a 1 card Masked HERO Dark Law.



If you control no face-up monsters: Pay half your LP; Special Summon 1 Level 4 or lower "Elemental HERO" monster from your Deck.

E - Emergency Call (Run 3) – Our themed search spell only restricted by archetype. Any Elemental HERO is at your disposal with this card fixing any hand however you choose.



Add 1 "Elemental HERO" monster from your Deck to your hand.

Reinforcement of the Army (Run 1) - Again, if we could run more than 1, we would do. This deck's super consistency comes from the high amount of search cards the deck has.



Add 1 Level 4 or lower Warrior monster from your Deck to your hand.

Mask Change (Run 3) – An offensive and defensive card, being able to allow your monsters to dodge hand traps like Infinite Impermanence and still resolve or two simply summon boss monsters like Masked HERO Dark Law.



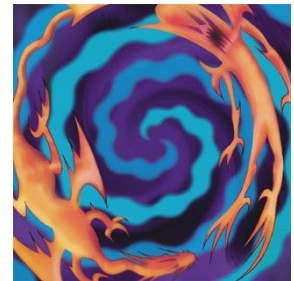
Target 1 "HERO" monster you control; send it to the GY, also, after that, if it left the field by this effect, Special Summon 1 "Masked HERO" monster from your Extra Deck with the same Attribute that the sent monster had when it was on the field (its original Attribute, if face-down).

Fusion Destiny (Run 3) – This engine is too powerful not to use in the deck. Without any other card in your hand, this card can grab anything you want from the deck. Restricting to only special summoning dark HEROs for the rest of the turn for the ability to use your deck as fusion material is a small price to pay for how much advantage this card can net you.



Fusion Summon 1 Fusion Monster from your Extra Deck that lists a "Destiny HERO" monster as material, using monsters from your hand or Deck as Fusion Material, but destroy it during the End Phase of the next turn, also for the rest of this turn after this card resolves, you cannot Special Summon monsters, except DARK "HERO" monsters. You can only activate 1 "Fusion Destiny" per turn.

Polymerisation (Run 1) – And you must run one. First released in 2004, this super old card is a necessity for the deck to access win conditions like Vision HERO Trinity or Stun cards like Destiny HERO - Dystopia.



Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from your hand or field as Fusion Material.

Dark Calling (Run 1) – Searched by Evil HERO Adjusted Gold and summoning Evil HERO Malicious Bane after your combos for free is a very powerful 2 card engine... just a shame its highest rarity is rare!



Banish, from your hand or your Graveyard, the Fusion Material Monsters listed on a Fusion Monster Card that can only be Special Summoned with "Dark Fusion", then Special Summon that monster from your Extra Deck. (This Special Summon is treated as a Fusion Summon with "Dark Fusion".)

Miracle Fusion (Run 0-1) – Now that this card can be added to the hand by Elemental HERO Sunrise, it is beginning to see play again to summon Elemental HERO Absolute Zero courtesy of the new Elemental HERO Liquid Soldier.



Fusion Summon 1 "Elemental HERO" Fusion Monster from your Extra Deck, by banishing Fusion Materials listed on it from your field or your GY.

Destiny Draw (Run 0-2) – Although the deck has a lot of search cards, it doesn't possess many themed draw cards. The deck is very consistent however draw cards allow you to draw into side deck cards after you've thinned the deck out. Destiny Draw is the most viable themed draw card heroes have however you probably won't play it as it's best used after you've done your combo... but you need to use to put your Destiny monsters in the grave in order to do so; a Catch 22 scenario.



Discard 1 "Destiny HERO" card; draw 2 cards.



HERO Traps:

Magistry Alchemist (Run 0-2) – This is more of a tech choice but the new support trap is cute to note. End phase special summon Elemental HERO Stratos to destroy or bringing back a fallen Masked HERO Dark Law are very good effects.



Banish 4 "HERO" monsters from your GY and/or face-up field, then target 1 "HERO" monster in your GY; Special Summon it, ignoring its Summoning conditions. If you banished EARTH, WATER, FIRE, and WIND Attributes to activate this effect, the monster's original ATK becomes doubled, also negate the effects of all face-up cards your opponent currently controls. You can only activate 1 "Magistry Alchemist" per turn.



Support Cards:

Monsters:

Ash Blossom & Joyous Spring (Run 0-3) – A powerful negate card to interrupt your opponent going first or second. Ash Blossom is always good and with the numerous reprints, also affordable for the budget HERO deck.



When a card or effect is activated that includes any of these effects (Quick Effect): You can discard this card; negate that effect.

- Add a card from the Deck to the hand.
- Special Summon from the Deck.
- Send a card from the Deck to the GY.

You can only use this effect of "Ash Blossom & Joyous Spring" once per turn.

Droll & Lock Bird (Run 0-3) – Arguably better in this format than Ash Blossom & Joyous Spring especially going first with a Masked HERO Dark Law set up; allowing the first search to resolve then banishing a card from the opponent's hand while denying any future searches is very strong indeed.



If a card(s) is added from the Main Deck to your opponent's hand, except during the Draw Phase (Quick Effect): You can send this card from your hand to the GY; for the rest of this turn, cards cannot be added from either player's Main Deck to the hand.

Ghost Ogre & Snow Rabbit (Run 0-3) – Depending on the match up, the usefulness of this card is to be determined. Against SPYRAL you can destroy Double Helix, against Subterror you can destroy the Hidden City and even against HERO you can destroy the Vision HERO Increase. It has its uses.



When a monster on the field activates its effect, or when a Spell/Trap that is already face-up on the field activates its effect (Quick Effect): You can send this card from your hand or field to the GY; destroy that card on the field. You can only use this effect of "Ghost Ogre & Snow Rabbit" once per turn.

Fire Flint Lady (Run 0-3) – An amazing extender for any warrior deck and HEROs love her. This card plus Elemental HERO Stratos is an instant Masked HERO Dark Law or with Link monsters can go much, much further! Check out the combo with Halqifibrax later on for just how much this card can start.

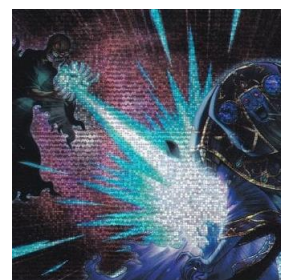


If you control a Warrior monster: You can Special Summon this card from your hand. You can send this card from the field to the GY; Special Summon 1 Level 4 or lower Warrior monster from your hand, and if you do, your opponent cannot target it with card effects this turn. You can only use each effect of "Fire Flint Lady" once per turn.



Spells:

Dark Ruler No More (Run 0-3) – If you want to dedicate to going, this can be an amazing card to side into. Shutting off all monster effects in an almost unstoppable card is strong. Although you won't be able to OTK at this point you will be able to reduce their board to nothing making game an almost certainty in the following turn.



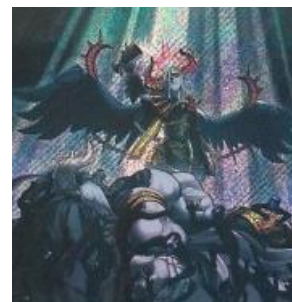
Negate the effects of all face-up monsters your opponent currently controls, until the end of this turn, also, for the rest of this turn after this card resolves, your opponent takes no damage. Neither player can activate monster effects in response to this card's activation.

Called by the Grave (Run 0-1) – More useful for the going first decks, this ensures that the combo will follow through to the end, only losing to Nibiru, The Primal Being or Impermanence. This will most likely be replaced by the new Nobleman card once it is released in the TCG.



Target 1 monster in your opponent's GY; banish it, and if you do, until the end of the next turn, its effects are negated, as well as the activated effects and effects on the field of monsters with the same original name.

Forbidden Droplet (Run 0-3) – Such a fantastic interrupt card with the price tag you'd expect. Generically good at stopping the many negating monsters that are running rampant without letting them respond to it while halving their attack too. It has cost but HEROs can mitigate this by profiting off of cards like Malicious and Elemental HERO Shadow Mist being sent to the grave.



Send any number of other cards from your hand and/or field to the GY; choose that many Effect Monsters your opponent controls, and until the end of this turn, their ATK is halved, also their effects are negated. In response to this card's activation, your opponent cannot activate cards, or the effects of cards, with the same original type (Monster/Spell/Trap) as the cards sent to the GY to activate this card. You can only activate 1 "Forbidden Droplet" per turn.

Mind Control (Run 0-1) – Just like Dark Ruler No More, this card is also good at swinging advantage in your favour by removing a key piece of the opponent's board. Just make sure you place the monster in either zone 2 or 4, the least used of the zone for HEROs.



Target 1 monster your opponent controls; until the End Phase, take control of that target, but it cannot declare an attack or be Tributed.

Triple Tactics Talent (Run 0-3) – A replacement for the Called By The Graves that were lost in the September 2020 Forbidden and Limited List. Unfortunately, it doesn't work quite the same as Called By The Grave in the fact it doesn't stop their effect from resolving so it will still interrupt you however it does have three powerful effects that can either help you recover or further punish the opponent. Choose wisely.



If your opponent has activated a monster effect during your Main Phase this turn: Activate 1 of these effects;

- *Draw 2 cards.*
- *Take control of 1 monster your opponent controls until the End Phase.*
- *Look at your opponent's hand, and choose 1 card from it to shuffle into the Deck.*

You can only activate 1 "Triple Tactics Talent" per turn.

Twin Twisters (Run 0-3) – Back Row centric decks are the more difficult decks for HEROs to play around. With cards like There Can Only Be One and Solemn Judgment, they can stun HEROs with relative ease. Twin Twisters can both remove spells and traps from the field while discarding useful pieces to the grave like Malicious and Elemental HERO Shadow Mist.



Discard 1 card, then target up to 2 Spells/Traps on the field; destroy them.

Lightning Storm (Run 0-3) – The new, must-have power card. Possibly the best going second card in the game at the moment, Lightning Storm is a complete blowout against back row decks or will at the very least bait out a negate and allow you to play on much easier.



If you control no face-up cards: Activate 1 of these effects;

- *Destroy all Attack Position monsters your opponent controls.*
- *Destroy all Spells and Traps your opponent controls.*

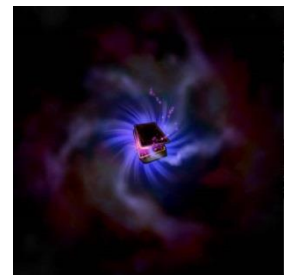
You can only activate 1 "Lightning Storm" per turn.

Mystic Mine (Run 0-3) – If your play style is more control based, Masked HERO Dark Law or Destiny HERO - Dystopia with a Mystic Mine on the field is sure to cause some rage from your opponents! If you really want to go the whole hog with this strategy, equipping a level 5 or high HERO like Masked HERO Dark Law can activate Mystic Mine from the deck.



If your opponent controls more monsters than you do, your opponent cannot activate monster effects or declare an attack. If you control more monsters than your opponent does, you cannot activate monster effects or declare an attack. Once per turn, during the End Phase, if both players control the same number of monsters: Destroy this card.

Allure of Darkness (Run 0-3) – In a deck with predominantly dark monsters, this draw card is a good talking point. Allowing the deck some much needed draw power; it can let you draw deeper into your deck to find combo pieces or side deck cards. Use with caution though; you don't want to end up banishing a combo piece in the process.



Draw 2 cards, then banish 1 DARK monster from your hand, or, if you do not have any in your hand, send your entire hand to the GY.

Super Polymerisation (Run 0-3) – Usually used as a side deck card for breaking opponents' boards, HEROs can also use this card on their own monsters to prevent interruption from the opponent or to help OTK in the battle phase. Let's not forget how amazing this is in the mirror match too.



Useful monsters that you can summon with this card are: Dragon-Knight Draco Equiste, Starving Venom Fusion Dragon, Predeplant Dragostapelia, Earth Golem @Ignister, Invoked Eysium, and many more.

Discard 1 card; Fusion Summon 1 Fusion Monster from your Extra Deck, using monsters from either field as Fusion Material. Neither player can activate cards or effects in response to this card's activation.

Transmodify (Run 0-2) – Special summon from deck is a powerful effect. This card has the ability to special summon Elemental HERO Shadow Mist, Vision HERO Vyon, Vision HERO Faris, and even Malicious from the deck depending on the card you're tributing with it. A cute tech choice with some interesting applications.



Send 1 face-up monster you control to the GY; Special Summon from your Deck, 1 monster with the same Type and Attribute as that monster in the GY, but 1 Level higher. You can only activate 1 "Transmodify" per turn.

Harpie's Feather Duster (Run 0-1) – Honestly, does much need to be said about this card. It's a powerful blow out card against back row heavy decks which at the worst would bait out a negate.



Destroy all Spell and Trap card your opponent controls.

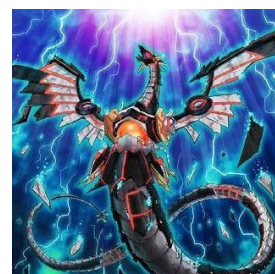
Traps:

Red Reboot (Run 0-1) – I do so wish this card had survived through the last Forbidden and Limited List but even at 1, this card can still cause some damage. If your opponent has no response, they can easily lose in this turn so the half-life point cost is definitely worth this card's use.



When your opponent activates a Trap Card: Negate the activation, and if you do, Set that card face-down, then they can Set 1 Trap directly from their Deck. For the rest of this turn after this card resolves, your opponent cannot activate Trap Cards. You can activate this card from your hand by paying half your LP.

Infinite Impermanence (Run 0-3) – Quite possibly the best Trap card of 2019 and a strong contender into 2020, Impermanence is difficult to counter and can end turns entirely if there is no back up play. I know I have lost to this card once or twice and I'm pretty sure everyone can say the same.



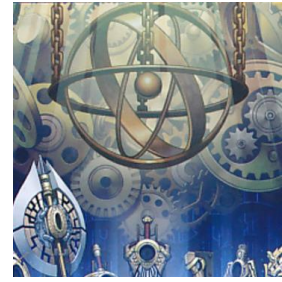
If you control no cards, you can activate this card from your hand. Target 1 face-up monster your opponent controls; negate its effects (until the end of this turn), then, if this card was Set before activation and is on the field at resolution, for the rest of this turn all other Spell/Trap effects in this column are negated.

Evenly Matched (Run 0-3) - As with Lightning Storm, this card can win games on its own if it cannot be stopped. You will lose your battle phase however the benefits of this card resolving are well worth it.



At the end of the Battle Phase, if your opponent controls more cards than you do: You can make your opponent banish cards from their field face-down so they control the same number of cards as you do. If you control no cards, you can activate this card from your hand.

Artifact Sanctum (Run 0-3) – Masked HERO Dark Law? Check. Destiny HERO - Plasma? Check. Destiny HERO - Dystopia? Check. Why not shut out the extra deck from your opponent too? Set this card after setting up and your opponent will not be playing Yu-Gi-Oh for this game.



Special Summon 1 "Artifact" monster from your Deck. You can only activate 1 "Artifact Sanctum" per turn. You cannot conduct your Battle Phase the turn you activate this card. If this card in its owner's possession is destroyed by an opponent's card: You can target 1 card on the field; destroy that target.

Eradicator Epidemic Virus (Run 0-3) – Another option against back row decks but this time for the going first strategy. It is very easy to meet this cards condition in this deck and resolving this card usually with a Masked HERO Dark Law too will be a hard game to claw back for the opponent.



Tribute 1 DARK monster with 2500 or more ATK, and declare 1 type of card (Spell or Trap); look at your opponent's hand, all Spells/Traps they control, and all cards they draw until the end of their 3rd turn after this card's activation, and destroy all cards of that type.

Game Play:

HEROs have many different combos and routes to be able to end on required end boards. With plenty of paths all being able to deliver our desired results, it can be difficult for the opponent to keep track and even more difficult to work out where to interrupt for maximum effect without knowing how much we still have left in our hand. Below I have outlined a few combos we can perform based on limited combinations but obviously in a real game with a 5/6 card hand, this will just scratch the surface of possibility.

Master Rule Revision 2020

Since April 2020 HEROs have both gained and lost. Firstly, losing one Malicious that we gained back for a single format does hurt the deck a little. That being said, Before Malicious went to 3 I was still using Fusion Destiny, still using Malicious, still using other Destiny HEROs and still topping events so it shows the deck still has great power even without one of our main extenders. All the combos below are updated to accommodate for loss of Malicious so take a look to see what HEROs can still do.

People have been asking however, “What can I replace the 3rd Destiny HERO - Malicious with”? And the short answer is... don't. Before the Forbidden and Limited list placed Destiny HERO - Malicious back to being semi-limited my personal Destiny HERO line-up was 1 Destiny HERO - Celestial and 3 Destiny HERO - Malicious. Yes, that's right, no Destiny HERO - Dynatag and no Destiny HERO - Plasma. I actually didn't miss the reduced numbers of Destiny HEROs in my deck and the deck still functioned how I wanted it to without the risk of drawing into multiple Destiny HERO monsters. That being said, I may consider replacing the Destiny HERO - Malicious we lost for Destiny HERO - Plasma again. There were definitely times when having access to Destiny HERO - Plasma would have been useful but I still don't think turn one turbo Destiny HERO - Plasma is the correct play to do.

As for the Master Rule Revision 2020 this just helps us so much. In case you don't know, the Master Rule Revision allows Fusion, Synchro, and Xyz monsters to be summoned to any zone, the Extra Monster Zone or Main Monster Zone. Link Monsters are still bound by the previous rules and so are Pendulum Monsters. As the HERO deck is primarily made of Fusion monsters, this Master Rule Revision helps us significantly. From simple plays like being able to use Fusion Destiny to the Main Monster Zone so we don't need to link off Destiny HERO - Dystopia, or being free to use Super Polymerisation without locking out the Extra Monster Zone to more complex plays like being able to use R4nk Xyz monsters in a completely new variant of HEROs this is definitely our season. It is going to be very interesting going forward into the new format to see what HEROs can do and the new builds that we begin to see.

1 Card Combos:

Fusion Destiny:

Fusion destiny is the best 1 card engine that the deck has. It is capable of producing multiple outcomes on its own but with support of other cards in hand can be pushed even further. These combos are assuming that with no cards in the grave and the only card in your hand is Fusion Destiny, these are the boards you can end on.

Combo 1: Masked HERO Dark Law or Acid

1. Activate Fusion Destiny, Send Destiny HERO - Malicious and Elemental HERO Shadow Mist, Summon Destiny HERO - Dangerous.
2. Activate Destiny HERO - Malicious, Summon Destiny HERO - Malicious.
3. Link Summon Xtra HERO Cross Crusader.
4. Activate Crusader, Summon Destiny HERO - Malicious or Destiny HERO - Dangerous.
5. Tribute the Destiny HERO to search for Elemental HERO Liquid Soldier.
6. Normal Summon Elemental HERO Liquid Soldier.
7. Activate Effect to summon Elemental HERO Shadow Mist.
8. Activate Elemental HERO Shadow Mist to search for Mask Change.
9. Set Mask Change.

Combo 2: Destiny HERO - Dystopia

1. Activate Fusion Destiny, Send Destiny HERO - Malicious and any other Destiny HERO, Summon Destiny HERO - Dystopia.

Courtesy of the new revisions to the Master Rule, you can summon fusion monsters like Destiny HERO - Dystopia into any zone that you wish to.

At this point you still haven't used your normal summon. If you have an E-Call in hand this can become Masked HERO Dark Law by adding both Elemental HERO Solid Soldier and Elemental HERO Shadow Mist (by going through Xtra HERO Cross Crusader). Alternatively, you can add Vision HERO Faris for Vision HERO plays or Elemental HERO Stratos if you want to just search again.

Alternatively, if you are near time, you can send Destiny HERO - Celestial, Destiny HERO - Drawhand, or Destiny HERO - Decider instead and activate Destiny HERO - Dystopia on summon to burn your opponent.

A Hero Lives:

The simpler of our 1 card Combos, A Hero Lives can make Masked HERO Dark Law with ease but can also do other things completely on its own.

Combo 1: Masked HERO Dark Law

1. Activate A Hero Lives, Summon Elemental HERO Shadow Mist.
2. Activate Elemental HERO Shadow Mist, Search Mask Change.
3. Set Mask Change.

Combo 2: Destiny HERO - Dystopia + Xtra HERO Cross Crusader

1. Activate A Hero Lives, Summon Elemental HERO Stratos.
2. Activate Elemental HERO Stratos, Search Vision HERO Faris.
3. Tribute Elemental HERO Stratos, Normal Summon Vision HERO Faris.
4. Activate Vision HERO Faris, placing Vision HERO Increase into the Spell & Trap Card Zone from the deck.
5. Activate Vision HERO Increase, Tribute Vision HERO Faris and Summon Vision HERO Increase.

6. Activate Vision HERO Increase, Summon Vision HERO Vyon from Deck.
7. Activate Vision HERO Vyon, Send Destiny HERO - Malicious to the Grave.
8. Activate Vision HERO Vyon, Banish Elemental HERO Stratos, Search Polymerisation.
9. Link Summon Xtra HERO Cross Crusader using Vision HERO Increase and Vision HERO Vyon.
10. Activate Xtra HERO Cross Crusader, Special Summon Destiny HERO - Malicious.
11. Tribute Destiny HERO - Malicious, Search Destiny HERO - Dynatag.
12. Activate Destiny HERO - Malicious, Summon Destiny HERO - Malicious.
13. Activate Polymerisation, Fuse Destiny HERO - Malicious and Destiny HERO - Dynatag into Destiny HERO - Dystopia.
14. Activate Destiny HERO - Dynatag increasing Destiny HERO - Dystopia's attack

If you had another HERO in your opening hand, you can discard it to summon Vision HERO Faris instead and then you have an extra monster available at the end of the combo to be able to make Xtra HERO Dread Decimator instead.

Combo 3: Vision HERO Trinity + Elemental HERO Honest Neos

1. Activate A Hero Lives, Summon Elemental HERO Stratos.
2. Activate Elemental HERO Stratos, Search Vision HERO Faris.
3. Tribute Elemental HERO Stratos, Normal Summon Vision HERO Faris.
4. Activate Vision HERO Faris, placing Vision HERO Increase into the Spell & Trap Card Zone from the deck.
5. Activate Vision HERO Increase, Tribute Vision HERO Faris and Summon Vision HERO Increase.
6. Activate Vision HERO Increase, Summon Vision HERO Vyon from Deck.
7. Activate Vision HERO Vyon, Send Destiny HERO - Malicious to the Grave.
8. Activate Vision HERO Vyon, Banish Elemental HERO Stratos, Search Polymerisation.
9. Link Summon Xtra HERO Cross Crusader using Vision HERO Increase and Vision HERO Vyon.
10. Activate Xtra HERO Cross Crusader, Special Summon Destiny HERO - Malicious.
11. Tribute Destiny HERO - Malicious, Search Elemental HERO Shadow Mist.
12. Activate Destiny HERO - Malicious, Summon Destiny HERO - Malicious.
13. Activate Polymerisation, Fuse Destiny HERO - Malicious, Xtra HERO Cross Crusader and Elemental HERO Shadow Mist into Vision HERO Trinity.
14. Activate Elemental HERO Shadow Mist, Search Elemental HERO Honest Neos.

2 Card Combos:

Vision HERO Faris + Any HERO Monster:

While strictly not a 1 card combo due to Vision HERO Faris needing to discard a HERO monster to special summon himself, he does use ANY HERO monster making him very versatile and easy to summon. It is important to note his effect will lock you into being able to only special summon HERO monsters but his effect can be used when his is tribute summoned too as demonstrated above.

Combo 1: Destiny HERO - Dystopia + Xtra HERO Dread Decimator

1. Activate Vision HERO Faris, Discard the HERO, Summon Vision HERO Faris.
2. Activate Vision HERO Faris, placing Vision HERO Increase into the Spell & Trap Card Zone from the deck.
3. Activate Vision HERO Increase, Tribute Vision HERO Faris and Summon Vision HERO Increase.
4. Activate Vision HERO Increase, Summon Vision HERO Vyon from Deck.
5. Activate Vision HERO Vyon, Send Destiny HERO - Malicious to the Grave.
6. Activate Vision HERO Vyon, Banish the original HERO you discarded, Search Polymerisation.
7. Link Summon Xtra HERO Cross Crusader using Vision HERO Increase and Vision HERO Vyon.
8. Activate Xtra HERO Cross Crusader, Special Summon Destiny HERO - Malicious.
9. Tribute Destiny HERO - Malicious, search Elemental HERO Stratos.
10. Normal summon Elemental HERO Stratos.
11. Activate Elemental HERO Stratos, search Destiny HERO - Dynatag.
12. Activate Destiny HERO - Malicious, Summon Destiny HERO - Malicious.
13. Activate Polymerisation, Fuse Destiny HERO - Malicious and Destiny HERO - Dynatag into Destiny HERO - Dystopia.
14. Link summon Xtra HERO Dread Decimator using Xtra HERO Cross Crusader and Elemental HERO Stratos

Combo 2: Xtra HERO Dread Decimator + Elemental HERO Sunrise + Elemental HERO Absolute Zero + random draw

1. Activate Vision HERO Faris, Discard the HERO, Summon Vision HERO Faris.
2. Activate Vision HERO Faris, placing Vision HERO Increase into the Spell & Trap Card Zone from the deck.
3. Activate Vision HERO Increase, Tribute Vision HERO Faris and Summon Vision HERO Increase.
4. Activate Vision HERO Increase, Summon Vision HERO Vyon from Deck.
5. Activate Vision HERO Vyon, Send Destiny HERO - Malicious to the Grave.
6. Activate Vision HERO Vyon, Banish the original HERO you discarded, Search Polymerisation.
7. Link Summon Xtra HERO Cross Crusader using Vision HERO Increase and Vision HERO Vyon.
8. Activate Xtra HERO Cross Crusader, Special Summon Destiny HERO - Malicious.
9. Tribute Destiny HERO - Malicious, search Elemental HERO Stratos.
10. Normal summon Elemental HERO Stratos.
11. Activate Elemental HERO Stratos, search for Elemental HERO Shadow Mist.
12. Activate Polymerisation, fusing Elemental HERO Stratos and Elemental HERO Shadow Mist for Elemental HERO Sunrise.
13. Activate Elemental HERO Sunrise and Elemental HERO Liquid Soldier, search for Miracle Fusion and draw 2, discard 1.
14. Activate Destiny HERO - Malicious, summon Destiny HERO - Malicious

15. Link summon Xtra HERO Dread Decimator using Destiny HERO - Malicious and Xtra HERO Cross Crusader
16. Activate Miracle Fusion banishing liquid and any other HERO for Elemental HERO Absolute Zero

Vision HERO Faris + Destiny HERO Destiny HERO - Malicious OR Elemental HERO Shadow Mist:

Vision HERO Faris becomes more powerful when the monster you discard isn't generic. Having Destiny HERO - Malicious or Elemental HERO Shadow Mist already in hand allows Vision HERO Vyon to become a little more useful to us.

Combo 1: Destiny HERO - Dystopia + Xtra HERO Dread Decimator + Elemental HERO Honest Neos.

1. Activate Vision HERO Faris, Discard the HERO, Summon Vision HERO Faris.
 - a. If you discarded Elemental HERO Shadow Mist, Search for Elemental HERO Stratos.
2. Activate Vision HERO Faris, placing Vision HERO Increase into the Spell & Trap Card Zone from the deck.
3. Activate Vision HERO Increase, Tribute Vision HERO Faris and Summon Vision HERO Increase.
4. Activate Vision HERO Increase, Summon Vision HERO Vyon from Deck.
5. Activate Vision HERO Vyon, Send Destiny HERO - Malicious or Elemental HERO Shadow Mist to the Grave, whichever you didn't start with.
 - a. If you didn't perform step 1a here, this is where you now search for Elemental HERO Stratos.
6. Activate Vision HERO Vyon, Banish Vision HERO Faris, Search Polymerisation.
7. Link Summon Xtra HERO Cross Crusader using Vision HERO Increase and Vision HERO Vyon.
8. Activate Xtra HERO Cross Crusader, Special Summon Destiny HERO - Malicious.
9. Tribute Destiny HERO - Malicious, Search Destiny HERO - Dynatag.
10. Activate Destiny HERO - Malicious, Summon Destiny HERO - Malicious.
11. Activate Polymerisation, Fuse Destiny HERO - Malicious and Destiny HERO - Dynatag into Destiny HERO - Dystopia.
12. Normal summon Elemental HERO Stratos.
13. Activate Elemental HERO Stratos, search for Elemental HERO Honest Neos.
14. Link Summon Xtra HERO Dread Decimator using Xtra HERO Cross Crusader and Elemental HERO Stratos.

Combo 2: Xtra HERO Dread Decimator + Masked HERO Dark Law OR Acid + Polymerisation

1. Activate Vision HERO Faris, Discard the HERO, Summon Vision HERO Faris.
 - a. If you discarded Elemental HERO Shadow Mist, do not use its effect
2. Activate Vision HERO Faris, placing Vision HERO Increase into the Spell & Trap Card Zone from the deck.
3. Activate Vision HERO Increase, Tribute Vision HERO Faris and Summon Vision HERO Increase.

4. Activate Vision HERO Increase, Summon Vision HERO Vyon from Deck.
5. Activate Vision HERO Vyon, Send Destiny HERO - Malicious or Elemental HERO Shadow Mist to the Grave, whichever you didn't start with.
6. Activate Vision HERO Vyon, Banish Vision HERO Faris, Search Polymerisation.
7. Link Summon Xtra HERO Cross Crusader using Vision HERO Increase and Vision HERO Vyon.
8. Activate Xtra HERO Cross Crusader, Special Summon Destiny HERO - Malicious.
9. Tribute Destiny HERO - Malicious, Search Elemental HERO Liquid Soldier.
10. Activate Destiny HERO - Malicious, Summon Destiny HERO - Malicious.
11. Link Summon Xtra HERO Dread Decimator using Xtra HERO Cross Crusader and Destiny HERO - Malicious.
12. Normal Summon Elemental HERO Liquid Soldier.
13. Activate Elemental HERO Liquid Soldier, Summon Elemental HERO Shadow Mist.
14. Activate Elemental HERO Shadow Mist, Search Mask Change.
15. Set Mask Change.
16. Pass Turn.

Combo 3: Xtra HERO Wonder Driver + Masked HERO Dark Law OR Acid + Polymerisation

1. Activate Vision HERO Faris, Discard the HERO, Summon Vision HERO Faris.
 - a. Do not activate Elemental HERO Shadow Mist here
2. Activate Vision HERO Faris, placing Vision HERO Increase into the Spell & Trap Card Zone from the deck.
3. Activate Vision HERO Increase, Tribute Vision HERO Faris and Summon Vision HERO Increase.
4. Activate Vision HERO Increase, Summon Vision HERO Vyon from Deck.
5. Activate Vision HERO Vyon, Send Destiny HERO - Malicious or Elemental HERO Shadow Mist to the Grave, whichever you didn't start with.
6. Activate Vision HERO Vyon, Banish Vision HERO Faris, Search Polymerisation.
7. Link Summon Xtra HERO Cross Crusader using Vision HERO Increase and Vision HERO Vyon.
8. Activate Xtra HERO Cross Crusader, Special Summon Destiny HERO - Malicious.
9. Tribute Destiny HERO - Malicious, Search Elemental HERO Liquid Soldier.
10. Activate Destiny HERO - Malicious, Summon Destiny HERO - Malicious.
11. Link Summon Xtra HERO Wonder Driver using Xtra HERO Cross Crusader and Destiny HERO - Malicious.
12. Normal Summon Elemental HERO Liquid Soldier.
13. Activate Elemental HERO Liquid Soldier, Summon Elemental HERO Shadow Mist.
14. Activate Elemental HERO Shadow Mist, Search Mask Change.
15. Set Mask Change.
16. Pass Turn.

It is also useful to make Masked HERO Dark Law in your turn too and use Xtra HERO Wonder Driver to reset Mask Change. Courtesy of the Master Rule revision you can still make Acid or a

Combo 4: Xtra HERO Cross Crusader + Elemental HERO Absolute Zero + Elemental HERO Sunrise + Masked HERO Dark Law OR Acid

1. Activate Vision HERO Faris, Discard the HERO, Summon Vision HERO Faris.
2. Activate Vision HERO Faris, placing Vision HERO Increase into the Spell & Trap Card Zone from the deck.
3. Activate Vision HERO Increase, Tribute Vision HERO Faris and Summon Vision HERO Increase.
4. Activate Vision HERO Increase, Summon Vision HERO Vyon from Deck.
5. Activate Vision HERO Vyon, Send Destiny HERO - Malicious or Elemental HERO Shadow Mist to the Grave, whichever you didn't start with.
6. Activate Vision HERO Vyon, Banish Vision HERO Faris, Search Polymerisation.
7. Link Summon Xtra HERO Cross Crusader using Vision HERO Increase and Vision HERO Vyon.
8. Activate Xtra HERO Cross Crusader, Special Summon Destiny HERO - Malicious.
9. Tribute Destiny HERO - Malicious, Search Elemental HERO Liquid Soldier.
10. Activate Destiny HERO - Malicious, Summon Destiny HERO - Malicious.
11. Normal Summon Elemental HERO Liquid Soldier.
12. Activate Elemental HERO Liquid Soldier, Summon Elemental HERO Shadow Mist.
13. Activate Elemental HERO Shadow Mist, Search Mask Change.
14. Activate Polymerisation, Summon Elemental HERO Sunrise using Elemental HERO Liquid Soldier and Destiny HERO - Malicious.
15. Activate Elemental HERO Sunrise, Search Miracle Fusion
16. Activate Miracle Fusion, Summon Elemental HERO Absolute Zero Banishing Xtra HERO Cross Crusader and Elemental HERO Liquid Soldier.
17. Set Mask Change.
18. Pass Turn.

Vision HERO Faris + Elemental HERO Stratos:

Combo 1: Apollousa, Bow of the Goddess + Elemental HERO Honest Neos (Isolde version only)+Mask Change

1. Normal Summon Elemental HERO Stratos
2. Activate Elemental HERO Stratos, Search for Destiny HERO - Malicious
3. Activate Vision HERO Faris, Discard Destiny HERO - Malicious, Summon Vision HERO Faris
 - a. Do NOT Activate Vision HERO Faris's second effect as you will lock yourself into HEROs
4. Link Summon Isolde, Two Tales of the Noble Knights
5. Activate Isolde, Two Tales of the Noble Knights, Search for Elemental HERO Honest Neos
6. Activate Isolde, Two Tales of the Noble Knights, send 4 equip spells, Summon Elemental HERO Shadow Mist
7. Activate Elemental HERO Shadow Mist, Search Mask Change
8. Activate Destiny HERO - Malicious, Summon Destiny HERO - Malicious
9. Link all 3 monsters, Summon Apollousa, Bow of the Goddess
10. Pass Turn

R4nk HERO Combo – Vision HERO Vyon + Elemental HERO Solid Soldier

Combo 1: Elemental HERO Sunrise, Any R4nk and Miracle Fusion

1. Summon Elemental HERO Solid Soldier and activate effect.
2. Special summon Vision HERO Vyon.
3. Activate Vision HERO Vyon, send Elemental HERO Shadow Mist to the grave.
4. Activate Elemental HERO Shadow Mist, search for Elemental HERO Liquid Soldier.
5. Activate Vision HERO Vyon, banish Elemental HERO Shadow Mist and search for Polymerisation.
6. Activate Polymerisation, fusing Elemental HERO Solid Soldier and Elemental HERO Liquid Soldier into Elemental HERO Sunrise.
7. Activate Elemental HERO Liquid Soldier, Elemental HERO Sunrise and Elemental HERO Solid Soldier in that order to special summon Elemental HERO Liquid Soldier back, search for Miracle Fusion and then draw 2 and discard 1.
8. Overlay Vision HERO Vyon and Elemental HERO Liquid Soldier to make any R4nk monster.

Combo 2: Elemental HERO Sunrise, Union Carrier and Escuridao

1. Summon Elemental HERO Solid Soldier and activate effect.
2. Special summon Vision HERO Vyon.
3. Activate Vision HERO Vyon, send Elemental HERO Shadow Mist to the grave.
4. Activate Elemental HERO Shadow Mist, search for Elemental HERO Liquid Soldier.
5. Activate Vision HERO Vyon, banish Elemental HERO Shadow Mist and search for Polymerisation.
6. Activate Polymerisation, fusing Elemental HERO Solid Soldier and Elemental HERO Liquid Soldier into Elemental HERO Sunrise.
7. Activate Elemental HERO Liquid Soldier, Elemental HERO Sunrise and Elemental HERO Solid Soldier in that order to special summon Elemental HERO Liquid Soldier back, search for Miracle Fusion and then draw 2 and discard 1.
8. Link summon Union Carrier using Vision HERO Vyon and Elemental HERO Liquid Soldier as Materials.
9. Activate Miracle Fusion banishing Elemental HERO Solid Soldier and Vision HERO Vyon to summon Escuridao.
10. Activate Union Carrier equipping Escuridao with Buster Dragon Destruction Sword.

Haliqifibrax Combo

Combo1: Elemental HERO Stratos + Fire Flint Lady => Herald of the Arc Light, Cross-Sheep, Elemental HERO Sunrise, Elemental HERO Stratos, Elemental HERO Absolute Zero & Dark Calling.

1. Summon Elemental HERO Stratos search for Elemental HERO Stratos.
2. Summon Fire Flint Lady.

3. Effect of Fire Flint Lady, Summon Elemental HERO Stratos.
4. Effect of Elemental HERO Stratos, search for Vision Hero Vision HERO Faris.
5. Link Summon Isolde, Two Tales of the Noble Knights.
6. Effect of Isolde, Two Tales of the Noble Knights, search for Destiny HERO - Celestial.
7. Effect of Isolde, Two Tales of the Noble Knights, send 1 equip, summon Grappler Angler.
8. Link Summon Crystron Halqifibrax.
9. Effect of Halqifibrax, summon Plaguespreader Zombie.
10. Link Summon Linkcross.
11. Effect of Linkcross, Summon 2 Tokens.
12. Synchro summon Martial Metal Marcher using Plaguespreader and 1 token.
13. Effect of Marcher, Special Summon Plaguespreader.
14. Synchro Summon Herald of the Arc Light using Marcher and a Token.
15. Link Summon Cross-Sheep using Plaguespreader and Linkcross.
16. Activate Vision HERO Faris, discard Destiny HERO - Celestial and Summon Vision HERO Faris.
17. Effect of Vision HERO Faris to place Vision HERO Increase in the Spell and Trap card zone.
18. Effect of Vision HERO Increase, Tribute Vision HERO Faris and Summon Vision HERO Increase.
19. Effect of Vision HERO Increase, Summon Vision HERO Vyon.
20. Effect of Vision HERO Vyon, send Elemental HERO Shadow Mist to the grave.
21. Effect of Shadow, search for Elemental HERO Liquid Soldier.
22. Effect of Vision HERO Vyon, Banish Elemental HERO Stratos, Search for Polymerisation.
23. Activate Polymerisation, Fuse Vision HERO Increase and Elemental HERO Liquid Soldier into Elemental HERO Sunrise underneath Cross-Sheep.
24. CL1 Cross-Sheep, CL2 Elemental HERO Liquid Soldier, CL3 Elemental HERO Sunrise. Search Miracle Fusion and draw 2 discard 1, and summon Elemental HERO Stratos
25. Activate Elemental HERO Stratos, Search Evil HERO Adusted Gold
26. Effect of Evil HERO Adusted Gold, Search for Dark Calling.
27. Activate Miracle fusion, Summon Elemental HERO Absolute Zero.

Note that this combo also works with Elemental HERO Solid Soldier and Elemental HERO Stratos too adding the Vision HERO Faris to the hand with Elemental HERO Stratos.

Combo 2: Elemental HERO Solid Soldier + Vision HERO Vyon => Herald of the Arc Light, Cross-Sheep & Borreload Savage Dragon

1. Normal Summon Elemental HERO Solid Soldier
2. Activate Elemental HERO Solid Soldier, Special Summon Vision HERO Vyon.
3. Activate Vision HERO Vyon, send Destiny HERO - Malicious.
4. Link Summon Isolde, Two Tales of the Noble Knights.
5. Effect of Isolde, Two Tales of the Noble Knights, search for any warrior.

6. Effect of Isolde, Two Tales of the Noble Knights, send 1 equip, summon Grappler Angler.
7. Link Summon Crystron Halqifibrax.
8. Effect of Halqifibrax, summon Plaguespreader Zombie.
9. Link Summon Linkross.
10. Effect of Linkross, Summon 2 Tokens.
11. Synchro summon Martial Metal Marcher using Plaguespreader and 1 token.
12. Effect of Marcher, Special Summon Plaguespreader.
13. Synchro Summon Herald of the Arc Light using Marcher and a Token.
14. Link Summon Cross Sheep using Linkross and Plaguespreader
15. Put back a card in your hand to the top of the deck for Plaguespreader effect and summon.
16. Effect of Destiny HERO - Malicious, Summon Destiny HERO - Malicious.
17. Synchro Summon Borreload Savage Dragon using Plaguespreader and Destiny HERO - Malicious.
18. Effect of Borreload Savage Dragon to equip Isolde, Two Tales of the Noble Knights for 2 negates.

As you can see, the more card you start with, the more options and the more possibilities you have to end on. The deck is very consistent, finally relying on 2 cards or less to make a full combo. Ideal starting hands will have a combo available to them, even being able to do more than what is listed above or at least being able to push through interruption.

Please note: These combos are not always going to be the most optimal combos to do and should be used as a guide to help you begin to understand the deck. Most are not the optimal strategy and, utilising all your starting cards together, you will be able to build large and formidable boards with the least resources possible.

Threats:

There are many ways to out a HERO board and all you should be aware of as a HERO player. For this section we will assume you have gone first, and what you could face as interruption for your turn as well as what could affect you in the next turn. It is important to understand where the key areas are that HEROs can be damaged when going through their combo, and also what they are weak to after the combo.

During Combo:

Searching – HERO decks add cards from their deck to their hand more easily than most other decks in the game. We have multiple search cards and ideally want to search multiple times in the same turn to maximise our end board. Therefore, cards like Ash Blossom & Joyous Springs and Droll & Lock Bird can easily cripple or outright end a turn. Unfortunately, there aren't many counters to this. Called by the Grave is easily the best option and soon we will also have access to Crossout Designator which will help protect us. If you think your opponent has one of these cards, it is best to test the waters and try baiting it out or to commit to the search you most want before you are locked out from searching for the rest of the turn should you not have any protection.

Excessive Summoning – You know where this section is going... Nibiru, The Primal Being, The bane of all combo decks at the moment and actually impossible for a pure HERO deck to counter. If you play the Isolde, Two Tales of the Noble Knights version of this deck, you can make Apollousa, Bow of the Goddess which can let us negate Nibiru, The Primal Being, however this is the only method we have until Crossout Designator is released and an expensive method too! If this is the card you are fearing most in the turn the safest method is to just summon a maximum of 4 times. This will obviously leave you with a substandard board but at least you won't be left with nothing. Alternatively, make a reasonable board but leave yourself some extra plays and attempt to end the turn. If your opponent agrees then you are safe, but if they Nibiru, The Primal Being at this point then you will still be in the Main Phase and can continue with extra plays to recover and be left with some protection.

Grave Reliance – Some Elemental HEROs and all out Destiny HEROs activate in the grave or can be recurred from the grave using other effects too. Luckily there are not many cards that will prevent you from using these going first but some cards you should bear in mind are D.D. Crow, Artifact Lancea, Skull Meister, Ghost Belle & Haunted Mansion and finally, Ash Blossom & Joyous Springs. Since the fall of Orcust, Artifact Lancea has seen a decline in popularity so this is less of a threat to worry about. In fact, a lot of grave interruption has been removed from side decks in favour of other cards. The two you will need to worry about most though are D.D. Crow and Ash Blossom & Joyous Spring. Crow is being main decked currently in SPYRALS as it can be searched from the deck mid combo as extra interruption, but even if you're going first, they could in theory see this card in their opening hand. Using this on Destiny HERO - Malicious or Destiny HERO - Dystopia when you attempt to use Xtra HERO Cross Crusader is the worst point for you and short of Called by the Grave there is little you can do to prevent this. Ash Blossom & Joyous Spring too can really hurt the turn and prevent Destiny HERO - Malicious from summoning more copies of itself and stopping the deck from extending further.

Destruction effects – We have a lot of powerful effects, banishing, destruction, multiple attacks, summoning in the battle phase... the list goes on. One thing we do not possess however is protection from destruction. Within our turn, one main card comes to mind that can cause this; Ghost Ogre & Snow Rabbit. If your opponent has this then the best time for them to activate it to cause most damage is on the activation of Vision HERO Increase when it is in the spell and trap card zone. Activating Ghost Ogre here not only means that Vision HERO Increase will not be summoned but we never get Vision HERO Vyon from the deck and we lose the monster we tribute too. Ghost Ogre luckily has a weakness that the HERO deck can exploit. It MUST be sent to the graveyard to activate its effect. This means that if we can summon Masked HERO Dark Law early enough, Ghost Ogre cannot be activated.

After Combo:

Possibly the best reason for making a HERO deck for going first is the lack of protection that the deck inherently has at its disposal. Capable of summon floodgate like effects is very strong for going first however if your opponent opens one of a few cards, then the turn can be over very quickly.

Board wipes – Without external aid through cards like Solemn Judgment, HEROs will die very quickly to any card that destroys the field. Evenly Matched, Dark Hole, Raigeki, Interrupted Kaiju Slumber, and Lightning Storm are all cards that accomplish this with ease. Two of these have a Work around. Evenly Matched leaves us with one card... Keeping Masked HERO Dark Law leaves us with our best floodgate so Evenly doesn't take everything away from us. Lightning Storm is the other card you can work around. This new card only destroys attack position monsters, so if you feel this is a card that is going to be a problem, just summon your monsters in defence mode instead.

Effect Negation – With all our effects and interruption in the form of monster effects, these can be easily negated. The two most popular cards for this you will face are Infinite Impermanence and Dark Ruler No More. Dark Ruler No More in this case is just a stronger version of Infinite Impermanence and both have the same work around. As they both only affect the monster(s) that are currently on the field, by summoning new monsters we have our effects live again. Setting Mask Change and using it after one of these cards has been used to summon a new Masked HERO Dark Law can cripple the opponent if that was their only card to counter the scenario.

Siding:

This section is very dependent upon the meta and what types of decks you will be facing. This can change from set releases, master rule changes, Forbidden and Limited List Changes or sudden surges in popularity. That being said, decks tend to fit into one of two categories; Monster combo or back row stun. In the case of combo, negation and monster removal are best to use or alternatively interruptive cards so the combo cannot be completed. For back row and stun decks, spell and trap removal cards are the best option. Some cards you can use fit both of these categories well and are even more useful because of this fact. Below is a table of useful spells, traps and monsters you can consider for your side decks. Colour coded, the greener a row is, the more versatile a card is.

Monsters:

Card Name	Going First	Going Second	Against Monsters?	Against Spell & Traps	Budget?	Example decks it counters...
Artifact Lancea	Yes	Yes	Yes	No	Yes	HERO, Orcust, Thunder
Ash Blossom & Joyous Spring	Yes	Yes	Yes	Yes	Yes	Dragon Link, HERO, SPYRAL, Noble Knights, Orcust, Subterror, Invoked, Altergeist, Thunder, Salamangreat, Mine Burn...
Droll & Lock Bird	Yes	Yes	Yes	Yes	Yes	HERO, SPYRAL, Orcust, Subterror, Invoked, Altergeist, Salamangreat...
Gamaciél, The Sea Turtle Kaiju	No	Yes	Yes	No	Yes	Dragon Link, HERO, SPYRAL, Noble Knights, Orcust, Salamangreat, Invoked, Subterror
Ghost Ogre & Snow Rabbit	Yes	Yes	Yes	No	Yes	HERO, SPYRAL, Orcust, Subterror, Invoked, Altergeist, Salamangreat...
Lava Golem	No	Yes	Yes	No	Yes	Dragon Link, HERO, SPYRAL, Noble Knights, Orcust, Salamangreat, Thunder
Nibiru, The Primal Being	Yes	Yes	Yes	No	No	HERO, SPYRAL, Orcust, Salamangreat, Thunder
The Winged Dragon of Ra - Sphere Mode	No	Yes	Yes	No	No	Dragon Link, HERO, SPYRAL

Spells:

Card Name	Going First	Going Second	Against Monsters?	Against Spell & Traps	Budget?	Example decks it counters...
Called by the Grave	Yes	Yes	Yes	No	Yes	HERO, SPYRAL, Orcust, Subterror, Invoked, Thunder, Salamangreat
Cosmic Cyclone	Yes	Yes	No	Yes	Yes	HERO, Orcust, Subterror, Invoked, Altergeist, Salamangreat, Mine Burn
Dark Hole	No	Yes	Yes	No	Yes	HERO, SPYRAL, Orcust, Invoked, Thunder, Salamangreat
Dark Ruler No More	No	Yes	Yes	No	No	Dragon Link, HERO, SPYRAL, Noble Knight, Orcust, Invoked, Thunder,
Forbidden Chalice	Yes	Yes	Yes	No	Yes	Dragon Link, HERO, SPYRAL, Noble Knight, Orcust, Subterror, Invoked, Altergeist, Thunder, Salamangreat
Forbidden Droplet	Yes	Yes	Yes	No	No	Dragon Link, HERO, SPYRAL, Noble Knight, Orcust, Subterror, Invoked, Altergeist, Thunder, Salamangreat
Lightning Storm	No	Yes	Yes	Yes	No	HERO, SPYRAL, Orcust, Subterror, Invoked, Altergeist, Thunder, Salamangreat, Mine Burn
Mind Control	No	Yes	Yes	No	Yes	HERO, SPYRAL, Orcust, Subterror, Invoked, Thunder, Salamangreat
Mystic Mine	No	Yes	Yes	No	Yes	Dragon Link, Noble Knight, Invoked, HERO, SPYRAL, Orcust,
Raigeki	No	Yes	Yes	No	Yes	HERO, SPYRAL, Orcust, Invoked, Thunder, Salamangreat
Super Polymerisation	Yes	Yes	Yes	No	No	HERO, SPYRAL, Orcust, Salamangreat
Twin Twisters	Yes	Yes	No	Yes	Yes	Orcust, Subterror, Altergeist, Salamangreat, Mine Burn

Traps:

Card Name	Going First	Going Second	Against Monsters?	Against Spell & Traps	Budget?	Example decks it counters...
Artifact Sanctum	Yes	No	Yes	No	No	HERO, SPYRAL, Orcust, Invoked, Thunder, Salamangreat,
Dimensional Barrier	Yes	No	Yes	No	Yes	HERO, Invoked, Thunder
Eradicator Epidemic Virus	Yes	No	No	Yes	Yes	HERO, Subterror, Invoked, Altergeist, Salamangreat, Mine Burn
Evenly Matched	No	Yes	Yes	Yes	No	Dragon Link, HERO, SPYRAL, Orcust, Subterror, Noble Knight, Invoked, Altergeist, Thunder, Salamangreat, Mine Burn
Infinite Impermanence	Yes	Yes	Yes	Yes	No	HERO, SPYRAL, Orcust, Subterror, Invoked, Altergeist, Thunder, Salamangreat
Red Reboot	Yes	Yes	No	Yes	Yes	Subterror, Invoked, Altergeist, Salamangreat, Mine Burn
Rivalry of Warlords	Yes	No	Yes	No	Yes	SPYRAL, Orcust, Subterror, Invoked
Solemn Judgment	Yes	No	Yes	Yes	Yes	HERO, SPYRAL, Orcust, Subterror, Invoked, Altergeist, Thunder, Salamangreat, Mine Burn
Solemn Strike	Yes	No	Yes	No	Yes	HERO, SPYRAL, Orcust, Subterror, Invoked, Altergeist, Thunder, Salamangreat
Unending Nightmare	Yes	No	No	Yes	Yes	Subterror, Altergeist, Mine Burn

Siding Out:

Now you have your guide for what cards to side in, another problem some people face is what cards to take out. Sometimes this can be straight forward and sometimes this can be awkward but once you're used to it then it shouldn't be a problem. Try and ask yourself the following questions every time you side:

- How many cards do I really need to side into?
- Are there any cards in my main deck that are bad against my current matchup?

How many cards you add in is up to you. If you have more difficulty against certain decks more than others, then side more in to help you. It's all personal choice at the end of the day. Personally, if you can aim for 6 (i.e. 2 playsets of cards) then I feel this gives you a comfortable baseline to aim for however feel free to stray above and below depending on how confident you feel.

The more you want to side in though you are left with the problem of what to side out. Sometimes this is easy when you consider the second question above. For example, if you're against mine burn, cards like Evil HERO Adjusted Gold and Dark Calling could easily be taken out. Also, cards like Infinite Impermanence has very little impact on non-monster-based decks so they can be removed too and with that you're already up to 5 cards. If you feel the opponent is going to make you go second then cards like Destiny HERO - Plasma become less useful and you could side that out too.

There are times though when you run out of what cards you don't need in the deck and you're left with some tough choices. In these situations, consider other factors like how much time is left on the round. If you're close to the end of the round, you can take A Hero Lives out of your main deck too as using this could very easily lose you the game.

Never remove a piece that is vital for your combos either. Destiny HERO - Malicious for example is a card that must stay in the main deck. If you are really stuck after all of this and need just one or two more to take out then the only place left is your consistency. Taking out an Elemental HERO Stratos for example will only reduce your deck's consistency but if you feel your card that you're adding in is worth it then go for it.

Remember: having difficulty siding is not a bad thing. It means you've built your deck to the point where everything you have in there is useful to you. If you're in the position where every match you are taking out a certain set of cards every single time, then maybe they should be reconsidered the next time you deck build.

Deck Building:

General Deck Building Advice:

When building a HERO deck, most of the core is fairly standard. We have more search cards than any other archetype in the game which makes the deck so consistent. Back in the dark days (Dragon Ruler format) HEROs lost their core monster Elemental HERO Stratos and the deck basically dropped off of the radar as even a casually playable deck. The best you could hope for back then was to play Electrum Cannon (and I did). Having him back again gives access to every HERO monster in the deck and having him back at 3 gives consistency to the plays. The current line-up for our searches is:

3x Elemental HERO Stratos
1x A Hero Lives
3x E - Emergency Call
1x Reinforcement of the Army

There are other cards in the deck that search too link Xtra HERO Cross Crusader, Elemental HERO Shadow Mist and Isolde, Two Tales of the Noble Knights however they all require extra cards to be able to do so. These cards search on their own however and when combined with any other HERO monster in the hand allow the full combos mentioned above when Vision HERO Faris is added to the hand by Elemental HERO Stratos.

Outside of this, we have the Destiny HERO Engine. A powerful engine accessed by one card which yields impressive boards. As discussed above, Fusion Destiny is too strong not to be included in the deck. Also, cheap to acquire a full Destiny HERO engine is as follows:

2x Destiny HERO - Malicious
0/1x Destiny HERO - Dynatag
1x Destiny HERO - Celestial OR Destiny HERO – Drawhand OR Destiny HERO - Decider
3x Fusion Destiny

People have commented about how they feel this can cause 'bricks' before, where you would draw into an unplayable hand. This is where my next comment comes in... and potentially an unpopular one: Never make a 40 card HERO deck! Somewhere between 43 and 46 is potentially the most optimal. As the deck has so much search power you hardly affect the decks consistency negatively by raising the main deck count while reducing the probability of drawing multiple Destiny HERO monsters. It's only bad when you draw more than 1 as you can discard it to special summon Vision HERO Faris anyway or to use it to fuse from hand into Vision HERO Trinity, Vision HERO Adoration, Elemental HERO Sunrise, Destiny HERO - Dystopia...

Going First vs Going Second:

Firstly, either option is strong but both have different pros and cons and different approaches to how you construct your deck. Neither is right or wrong and its effectiveness depends on what mater you face in your region and most importantly what your own personal style of play is like. Have a read of both versions and see what appeals to you most of all. Whichever you choose to build though, remember; stick to your game plan. Knowing what you want to accomplish is half the battle.

Going First:

So, first things first (excuse the pun!), the whole reason behind going first is to establish control of the game and build a board that can stun your opponent that much that they can't overcome it or that they waste too much resource in trying to do so. HEROs have multiple cards that can help accomplish this and each have varying degrees of power depending on what your opponent is playing.

Masked HERO Dark Law is the most obvious here. Having two very strong effects this is usually the monster you want to prioritise the most. Now that we have Elemental HERO Liquid Soldier, this is even easier to summon than before. Decks like SPYRAL and Lunalight lose so much advantage and resource in trying to overcome this monster so much so that if you can summon 2 or have 1 with a set Mask Change then you almost guarantee the win.

Destiny HERO – Plasma is our other floodgate style monster that is ideal for the going first style of play. Skill Drain for your opponents' monsters is very strong however, this card is most useful against combo decks and if you are against a deck that is primarily back row (like Subterror) then it becomes less useful. An amazing card, but choose when you summon this wisely.

Destiny HERO – Dystopia is another great control card. Knowing how other decks function is key here as you will want to aim for the weakest point in their combo and destroy it to maximise on advantage. Destiny HERO - Dystopia is unique in that he is both good against Monster combo decks and backrow decks, being able to take out any single threat.

Aside from the HERO monsters, supporting cards have to be taken into consideration when building the deck. When you're going first, cards like Lightning Storm have no impact, but others do. For going second, you will want your combo to succeed so cards like Called by the Grave and the yet-to-be-released Crossout Designator are more useful in this style build. Hand traps too have usability for both going first and going second. Droll & Lock is very strong at the moment with locks of decks that perform multiple searches in the Meta. When you combine this with a Masked HERO Dark Law on the field it is a very oppressive combo to face.

Overall, going first can be a very strong strategy indeed. Decks like SPYRAL, Orcust and Lunalights that love to combo fail very quickly against Masked HERO Dark Law and Destiny HERO - Plasma. Stun decks that utilise the back row can lose to Destiny HERO - Dystopia control too with Masked HERO Dark Law reducing the advantage from searching.

Going Second:

Unlike going first, going second's aim is break your opponent's board and build your own or to OTK in that turn over their monsters. You forgo the ability to set up your own defence and instead play strong, board breakers that will help secure your win. The most powerful of the board breakers are spells and traps aimed at reducing your opponent's field to nothing. The new Lightning Storm is a key example of this. Regardless of what deck you're against, this card will either bait out a potential negate or destroy multiple cards, clearing the way for victory. Better yet, there is no restriction against battle damage on this card unlike the next two so you're free to push for game here too.

Evenly Matched is the next example. Also powerful against any deck, taking all but 1 card from your opponent is strong and is definitely worth the cards value. Yes, you will have to sacrifice your battle

phase to use this card, but after your opponent has already depleted their resources and your build your board, you're going to have a very simplified game for yourself.

Similarly, like Evenly Matched, there is also Dark Ruler No More. Although practically useless against Spell and Trap based decks, this card is more powerful against monster decks as they cannot respond to it.

Sometimes easy wins are achievable too. Vision HERO Trinity is our usual OTK engine in this deck. At 5000 attack on the turn he is summoned and capable of attacking 3 times, he is a force to be reckoned with. Last format, Galatea was very popular and seeing her linked on the field or linking to her yourself to ensure she cannot be destroyed in battle was an amazing exploit for Vision HERO Trinity. Now rising to popularity though we have Knightmare Phoenix coming back into the Meta, protecting all co-linked cards from be destroyed in the same way. Always look for the easy wins and take them... smiling!

Example Deck Builds:

The next pages explore some example HERO decks to use. Obviously, everyone has different play styles and different budgets so I've included a few. Try them out and see what suits you most!



Sunrise HERO – Going First Build:

Value of the deck:



Level of competitiveness:



Monster Cards		Spell Cards		Trap Cards	
3	Ash Blossom & Joyous Spring	1	A Hero Lives	3	Infinite Impermanence
1	Destiny HERO - Celestial	1	Called by the Grave		
1	Destiny HERO - Dynatag	1	Dark Calling		
2	Destiny HERO - Malicious	3	E - Emergency Call		
1	Evil HERO Adusted Gold	3	Fusion Destiny		
1	Elemental HERO Honest Neos	3	Mask Change		
1	Elemental HERO Liquid Soldier	1	Miracle Fusion		
2	Elemental HERO Shadow Mist	1	Polymerisation		
1	Elemental HERO Solid Soldier	1	Reinforcement of the Army		
3	Elemental HERO Stratos				
3	Vision HERO Faris				
2	Vision HERO Increase				
2	Vision HERO Vyon				

Side Deck		Extra Deck	
3	Droll & Lock Bird	1	Destiny HERO - Dangerous
3	Nibiru, The Primal Being	1	Destiny HERO - Dystopia
3	Dark Ruler No More	1	Elemental HERO Absolute Zero
3	Twin Twisters	1	Elemental HERO Escuridao
3	Evenly Matched	1	Elemental HERO Sunrise
		1	Evil HERO Malicious Bane
		1	Masked HERO Acid
		1	Masked HERO Anki
		2	Masked HERO Dark Law
		1	Vision HERO Trinity
		2	Xtra HERO Cross Crusader
		1	Xtra HERO Dread Decimator
		1	Xtra HERO Wonder Driver

The idea of the deck is to end on Elemental HERO Sunrise and Masked HERO Dark Law turn 1 as consistently as possible while adding to your hand Miracle Fusion and Dark Calling in the Process. If you get hit with Nibiru, The Primal Being you can follow up with Malicious Bane to remove it from the field and still have Mask Change Set too.

Sunrise HERO - Going Second Build:

Value of the deck:



Level of competitiveness:



Monster Cards		Spell Cards		Trap Cards	
3	Ash Blossom & Joyous Spring	1	A Hero Lives	3	Evenly Matched
1	Destiny HERO - Celestial	1	Dark Calling	3	Infinite Impermanence
1	Destiny HERO - Dynatag	3	E - Emergency Call		
2	Destiny HERO - Malicious	3	Fusion Destiny		
1	Evil HERO Adusted Gold	3	Lightning Storm		
1	Elemental HERO Honest Neos	3	Mask Change		
1	Elemental HERO Liquid Soldier	1	Miracle Fusion		
2	Elemental HERO Shadow Mist	1	Polymerisation		
1	Elemental HERO Solid Soldier	1	Reinforcement of the Army		
3	Elemental HERO Stratos				
3	Vision HERO Faris				
2	Vision HERO Increase				
2	Vision HERO Vyon				

Side Deck		Extra Deck	
3	Droll & Lock Bird	1	Destiny HERO - Dangerous
3	Nibiru, The Primal Being	1	Destiny HERO - Dystopia
1	Called by the Grave	1	Elemental HERO Absolute Zero
3	Dark Ruler No More	1	Elemental HERO Escuridao
1	Harpie's Feather Duster	1	Elemental HERO Sunrise
3	Twin Twisters	1	Evil HERO Malicious Bane
1	Red Reboot	1	Masked HERO Acid
		1	Masked HERO Anki
		2	Masked HERO Dark Law
		1	Vision HERO Trinity
		2	Xtra HERO Cross Crusader
		1	Xtra HERO Dread Decimator
		1	Xtra HERO Wonder Driver

This is my personal favourite build of HEROs. Going second gives you the ability to clear your opponent's field with large board wipes and establish a field very easily afterwards or to just OTK then and there. Personally, I have also dropped Dynatag now and don't miss him and have also increased Liquid Soldier to 2 which gives the deck more late-game recovery.

Budget HERO 1:

Value of the deck:



Level of competitiveness:



Monster Cards		Spell Cards		Trap Cards	
3	Droll & Lock Bird	1	A Hero Lives		
1	Destiny HERO - Drawhand	3	Called by the Grave		
1	Destiny HERO - Dynatag	3	E - Emergency Call		
2	Destiny HERO - Malicious	3	Fusion Destiny		
1	Elemental HERO Honest Neos	3	Mask Change		
1	Elemental HERO Liquid Soldier	1	Miracle Fusion		
2	Elemental HERO Shadow Mist	1	Polymerisation		
1	Elemental HERO Solid Soldier	1	Reinforcement of the Army		
3	Elemental HERO Stratos	3	Super Polymerisation		
3	Vision HERO Faris	3	Twin Twisters		
2	Vision HERO Increase				
2	Vision HERO Vyon				

Side Deck		Extra Deck	
3	The Winged Dragon of Ra – Sphere Mode	1	Destiny HERO - Dangerous
3	Ghost Ogre & Snow Rabbit	1	Destiny HERO - Dystopia
1	Called by the Grave	1	Elemental HERO Absolute Zero
3	Mystic Mine	1	Elemental HERO Sunrise
1	Harpie's Feather Duster	1	Masked HERO Anki
3	Dimensional Barrier	1	Masked HERO Blast
1	Red Reboot	2	Masked HERO Dark Law
		1	Invoked Elysium
		1	Starving Venom Fusion Dragon
		1	Vision HERO Trinity
		2	Xtra HERO Cross Crusader
		1	Xtra HERO Dread Decimator
		1	Xtra HERO Wonder Driver

If you've not got the budget to stretch to cards like Lightning Storm and the Evil HERO Package then this build is for you. It still maintains a degree of competitiveness while being more affordable. The aim is to still end on Masked HERO Dark Law and Elemental HERO Sunrise as quickly as possible then only drawback is that there is not as much recovery from field wipes like Nibiru, The Primal Being.

Budget HERO 2:

Value of the deck:



Level of competitiveness:



Monster Cards		Spell Cards		Trap Cards	
3	Droll & Lock Bird	1	A Hero Lives	3	Solemn Judgement
1	Destiny HERO - Drawhand	3	Allure of Darkness		
1	Destiny HERO - Dynatag	1	Called by the Grave		
2	Destiny HERO - Malicious	3	E - Emergency Call		
1	Elemental HERO Honest Neos	3	Fusion Destiny		
1	Elemental HERO Liquid Soldier	3	Mask Change		
2	Elemental HERO Shadow Mist	1	Miracle Fusion		
1	Elemental HERO Solid Soldier	1	Polymerisation		
3	Elemental HERO Stratos	1	Reinforcement of the Army		
1	Evil HERO Malicious Fiend	3	Twin Twisters		
1	Evil HERO Sinister Necrom				
2	Vision HERO Vyon				

Side Deck		Extra Deck	
3	D.D. Crow	1	Destiny HERO - Dangerous
3	Ghost Ogre & Snow Rabbit	1	Destiny HERO - Dystopia
1	Called by the Grave	1	Elemental HERO Absolute Zero
3	Mystic Mine	1	Elemental HERO Sunrise
1	Harpie's Feather Duster	1	Masked HERO Anki
3	Dimensional Barrier	1	Masked HERO Blast
1	Red Reboot	2	Masked HERO Dark Law
		1	Vision HERO Adoration
		1	Vision HERO Trinity
		2	Cross-Sheep
		2	Xtra HERO Cross Crusader
		1	Xtra HERO Dread Decimator
		1	Xtra HERO Wonder Driver

As with the last build this is if even the Vision HERO engine is a bit too much for you. It's the least competitive of all the builds listed in the guide however it is still fun to play and can still make some people lose when faced with Dark Law.

Isolde HERO:

Value of the deck:



Level of competitiveness:



Monster Cards		Spell Cards		Trap Cards	
3	Droll & Lock Bird	1	A Hero Lives	3	Infinite Impermanence
1	Destiny HERO - Celestial	1	D.D.R – Different Dimension Reincarnation		
1	Destiny HERO - Dynatag	1	Dark Calling		
2	Destiny HERO - Malicious	1	Divine Sword – Phoenix Blade		
1	Elemental HERO Honest Neos	3	E - Emergency Call		
1	Elemental HERO Liquid Soldier	3	Fusion Destiny		
2	Elemental HERO Shadow Mist	1	Living Fossil		
1	Elemental HERO Solid Soldier	3	Mask Change		
3	Elemental HERO Stratos	1	Miracle Fusion		
1	Evil HERO Adusted Gold	1	Overdone Burial		
3	Vision HERO Faris	1	Polymerisation		
2	Vision HERO Increase	1	Reinforcement of the Army		
2	Vision HERO Vyon				

Side Deck		Extra Deck	
3	Ash Blossom & Joyous Spring	1	Destiny HERO - Dangerous
3	Dark Ruler No More	1	Destiny HERO - Dystopia
3	Lightning Storm	1	Elemental HERO Absolute Zero
3	Appointer of the Red Lotus	1	Elemental HERO Escuridao
3	Evenly Matched	1	Elemental HERO Sunrise
		1	Masked HERO Acid
		2	Masked HERO Dark Law
		1	Vision HERO Trinity
		1	Apollousa, Bow of the Goddess
		1	Isolde, Two Tales of the Noble Knights
		2	Xtra HERO Cross Crusader
		1	Xtra HERO Dread Decimator
		1	Xtra HERO Wonder Driver

This deck does contain more “bricks” than the average HERO deck but the potential for it is much higher too being able to summon both Apollousa, Bow of the Goddess and Masked HERO Dark Law preventing you from being beaten by Nibiru, The Primal Being and putting more pressure on the opponent.

Halqifibrax HERO:

Value of the deck:



Level of competitiveness:



Monster Cards		Spell Cards		Trap Cards	
1	Destiny HERO - Celestial	1	A Hero Lives	3	Infinite Impermanence
2	Destiny HERO - Malicious	3	E - Emergency Call		
1	Destiny HERO - Plasma	3	Fusion Destiny		
1	Elemental HERO Honest Neos	1	Infernoble Arms - Durendal		
1	Elemental HERO Liquid Soldier	3	Mask Change		
2	Elemental HERO Shadow Mist	1	Miracle Fusion		
1	Elemental HERO Solid Soldier	1	Polymerisation		
3	Elemental HERO Stratos	1	Reinforcement of the Army		
1	Evil HERO Adusted Gold				
2	Fire Flint Lady				
1	Grappler Angler				
3	Nibiru, The Primal Being				
1	Plaguespreader Zombie				
3	Vision HERO Fairs				
2	Vision HERO Increase				
2	Vision HERO Vyon				

Side Deck		Extra Deck	
3	Ash Blossom & Joyous Spring	1	Destiny HERO - Dangerous
3	Dark Ruler No More	1	Elemental HERO Absolute Zero
3	Lightning Storm	1	Elemental HERO Sunrise
3	Crackdown	1	Evil HERO Malicious Bane
3	Evenly Matched	1	Masked HERO Dark Law
		1	Borreload Savage Dragon
		1	Herald of the Arc Light
		1	Martial Metal Marcher
		1	Apollousa, Bow of the Goddess
		1	Cross-Sheep
		1	Crystron Halqifibrax
		1	I:P Masquerena
		1	Isolde, Two Tales of the Noble Knights
		1	Linkross
		1	Xtra HERO Cross Crusader

Due to Isolde giving access to tuner monsters and such an easy summoning condition for the HERO deck it allows HEROs to abuse the full power of Crystron Halqifibrax. See the above combo section for a full breakdown of what this deck can do.

R4nk HERO:

Value of the deck:



Level of competitiveness:



Monster Cards		Spell Cards		Trap Cards	
3	Ash Blossom & Joyous Spring	1	A Hero Lives	3	Infinite Impermanence
1	Buster Dragon Destruction Sword	1	Called by the Grave		
3	Effect Veiler	3	E - Emergency Call		
3	Fantastical Dragon Phantazmay	3	Mask Change		
1	Elemental HERO Honest Neos	1	Miracle Fusion		
1	Elemental HERO Liquid Soldier	1	Polymerisation		
3	Elemental HERO Solid Soldier	3	Pot of Desires		
2	Elemental HERO Shadow Mist	1	Reinforcement of the Army		
1	Elemental HERO Stratos	3	Super Polymerisation		
3	Vision HERO Vyon				

Side Deck		Extra Deck	
3	Nibiru, The Primal Being	1	Earth Golem @Ignister
3	Dark Ruler No More	1	Elemental HERO Absolute Zero
3	Lightning Storm	1	Elemental HERO Escuridao
3	Crackdown	1	Elemental HERO Sunrise
3	Evenly Matched	1	Masked HERO Acid
		1	Masked HERO Dian
		2	Masked HERO Dark Law
		1	Predeplant Dragostapelia
		1	Starving Venom Fusion Dragon
		1	Abyss Dweller
		1	Bagooska the Terribly Tired Tapir
		1	Castel the Skyblaster Musketeer
		1	Time Thief Redoer
		1	Union Carrier

With Master Rule Revision 2020, Xyz summons and Fusion summons can now be conducted in any monster zone without needing a link pointer. This deck capitalises on that very well. A starting hand of Vyon and Elemental HERO Solid Soldier can end on a board of Elemental HERO Sunrise, any Rank 4 monster and a miracle fusion play or Sunrise, Escuridao and Union Carrier with Buster Dragon equipped to Escuridao.

Other Deck Building Guidance:

Small Deck Engines:

As much as we all love to play HEROs we're all guilty of wanting to play other deck now and then, but that doesn't mean you don't have to stop playing HERO cards altogether. There are a few small engines that you can run in your deck that can either help your deck combo further or establish boss monsters.

A Hero Lives

If you have a few free slots in your deck, this one card Masked HERO Dark Law can easily be splashed into most decks. All you'd need is A Hero Lives, Elemental HERO Shadow Mist, Mask Change, and Masked HERO Dark Law. The only issue with this combo is that you'd need to draw A Hero Lives in your opening hand and not draw Elemental HERO Shadow Mist. If A Hero Lives comes back to more than 1 though this could be a strong consideration as an engine.

Mask Change II

An easier way to tech Masked HERO Dark Law into your tech if your deck is primarily Dark attribute based is to just use three Mask Change II in your deck. You can just set it and do your whole combo as normal and, as long as there is a dark monster left over with a level, you grant yourself access to Masked HERO Dark Law.

Destiny HERO – Malicious

Better at 3 but still super useful at 2, Destiny HERO – Malicious can help to Link climb and with the rise in popularity of level 2 Tuner monsters like Plaguespreader Zombie can easily help access monsters like Borreload Savage Dragon. Combine this with Armageddon Knight or Vision HERO Vyon for a super easy engine. It is also a 1 card Isolde, Two Tales of the Noble Knights play which can give decks a huge boost.

Neo Space Connector

An instant 1 card Isolde, Two Tales of the Noble Knights, this card gives easy and fast access to a powerful link engine while simultaneously stripping away a monster from their hand. Warrior decks are able to make the most use of this like Infernoble Knights.

Frequently Asked Questions:

Q: Can my Vision HERO Increase in the spell and trap card zone tribute a face down HERO monster I control?

A: Yes. Tributing of cards doesn't require the monster to be face up unless the card that is tributing specifies it. Icarus Attack, for example, can tribute a face down winged beast type monster.

Q: I activated Mask Change targeting my face up Elemental HERO Shadow Mist and my opponent chained Book of Moon also targeting my face up Elemental HERO Shadow Mist. How does this chain resolve?

A: Book of Moon resolves first and flips Elemental HERO Shadow Mist face down. Mask Change will then send Elemental HERO Shadow Mist to the graveyard and summon your Dark attribute Masked HERO from the extra deck. This effect resolves because, although Mask Change states that it needs to target a face-up HERO monster, at resolution it refers to the card as "it" and not "that target" which means that although it needed to be face up at activation, it doesn't need to be face up at resolution.

Q: Another question with Mask Change. If my opponent activates There Can Be Only One, can I chain Mask Change or is it too late?

A: Until There Can Be Only One has resolved you are not yet locked into its rules. You are free to activate any card that summons a monster regardless of Monster Type until There Can Be Only One has resolved.

Q: I activate the effect of Vision HERO Increase in the spell and trap card zone to tribute a HERO I control. My opponent then chains Called by the Grave to banish another Vision HERO Increase from my grave. Will my Vision HERO Increase still summon itself?

A: Yes. Called by the Grave negates the monster it banishes and any monster effect with the same name. Vision HERO Increase's effect to summon itself from the spell and trap card zone is the effect of a trap card, not a monster so it will not be affected by Called by the Grave. Its second effect to summon from the deck however will be negated.

Q: I fusion summoned Elemental HERO Sunrise underneath Xtra HERO Wonder Driver using Elemental HERO Stratos and Solid Soldier on the field. On summon the effects of Xtra HERO Wonder Driver, Elemental HERO Sunrise and Solid Soldier all activate. What order do they activate in?

A: Elemental HERO Solid Soldier and Elemental HERO Sunrise are both optional effects whereas Xtra HERO Wonder Driver is mandatory. Therefore, Xtra HERO Wonder Driver must be chain link 1 but the other 2 can in any order you choose.

Q: With the scenario above, my Xtra HERO Wonder Driver is chain link 1, and I place Solid Soldier as Chain Link 2 to summon Elemental HERO Stratos. What happens when this chain resolves?

A: Elemental HERO Solid Soldier resolves first and summons Elemental HERO Stratos then Xtra HERO Wonder Driver resolves and sets Polymerisation to your field. After this has resolved Elemental HERO Stratos cannot activate as his summon must be the last action to happen.

Q: I have a face up Destiny HERO - Plasma on my field and activate its effect to equip a monster my opponent controls. My opponent then chains Ghost Ogre & Snow Rabbit to destroy my Plasma. What happens?

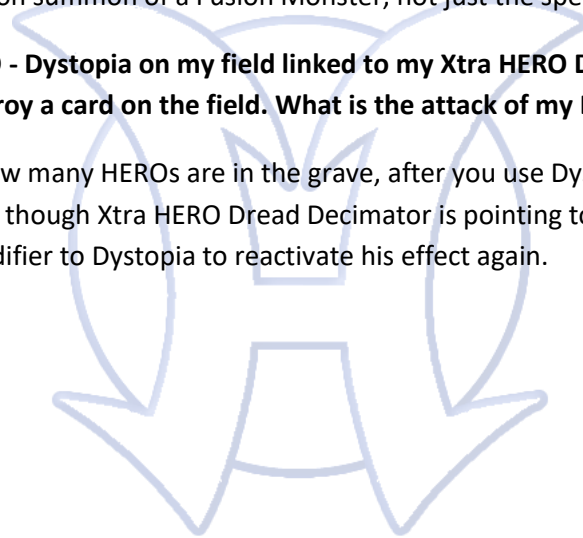
A: Ghost Ogre resolves first and destroys Destiny HERO - Plasma. Destiny HERO - Plasma then tries to resolve as much as possible and as the monster cannot be equipped to Destiny HERO - Plasma, it is destroyed and sent to the graveyard by game mechanics instead.

Q: I have a face up Elemental HERO Liquid Soldier on my field that hasn't used its effect this turn. I use Mask Change on it summoning Masked HERO Acid. Can I use the effect of Elemental HERO Liquid Soldier as I summoned Masked HERO Acid with it?

A: No. Although you summoned a fusion monster, for Elemental HERO Liquid Soldier to activate, it must be used for the fusion summon of a Fusion Monster, not just the special summon of one.

Q: I have a Destiny HERO - Dystopia on my field linked to my Xtra HERO Dread Decimator. I use Dystopia's effect to destroy a card on the field. What is the attack of my Dystopia now?

A: 2800. Regardless of how many HEROs are in the grave, after you use Dystopia's effect, it returns to its original attack even though Xtra HERO Dread Decimator is pointing to it. You would have to apply another attack modifier to Dystopia to reactivate his effect again.



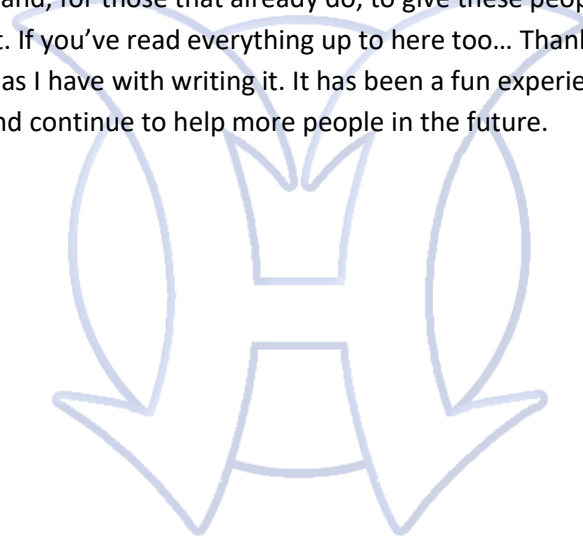
Looking to the future:

HEROS have been in the game for over a decade and I'm pretty sure they'll be around for many years to come. Looking at the near future though we have a big change to look forward to; the Master Rule Revision. Allowing fusion decks to be able to summon into whichever zone they choose without the necessity of Link Monsters is huge for this deck. Not only does this open up the deck to freedom of summons but it also gives power to cards like Super Polymerisation that would have otherwise locked us out of being able to summon any more monsters.

I'm sure HEROs will be given more support cards too. Without contest they are the most supported archetype in the game. Every year we see more and more support cards, only recently receiving Elemental HERO Liquid Soldier and Elemental HERO Sunrise. Fingers crossed for bigger and better things to come!

Summary:

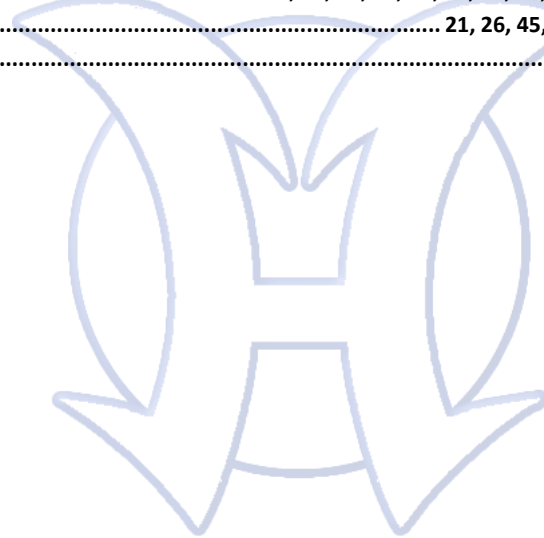
I hope this guide has been helpful to you. I wrote this in the hope that it would encourage more players to playing HEROs and, for those that already do, to give these people help and tips on how to play the deck to its fullest. If you've read everything up to here too... Thank you! You clearly have as much patience reading it as I have with writing it. It has been a fun experience writing out this guide and I hope to update it and continue to help more people in the future.



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Thanks for reading!

Version 6 coming soon...

