

ABC Deck Post September 13th Forbidden & Limited List

The new Forbidden and Limited List has hit ABCs in various ways. Several changes to the list (such as the banning of Nightmare Goblin, the Limiting of Sky Sticker Mecha - Hornet Drones, and the Semi-Limiting of Terraforming) were expected and surprised no one. The one change that did take a lot of players off guard was the Limiting of A-Assault Core. A lot of players have taken this to mean that ABCs as a deck are dead. I beg to differ and am here now to prove that ABCs are still both very alive and very competitively viable.

A Going To One

I'll start by talking about the elephant in the room. "What does A going to one mean for ABC going forward?" The answer is somewhat multi-layered so bear with me on this one.

Getting A out of the deck and onto the field hasn't gotten any harder. As long as you have any Union Monster in your hand as a valid target for the effect of C-Crush Wyvern you can activate C as Chain Link 1 and B-Buster Drake as Chain Link 2. B will resolve first and search your singular copy of A out from your deck and add it to your hand. Then C will resolve and summon the A you just searched to the field. With A going to one, players now have two less Union Monsters in their deck and therefore if you want to maintain consistency you will need to supplement more Unions. I strongly recommend playing two or more copies of Heavy-Mech Support Armor in your deck. Its effect makes it an excellent normal summon after turn one and being a Union Monster makes it a valid target for C's effect.

Protecting & Recovering A

The next topic everyone is bringing up is that should you ever lose your one copy of A to a card like Called By The Grave or D.D. Crow are there any possible responses or counters or do you simply lose the duel right then and there.

To put it simply, no you don't just lose the duel. To elaborate more, there are a multitude of cards that can be used to either preemptively stop your opponent from banishing your A or to recover your A should it have already been banished. I'll list a few of these cards right below

- **Ghost Belle & Haunted Mansion:** Ghost Belle negates effects that would banish cards from the graveyard, special summon monsters from the graveyard, and add cards from the graveyard back to its owner's hand. This means that

Ghost Belle serves as a perfect counter to any card that would either banish A from your graveyard or that would try to summon it to your opponent's field so that you couldn't use it to make ABC-Dragon Buster

(Stops: Called By The Grave, D.D. Crow, Monster Reborn, & Sky Striker Mecha - Shark Cannon)

- **Called By The Grave:** Called By The Grave can banish any monster from the graveyard and negate the effects of any copy of that card until the end of the turn after Called By The Grave's activation. This can be used to counter any card that sends itself from either the hand or field to the graveyard as cost that would disrupt your plays with A or any card on the field using its effect where there is another copy of that card in the graveyard. For example, if your opponent attempted to use the second effect of Tri-Gate Wizard to banish A from your field and either you or your opponent had another copy of Tri-Gate Wizard in their graveyard, you could use Called By The Grave on that copy to negate the effect of the Tri-Gate on the field.

(Stops D.D. Crow, Various)

- **Union Scramble:** Union Scramble has two effects and both are very useful. The first effect special summons three banished light machine union monsters which will allow you to recover your pieces should your opponent prevent a tagout from ABC-Dragon Buster. Its second effect lets you banish it from the graveyard to add one banished light machine union monster back to your hand. This can be used as a response to having your A get banished earlier in the duel.
- **Burial From the Different Dimension:** This card lets you return three banished monsters to your graveyard. This can easily be used to return all three ABC pieces and make ABC-Dragon Buster if your opponent prevented your first ABC from tagging out.
- **Pot of Acquisitiveness:** This card allows you to target three banished monsters, shuffle them back into the deck and then draw one card. While this card does not provide you with immediate access to another ABC-Dragon Buster, like the previous card on this list, it is a good alternative if you know your opponent would be able to quickly banish a piece from the graveyard again such as with a face down Called By The Grave or Sky Striker Mecha - Shark Cannon. Plus returning your pieces to the deck allows you to have more targets for Union Hangar to equip to Union Monsters you summon.
- **Different Dimension Reincarnation:** DDR lets you discard one card in order to special summon one banished monster. On paper this card is a straight minus one, but in practice going minus one may often times be very worthwhile since it allows you to recover your banished A-Assault Core and then fuse into ABC-Dragon Buster. The discard effect can even be used in your favor as you

can discard an ABC piece or a copy of Union Scramble to your graveyard for use in making ABC-Dragon Buster or being able to recover A again later in the duel.

Useful Tech Cards

Aside from what I listed above there still several other tech cards that going forward will be very useful and I strongly recommend keeping these in mind when deckbuilding

- **Magnet Reverse:** Magnet Reverse's effect lets you target a machine or rock type monster that is either in your graveyard or banished that cannot be normal summoned or set, then you can special summon it to your field. ABC-Dragon Buster meets all the requirements meaning that Magnet Reverse is effectively a Monster Reborn for ABC-Dragon Buster from either the graveyard or banished pile that duelists can play three copies of in their decks.
- **Symphonic Warriors:** The Symphonic Warriors are an engine, typically three to five cards, that lets you gain an additional normal summon as well as a machine monster on your side of the field. With Knightmare Goblin being banned, the extra normal summon from the Symphonic Warriors may prove to be extremely useful. On top of that the monster that is summoned to your side of the field is a level five machine monster which will be very useful either using it as link material for Summon Sorceress or overlaying it with a Cyber Dragon or a Galaxy Soldier for Cyber Dragon Nova which can then be overlayed into Cyber Dragon Infinity.
- **Cyber Dragon:** In the time of the Gouki extra link Cyber Dragon is arguably more useful that it has ever been before. Should you lose the die roll vs Gouki and find yourself staring down an extra link, being able to special summon Cyber Dragon and contact fuse using your opponent's monsters in the Extra Monster Zone for a fusion summon of Chimeratech Megafleet Dragon is invaluable. Not only does it clear the extra monster zones allowing you to proceed with your turn as normal, but it also removes the third co-link from Tri-Gate Wizard meaning it can no longer use its negation effect, as well as giving you a machine monster on your field. Cyber Dragon accomplishes all of that without using your normal summon. It is also important to remember that Cyber Dragon is a light machine monster which means that we can equip various ABC pieces to it to bestow it protection. When playing against Sky Strikers summoning Cyber Dragon on your first turn and equipping it with B-Buster Drake, thus making it immune to the effects of all spell cards, can sometimes be very useful.

- **Galaxy Soldier**: Galaxy Soldier serves double duty in ABC decks. His effect to special summon himself allows you to send an ABC piece from your hand to the graveyard and also allows you easy access to Cyber Dragon Infinity. Cyber Dragon Infinity gives you access to a quick effect negation and during your turn it gives you access to non destruction removal that also prevents your opponent's monster from activating any effects it may have in the graveyard.

Combo Showcases

Here I will walk through several combos and explain the ending board.

RC = Required cards in opening hand

CL# = Chain Link (Number)

GY = Graveyard

* = Optional Step

Standard Gadget Combo

RC: Union Hangar, ABC Piece, Gadget

1. Activate Union Hangar and search out A if you are holding B or C OR search B or C if you are holding A
2. Normal Summon the Gadget and use its effect to Special Summon the B or C in your hand
3. If you summoned B equip C OR if you summoned C equip B
4. Link the Gadget and the piece into Qliphort Genius
 - *You can also link summon Underclock Taker or Hip Hoshiningen
5. In the GY activate B and CL1 and C and CL2,. this prevents your opponent from using Ash Blossom & Joyous Spring on B.
6. C summons A from hand and B searches Heavy-Mech Support Armor for next turn
 - * You can link the A and the Qliphort Genius into a link 3 like Decode Talker, or Summon Sorceress
7. Banish the A B and C from your field and/or graveyard for the summon of ABC-Dragon Buster

Ending Board is Qliphort Genius* and ABC-Dragon Buster with 3 cards in hand including Heavy-Mech Support Armor

Hornet Drones Gryphon Combo

RC: Union Hangar, ABC Piece, Hornet Drones

1. Activate Union Hangar and search out A if you are holding B or C OR search B or C if you are holding A
2. Activate Hornet Drones and get a token
3. Link the token into Sky Striker Ace - Kagari
4. Activate Kagari's effect to add Hornet Drones back to your hand
5. Activate hornet drones again getting another token
6. Link Kagari into Sky Striker Ace - Hayate
7. Link the token into Sky Striker Ace - Shizuku
8. Normal Summon the B or C in your hand
9. If you summoned B equip C OR if you summoned C equip B
10. Link Hayate, Shizuku, and the piece for Summon Sorceress
11. In GY C effect CL1 B effect CL2
12. B Search another copy of C and C summons the C you just searched
13. Summoned Sorceress Effect Targeting C to special summon a B from the deck
14. Link B and C into Nightmare Phoenix or Nightmare Cerberus
15. In GY B effect CL1 C effect CL2
16. C summons the A in your hand and B searches Heavy-Mech Support Armor
17. Link A and Summon Sorceress into Nightmare Gryphon next to your Phoenix/Cerberus (Make sure Gryphon is directly below an Extra Monster Zone)
18. Banish A B and C from your GY for an ABC-Dragon Buster above Gryphon

Ending Board: ABC-Dragon Buster in the Extra Monster Zone with a Nightmare Gryphon below it which is co-linked to either a Nightmare Phoenix or Nightmare Cerberus with 3 cards in hand including Heavy-Mech Support Armor.

2 Card ABC-Dragon Buster Combo

RC: Union Hangar, Gadget

1. Activate Union Hangar and search either A or C
2. Normal Summon the Gadget and use its effect to Special Summon the A or C you searched
3. Use Union Hangar to equip B to the piece you summon
4. Overlay the Gadget and the piece into Gear Gigant X
5. B will go to the GY and search A or C (Search the piece you didn't search with hangar)

6. Activate Gear Gigant X by detaching the piece and search Symphonic Warrior Guitaar
 7. Place Guitaar in your pendulum scale and activate its effect by discarding the piece you searched to summon Symphonic Warrior Miccs from the deck
 8. Link Gear Gigant X and Miccs into Qliphort Genius
 - * You can also link summon Underclock Taker
 9. Banish A B and C from your GY to summon ABC-Dragon Buster
- Ending Board: Qliphort Genius* with ABC-Dragon Buster with 2 cards in hand.

Buster Infinity Combo

RC: Union Hangar, Galaxy Soldier, Gadget

1. Activate Union Hangar and search B
2. Normal Summon the Gadget and use its effect so Special Summon B
3. Use Union Hangar to equip A to B
4. Link the Gadget and B into Qliphort Genius
5. In GY B effect CL1 and A effect CL2
6. A adds B back to your hand and B searches C to your hand
7. Activate Galaxy Soldier and discard B or C to summon it to the field
8. When summon Galaxy Soldier will search another copy of Galaxy soldier from your deck to your hand
9. Link Galaxy Soldier and Qliphort Genius into Summon Sorceress
10. Activate the second Galaxy Soldier in your hand and discard your remaining ABC piece to summon it to the field
11. Activate the effect of Summon Sorceress targeting Galaxy Soldier and special summon Cyber Dragon from the deck
12. Overlay Cyber Dragon and Galaxy Soldier into Cyber Dragon Nova and then Cyber Dragon Infinity
13. Banish A B and C from your GY to summon ABC-Dragon Buster

Ending Board: Summon Sorceress pointing to Cyber Dragon Infinity and ABC-Dragon Buster with 2 cards in hand.

5k Buster Beater Combo

RC: Union Hangar, ABC Piece, Symphonic Warrior Guitaar

1. Activate Union Hangar and search out A if you are holding B or C OR search B or C if you are holding A

2. Place Guitaar in your pendulum scale and activate its effect by discarding a random card in your hand to summon Symphonic Warrior Miccs from the deck
3. Normal Summon B or C
4. Use Union Hangar to equip C or B based on which one you summoned
5. Link Miccs and your piece into Qliphort Genius
6. In GY C effect CL1 and B effect CL2
7. B searches out another copy of C with your C in GY special summons
8. Link Qliphort Genius and C into Summon Sorceress
9. In GY C effect to summon the A in your hand
10. Summon Sorceress Effect Targeting A to summon Cyber Dragon from the deck
11. Link A and Cyber Dragon into Cyber Dragon Sieger
12. Banish A B & C from your GY to summon ABC-Dragon Buster

Ending Board: Summon Sorceress pointing to Cyber Dragon Sieger which points to ABC-Dragon Buster with 2 cards in hand. Since ABC-Dragon Buster is a machine with 2100 or more attack it is a valid target for the effect of Cyber Dragon Sieger which can give it an additional 2100 attack boosting ABC-Dragon Buster to a total of 5100 attack during the battle phase, strong enough to destroy Utopia the Lightning (and pretty much anything else) in battle.

Invoked Buster Combo (needs work)

RC: Union Hangar, Aleister The Invoker, Symphonic Warrior Guitaar

1. Activate Union Hangar and search B or C
2. Normal Summon the piece you searched
3. Use Union Hangar to equip B or C based on what you originally searched
4. Place Symphonic Warrior Guitaar in your Pendulum Scale and use its effect by discarding a random card from your hand to summon Symphonic Warrior Miccs from the deck
5. Link your piece and Miccs into Qliphort Genius
6. B effect in GY to search A
7. Use the extra normal summon from Miccs to summon Aleister The Invoker
8. Aleister The Invoker will search Invocation from the deck
9. Activate Invocation and fuse Aleister The Invoker with the A in your hand for Invoked Mechaba
10. Banish A B & C from your GY to summon ABC-Dragon Buster

Ending Board: Qliphort Genius pointing to Invoked Mechaba and ABC-Dragon Buster with 1 card in hand.

Hangarless Drones Buster Combo

RC: B-Buster Drake, Sky Striker Mecha - Hornet Drones, Gadget

1. Activate Hornet Drones getting a token
2. Link the token into Sky Striker Ace - Kagari
3. Use Kagari's effect to add drones back to your hand
4. Activate drones again getting a second token
5. Link Kagari into Sky Striker Ace - Hayate and the token into Sky Striker Ace -Shizuku
6. Normal Summon the Gadget and use its effect to summon B
7. Link Hayate, Shizuku, and B into Summon Sorceress
8. B effect in GY to search A
9. Summon Sorceress effect targeting the gadget to summon C from the deck
10. Link C and the Gadget into Nightmare Phoenix or Cerberus
11. C effect in GY to summon A
12. Link A and Summon Sorceress into Nightmare Gryphon next to your link 2 Nightmare
13. Banish A B and C from your GY to summon ABC-Dragon Buster in the Extra Monster Zone above Nightmare Gryphon

Ending Board: ABC-Dragon Buster in the Extra Monster Zone with Nightmare Gryphon below which is protected by a co-linked Nightmare link 2 with 2 cards in hand.

Hangarless Symphonic Buster Combo

RC: B-Buster Drake, Gadget, Symphonic Warrior Guitaar

1. Place Guitaar in your pendulum scale and activate its effect by discarding a random card to summon Miccs from the deck
2. Normal Summon the Gadget and use its effect to summon B from your hand
3. Link the Gadget and B into Qliphoth Genius
4. B effect in GY to search A
5. Use extra Normal Summon from Miccs to summon A
6. Link A and Qliphoth Genius into Summon Sorceress
7. A effect in GY add B back to hand
8. Activate Summon Sorceress effect targeting Gadget to special summon C from the deck
9. Link Gadget and C into Nightmare Phoenix or Cerberus
10. C effect in GY to summon B from hand

11. Link B and Summon Sorceress into Nightmare Gryphon next to your Nightmare link 2

12. B effect in GY to search Heavy-Mech Support Armor

13. Banish A B and C from your GY to summon ABC-Dragon Buster

Ending Board: ABC-Dragon Buster in the Extra Monster Zone with Nightmare Gryphon below which is protected by a co-linked Nightmare link 2 with 2 cards in hand including Heavy-Mech Support Armor.

Decklists

Here I'll provide various decklist that incorporate the combos I mentioned above as well as other options

Gadget ABC

Main Deck: 40

Monsters: 19

1 A-Assault Core

3 B-Buster Drake

2 C-Crush Wyvern

1 Heavy-Mech Support Armor

3 Gold Gadget

3 Silver Gadget

2 Ash Blossom & Joyous Spring

2 Ghost Ogre & Snow Rabbit

2 Ghost Belle & Haunted Mansion

Spells: 11

3 Union Hangar

1 Chaos Zone

1 Gateway to Chaos

2 Terraforming

1 Set Rotation

1 Foolish Burial

1 Monster Reborn

1 Scapegoat

Traps: 10

3 Solemn Strike

1 Solemn Warning

1 Solemn Judgment

3 Torrential Tribute
1 Skill Drain
1 Imperial Order

Extra Deck: 15

3 ABC-Dragon Buster
1 Tornado Dragon
1 Bujintei Tsukuyomi
1 Diamond Dire Wolf
1 Saryuja Skull dread
1 Borreload Dragon
1 Borrelsword Dragon
1 Decode Talker
1 Qliphort Genius
1 Underclock Taker
1 Proxy Dragon
1 Link Spider
1 Linkuriboh

Side Deck: 15

1 Ash Blossom & Joyous Spring
1 Ghost Ogre & Snow Rabbit
1 Ghost Belle & Haunted Mansion
2 Twin Twisters
2 Cosmic Cyclone
2 Called By The Grave
3 Evenly Matched
3 Union Scramble

ABC Cyber Dragon

Main Deck: 40

Monsters: 28

1 A-Assault Core
3 B-Buster Drake
3 C-Crush Wyvern
3 Heavy-Mech Support Armor
3 Cyber Dragon
3 Galaxy Soldier

3 Gold Gadget
3 Silver Gadget
2 Ash Blossom & Joyous Spring
2 Ghost Ogre & Snow Rabbit
2 Ghost Belle & Haunted Mansion

Spells: 12

3 Union Hangar
2 Terraforming
1 Set Rotation
1 Gateway To Chaos
2 Called By The Grave
2 Limiter Removal
1 Monster Reborn

Extra Deck: 15

3 ABC-Dragon Buster
1 Chimeratech Megafleet Dragon
1 Cyber Dragon Nova
1 Cyber Dragon Infinity
1 Borreload Dragon
1 Borrelsword Dragon
1 Knightmare Gryphon
1 Summon Sorceress
1 Decode Talker
1 Qliphort Genius
1 Cyber Dragon Sieger
1 Knightmare Cerberus
1 Knightmare Phoenix

Side Deck: 15

1 Ash Blossom & Joyous Spring
1 Ghost Ogre & Snow Rabbit
1 Ghost Belle & Haunted Mansion
3 Twin Twisters
3 Red Reboot
3 Evenly Matched
2 Anti-Spell Fragrance
1 Imperial Order

Symphonic Gadget ABC

Main Deck: 40

Monsters: 27

- 1 A-Assault Core
- 3 B-Buster Drake
- 3 C-Crush Wyvern
- 3 Heavy-Mech Support Armor
- 3 Gold Gadget
- 3 Silver Gadget
- 3 Symphonic Warrior Guitaar
- 1 Symphonic Warrior Miccs
- 1 Symphonic Warrior Synthesis
- 2 Ash Blossom & Joyous Spring
- 2 Ghost Ogre & Snow Rabbit
- 2 Ghost Belle & Haunted Mansion

Spells: 11

- 3 Union Hangar
- 2 Terraforming
- 1 Set Rotation
- 1 Gateway To Chaos
- 2 Limiter Removal
- 2 Called By The Grave

Traps: 2

- 2 Union Scramble

Extra Deck: 15

- 3 ABC Dragon Buster
- 1 Gear Gigant X
- 1 Borreload Dragon
- 1 Borrelsword Dragon
- 1 Knightmare Gryphon
- 1 Summon Sorceress
- 1 Decode Talker
- 1 Knightmare Phoenix
- 1 Knightmare Cerberus
- 1 Qliphort Genius
- 1 Underclock Taker
- 1 Hip Hoshiningen

1 Clara & Rushka The Ventriloduo

Side Deck: 15

1 Ash Blossom & Joyous Spring
1 Ghost Ogre & Snow Rabbit
1 Ghost Belle & Haunted Mansion
3 Twin Twisters
2 Magnet Reverse
3 Evenly Matched
2 Anti Spell Fragrance
1 Union Scramble
1 Imperial Order

Going Second ABC

Main Deck: 40

Monsters: 25

1 A-Assault Core
3 B-Buster Drake
3 C-Crush Wyvern
2 Heavy-Mech Support Armor
2 Gold Gadget
2 Silver Gadget
3 Ash Blossom & Joyous Spring
3 Ghost Belle & Haunted Mansion
2 Droll & Lock Bird
3 PSY-Framegear Gamma
1 PSY-Frame Driver

Spells: 12

3 Union Hangar
2 Terraforming
3 Magnet Reverse
1 Set Rotation
1 Gateway To Chaos
2 Called By The Grave

Traps: 3

3 Evenly Matched

Extra Deck: 15

3 ABC Dragon Buster
1 PSY-Framelord Omega
1 Borreload Dragon
1 Borrelsword Dragon
1 Knightmare Unicorn
1 Topologic Trisbaena
1 Summon Sorceress
1 Knightmare Phoenix
1 Knightmare Cerberus
1 Underclock Taker
1 Qliphort Genius
1 Knightmare Mermaid
1 Clara & Rushka The Ventriloduo

Side Deck: 15

3 Twin Twisters
3 Infinite Impermanence
3 Union Scramble
2 Anti-Spell Fragrance
2 Magic Deflector
1 Imperial Order
1 Solemn Judgment

Sky Striker Gadget ABC

Main Deck: 40

Monsters: 22

1 A-Assault Core
3 B-Buster Drake
3 C-Crush Wyvern
3 Heavy-Mech Support Armor
3 Gold Gadget
3 Silver Gadget
2 Ash Blossom & Joyous Spring
2 Ghost Belle & Haunted Mansion
2 Droll & Lock Bird

Spells: 15

3 Union Hangar
2 Terraforming

1 Set Rotation
1 Gateway to Chaos
3 Sky Striker Mobilize - Engage
1 Sky Striker Mecha - Hornet Drones
1 Sky Striker Maneuver - Afterburners
1 Sky Striker Mecha - Widow Anchor
2 Called By The Grave
Traps: 3
3 Union Scramble

Extra Deck: 15
3 ABC Dragon Buster
1 Borreload Dragon
1 Borrelsword Dragon
1 Nightmare Gryphon
1 Summon Sorceress
1 Nightmare Phoenix
1 Nightmare Cerberus
1 Qliphort Genius
1 Sky Striker Ace - Kagari
1 Sky Striker Ace - Shizuku
1 Sky Striker Ace - Hayate
1 Nightmare Mermaid
1 Clara & Rushka The Ventriloduo

Side Deck: 15
1 Ash Blossom & Joyous Spring
1 Ghost Belle & Haunted Mansion
1 Droll & Lock Bird
3 Twin Twisters
3 Red Reboot
3 Evenly Matched
2 Anti Spell Fragrance
1 Imperial Order

ABC Stun

Main Deck: 40
Monsters: 10

- 1 A-Assault Core
- 2 B-Buster Drake
- 2 C-Crush Wyvern
- 2 Heavy-Mech Support Armor
- 3 Inspector Boarder

Spells: 10

- 3 Union Hangar
- 2 Terraforming
- 1 Set Rotation
- 1 Gateway To Chaos
- 3 Card of Demise

Traps: 20

- 3 Union Scramble
- 3 Gozen Match
- 3 Rivalry of Warlords
- 2 Compulsory Evacuation Device
- 2 Storming Mirror Force
- 3 Solemn Strike
- 2 Waking the Dragon
- 2 Anti-Spell Fragrance

Extra Deck: 15

- 3 ABC Dragon Buster
- 1 Naturia Exterio
- 1 Raidraptor Ultimate Falcon
- 1 Borreload Dragon
- 1 Borrelsword Dragon
- 1 Nightmare Gryphon
- 1 Nightmare Unicorn
- 1 Decode Talker
- 1 Nightmare Phoenix
- 1 Nightmare Cerberus
- 1 Qliphort Genius
- 1 Underclock Taker
- 1 Nightmare Mermaid

Side Deck: 15

- 3 Ash Blossom & Joyous Spring
- 3 Ghost Ogre & Snow rabbit

3 Twin Twisters
3 Red Reboot
3 Evenly Matched

Invoked ABC

Main Deck: 40

Monsters: 18

1 A-Assault Core
3 B-Buster Drake
3 C-Crush Wyvern
2 Heavy-Mech Support Armor
3 Aleister The Invoker
3 Cyber Dragon
2 Ash Blossom & Joyous Spring
2 Ghost Belle & Haunted Mansion
2 Droll & Lock Bird

Spells: 16

3 Union Hangar
3 Magical Meltdown
2 Terraforming
3 Invocation
2 Limiter Removal
2 Called By The Grave
1 Upstart Goblin

Traps: 3

3 Union Scramble

Extra Deck: 15

3 ABC Dragon Buster
2 Invoked Mechaba
1 Chimeratech Megafleet Dragon
1 Borreload Dragon
1 Borrelsword Dragon
1 Knightmare Gryphon
1 Knightmare Unicorn
1 Knightmare Phoenix
1 Knightmare Cerberus
1 Qliphort Genius

1 Aleister The Invoker of Madness
1 Underclock Taker

Side Deck: 15

1 Ash Blossom & Joyous Spring
1 Ghost Belle & Haunted Mansion
1 Droll & Lock Bird
3 Ghost Ogre & Snow Rabbit
3 Twin Twisters
3 Red Reboot
3 Evenly Matched

Budget ABC

Main Deck: 40

Monsters: 21

1 A-Assault Core
3 B-Buster Drake
3 C-Crush Wyvern
3 Gold Gadget
3 Silver Gadget
2 Heavy-Mech Support Armor
3 Effect Veiler
3 Ghost Ogre & Snow Rabbit

Spells: 13

3 Union Hangar
2 Terraforming
1 Set Rotation
1 Gateway to Chaos
2 Called By The Grave
1 Monster Reborn
1 Foolish Burial
1 Scapegoat
1 Upstart Goblin

Traps: 6

3 Union Scramble
3 Solemn Strike

Extra Deck: 15

3 ABC Dragon Buster
1 Tornado Dragon
1 Diamond Dire Wolf
1 Bujintei Tsukuyomi
1 Borreload Dragon
1 Saruja Skull Dread
1 Decode Talker
1 Qliphort Genius
1 Underclock Taker
1 Proxy Dragon
1 Link Spider
1 Linkuriboh
1 Clara & Rushka The Ventriloduo

Side Deck: 15

3 Twin Twisters
3 Red Reboot
3 Artifact Lancea
1 Jizukiru The Star Destroying Kaiju
1 Kumongous The Sticky String Kaiju
1 Gameciel The Sea Turtle Kaiju
1 Interrupted Kaiju Slumber
1 Raigeki
1 Dark Hole

Destrudo ABC

Main Deck: 40

Monsters: 20

1 A-Assault Core
3 B-Buster Drake
3 C-Crush Wyvern
3 Destrudo The Lost Dragon's Frisson
3 Supreme King Dragon Darkwurm
2 Ash Blossom & Joyous Spring
2 Ghost Ogre & Snow Rabbit
2 Droll & Lock Bird
1 Supreme King Gate Zero

Spells: 17

3 Union Hangar
3 Dragon Ravine
2 Terraforming
3 Dragon Shrine
1 Foolish Burial
1 Monster Reborn
2 Called By The Grave
1 Magnet Reverse
1 Upstart Goblin

Traps: 3

3 Union Scramble

Extra Deck: 15

3 ABC Dragon Buster
1 Black Rose Dragon
1 F.A. Dawn Dragster
1 Odd-Eyes Meteorburst Dragon
1 Number 42: Galaxy Tomahawk
1 Saryuja Skull Dread
1 Firewall Dragon
1 Nightmare Unicorn
1 Nightmare Phoenix
1 Nightmare Cerberus
1 Qliphort Genius
1 Underclock Taker
1 Nightmare Mermaid

Side Deck: 15

3 Twin Twisters
3 Red Reboot
3 Evenly Matched
1 Jizukiru The Star Destroying Kaiju
1 Kumongous The Sticky String Kaiju
1 Gameciel The Sea Turtle Kaiju
1 Interrupted Kaiju Slumber
1 Raigeki
1 Dark Hole