

# S-FORCE

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## 1. Orientation

The S-Force works tirelessly to track down law-breaking monsters – you can see a few of their targets if you look closely at their Spell and Trap Cards! This strategy makes use of “capture”-type effects. Monsters that are in the same column as one of your “S-Force” monsters are “caught” and experience a negative effect. Each monster that’s caught receives the negative effects of every one of your “S-Force” monsters, so the wider the dragnet you employ, the easier it is to win the Duel. The “S-Force” boss monster is **S-Force Justify**, a Link-3 Monster that points to 3 of your opponent’s Main Monster Zones. It’s capable of moving your opponent’s monster to a zone it points to and negating its effects, as well as banishing every monster it points to when it attacks.

Be sure to return all of the cards below when you’re finished Dueling.

- 3 **S-Force Rappa Chiyomaru** (BLVO-EN011 SCT)
- 3 **S-Force Gravitino** (BLVO-EN014 UR)
- 3 **S-Force Edge Razor** (LIOV-EN015 SR)
- 3 **S-Force Retroactive** (BACH-EN017 SR)
- 2 **S-Force Professor DiGamma** (BLVO-EN012)
- 2 **S-Force Orrafist** (BLVO-EN013 SR)
- 2 **S-Force Pla-Tina** (BLVO-EN014 UR)
- 2 **S-Force Lapcewell** (BACH-EN016 C)
- 20 Monsters
  
- 3 **S-Force Bridgehead** (BLVO-EN057 SCT)
- 2 **S-Force Showdown** (BLVO-EN058)
- 3 **Emergency Teleport** (GFTP-EN109/GRCR-EN055 R)
- 2 **Pot of Desires** (TOCH-EN057 R/SDSA-EN029 C)
- 1 **Terraforming** (MAGO-EN141 GR)
- 1 **Reinforcement of the Army** (KICO-EN051, R)
- 1 **Harpie’s Feather Duster** (EGS1/EGO1-EN022, SR)
- 1 **Monster Reborn** (EGS1-EN023/EGO1-EN024, C)
- 14 Spells
  
- 3 **S-Force Chase** (LIOV-EN077 UR)
- 3 **S-Force Specimen** (BLVO-EN071 C)
- 6 Traps
  
- 3 **S-Force Justify** (BLVO-EN048 UR)
- 3 Extra Deck Monsters



## 2. On-the-job Training

Duels with S-Force tend to play out like a cat-and-mouse game. You'll Summon your monsters, your opponent will Summon their monsters in different columns than your monsters, and then you'll respond with your own Special Summoning effects or effects to move monsters to chase down your opponent's monsters and "catch" them. **S-Force Rappa Chiyomaru** is the key monster for this style of play. You can Summon her even if your opponent has no monsters because her Special Summoning effect is a Quick Effect that you can use after your opponent has chosen which zones to Summon their monsters to. Once a card has been placed on the field, it can't be moved from that zone unless a card effect says so, thus **S-Force Rappa Chiyomaru's** effect to call in backup from the Deck is extremely important when your opponent is trying to avoid your monsters.

The most basic combo to aim for is a hand of **S-Force Rappa Chiyomaru** + **S-Force Gravitino**. Banish Gravitino to activate Rappa Chiyomaru's effect, then upon resolution, return Rappa Chiyomaru to your hand and Special Summon **S-Force Pla-Tina** from your Deck in Defense Position. Then, Pla-Tina's effect lets you Special Summon the banished Gravitino, and Gravitino lets you add another "S-Force" card from your Deck to your hand. What you'll want to add depends on the situation. If you need to Special Summon another monster from your hand, **S-Force Showdown** will be useful. If you need to add another monster to your hand, you can add it directly or grab **S-Force Bridgehead** to your hand, then activate it to add the monster to your hand. On the first turn of the Duel you might want the powerful Trap Card, **S-Force Chase**, or the unassuming Level 1 monster, **S-Force Retroactive**.

If you want to immediately Link Summon **S-Force Justify**, then Retroactive is the pick. Its effect lets you use it as Link Material while it's in your hand! **S-Force Retroactive** also makes it easier to summon your high-Level "S-Force" monsters and keep "S-Force" monsters in the columns your opponent is Summoning to, even if they try to avoid your monsters! Think of it like a "wild card" that can be any monster in your hand, or an extra Link Material.

It's a lot harder for your opponent to avoid Summoning to a Zone that **S-Force Justify** can point to than it may seem at first. The main way they'll try to protect monsters from Justify is to Summon something to an Extra Monster Zone and then Summon any further monsters directly behind it and to the furthest zone away from the other Extra Monster Zone. This isn't a foolproof plan, however, as Justify banishes all the monsters it points to even the monster it attacks *isn't* one of those monsters. Thus, you can pull whatever monster you need to banish most into a zone Justify does point to, attack something else, and still banish the monster you pulled.

It takes experience to understand when it's the right time to Summon Justify vs. leave your basic "S-Force" monsters on the field, but a general rule of thumb is that you should match the level of pressure your opponent is trying to apply. If they leave their basic monsters out, try to deal with them with your basic monsters as well as powerful Trap Cards like **S-Force Chase**. If they consolidate them to Summon something powerful from the Extra Deck, then strike back with **S-Force Justify**. Of course, every Duel is going to play out differently so this isn't a one-size-fits-all solution, but it's a good starting point. It may be worth Summoning **S-Force Justify** on the first turn of the Duel in an unknown matchup.

The "S-Force" Spell/Trap Cards are incredibly helpful for chasing down your opponent's monsters, helping you build up monsters on the field, and clearing the way for huge direct attacks. In particular, don't forget about the battle destruction prevention effect of **S-Force Bridgehead** and the movement effect of **S-Force Specimen**. These first effect of each of these cards is so powerful that it's easy to forget they have an additional effect as well.

### **3. Standard Regulations**

It's always important for both players to be clear about which zones their cards are in, and to not move them once they're placed unless a card effect allows them to move. You may need to remind your opponent not to move their cards once they're played, but make sure to do so politely. Using a game mat with zones printed on it and/or a Field Center Card can help both players keep everything in place.

The Quick Effect of **S-Force Orrafist** must be Chained directly to the activation of the effect of a monster your opponent controls. If that monster activates its Trigger Effect as part of a Chain with several other such effects and it isn't the last effect added to the Chain, you won't be able to use Orrafist. Sticking with Orrafist, remember it doesn't need to be in the same column as the monster activating its effect.

**S-Force Rappa Chiyomaru** *must* return to your hand by her own effect or else you will not be able to Special Summon an "S-Force" monster from your Deck. You can tell because the two parts of the effect are joined by "and if you do", which means the first thing must happen in order for the second thing to happen, and that even though you perform the actions in sequence, they're considered simultaneous. Watch out for any Trap Cards that can Chain to Chiyomaru's effect and destroy her.

**S-Force Gravitino's** effect that causes monsters to be banished when they leave the field specifically contradicts, and therefore overrides, the game rule that sends Pendulum Monster Cards on the field to the Extra Deck instead of the Graveyard (GY). They'll be banished instead.

### **4. Career Opportunities**

**S-Force Justify** always requires 3 monsters to be used for the Link Summon, but only 1 of those monsters is required to be a "S-Force" monster. **S-Force Pla-Tina** is a Level 6 DARK Spellcaster, so **Magician's Souls** fits perfectly into this Deck. You can even send cards like **S-Force Specimen** and **S-Force Chase** to the GY to draw more cards with Souls while setting up to use their 2<sup>nd</sup> effects.

Every "S-Force" monster is LIGHT or DARK and you'll regularly be banishing at least 1 of them to use Chiyomaru's effect. That makes this Deck a great stomping ground for **The Chaos Creator**. Not only can it field 2 monsters to use as material for **S-Force Justify**, it can target either players' banished monsters with its effect, so you can use it to Special Summon monsters to your own field that you banished with **S-Force Justify**, or just tuck them back into the Deck where your opponent can't get them while bringing back other banished "S-Force" monsters.

Currently, this Deck uses **Pot of Desires**, but if you were to modify it to add 12 more Extra Deck cards, you could swap it out for **Pot of Extravagance** or **Pot of Prosperity** instead. Which one to go for depends on which you prefer: drawing more cards to make more plays or digging specifically for Chiyomaru + Gravitino. Either way, removing Desires also allows for other renovations including more 1-ofs and 2-ofs.

This Deck uses multiple powerful Normal Traps, so **Trap Trick** is always an option.