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Cyber angel deck duel links reddit

Hey everyone! I couldn't help but notice how much attention Cyber Angel has received that, I presented the batteries I used to personally grind up to KOG yesterday (took it with a grain of salt if you wanted, didn't input proof) that only needed A senju (even if it's surrogate and reliable crystals too if you want to avoid Neo-Impact altoge) DeckEXPLANATIONS before we start , this is what would change if I had a better declist: -1 Vennu, +1 Dakini-1 Sonic Bird, +1 Cyber Petite Angel (CPA)-1 Generic Light Rhythmic Spelling, +1 Car Angel Absolute Ritual (MAAR)Now this Solving Lem explains: Balance SkillWith 10 Monsters, 5 Ritual Spells, and Traps 5, you are guaranteed a ritual Turn 1 no matter what! The only brick brick would be Dakini paired with a 6 lv Cyber Angel, even if the mines have to add a turn or two in falls and get ya away. Also you can OTK with a certain combo, which I'll explain laterCyber Angels3 Dakini, 1 Idalten, 3 BenteThe Gold Standard right here. Bente and Idalten are the great playmakers with Dakini's ability to recycle are the fuel masses. Dakini's first effect in particular works so well against masses of toons and masses grind as it sends the map to the gravel instead of destroying it, soon not getting their immunity from Kingdom and A Feint Plan and Attack on GHQ will not work if they do not have a :P facedown. Idalten can search out MAAR, which is important for a certain certain research effect and the Bente is critical in this pile to search out the real terror in this pile, Cyber Petite Angel. (I should also mention that Vennu, forever the whole time it was in my pile, was just Level 8 foder for Dakini and I put the generic light spelling in order to prevent a unfortunate brick situation) Cyber Petite Angel2 CPACPA is the little angel who spells the certain room for your opponent when you normally resume it. Since it's the main dig of the batteries, the roles of both Bird sonic and Senju are combined into one with this map, making them not relevant to other tight batteries such as Relinquished. Getting a Level 2 light done is so important in ways that I never thought possible as it will look at Bente's effects and level 2 pairs with a level 6 rillet hitting the perfect level 8 needed called Dakini and MAAR. This card is a great playmaker and I would negate the effects of this card (rather than the other ritual monster effect) if you want to put a dent on this gameplanSenjuHe's pile on top of an already magnificent cake and the one that many players have questioned to invest in. The good news is that with this pile list, you only need one. The bad news is that while its role is not as big as the CPA, it is a just light to research out with Bente and which you can then normal citation about the search of a Cyber Angel to make more play (just thin batteries in general), there you go my top two replacement F2P would be handmaid crystals or Skelengel. Seers allow you to see two maps while skelengel is a Level 2 that just lights that you can use with Angel Ritual Machine (MAR) or MAAR. (Ritual) Spell Machine Angel Ritual2 Car Angel Absolute Ritual5 Ritual Spell in total. Honestly this batteries would not be nearly as amazing if MAR didn't have it to side effects. This protection is what makes this batteries unstable and cards like SRH can't even get past it. MAAR is great for recycling resources (as a certain small do) and while it is not as amazing as MAR, it has to use and perform it properly. The TrapsSo, you can look at my traps and think that this declist is not F2P at all and I'm here to say that you can ignore them (hence I didn't list them). Traps in this pile round out the rough corners of this pile and you can run a variety of them to counter all that meta. Mirroring Wall is and will probably stay the fight traps in the game and if you've been bunning for a Senju, you hope that received this card from those pulled (or vice versa). Paired well with Bente in particular about the chance you needed to call him. However, you can replace Mirror Wall with cards like Half-Counter, which is the cheapest alternative, or use cards like Metalmorph again and Bente or Dakini to get on some monster. Windstorm and Safety Orb can also be used. Spell Shield is one of Alexis' level up cards and I would be quite surprised if this card is not a staple. For the game of the batteries (which I'll explain after this section), I might say never can pick up MAR from the gravel unless your angels make sure your angels will be safe next turn. But with Shield Shield, you can choose MAR, negate any second effect with Shield's effects, and still have the MAR coverage afterwards. Definitely put this card in! Additionally, any trapping cards and a disposal price you can run through this pile as Dakini can give you resources to do so. Divine Fuck or Fuck Your Fabulous Bastion (insert meta card spell here) Traps are great skill! Speaking of costs, SR's new ticket ranked Reward Solemn Ecolding could work with this masses like MAR and a Cyber Angel will limit the damage you'll take. Floodgate Trap Hole is a good card. Enough said. I'd like to include a shout out to Typhoon. I know it's not amazing, but it was in an older build and did some work. It has the ability to destroy critical spell fields like Firefighter King Island or the Infamous Toon Kingdom. Speaking of that, I went against a Toon player who went first and started by activating Soul Absorption and then CT, which allowed me to activate Typhoon from my hand despite his spin. The most hilarious and fastest game of the night. PLAYSTYLEHere's a list: Going Second is how this pile wants to play. Bonus points if your opponents played a monster on turn one. The main focus of the pile is bringing out Dakini in combo and if you can use its first effect, more power to ya. Keep it on the field as long as you can recycle resources and be careful not to accidentally pick up a MAR (though it's fine for Shield Spell and other cast effects). The main question of this pile is not how, but when. If you go first, it's perfectly acceptable to set a trap and/or normal CPA and pass (this will really fuck with opponents). Once your opponent has a monster on a field, let it rip! Remember that with Balance, you are guaranteed a ritual spell at hand, so the two monsters and trap you get from you begin will determine how you play the rest of the duels. You can get the uncommon opening hand at a Level 6 Cyber Angel paired with Dakini. Try to wait it until you find another Cyber Angel in rhythmic citation and or CPA/Senju.Si you've also happened to get a double Dakini hand (they DDs), it is okay to call Dakini turn one and the end turns to bring back another. Also, don't forget that Dakini does damage Lance for your opponents by getting away from free scot by playing fasedowns. WOMBO COMBOE The richest tier situation would be second with an opening hand in Idalten and Bente (CPA can sub in for either). Using MAR or MAAR for the Rhythmic Saga Idalten in attack positions using Bente as the tributeBente's effects activated, select CPA to add to the guideline's effects activity, add MAAR to the saga handNormal CPA, add Dakini to the Saga Dakini barrier using MAAR and CPA and Bente (in GY) as court, first effect goes on monsterAttack an opponent for games using Idalten and Dakini (if CPA is in the opening hand, some of these points are out of order, but ei way you still get all the combo pieces you need)Now this combo works less than 70% of the time and I only expect it to get lower as people learn to play around it. But you can mix and match these main points in different situations and give the foundation on how to play this pile. CONCLUSIONOverall, this pile will probably be niveau 1 once CX meta put in and I would see what countless saving to counteract it like the anti meta pile and psychic pile for red-eye and Phoenix. I love this pile like the countless only other relevant meta is Relinquished, which I personally always disliked going against and never had the cards to play it (it also counts this countless hints pile). I'm glad I found a cheaper alternative to the most expensive builds I've seen and I hope you guys (F2P in particular) can take it out for a turn! Page 2 36 Comments Page 2:redd.it/20ndh... This 2:redd.it/qbh5J2... This 2:redd.it/owxnq... Decklist and evidence - s a link to my previous Cyber Angel KoG thread - liked to play CA quite late I never got the chance to play them they were full of power and gave me a challenge to reach KoG and rather than up to the season with a top tier pile. When Petite was liberty to the 2 limit I knew I was trying and get kog again with CA. So a couple changes in the batteries I have made since last season I removed a senju and kiriboh sphere and added a cyber petit and drowned ice force. The reason I've added drowned on kiriboh spheres is mostly for dark houses but can break setup for a lot of other batteries as well. Cyber petite also adds a lot more consistency to the deck whether it be in hand, on fields or in the glaboard. Having 1 petite alone allows for a Turn 1 Dakini and Izana if you have the right cards in your hands. I stayed with Master of Rites II as my skills because it's just good not to run with a better ritual quality. Your syringe monsters cannot be targeted or destroyed by monster effects. This map alone closes half the meta and your opponent has to use a resource to get it off most of the time. As for the black match, invoke, and Sis Sam are all 50/50. Blue eyes, Old Gear, black magician you have a very good chance of always beating these batteries if you don't brick. Yubel and Fortune Ladies are almost always an auto scout, you can't get rid of yubel and lady fortunes each have baskets that aren't targeted and back every turn. I really hope that Konami freed Cyber Angel maybe keeps MAR at 2 because it would be a better Neos merger better if MAR became unlimited again. We need at least 1 free pile that can compete in ranked and CA has the ability to do so if they free it up a bit. Page 2 13 comment comments

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