# An Impact Analysis: "Scrap Synchron" and "Scrap Warrior" vs. the "Scrap" Archetype

## Section 1: Executive Summary & Strategic Verdict

### 1.1 The Definitive Verdict

This report presents a comprehensive strategic analysis of two new cards, "Scrap Synchron" 1 and "Scrap Warrior" 2, and their potential impact on the "Scrap" archetype, as defined by the foundational document outlining its mechanics.3

The definitive strategic verdict is that the impact of "Scrap Synchron" and "Scrap Warrior" on the established "Scrap" archetype is **zero**.

Furthermore, a deeper analysis of their mechanical interactions reveals that their inclusion in a "Scrap" deck (whether pure, "Scrap-Dinosaur," or "Scrap-Orcust") is **strategically detrimental**. The new cards actively conflict with the archetype's core philosophy of "deconstruction for reconstruction" 3, break its most critical combo lines, and consume vital resources for no functional payoff.

### 1.2 The "Great Disconnect": A Case of Nominal vs. Thematic Support

The central finding of this report is the "Great Disconnect" between the cards' names and their function. The new cards represent a classic case of **nominal support** (possessing the "Scrap" archetype name) versus **thematic support** (mechanically supporting the "Scrap" archetype's playstyle).

"Scrap Synchron" and "Scrap Warrior" are *nominal* "Scrap" cards, but they are *thematic* support for an entirely different, unrelated, and mechanically distinct set of archetypes: the "Junk," "Synchron," and "Warrior" cards.4 These cards are part of the "Power of Fellows" Structure Deck, a product focused on the "Yusei Fudo" theme from the anime, which has no functional overlap with the competitive "Scrap" archetype.5

### 1.3 The "Scrap-Iron" Confusion

The "Scrap" name on these new cards is not intended to link them to the "Scrap" archetype (defined by "Scrap Raptor," "Scrap Golem," and "Scrap Wyvern").3 Instead, it is a thematic link to Yusei Fudo's *other* unrelated "Scrap" cards, specifically the "Scrap-Iron" Spell/Trap lineup, such as "Scrap-Iron Scarecrow".4

This report will demonstrate that, unlike the "happy accident" of "Scrap Recycler" (a card with a "Scrap" name whose generic effect was successfully integrated into the engine 3), these new cards offer no such generic utility. Their effects are insular, specific, and wholly incompatible with the "Scrap" strategy.

### 1.4 Report Objective

The remainder of this report will serve as an exhaustive proof of this verdict. It will systematically test "Scrap Synchron" and "Scrap Warrior" against every core component and established combo line of the "Scrap" archetype—including its starters ("Scrap Raptor," "Scrap Recycler"), extenders ("Scrap Chimera," "Scrap Golem"), and its central engine (the "Wyvern Loop")—as identified in the foundational archetype analysis.3

## Section 2: Deconstruction of the New Variables: "Scrap Synchron" & "Scrap Warrior"

To understand the lack of interaction, one must first analyze the new cards' effects in isolation to determine their intended function.

### 2.1 Analysis of "Scrap Synchron"

* **Card Details:** Level 1, EARTH, Machine/Tuner/Effect, 700 ATK / 100 DEF.1

**Card Effect Breakdown:**

1. *"For a Synchro Summon, you can substitute this card for any 1 'Synchron' Tuner."* 1
   * **Functional Interpretation:** The card's very first line of text explicitly defines its purpose. It is a substitute for the "Synchron" archetype, not the "Scrap" archetype.
2. *"If you Synchro Summon a monster that mentions a 'Synchron' Tuner as material, this card in your hand can also be used as material."* 1
   * **Functional Interpretation:** This is the card's primary power effect—a potent extender that allows for Synchro Summons from the hand.7 However, its activation is conditional and highly specific. It can *only* be used when summoning a monster that *explicitly* lists a "Synchron" Tuner in its text (e.g., "Junk Warrior," "Junk Speeder").11
3. *"If a monster(s) you control that mentions 'Junk Warrior' and/or is a Synchro Monster with 'Warrior' in its original name would be destroyed by battle or card effect, you can banish this card from your field or GY instead."* 1
   * **Functional Interpretation:** This is a protection effect, again restricted to the "Junk Warrior" 11 and "Warrior" Synchro families.

**Analytical Conclusion:** "Scrap Synchron" is unequivocally a "Synchron" combo piece. Its primary role is to facilitate the summoning of "Synchron"-specific bosses. The only theoretical point of crossover with the "Scrap" archetype is its third effect: the "Scrap" deck's premier boss monster, "Baronne de Fleur," *is* a "Synchro Monster with 'Warrior' in its original name".3 Therefore, "Scrap Synchron" in the Graveyard *can* theoretically protect "Baronne de Fleur" from destruction. The practical viability of this minor interaction will be assessed in Section 4.

### 2.2 Analysis of "Scrap Warrior"

* **Card Details:** Level 3, EARTH, Warrior/Synchro/Effect, 1700 ATK / 100 DEF.2

**Card Effect Breakdown:**

1. **Materials:** *"'Scrap Synchron' + 1+ non-Tuner monsters."* 2
   * **Functional Interpretation:** This card is not a generic Synchro. Its summon *mandates* the use of "Scrap Synchron," inextricably linking the two new cards.
2. *"If this card is Synchro Summoned: You can take 1 'Junk Synchron', or 1 card that mentions 'Junk Warrior', from your Deck, and either add it to your hand or send it to the GY."* 2
   * **Functional Interpretation:** This on-summon effect is the card's primary payoff. It is a searcher or "Foolish Burial" for the "Junk Synchron" engine 16, further cementing its role as a "Synchron" combo piece.15
3. *"The activated effects of monsters you control that mention 'Junk Warrior' and/or are Synchro Monsters with 'Warrior' in their original names cannot be negated (except 'Scrap Warrior')."* 2
   * **Functional Interpretation:** This is a continuous protection effect. Like its Tuner, it offers synergy with "Warrior" Synchros.18

**Analytical Conclusion:** "Scrap Warrior" is a dedicated bridge for the "Junk Synchron" engine, designed to be summoned by "Scrap Synchron" to search the deck's main starter, "Junk Synchron." Its "Scrap" name is incidental. As with its Tuner, its *only* theoretical application in a "Scrap" deck is protecting "Baronne de Fleur" 3—in this case, from effect negation. The viability of this will also be tested in Section 4.

## Section 3: Interaction Analysis Pt. 1: The "Pure Scrap" Engine vs. "Scrap Synchron"

This section will systematically test "Scrap Synchron" against every core card and combo of the "Scrap" engine, as detailed in the foundational analysis.3

### 3.1 The "Nominal" Integration Test: Why "Scrap Synchron" Fails Where "Scrap Recycler" Succeeded

The "Scrap" archetype has a precedent for successfully integrating a card that is only "Scrap" by name: "Scrap Recycler".3 A comparative analysis reveals why "Recycler" succeeds and "Synchron" fails.

* **The "Scrap Recycler" Precedent:** "Scrap Recycler" is a powerful one-card starter.3 Its "Scrap" *name* makes it a valid target for "Scrap Wyvern's" revival effect. Its *effect* ("send any Machine monster from the Deck to the Graveyard") is generic, self-contained, and powerful.3 This "happy accident" 3 of naming allows the "Scrap" engine to repeatedly trigger a powerful, generic effect, enabling meta-defining hybrid strategies like "Scrap-Orcust".3
* **The "Scrap Synchron" Failure:** "Scrap Synchron" 1 *also* has the "Scrap" name. This means it is, technically, a valid target for every "Scrap" card that summons, searches, or revives (e.g., "Scrap Raptor," "Scrap Golem," "Scrap Wyvern"). However, the *payoff* for this interaction is zero. "Scrap Synchron's" effects are not generic; they are insular and specific to the "Synchron" and "Junk Warrior" archetypes.1

The "Scrap" engine is built to *reuse* its pieces for value. When "Scrap Wyvern" revives "Scrap Recycler," it gets to dump another Machine.3 When it revives "Scrap Raptor," it gets another search.3 When "Scrap Golem" revives "Scrap Chimera," it extends into another Synchro.3

When any "Scrap" card revives or searches "Scrap Synchron," the engine gets... nothing. There is no generic effect to reuse. The interaction is mechanically valid, but the strategic payoff is non-existent.

### 3.2 Stress Test: Core Starters ("Scrap Raptor" & "Scrap Recycler")

* **Interaction with "Scrap Raptor":**
  + **The Play:** A player Normal Summons "Scrap Raptor," the deck's premier starter.3 "Raptor" activates its effect, targets itself, and is destroyed. Its second effect triggers, allowing the player to add one "Scrap" monster from Deck to hand and gain an additional Normal Summon for a "Scrap" monster.3 "Scrap Synchron" 1 is a valid "Scrap" monster to search.
  + **The Analysis:** This play is a strategic catastrophe that ends the turn. The entire purpose of the "Scrap Raptor" search is to add "Scrap Chimera".3 The combo line is: search "Chimera," then use the additional Normal Summon to play "Chimera," which then revives "Raptor" to make "Scrap Wyvern".3 If the player searches "Scrap Synchron" (a Level 1 Tuner 1) instead, they are left with a card they cannot Normal Summon (as it's not "Chimera") and no way to extend, bricking the entire one-card combo.
* **Interaction with "Scrap Recycler":**
  + **The Play:** A player Normal Summons "Scrap Recycler." Its effect activates, allowing the player to send one Machine monster from Deck to Graveyard.3 "Scrap Synchron" is an EARTH Machine 1, making it a legal target to send.12
  + **The Analysis:** This interaction demonstrates *negative synergy* and actively breaks the hybrid "Scrap-Orcust" and "EARTH Machine" combo lines.3
  1. The goal of the "Scrap Recycler" send in those decks is to dump a Machine with a Graveyard effect that summons a Token (e.g., "Crystron Rosenix," "Mecha-Phantom Beast O-Lion").3
  2. This Token is the *required* second monster to Link Summon "Scrap Wyvern" (using "Recycler" + "Token").3
  3. "Scrap Synchron's" *only* Graveyard effect is its banish-to-protect effect.1 It *does not* summon a Token.
  4. **Conclusion:** Sending "Scrap Synchron" with "Scrap Recycler" *breaks the Wyvern Loop before it starts*. The "Recycler" is left stranded on the field with no Token, "Scrap Wyvern" cannot be summoned, and the entire "Scrap-Orcust" combo (which relies on "Wyvern" to revive "Recycler" for a second send) is stopped cold.22

### 3.3 Stress Test: Core Extenders ("Scrap Chimera" & "Scrap Golem")

* **Interaction with "Scrap Chimera":**
  + **The Play:** A player Normal Summons "Scrap Chimera." Its effect activates, allowing the player to target one "Scrap" Tuner in the Graveyard and Special Summon it.3 "Scrap Synchron" 1 is a valid "Scrap" Tuner target.12
  + **The Analysis:** This is the most deceptive "synergy" and results in an **illegal play**.
  1. The player now controls "Scrap Chimera" (Level 4 non-Tuner) and "Scrap Synchron" (Level 1 Tuner).
  2. This combination (4 + 1) creates a Level 5 Synchro Summon.
  3. However, "Scrap Chimera" imposes a powerful restriction, detailed in the foundational analysis: "if used for a Synchro Summon, all other materials must also be 'Scrap' monsters, and the resulting Synchro Monster must be a 'Scrap'".3
  4. The "Scrap" archetype does not possess a Level 5 Synchro Monster. Its Synchros are Level 7 ("Scrap Archfiend"), Level 8 ("Scrap Dragon"), and Level 9 ("Scrap Twin Dragon").3
  5. **Conclusion:** Because no Level 5 "Scrap" Synchro exists, the player cannot perform a Synchro Summon. The two monsters are "stuck" on the field, the Normal Summon has been consumed, and the combo is terminated.
* **Interaction with "Scrap Golem":**
  + **The Play:** "Scrap Golem" (the deck's primary recursion engine 3) activates its effect to Special Summon a Level 4 or lower "Scrap" monster from the Graveyard. It can legally target and Special Summon "Scrap Synchron".1
  + **The Analysis:** This play *is* legal. The player now controls "Scrap Golem" (Level 5 non-Tuner) and "Scrap Synchron" (Level 1 Tuner). This allows for the summon of a generic Level 6 Synchro Monster.
  + **Conclusion:** This play is **strategically inferior in every conceivable way**. The entire purpose of the "Wyvern Loop" 3 is to summon "Scrap Golem" from the Deck to revive "Scrap Raptor" (a Level 4 Tuner).3 This "Golem" (Level 5) + "Raptor" (Level 4) combination summons a Level 9 monster. This Level 9 slot is reserved for the deck's *actual* boss monsters: "Baronne de Fleur" (for an omni-negate) or "Scrap Twin Dragon" (for non-destruction removal).3 Choosing to revive "Scrap Synchron" (Level 1) instead of "Scrap Raptor" (Level 4) is a deliberate choice to *downgrade* the deck's power ceiling from a Level 9 omni-negate to a generic Level 6.

### 3.4 Stress Test: The "Wyvern Loop" (The Archetype's Heart)

The "Wyvern Loop" is the heart of the modern "Scrap" engine, enabling its one-card starters to generate massive advantage.3 Substituting "Scrap Synchron" into this loop breaks its fundamental resource-positive nature.

* **The Baseline "Wyvern Loop" (Correct Play):**
  1. Link Summon "Scrap Wyvern." "Scrap Raptor" is in the Graveyard.
  2. "Wyvern" Effect 1: Revive "Scrap Raptor," then destroy "Scrap Raptor."
  3. **Two effects trigger simultaneously:**
     + **Trigger 1 (Raptor):** "Scrap Raptor," being destroyed by a "Scrap" card effect, triggers its Graveyard effect to search a "Scrap" monster and grant an additional Normal Summon.3
     + **Trigger 2 (Wyvern):** "Wyvern's" second effect triggers because a "Scrap" monster was destroyed by an effect.3
  4. **Result:** "Wyvern" summons "Scrap Golem" from the Deck and destroys an opponent's card. The player has generated massive card advantage (+1 search, +1 Normal Summon, +1 body from Deck, +1 removal).
* **The "Scrap Synchron" Loop (Incorrect Play):**
  1. Link Summon "Scrap Wyvern." "Scrap Synchron" is in the Graveyard.
  2. "Wyvern" Effect 1: Revive "Scrap Synchron," then destroy "Scrap Synchron."
  3. **Only one effect triggers:**
     + **Trigger 1 (Synchron):** *Nothing.* "Scrap Synchron" *has no effect* that triggers when it is destroyed by a "Scrap" card's effect.1
     + **Trigger 2 (Wyvern):** "Wyvern's" second effect triggers (as a "Scrap" was still destroyed).3
  4. **Result:** "Wyvern" summons "Scrap Golem" and destroys an opponent's card. However, the player has *lost* the crucial secondary trigger from "Raptor." All resource generation (the search, the extra Normal Summon) is gone. The "deconstruction for reconstruction" philosophy 3 fails, as the destroyed monster did not replace itself.

This interaction analysis is summarized in the matrix below.

### "Scrap" Archetype Tuner: Interaction & Viability Matrix

| **Card Name** | **Level / Type / Attribute** | **Searchable by "Scrap Raptor"?** | **Revivable by "Scrap Chimera"?** | **Revivable by "Scrap Golem"?** | **Revivable by "Scrap Wyvern"?** | **On-Destruction (by "Scrap" card) Effect?** | **Strategic Value in "Scrap" Deck** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Scrap Synchron** (New) | 1 / Machine / EARTH | **Yes** 3 | **Yes, but ILLEGAL PLAY** [1, 3] | **Yes** [1, 3] | **Yes** [1, 3] | **NO** 1 | **NONE (Detrimental)** |
| **Scrap Raptor** (Core) | 4 / Dinosaur / EARTH | N/A (Is the starter) | **Yes** 3 | **Yes** 3 | **Yes** 3 | **YES** (Search + 1 NS) 3 | **CORE STARTER** |
| **Scrap Beast** (Core) | 4 / Beast / EARTH | **Yes** 3 | **Yes** 3 | **Yes** 3 | **Yes** 3 | **YES** (Recycle "Scrap" from GY) 3 | **CORE EXTENDER** |
| **Scrap Goblin** (Core) | 3 / Fiend / EARTH | **Yes** 3 | **Yes** 3 | **Yes** 3 | **Yes** 3 | **YES** (Recycle "Scrap" from GY) 3 | **CORE EXTENDER** |

As the matrix demonstrates, "Scrap Synchron" is compatible *by name* but fails the single most important test for a main-deck "Scrap" monster: it provides no value upon destruction, breaking the archetype's fundamental resource loop.

## Section 4: Interaction Analysis Pt. 2: Boss Monsters, "Scrap Warrior," & Hybrids

This section analyzes the utility of the new cards in relation to the "Scrap" archetype's Extra Deck and hybrid variants.

### 4.1 The Hand-Summoning Fallacy (The "Scrap Dragon" Test)

The most potent effect on "Scrap Synchron" is its ability to be used as Synchro Material from the hand.1 A critical test is whether this effect can be used to summon the "Scrap" archetype's own boss monsters.

* **The Test:** The effect's condition is: *"If you Synchro Summon a monster that mentions a 'Synchron' Tuner as material..."*.1
* **The Evidence:** The material requirements for the "Scrap" archetype's Synchro Monsters and generic bosses are as follows:
  + **Scrap Dragon:** "1 'Scrap' Tuner + 1+ non-Tuner monsters".3
  + **Scrap Twin Dragon:** "1 'Scrap' Tuner + 1+ non-Tuner monsters".3
  + **Baronne de Fleur:** "1 Tuner + 1+ non-Tuner monsters".3
* **The Verdict:** None of these monsters mention "a 'Synchron' Tuner as material." Therefore, the signature, powerful, and archetype-defining effect of "Scrap Synchron" has **zero functional applicability** to any monster the "Scrap" archetype is designed to summon.

### 4.2 The "Scrap Warrior" Misalignment & The "Baronne" Protection Fallacy

* **Inaccessibility:** "Scrap Warrior" is functionally un-summonable in a "Scrap" deck. It *requires* "Scrap Synchron" as material.2 As Section 3 exhaustively proved, there is no efficient, logical, or beneficial "Scrap" combo line that involves "Scrap Synchron".12
* **Irrelevant Effect:** Even if a player managed to summon "Scrap Warrior," its on-summon effect searches "Junk Synchron" 2, a card that is a "brick" (a useless card) in any "Scrap" strategy.
* **The "Baronne" Protection Fallacy:**
  + This addresses the single, minor point of synergy identified in Section 2.
  + **The Theory:** "Scrap Synchron" 1 in the Graveyard can protect "Baronne de Fleur" 3 from destruction, and a "Scrap Warrior" 2 on the field can protect "Baronne" from negation.18
  + **The Reality:** This is a "win-more" scenario that is strategically nonsensical. The "Scrap" deck, through its one-card "Scrap Raptor" combo, *already* summons "Baronne de Fleur" with high consistency.3 To *also* get "Scrap Synchron" into the Graveyard *and* "Scrap Warrior" onto the field would require adding multiple conflicting, unsearchable "bricks" ("Scrap Synchron," a Level 2 non-Tuner for "Scrap Warrior") to the deck.
  + **Conclusion:** A player would be actively *sacrificing* the consistency of their primary, one-card combo (Raptor -> Baronne) in exchange for *minor, secondary protection* on that same boss monster. This is a poor strategic trade-off that makes the deck *less* consistent and *more* fragile.

### 4.3 Final Impact on Hybrid Decks

* **Scrap-Dinosaur:** This hybrid build relies on "Scrap Raptor" providing on-demand destruction to trigger the effects of "Babycerasaurus" or "Petiteranodon".3 "Scrap Synchron" is a Level 1 Machine.1 It has no synergy with the Dinosaur type, it cannot trigger "Babycerasaurus," and it serves no purpose in this build. It is a dead card.23
* **Scrap-Orcust:** As established in Section 3.2, "Scrap Synchron" is **actively detrimental** to this build. The "Scrap-Orcust" combo relies on "Scrap Recycler" 3 sending a Machine that generates a Token to enable the Link Summon of "Scrap Wyvern".3 Sending "Scrap Synchron" *prevents* this Token from being generated, killing the entire combo line.22

## Section 5: Final Strategic Assessment & Report Conclusion

### 5.1 Failure to Address Core Archetypal Weaknesses

A final measure of any new support is its ability to solve an archetype's known flaws. The new cards are measured against the inherent weaknesses of the "Scrap" archetype identified in the foundational analysis.3

* **Weakness 1: Normal Summon Dependency** 3
  + The "Scrap" engine is highly reliant on the Normal Summon of "Scrap Raptor" or "Scrap Recycler".3 "Scrap Synchron" 1 does nothing to alleviate this; it merely *competes* for that same Normal Summon. Its hand-summoning effect, which *could* have solved this problem, is non-functional with "Scrap" bosses.
  + **Impact: None.**
* **Weakness 2: Inconsistent Hands ("Bricking")** 3
  + The "Scrap" deck's worst hands are those that draw "Scrap Golem," a critical combo piece that must be summoned from the Deck.3 The new cards provide no new method to summon "Scrap Golem" from the hand or mitigate this risk.26 In fact, they only interfere with the "Wyvern Loop" 3—the archetype's primary *solution* to this very problem.
  + **Impact: None.**
* **Weakness 3: Graveyard Vulnerability** 3
  + The entire "Scrap" engine is vulnerable to Graveyard-hate cards like "Abyss Dweller" or "Called by the Grave".3 The new cards 1 provide no protection against these common forms of disruption.
  + **Impact: None.**

### 5.2 Final Verdict: A "False Flag" Support Wave

This report concludes with absolute certainty that "Scrap Synchron" and "Scrap Warrior" have **zero positive impact** on the "Scrap" archetype. They are "false flag" support—cards that carry the archetype's name but have no functional or strategic value for it.19

Their design is exclusively for the "Synchron" archetype 30 and is being released in a "Synchron"-themed product.5 The "Scrap" name is a thematic reference to Yusei Fudo's "Scrap-Iron" cards 4, not the "Scrap" archetype.3

**Authoritative Recommendation:** Players of all "Scrap" variants (Pure, Scrap-Dinosaur, or Scrap-Orcust) should **not** consider these cards for inclusion. Their presence in the deck actively conflicts with and weakens the established, superior combo lines. They are, in every functional sense, "bricks" that dilute the deck's consistency and lower its power ceiling.

#### Geciteerd werk

1. Scrap Synchron – cardcluster, geopend op november 2, 2025, <https://cardcluster.com/card/scrap-synchron>
2. Scrap Warrior - Legendary 5D's Decks - YuGiOh - TCGplayer.com, geopend op november 2, 2025, <https://www.tcgplayer.com/product/661288/yugioh-legendary-5ds-decks-scrap-warrior>
3. Deep Dive Into Scrap TCG Archetype.docx
4. Pet-peeve with scrap warrior : r/yugioh - Reddit, geopend op november 2, 2025, <https://www.reddit.com/r/yugioh/comments/1moxerw/petpeeve_with_scrap_warrior/>
5. All of Yusei's new Synchron/Junk Cards from the Power of Fellows Structure Deck with English Text : r/yugioh - Reddit, geopend op november 2, 2025, <https://www.reddit.com/r/yugioh/comments/1n7hmre/all_of_yuseis_new_synchronjunk_cards_from_the/>
6. OCG: SD48 - Scrap Synchron - Yu-Gi-Oh! Meta, geopend op november 2, 2025, <https://www.yugiohmeta.com/articles/news/aug-12-2025/SD48>
7. Konami Reveals New Power of Fellows Cards & a New World Premiere - TCG Rocks, geopend op november 2, 2025, <https://tcgrocks.com/article/konami-reveals-new-power-of-fellows-cards-a-new-world-premiere>
8. Your predictions for the 4 remaining SD: Power of Fellows cards? : r/yugioh - Reddit, geopend op november 2, 2025, <https://www.reddit.com/r/yugioh/comments/1lwiuae/your_predictions_for_the_4_remaining_sd_power_of/>
9. [SD48] VJump Reveal - New Cards and Reprints from SD: Power of Fellows : r/yugioh, geopend op november 2, 2025, <https://www.reddit.com/r/yugioh/comments/1mnxf3x/sd48_vjump_reveal_new_cards_and_reprints_from_sd/>
10. Scrap Synchron [L5DD-ENY04] Ultra Rare - The Nerd Merchant, geopend op november 2, 2025, <https://thenerdmerchant.com/products/scrap-synchron-l5dd-eny04-ultra-rare>
11. YuGiOh Archetype: Junk - Yu-Gi-Oh! Card Guide, geopend op november 2, 2025, <https://www.yugiohcardguide.com/archetype/junk.html>
12. All Yu-Gi-Oh! Cards - Cardmarket, geopend op november 2, 2025, <https://www.cardmarket.com/en/YuGiOh/Cards>
13. Scrap Warrior - cardcluster, geopend op november 2, 2025, <https://cardcluster.com/card/scrap-warrior>
14. Scrap Warrior [L5DD-ENY33] Ultra Rare - The Nerd Merchant, geopend op november 2, 2025, <https://thenerdmerchant.com/products/scrap-warrior-l5dd-eny33-ultra-rare>
15. OCG: SD48 - Scrap Synchron | Master Duel Meta, geopend op november 2, 2025, <https://www.masterduelmeta.com/articles/news/aug-12-2025/SD48>
16. Junk Synchron | Card Details | Yu-Gi-Oh! Neuron(TRADING CARD GAME CARD DATABASE), geopend op november 2, 2025, <https://www.db.yugioh-card.com/yugiohdb/card_search.action?ope=2&cid=7687>
17. Junk Synchron - CoolStuffInc.com, geopend op november 2, 2025, <https://www.coolstuffinc.com/p/YuGiOh/Junk+Synchron>
18. [SD48] The Final New Card from SD: Power of Fellows : r/yugioh - Reddit, geopend op november 2, 2025, <https://www.reddit.com/r/yugioh/comments/1n7culd/sd48_the_final_new_card_from_sd_power_of_fellows/>
19. With the release of Yusei's new SD, do you think it's possible we'll get support for Scrap in the near future? : r/yugioh - Reddit, geopend op november 2, 2025, <https://www.reddit.com/r/yugioh/comments/1mx5bkf/with_the_release_of_yuseis_new_sd_do_you_think/>
20. Which Archetype needs new Support that hasn't had it or Good Support in Awhile? And how Would it Work with Current Meta of the Game? : r/yugioh - Reddit, geopend op november 2, 2025, <https://www.reddit.com/r/yugioh/comments/1of6bcg/which_archetype_needs_new_support_that_hasnt_had/>
21. Beelze of the Diabolic Dragons - Yu-Gi-Oh! Card - Dueling Nexus, geopend op november 2, 2025, <https://duelingnexus.com/browse/cards/34408491-Beelze-of-the-Diabolic-Dragons>
22. Scrap TCG Decks 2025 - cardcluster, geopend op november 2, 2025, <https://cardcluster.com/decks/scrap>
23. Ferraille TCG Decks 2025 – cardcluster, geopend op november 2, 2025, <https://cardcluster.fr/decks/scrap/3>
24. Guardian Chimera - Yu-Gi-Oh! Card - Dueling Nexus, geopend op november 2, 2025, <https://duelingnexus.com/browse/cards/11321089-Guardian-Chimera>
25. Storm of junk! A guide to Scraps! (Non-Pendulum Variety) : r/yugioh - Reddit, geopend op november 2, 2025, <https://www.reddit.com/r/yugioh/comments/24raxh/storm_of_junk_a_guide_to_scraps_nonpendulum/>
26. Synchro Zone - Yu-Gi-Oh! Card - Dueling Nexus, geopend op november 2, 2025, <https://duelingnexus.com/browse/cards/60306277-Synchro-Zone>
27. REX RAPTOR'S SCRAP DINOSAUR (May 2025) by Estipad - cardcluster, geopend op november 2, 2025, <https://cardcluster.com/deck/5xrzXj>
28. Schrott (June 2025) by ChrisWegi - cardcluster, geopend op november 2, 2025, <https://cardcluster.com/deck/361q92>
29. New Scrap Support (The Synchro from hand is REAL!!!) : r/masterduel - Reddit, geopend op november 2, 2025, <https://www.reddit.com/r/masterduel/comments/1mnyh78/new_scrap_support_the_synchro_from_hand_is_real/>
30. Scrap Warrior Deck 2025 - Yu-Gi-Oh! Dueling Nexus, geopend op november 2, 2025, <https://duelingnexus.com/blog/scrap-warrior-deck-2025/>
31. Deck Synchron Post Power of Fellows |EDOPRO| Replays + Decklist ✔️ - YouTube, geopend op november 2, 2025, <https://www.youtube.com/watch?v=07ZEET4B0EY>