# Meklord Archetype Analysis: A Strategic Blueprint for Annihilation

## Introduction: The Synchro Killers Re-Assembled

The Meklord archetype first emerged during the Synchro-dominant era of the *Yu-Gi-Oh! 5D's* anime, conceived as a direct and thematic counter to this summoning mechanic.1 In its initial TCG incarnation, the strategy was fundamentally reactive. Its core gameplay revolved around punishing an opponent for destroying one's monsters by Special Summoning a powerful "Meklord Emperor" from the hand, which could then absorb the opponent's Synchro Monsters to gain their power.2 This design, while potent in its specific metagame, proved to be a strategic dead end. As the game evolved past Synchro summoning to introduce Xyz, Pendulum, and Link monsters, the Meklords' narrow focus rendered them obsolete, a relic of a bygone era.2

However, modern support has radically redefined the archetype's identity, transforming it from a passive, meta-dependent control deck into a proactive, aggressive go-second OTK (One-Turn Kill) strategy. The central mechanic of self-destruction, once a trigger for a reactive summon, has been repurposed into the primary engine for explosive offensive combos.2 This evolution represents a successful reimagining of a core mechanic; the "what" of the strategy—destroying one's own monsters—has remained, but the "why" has shifted entirely. What was once a punishment for an opponent's action is now a cost willingly paid to advance one's own game state. This self-destruction no longer aims to summon a single Emperor for control but to rapidly fill the Graveyard with resources.

This analysis posits that the modern Meklord strategy is a "glass cannon" OTK deck. Its entire game plan funnels into leveraging its unique self-destruction mechanic to meet the summoning condition of its true win condition: Meklord Astro Dragon Triskelion.2 This powerful boss monster is designed to overwhelm the opponent and end the game in a single, decisive Battle Phase. Success with the archetype hinges on a deep understanding of its core engine, the protection of its critical combo starters, and the exploitation of its key chokepoints.

## Section 1: The Meklord Arsenal - Core Components and Sub-Archetypes

The Meklord archetype is composed of several sub-groups—Emperors, Armies, and Astros—each with a distinct role. Modern deck building has created a clear hierarchy, with a small number of "playmaker" cards enabling the entire strategy, while others serve as fuel or specific tactical options.

### The Command Center: Primary Playmakers

These three cards form the central engine of any competitive Meklord deck. Resolving the effect of at least one of them is the prerequisite for nearly every successful game plan.

Meklord Nucleus Infinity Core

This Level 1 DARK Machine is the deck's premier starter and consistency tool.2 Its two effects provide both setup and a direct path to board presence. Upon its Normal or Special Summon, Infinity Core allows the player to add any "Meklord" Spell or Trap Card from the Deck to their hand.6 This effect is the primary method of accessing the archetype's most powerful enabler, Meklord Assembly. Its second effect triggers when it is destroyed by a card effect: it allows the player to Special Summon one "Meklord Emperor" monster from their hand or Deck, ignoring its summoning conditions.6 This makes Infinity Core a self-contained engine; it searches the tool needed for its own destruction (Meklord Assembly) and then replaces itself with a powerful boss monster, establishing the deck's ideal first-turn board.2

Meklord Army Deployer Obbligato

Where Infinity Core establishes control, Meklord Army Deployer Obbligato enables the OTK. This Level 4 LIGHT Machine has a simple yet devastating Ignition Effect: during the Main Phase, it can destroy itself to Special Summon two "Meklord Army" monsters with different names from the Deck in Defense Position.8 This effect comes with the restriction that the player can only Special Summon Machine monsters for the rest of the turn.9 Obbligato is a one-card combo that instantly places three differently named "Meklord" monsters onto the field and into the Graveyard (Obbligato itself, plus the two it summons). This action single-handedly fulfills the summoning requirement for Meklord Astro Dragon Triskelion, the deck's main win condition.2 Its self-destruction also synergizes perfectly with the summoning condition of any Meklord Emperors held in the hand.

Meklord Assembly

This Continuous Spell is the linchpin that connects the deck's various pieces. Upon activation, Meklord Assembly allows the player to add any "Meklord" monster from their Deck to their hand, making it a universal searcher that can find whichever playmaker is missing (Infinity Core for a control setup or Obbligato for an OTK push).11 It also possesses two additional once-per-turn effects. The first allows the player to discard one card to target and destroy a monster they control, providing a reliable, on-demand way to trigger the destruction effects of cards like Infinity Core.12 The second effect triggers if a face-up "Meklord" monster is destroyed by battle or card effect, allowing the player to target and destroy another face-up Spell or Trap on the field.11 This turns the deck's self-destructive plays into a source of card advantage by removing problematic opponent cards.

### The Emperors: Reactive Powerhouses

The original bosses of the archetype, the Meklord Emperors, are summoned from the hand when a face-up monster is destroyed by a card effect.2 While their signature ability to absorb Synchro monsters is now largely a novelty, their individual effects give them distinct tactical roles.

Meklord Emperor Wisel

Wisel is, by a significant margin, the best of the original Emperors and the cornerstone of the deck's going-first strategy.2 With a solid 2500 ATK and DEF, its most crucial effect is a Quick Effect that can negate the activation of an opponent's Spell Card and destroy it, once per turn.3 This provides a valuable point of interaction against a wide range of strategies. However, Wisel carries a significant drawback inherited from its anime counterpart: "Other monsters you control cannot declare an attack".4 This restriction is a central challenge of piloting the deck, as the primary control piece actively conflicts with the OTK win condition.

The strategic tension between the deck's main control piece and its main offensive piece is a defining feature. The optimal first-turn play uses Infinity Core and Assembly to summon Wisel from the deck, establishing a board with a spell negate.17 However, to win the game with the Triskelion OTK, the player must first find a way to remove their own Wisel from the field to bypass its attack-prevention floodgate. This requires careful resource management and planning, often involving using Wisel as material for a Link Summon on the turn the player intends to win. This internal conflict means that piloting Meklords effectively is not just about executing combos, but about successfully navigating the transition from a "Wisel-control" state to a "Triskelion-OTK" state.

Other Emperors (Granel, Skiel, and Wisel - Synchro Absorption)

The other Emperors see less play but have niche applications. Meklord Emperor Granel has its ATK and DEF set to half of the player's current Life Points, making its power variable. Its key advantage over Wisel is that it does not prevent other monsters from attacking.2 Meklord Emperor Skiel is generally considered the weakest, as its main effect allows it to attack directly, but this is often less impactful than Wisel's negation or Granel's unrestricted attacking.2 A fourth Emperor, Meklord Emperor Wisel - Synchro Absorption, functions differently. It acts as a hand trap that can be Special Summoned during the opponent's turn by sending a face-up Meklord monster to the Graveyard. It can then Tribute itself to negate and destroy a card or effect that would destroy a card(s) on the field, offering a form of protection similar to Stardust Dragon.19

### The Astros: Ultimate Weapons

The "Meklord Astro" monsters represent the pinnacle of the archetype's power, serving as the ultimate boss monsters with demanding summoning conditions.

Meklord Astro Dragon Triskelion

This Level 10 DARK Machine is the deck's definitive win condition. It cannot be Normal Summoned or Set and must first be Special Summoned from the hand by banishing three "Meklord" monsters with different names from the Graveyard.21 As established, a single Obbligato effect is sufficient to meet this condition. Triskelion's power lies in its attack-declaration effect: once per turn, when it declares an attack, the player can look at the opponent's Extra Deck and equip one monster from it to Triskelion, which then gains ATK equal to the equipped monster's ATK.21 This is a devastating form of non-destruction removal that can strip an opponent of their key combo pieces or boss monsters before they can even be summoned. Furthermore, if Triskelion is equipped with a Synchro Monster (either through its own effect or another card's), it can make up to three attacks on monsters during each Battle Phase.21 This combination of high ATK, targeted Extra Deck removal, and multi-attacking capability is the engine behind the deck's OTK potential.2

Legacy Astros (Mekanikle and Asterisk)

The other "Astro" monsters, Meklord Astro Mekanikle and Meklord Astro Dragon Asterisk, are largely considered obsolete due to their more difficult summoning conditions and lower-impact effects compared to Triskelion. Mekanikle requires sending three "Meklord" monsters from the hand to the Graveyard, a heavy cost for its 4000 ATK body and Synchro-absorption effect.25 Asterisk requires three "Meklord" monsters to be on the field, a setup that is often difficult to achieve and maintain.27 While thematically appropriate, their inefficiency makes Triskelion the superior choice in virtually all scenarios.2

### The Armies & Supporting Ordnance

The "Meklord Army" monsters are the foot soldiers of the archetype, serving primarily as combo pieces and fuel for the more powerful engine cards.

The "Vanilla" Armies (Army of Wisel, Skiel, and Granel)

These three Level 4 Machine monsters have largely underwhelming on-field effects.2 Meklord Army of Wisel can grant another Meklord piercing battle damage.28 Meklord Army of Skiel can Special Summon another "Meklord Army" monster from the Deck when destroyed by battle.2 Meklord Army of Granel can halve an opponent's monster's ATK upon being Normal Summoned.2 In modern Meklord decks, these effects are almost entirely ignored. Their true purpose is to be "names" and "bodies." They are the designated targets for Meklord Army Deployer Obbligato, providing the necessary differently named monsters to load the Graveyard for Triskelion and the on-field materials for Xyz or Link Summons.19 They are, in essence, necessary bricks that enable the deck's most powerful plays.

Supporting Spells & Traps

While Meklord Assembly is the primary Spell, other cards offer utility. Mektimed Blast is a Normal Trap that allows the player to target and destroy one "Meklord" monster they control and one card their opponent controls.31 This provides simple 1-for-1 removal that also triggers the summoning condition for Meklord Emperors.33 Meklord Astro the Eradicator is a powerful Normal Trap that can either add to hand or Special Summon three "Meklord" monsters with different names from the Graveyard, ignoring their summoning conditions.27 While its potential is enormous, its requirement to target exactly three monsters can make it difficult to use early in the game.2

## Section 2: Assembling the Machine - A Map of Internal Synergy

The Meklord archetype's consistency does not come from a wide array of branching combo paths, but rather from a highly linear and focused engine that funnels resources toward a singular goal. The entire strategy is built around resolving one of a very small number of starter cards—Meklord Nucleus Infinity Core or Meklord Army Deployer Obbligato—with Meklord Assembly acting as the bridge between them.

This creates a funnel-based consistency model. The deck's objective is to achieve one of two primary states: a control-oriented board featuring Meklord Emperor Wisel or an OTK-ready board with Meklord Astro Dragon Triskelion. The most efficient path to the former is the Infinity Core line (Core summons, searches Assembly, which then destroys Core to summon Wisel). The most efficient path to the latter is the Obbligato line (Obbligato destroys itself, summons two Armies, loading the Graveyard for Triskelion). Because Meklord Assembly can search for either of these key starters, nearly every successful opening hand involves resolving one of these three cards. All other cards in the archetype are either the payoff for this engine (Wisel, Triskelion) or the fuel for it (the Army monsters). This structure makes the deck surprisingly consistent at executing its core game plan, but it also creates an extremely fragile chokepoint. If the opponent can disrupt that initial play, the entire strategy often collapses.

The following matrix provides a clear, at-a-glance reference for how each key card accesses other pieces of the archetype, visually reinforcing the pivotal roles of Assembly, Core, and Obbligato as the primary initiators of action.

**Table 2.1: Meklord Search & Summon Matrix**

| **Initiating Card** | **Action** | **Location Searched/Summoned From** | **Target(s)** | **Source Snippet(s)** |
| --- | --- | --- | --- | --- |
| Meklord Assembly | Add to Hand | Deck | 1 "Meklord" monster | 11 |
| Meklord Nucleus Infinity Core | Add to Hand | Deck | 1 "Meklord" Spell/Trap | 6 |
| Meklord Nucleus Infinity Core | Special Summon | Deck or Hand | 1 "Meklord Emperor" monster | 6 |
| Meklord Army Deployer Obbligato | Special Summon | Deck | 2 "Meklord Army" monsters | 8 |
| Meklord Army of Skiel | Special Summon | Deck | 1 "Meklord Army" monster | 2 |
| Meklord Astro the Eradicator | Add to Hand OR Special Summon | Graveyard | 3 "Meklord" monsters w/ different names | 27 |
| Meklord Fortress | Add to Hand | Deck | 1 "Meklord Emperor" monster | 34 |

## Section 3: The Path to Annihilation - Core Combo Lines

The Meklord strategy is defined by a few key sequences that translate its engine into a tangible board state. Understanding these core lines is essential for piloting the deck effectively, whether the goal is to establish control or execute a swift OTK.

### The "Infinity Core" Opening: Establishing First-Turn Control

This is the deck's standard and most reliable opening play when going first. It leverages the synergy between Infinity Core and Meklord Assembly to establish a single point of interaction.

* **Goal:** End the turn with Meklord Emperor Wisel on the field for its spell negation effect.
* **Required Cards:** Meklord Nucleus Infinity Core in hand, plus any other card to use as discard fodder.
* **Step-by-Step Sequence:**
  1. Normal Summon Meklord Nucleus Infinity Core.
  2. Upon summon, activate the effect of Infinity Core to add Meklord Assembly from the Deck to the hand.6
  3. Activate Meklord Assembly in the Spell & Trap Zone.
  4. Upon activation, the effect of Meklord Assembly can be used to add a "Meklord" monster from the Deck to the hand. Typically, Meklord Army Deployer Obbligato is chosen to prepare for a follow-up OTK on the next turn.11
  5. Activate the second effect of Meklord Assembly: discard one card from the hand to target and destroy Meklord Nucleus Infinity Core on the field.12
  6. When Infinity Core is destroyed and sent to the Graveyard, its second effect triggers. On a new chain, activate this effect to Special Summon Meklord Emperor Wisel directly from the Deck, ignoring its summoning conditions.6
* **Resulting End Board:** The player controls Meklord Emperor Wisel and a face-up Meklord Assembly. This provides a once-per-turn spell negate from Wisel and the potential to destroy an opponent's Spell/Trap via Assembly if Wisel is destroyed.17

### The "Obbligato" Gambit: The Primary OTK Setup

This is the deck's main offensive combo, designed to be executed when going second after breaking the opponent's board. It is a direct and efficient path to summoning the deck's primary win condition.

* **Goal:** Summon Meklord Astro Dragon Triskelion and achieve an OTK.
* **Required Cards:** Meklord Army Deployer Obbligato in hand.
* **Step-by-Step Sequence:**
  1. Normal Summon Meklord Army Deployer Obbligato.
  2. Activate the Ignition Effect of Obbligato, destroying itself.9
  3. The effect resolves, Special Summoning two "Meklord Army" monsters with different names from the Deck, such as Meklord Army of Wisel and Meklord Army of Granel.9
  4. **Condition Met:** At this point, three "Meklord" monsters with different names (Obbligato, Army of Wisel, Army of Granel) are in the Graveyard, fulfilling the summoning condition for Triskelion.5
  5. From the hand, Special Summon Meklord Astro Dragon Triskelion by banishing those three monsters from the Graveyard.21
  6. Proceed to the Battle Phase. Declare an attack with Triskelion.
  7. Activate Triskelion's effect to look at the opponent's Extra Deck and equip a monster with high ATK to itself, increasing its own ATK to threatening levels.21
* **Resulting End Board:** A Meklord Astro Dragon Triskelion with massively inflated ATK, ready to clear the opponent's board and inflict lethal damage. The two "Meklord Army" monsters remain on the field, available for Xyz or Link plays in Main Phase 2 if necessary.

### Advanced Line: The One-Card "Qliphort Genius"

This advanced combo line demonstrates how the deck can leverage its Extra Deck as a utility toolbox to increase consistency. It turns Obbligato from a simple Graveyard-loader into a direct searcher for the deck's win condition.

* **Goal:** Use Obbligato to establish a board and search Meklord Astro Dragon Triskelion.
* **Required Cards:** Meklord Army Deployer Obbligato in hand and an open Extra Monster Zone.
* **Step-by-Step Sequence:**
  1. Normal Summon Meklord Army Deployer Obbligato.
  2. Immediately use Obbligato as material to Link Summon Qliphort Genius into the Extra Monster Zone. This places Obbligato in the Graveyard.
  3. (This is a common variation, but the most effective line is slightly different as noted in some deck profiles). The more direct line is: Link Summon a Link-2 Machine monster like Qliphort Genius using two other Machine monsters.
  4. Normal Summon Meklord Army Deployer Obbligato to a zone Qliphort Genius points to.
  5. Activate Obbligato's effect, destroying itself and Special Summoning two "Meklord Army" monsters from the Deck to the two zones Qliphort Genius points to.37
  6. Because two monsters were Special Summoned simultaneously to zones it points to, the effect of Qliphort Genius triggers.
  7. The effect of Qliphort Genius allows the player to add one Level 5 or higher Machine monster from their Deck to their hand.37
  8. Add Meklord Astro Dragon Triskelion from the Deck to the hand.
* **Resulting State:** The player has Qliphort Genius and two "Meklord Army" monsters on the field, three differently named Meklords in the Graveyard, and the main boss monster, Triskelion, in hand. This play not only sets up the OTK but also ensures the win condition is in hand, dramatically increasing the deck's threat level from a single card.

## Section 4: Expanding the Empire - External Synergies and Deck Construction

While Meklords have a self-contained engine, their competitive viability relies on integration with generic support cards and a well-defined strategic philosophy. The deck is almost exclusively a Machine-type deck, which opens up a wide range of synergistic options.

### The Machine Alliance: Generic Support

Several archetypes and generic Machine-type cards can be integrated into the Meklord strategy to bolster its power and consistency.

* **Machina:** The synergy between Meklord and Machina is strong due to their shared typing and focus on Graveyard effects. Machina Fortress can be easily summoned by discarding itself and other Machine monsters, providing a resilient boss monster. Machina Citadel is another powerful high-level Machine that can be sent to the Graveyard and revive itself when an EARTH Machine monster is destroyed, offering recursive board presence that complements the Meklord strategy of self-destruction.38
* **Desperado Barrel Dragon:** Meklord Emperor Wisel and Meklord Nucleus Infinity Core are both DARK Machine monsters. This allows for a natural pairing with Desperado Barrel Dragon, which Special Summons itself from the hand when a DARK Machine is destroyed. A player can either tech Wisel into a dedicated Desperado deck as a surprise spell negate or include a small Desperado package in a Meklord deck to provide an additional layer of threat and recursion.2
* **Gadgets:** Gold Gadget and Silver Gadget, upon being Normal or Special Summoned, can Special Summon another Level 4 Machine monster from the hand. This can help swarm the field to enable Xyz and Link plays more easily. However, this strategy can sometimes conflict with Obbligato's effect, which locks the player into only Special Summoning Machine monsters for the entire turn.39

### The Go-Second Philosophy: Essential Board Breakers

As a deck that aims to win via an OTK, Meklords function optimally when going second. This strategic orientation necessitates the inclusion of a robust suite of "board breaker" cards designed to dismantle an opponent's established field before the Meklord player commits to their own combo.

* **Key Staples:** Cards that can clear multiple threats at once are paramount. Dark Hole 40, Raigeki 38, and Lightning Storm 38 are common main deck inclusions. For dealing with monster effects, Forbidden Droplet 38 and Infinite Impermanence are standard. To handle overwhelming boards, Evenly Matched 17 and Nibiru, the Primal Being 17 are powerful options.
* **Inherent Synergy:** Certain board breakers have a unique synergy with the Meklord game plan. Mass destruction cards like Dark Hole serve a dual purpose: they clear the opponent's monsters while simultaneously destroying the Meklord player's own monsters, such as Infinity Core, thereby triggering their effects and advancing the Meklord player's own strategy.40 This turns a generic staple into a custom archetypal enabler.

### The Extra Deck Toolbox: Facilitators, Not Finishers

Unlike many modern decks, the Meklord Extra Deck is not its primary source of win conditions. Instead, it functions as a toolbox of Machine-type monsters used to solve specific problems, extend combos, and facilitate the summoning of the main deck boss monster, Triskelion. The lock from Obbligato means the Extra Deck must be composed almost entirely of Machine monsters.

* **Essential Xyz Monsters:**
  + Gear Gigant X: A generic Rank 4 Machine Xyz monster. By detaching one material, it can add any Level 4 or lower Machine monster from the Deck or Graveyard to the hand.19 This makes it an invaluable consistency tool, capable of searching for Infinity Core or Obbligato if they are not in the opening hand. It is typically made using two "Meklord Army" monsters summoned by Obbligato.
  + **Superdreadnought Rail Cannon Package:** This includes Superdreadnought Rail Cannon Gustav Max and Superdreadnought Rail Cannon Juggernaut Liebe. Gustav Max is a Rank 10 that can be made with two Level 10 monsters (like Triskelion) to inflict 2000 damage. Juggernaut Liebe can then be Xyz Summoned on top of Gustav Max, boasting 4000 ATK and the ability to attack multiple monsters, providing an alternative path to an OTK.38
* **Essential Link Monsters:**
  + Qliphort Genius: As detailed in the advanced combo section, this Link-2 Machine is a critical extender. Its ability to search a Level 5 or higher Machine monster when two monsters are summoned to its linked zones turns Obbligato into a direct searcher for Triskelion.37
  + Platinum Gadget: Another Link-2 Machine that can Special Summon a Level 4 or lower Machine monster from the hand to a zone it points to, helping to extend plays and build board presence.37

## Section 5: Strategic Analysis - Matchups, Chokepoints, and Path to Victory

The Meklord archetype occupies a unique space in the competitive landscape. It is a highly linear, explosive deck with clear strengths and equally clear, exploitable weaknesses. A comprehensive understanding of this profile is essential for both piloting the deck and playing against it.

### Strengths

* **Explosive OTK Potential:** The deck's primary strength is its ability to end the game in a single turn. Meklord Astro Dragon Triskelion, when its effect resolves, can easily reach ATK values exceeding 5000-6000 and attack multiple times, clearing an entire board and inflicting lethal damage.1
* **High (but Fragile) Consistency:** The "funnel" engine, centered on Assembly, Core, and Obbligato, means the deck is remarkably consistent at accessing its core plays. An opening hand with any one of these cards often leads to the deck's full combo.2
* **Unique Removal:** Triskelion's ability to equip a monster directly from the opponent's Extra Deck is a rare and powerful form of removal. It bypasses nearly all forms of on-field protection and can permanently remove a key resource from the opponent's arsenal for the remainder of the duel.

### Weaknesses & Chokepoints

* **The Normal Summon Chokepoint:** The deck's greatest vulnerability is its extreme reliance on the Normal Summon. The entire engine begins with the summon of either Meklord Nucleus Infinity Core or Meklord Army Deployer Obbligato. A single piece of disruption, such as Ash Blossom & Joyous Spring negating the search from Assembly or Core, or Effect Veiler/Infinite Impermanence negating the on-field effect of Obbligato, is often enough to end the Meklord player's turn immediately.44 This is the single most critical point of interaction when playing against the deck.
* **Graveyard Dependency:** The primary win condition, Triskelion, requires three differently named Meklords in the Graveyard to be summoned. This makes the deck highly susceptible to Graveyard disruption. Cards like Called by the Grave targeting a key name in the Graveyard, or floodgates such as Macro Cosmos or Dimension Shifter, can completely shut down the OTK strategy.45
* **Lack of In-Archetype Protection:** The archetype has almost no native protection for its monsters or its plays. The monsters are vulnerable to common removal, and the combos are susceptible to hand traps. This forces the deck to dedicate a significant number of slots to non-engine staples like Called by the Grave, Forbidden Lance, or Triple Tactics Talent to ensure its plays resolve.19
* **Outdated Gimmicks and Restrictions:** Many of the cards still carry restrictions from their original design. The anti-Synchro effects are largely irrelevant in a meta dominated by Xyz and Link monsters.2 Most critically, the attack restriction on Meklord Emperor Wisel is a major liability that actively works against the deck's primary win condition, forcing the player to find a way to remove their own monster from the field.4

### The Meklord Gameplan: A Summary

The path to victory with Meklords is dictated by whether the player goes first or second.

* **Going First:** The objective is survival. The player should execute the Infinity Core combo to establish a minimal control board, ending on Meklord Emperor Wisel and Meklord Assembly. The goal is not to lock the opponent out of the game, but to use Wisel's spell negate to survive the opponent's turn. This then allows the Meklord player to untap and attempt their own OTK on the following turn.
* **Going Second:** This is the deck's preferred position. The game plan is to use a powerful hand of board-breaker cards to dismantle the opponent's established board and clear any immediate threats or negations. Once the path is clear, the player should Normal Summon Meklord Army Deployer Obbligato, execute the OTK combo, and summon Meklord Astro Dragon Triskelion to win the game in that turn's Battle Phase.

To effectively counter the Meklord strategy, an opponent must focus all their disruptive resources on the deck's primary chokepoint: the Normal Summon. Preventing Infinity Core or Obbligato from resolving their effects will, in most cases, cripple the Meklord player's turn.45 Non-destruction removal, such as banishing (System Down), bouncing (Knightmare Unicorn), or flipping face-down (Book of Moon), is particularly effective, as it bypasses the destruction triggers that the Meklord Emperors rely on.44 By understanding and targeting this central weakness, an opponent can dismantle the machine before it ever has a chance to assemble.

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