# An In-Depth Analysis of the Scrap Archetype

## The Scrap Philosophy - Deconstruction for Reconstruction

The "Scrap" archetype, first introduced in *Duelist Revolution*, operates on a uniquely paradoxical principle: controlled self-destruction as a means to generate overwhelming advantage. Unlike strategies that focus on protecting key monsters, the Scrap game plan treats its on-field presence as a renewable resource, intentionally destroying its own cards to trigger a cascade of effects that build board presence, disrupt the opponent, and recycle resources. This core mechanic of "deconstruction for reconstruction" defines every aspect of the archetype's strategy, from its monster effects to its powerful spell and trap support.1

### Core Mechanic: Profiting from Destruction

The fundamental gameplay loop of the Scrap archetype revolves around a simple yet powerful synergy. Many of the main deck "Scrap" monsters possess effects that activate specifically when they are destroyed by the effect of a "Scrap" card and sent to the Graveyard.3 This creates a self-perpetuating engine where one "Scrap" card, like the formidable Synchro Monster Scrap Dragon, can destroy another "Scrap" monster on its own field. While this appears to be a neutral trade—losing one of your own cards to destroy one of your opponent's—the destroyed Scrap monster will then trigger its Graveyard effect. This secondary effect typically involves resource recovery, such as adding a "Scrap" monster from the Graveyard back to the hand, or field extension, such as Special Summoning another monster.3

This process allows the Scrap player to maintain card advantage while simultaneously dismantling the opponent's board. A single activation can result in destroying an opponent's card, retrieving a key combo piece for a future turn, and keeping a powerful attacker on the field. The entire archetype is built to facilitate and exploit this loop, with cards designed to either initiate destruction, be destroyed for value, or extend plays following a successful destruction sequence. Mastering the archetype requires a shift in mindset, viewing one's own monsters not as permanent fixtures but as ammunition for a larger, more devastating strategic assault.

### Key Personnel: A Strategic Roster Breakdown

The effectiveness of the Scrap strategy hinges on a cast of monsters, each with a specialized role. Understanding these roles—from the initial combo starters to the powerful extenders and utility-focused Tuners—is essential to piloting the deck effectively. The monsters can be broadly categorized into Initiators, Linchpins, and Specialists.

#### The Initiators (Starters & Consistency Tools)

The modern Scrap deck's consistency is built upon a small but potent group of one-card starters that can initiate the entire combo engine.

* **Scrap Raptor:** This Level 4 EARTH Dinosaur Tuner is arguably the single most important main deck monster for contemporary Scrap strategies. Upon Normal Summon, its ignition effect allows it to target and destroy one monster the player controls. By targeting itself, Scrap Raptor triggers its own effect upon destruction, which provides two crucial benefits: it grants an additional Normal Summon of a "Scrap" monster during that turn, and it allows the player to add any "Scrap" monster from their Deck to their hand.5 This single card effectively turns into a multi-card combo, searching for the necessary extender (like Scrap Chimera) and providing the means to immediately play it. The consistency of this play is further bolstered by Fossil Dig, a spell card that can search any Level 6 or lower Dinosaur monster, making it an effective way to access Scrap Raptor.6
* **Scrap Recycler:** This Level 3 EARTH Machine is another powerful one-card starter, but its function reveals a critical nuance of the archetype's design. While it bears the "Scrap" name, its primary effect is not thematically aligned with the destruction-based strategy. Instead, upon its Normal or Special Summon, Scrap Recycler can send any Machine monster from the Deck to the Graveyard.5 This effect is the lynchpin for hybrid variants of the deck.

This highlights a key aspect of the archetype's power: the duality of the "Scrap" name. The archetype is split between its *thematic* engine, which consists of monsters of various types (Beast, Dragon, Rock, etc.) that rely on destruction, and a *nominal* engine piece, Scrap Recycler, which is a Machine-type monster with a completely different function.5 The fact that Scrap Recycler shares the "Scrap" name allows it to be a valid target for archetypal support cards like Scrap Wyvern, which can Special Summon any "Scrap" monster from the Graveyard. This "happy accident" of card naming allows the powerful, generic Machine support effect of Recycler to be integrated into the destruction-based loops of the thematic Scraps, creating meta-defining hybrid strategies like Scrap-Orcust and making it a valuable component in broader EARTH Machine decks.11

#### The Linchpins (Combo Extenders)

Once a play has been initiated, the following monsters are responsible for extending the combos into a formidable board state.

* **Scrap Golem:** A Level 5 EARTH Rock monster, Scrap Golem is the archetype's primary engine for Graveyard recursion and explosive plays. Its effect allows it to Special Summon one Level 4 or lower "Scrap" monster from the Graveyard to either player's side of the field.1 Crucially, this effect is not a "hard once per turn," meaning if Scrap Golem can be summoned multiple times in a single turn, its effect can be used each time. This property is the cornerstone of the deck's most powerful loops. While its high Level and lack of an inherent Special Summon ability can make it a "brick" if drawn in the opening hand, the modern engine is designed to summon it directly from the Deck, mitigating this risk and turning it into the deck's ultimate combo piece.1
* **Scrap Chimera:** This Level 4 EARTH Beast monster serves as a more direct and consistent extender. When Normal Summoned, Scrap Chimera can Special Summon one "Scrap" Tuner monster from the Graveyard.3 This simple effect provides immediate access to a Synchro Summon. However, it comes with a restriction: if used for a Synchro Summon, all other materials must also be "Scrap" monsters, and the resulting Synchro Monster must be a "Scrap".4 While this limits its flexibility for generic Synchro plays, it is the primary method for summoning the archetype's own powerful Synchro bosses.

#### The Specialists (Tuners & Utility)

The final category includes the Tuners that enable Synchro Summons and other monsters with unique utility effects.

* **Tuners:** The main Tuners for the archetype are Scrap Beast (Level 4 EARTH Beast) and Scrap Goblin (Level 3 EARTH Fiend). Beyond enabling Synchro plays, they are integral to the resource loop. When either is destroyed by a "Scrap" card's effect, they allow the player to add a different "Scrap" monster from the Graveyard to the hand.3 This is often used to recycle Scrap Chimera for a follow-up play on the next turn. Scrap Orthros, a Level 4 EARTH Beast Tuner, acts as both an extender and a trigger. It can Special Summon itself from the hand if a "Scrap" monster is on the field, but then it must destroy a "Scrap" monster, immediately enabling other effects.1
* **Scrap Searcher:** This peculiar Level 1 EARTH Winged Beast represents an older design philosophy. Its effect allows it to Special Summon itself from the Graveyard whenever a "Scrap" monster (other than itself) is destroyed and sent to the Graveyard. This effect is not once per turn. However, upon being Special Summoned this way, it destroys all other face-up non-"Scrap" monsters the player controls.13 While this destructive side effect can be disruptive, in dedicated "pure" builds, its non-HOPT revival effect can be abused for rapid Link climbing.15 Furthermore, Scrap Golem can strategically summon Scrap Searcher to the opponent's field, which can be used to clear your own board of unwanted monsters or to create an easy target for a game-ending attack.5

### The Workshop: Essential Spells & Traps

The Scrap monster lineup is supported by a suite of powerful Spells that enhance consistency and enable combos.

* **Scrap Factory:** This Field Spell is the archetype's primary tool for swarming the field from the Deck. Once per turn, when a face-up "Scrap" monster is destroyed by a card effect and sent to the Graveyard, Scrap Factory allows the player to Special Summon one "Scrap" monster from their Deck.1 This provides immediate access to the most crucial combo pieces, most notably Scrap Golem, turning any destruction effect into a massive advantage.
* **Scrapstorm:** A Quick-Play Spell with unparalleled utility. Upon activation, the player targets a "Scrap" monster they control, then sends one "Scrap" monster from the Deck to the Graveyard, draws one card, and finally, destroys the targeted monster.1 This single card acts as a foolish burial, a draw spell, and a combo enabler all at once. Its Quick-Play nature also allows it to be used defensively to dodge targeting effects like Infinite Impermanence or Effect Veiler; by chaining Scrapstorm and destroying the targeted monster, the opponent's effect will resolve without a valid target.16
* **Scrapyard:** A simple but effective Normal Spell that adds any "Scrap" Tuner from the Deck to the hand, increasing the deck's consistency by searching for key Tuners like Scrap Beast or Scrap Raptor.10

## The Blueprint - Core Combo Lines and End Boards

Understanding the fundamental combo sequences is paramount to unlocking the Scrap archetype's potential. The introduction of Scrap Wyvern revolutionized the deck's strategy, creating a consistent and powerful loop that serves as the foundation for nearly all modern variants.

### The Wyvern Loop: The Heart of the Modern Engine

Scrap Wyvern is a Link-2 EARTH Dragon monster that requires two monsters, including at least one "Scrap," as material. Its two powerful, once-per-turn effects are the cornerstone of the archetype's modern combo potential.13

* **Effect 1:** You can target 1 "Scrap" monster in your Graveyard; Special Summon it, then destroy 1 card you control.
* **Effect 2:** If another face-up "Scrap" monster is destroyed by a card effect (while this monster is face-up), you can Special Summon 1 "Scrap" monster from your Deck, then destroy 1 card on the field.

The interaction between these two effects creates a devastatingly efficient sequence known as the "Wyvern Loop." The release of this single card was a paradigm shift, solving the archetype's historical inconsistency and its reliance on slower, multi-card setups involving Scrap Dragon. Scrap Wyvern provides a reliable path to summoning Scrap Golem from the deck, transforming what was once a powerful but often unplayable "brick" into the centerpiece of a one-card combo engine.1

The standard Wyvern Loop proceeds as follows:

1. **Setup:** Summon Scrap Wyvern using a "Scrap" monster and another monster. The "Scrap" monster used as material will now be in the Graveyard.
2. **Ignition (Effect 1):** Activate Wyvern's first effect, targeting the "Scrap" monster in the Graveyard. Special Summon that monster back to the field. The effect then requires you to destroy one card you control; you must choose to destroy the "Scrap" monster you just summoned.
3. **Escalation (Effect 2):** Because a "Scrap" monster was just destroyed by a card effect (Wyvern's own), Wyvern's second effect immediately triggers. This allows you to Special Summon a "Scrap" monster directly from your Deck. The optimal target is always Scrap Golem. After summoning Golem, Wyvern's effect requires you to destroy one card on the field. This can be an opponent's card, generating immediate card advantage, or Scrap Wyvern itself to clear a zone for further plays.
4. **Recursion (Scrap Golem):** With Scrap Golem now on the field, activate its effect to Special Summon a Level 4 or lower "Scrap" monster from the Graveyard, typically the one that was just destroyed by Wyvern's first effect.

In just a few steps, a simple Link-2 summon has escalated into a board presence of Scrap Golem and another monster, removal of an opponent's card, and a fully loaded Graveyard, all while retaining the Normal Summon if it was not used to start the play.

### Pure Scrap Assembly Line: One-Card Scrap Raptor Combo

The power of the Wyvern Loop is best demonstrated through the deck's premier starter, Scrap Raptor. This one card can lead to a formidable end board with multiple interruptions.

**Starting Hand:** Scrap Raptor

**Combo Sequence:**

1. Normal Summon Scrap Raptor.
2. Activate Raptor's effect, targeting itself to be destroyed.
3. Upon destruction, Raptor's effect resolves, allowing you to add Scrap Chimera from your Deck to your hand and granting you an additional Normal Summon for a "Scrap" monster this turn.
4. Use the additional Normal Summon to play Scrap Chimera.
5. Activate the on-summon trigger effect of Scrap Chimera, targeting Scrap Raptor in the Graveyard, and Special Summon it.
6. You now control Scrap Chimera (Level 4 non-Tuner) and Scrap Raptor (Level 4 Tuner). Use both to Link Summon Scrap Wyvern.
7. With Raptor and Chimera in the Graveyard, initiate the **Wyvern Loop**:
   * Activate Scrap Wyvern's first effect, targeting and reviving Scrap Raptor, then immediately destroying it.
   * Scrap Wyvern's second effect triggers. Special Summon Scrap Golem from your Deck. Then, destroy one card on the field (preferably an opponent's card).
8. Activate the on-field Scrap Golem's effect, targeting and reviving Scrap Raptor from the Graveyard.
9. At this stage, you control Scrap Golem (Level 5 Rock/Effect) and Scrap Raptor (Level 4 Dinosaur/Tuner).
10. Use both monsters to Synchro Summon a Level 9 monster. The prime target is often a generic boss monster like Baronne de Fleur for an omni-negate, or the in-archetype Scrap Twin Dragon for powerful non-destruction removal.

**The Pure End Board:** For a pure variant of the deck, this simple one-card combo establishes a solid foundation. A typical end board would consist of Baronne de Fleur or Scrap Twin Dragon, with Scrap Golem remaining on the field (if you used its effect to summon a different Tuner like Scrap Beast for a Level 9 Synchro) to provide a follow-up play for the next turn. If Scrap Factory was also in the opening hand, the board becomes even more resilient, ready to summon another monster from the deck the moment the opponent destroys one of your Scraps.16

### Quick Reference: Search and Summon Matrix

To facilitate understanding of the archetype's internal logistics and assist with combo visualization, the following matrix outlines the primary search and summon pathways available within the Scrap deck.

| Card Name | Action | Source | Target | Destination | Notes |
| --- | --- | --- | --- | --- | --- |
| Scrap Raptor | Search | Deck | Any "Scrap" monster | Hand | Requires destroying a monster you control. |
| Scrapyard | Search | Deck | Any "Scrap" Tuner | Hand | Normal Spell. |
| Scrapstorm | Send | Deck | Any "Scrap" monster | Graveyard | Part of a multi-effect Quick-Play Spell. |
| Scrap Chimera | Special Summon | Graveyard | "Scrap" Tuner | Field | On Normal Summon only. |
| Scrap Golem | Special Summon | Graveyard | Level 4 or lower "Scrap" monster | Field | Not once per turn. Can summon to opponent's field. |
| Scrap Factory | Special Summon | Deck | Any "Scrap" monster | Field | When a "Scrap" is destroyed by a card effect. |
| Scrap Wyvern | Special Summon | Graveyard | Any "Scrap" monster | Field | Effect 1: Revives from GY, then destroys a card you control. |
| Scrap Wyvern | Special Summon | Deck | Any "Scrap" monster | Field | Effect 2: Summons from Deck when another Scrap is destroyed by effect. |
| Scrap Dragon | Special Summon | Graveyard | Non-Synchro "Scrap" monster | Field | When destroyed by an opponent's card. |

## Hybrid Engineering - The Scrap Engine in the Metagame

While "pure" Scrap decks are functionally coherent, the archetype's greatest competitive success has come from its use as a compact and potent engine to enable other, more powerful strategies. Its ability to consistently destroy cards, summon from the deck, and fill the Graveyard makes it a perfect partner for several other archetypes.

### Scrap-Dinosaur: Prehistoric Mayhem

The synergy between the Scrap and Dinosaur archetypes is one of the most powerful and well-known examples of hybrid deck building. The core of the Dinosaur strategy revolves around its "baby" dinosaurs: Babycerasaurus and Petiteranodon. Both of these monsters have effects that allow the player to Special Summon a Dinosaur monster from their Deck when they are destroyed by a card effect. The Scrap engine, with its on-demand destruction via Scrap Raptor and Scrap Wyvern, provides the most efficient and reliable method to trigger these effects, turning what might be a situational advantage into a consistent, explosive combo starter.20

#### Key Combo Tutorial (Scrap Raptor + Lost World)

This two-card combination demonstrates the seamless integration of the two archetypes, leading to an oppressive end board.

1. Activate the Field Spell Lost World.
2. Normal Summon Scrap Raptor. The effect of Lost World triggers, Special Summoning a "Jurraegg Token" to your opponent's field.
3. Activate Scrap Raptor's effect, targeting itself to be destroyed.
4. The continuous effect of Lost World applies, allowing you to protect Scrap Raptor by destroying one Dinosaur monster from your hand or Deck instead. Choose to destroy a Babycerasaurus from your Deck.
5. The destroyed Babycerasaurus triggers its effect, Special Summoning Souleating Oviraptor from the Deck.
6. Souleating Oviraptor's on-summon effect activates, allowing you to add a Dinosaur monster from your Deck to your hand. Add Miscellaneousaurus.
7. Use Scrap Raptor and Souleating Oviraptor to Link Summon Scrap Wyvern.
8. Initiate the **Wyvern Loop**:
   * Activate Wyvern's first effect to revive Scrap Raptor, then destroy it.
   * Wyvern's second effect triggers. Special Summon Scrap Golem from the Deck, then use its destruction effect to destroy the opponent's Token.
9. Activate Scrap Golem's effect to revive Souleating Oviraptor.
10. Activate Oviraptor's second effect, targeting another Dinosaur on the field (like Scrap Golem, as it is also a Rock-type) to destroy it and revive a Dinosaur from your Graveyard. This can be used to trigger another Babycerasaurus or extend plays further.
11. From this position, with multiple monsters on the field and Miscellaneousaurus in hand for protection, the combo continues by climbing into various Link and Synchro monsters to build a multi-negate board.

**The Scrap-Dino End Board:** The goal of this variant is to establish an overwhelming board of interruptions. A typical end board includes Apollousa, Bow of the Goddess for multiple monster negations, Borreload Savage Dragon equipped with a Link Monster for an omni-negate, an Evolzar Xyz Monster (Laggia or Dolkka) for further negation, and the powerful boss monster Ultimate Conductor Tyranno to control the opponent's board during their turn.6

### Scrap-Orcust: Symphony of the Machine

The Scrap-Orcust hybrid is a prime example of exploiting the "Duality of the Scrap Name." The entire Orcust archetype is composed of DARK Machine monsters whose strategy begins by sending key members like Orcust Harp Horror or Orcust Knightmare to the Graveyard. Scrap Recycler, being a Machine-type monster itself, can send any Machine from the Deck to the Graveyard, making it a perfect one-card starter for the entire Orcust combo line.22 The rest of the Scrap engine, namely Scrap Wyvern and Scrap Golem, is then used to repeatedly revive Scrap Recycler, allowing its effect to be used multiple times in a single turn to send a variety of Orcust monsters and other combo pieces to the Graveyard.

#### Key Combo Tutorial (Scrap Recycler Starter)

This combo demonstrates how Scrap Recycler single-handedly enables the entire Scrap-Orcust strategy.

1. Normal Summon Scrap Recycler. Activate its effect to send Crystron Rosenix or Mecha-Phantom Beast O-Lion from your Deck to the Graveyard.
2. Activate the effect of the sent monster in the Graveyard, banishing it to Special Summon a Token.
3. Use Scrap Recycler and the Token to Link Summon Scrap Wyvern.
4. Initiate the **Wyvern Loop**:
   * Activate Wyvern's first effect to revive Scrap Recycler, then destroy it.
   * Wyvern's second effect triggers, Special Summoning Scrap Golem from the Deck and destroying Scrap Wyvern.
5. Activate Scrap Golem's effect to revive Scrap Recycler.
6. Activate Scrap Recycler's effect for a second time, sending Orcust Harp Horror from the Deck to the Graveyard. This is the starting point for the Orcust engine.
7. Banish Harp Horror from the Graveyard to Special Summon Orcust Knightmare from the Deck.
8. From this point, the combo proceeds through standard Orcust Link climbing, using the Scrap Golem and Scrap Recycler on the field as material to build towards a powerful end board that often incorporates an Extra Deck lock.

**The Scrap-Orcust End Board:** This variant is known for creating boards that can completely shut down the opponent's turn. A common end board involves using Crystron Halqifibrax to set up the Special Summon of T.G. Wonder Magician during the opponent's turn, which then destroys a set Artifact Scythe, locking the opponent out of their Extra Deck. This is often accompanied by Apollousa, Bow of the Goddess for monster negates and Dingirsu, the Orcust of the Evening Star for protection and removal.25 Other variations may end on floodgate monsters like El Shaddoll Winda or powerful bosses like Destiny HERO - Destroyer Phoenix Enforcer.25

### Scrap in EARTH Machine: A Cog in the System

Beyond dedicated hybrid builds, the Scrap engine also finds a home within the broader "EARTH Machine" strategy, a powerful deck that combines the Machina, Infinitrack, and Railway archetypes.27 In this context, the Scrap package—typically consisting of Scrap Recycler and sometimes Scrap Wyvern and Scrap Golem—is not the central focus but rather a versatile tool that enhances consistency and extends plays.8

Scrap Recycler serves as another valuable Normal Summon that can kickstart the deck's combos. By sending a key EARTH Machine like Machina Fortress or an Infinitrack monster to the Graveyard, it sets up revival plays or enables other effects. Its ability to facilitate a quick Link-2 monster like Scrap Wyvern or Ancient Gear Ballista provides another pathway to climb into the deck's primary Xyz and Link bosses, such as Infinitrack River Stormer and Superdreadnought Rail Cannon Juggernaut Liebe. The Scrap cards function as a flexible and efficient cog within a much larger machine, bolstering the deck's resilience and raising its overall power ceiling.

## Strategic Assessment - Strengths, Weaknesses, and Counter-Play

A comprehensive analysis of the Scrap archetype reveals a strategy defined by explosive potential but balanced by critical vulnerabilities. Understanding this dichotomy is key for both piloting the deck successfully and formulating an effective counter-strategy.

### Competitive Strengths

* **Explosive Potential:** The archetype's greatest strength is its ability to convert a single card, such as Scrap Raptor or Scrap Recycler, into a full board of powerful monsters and multiple points of disruption. The Wyvern Loop allows the deck to generate immense card advantage and field presence from minimal investment.11
* **Recursion and Grind Game:** With constant revival effects from Scrap Golem, Scrap Chimera, and Scrap Wyvern, the deck excels in longer games. It can consistently rebuild its board turn after turn, out-resourcing opponents who cannot permanently deal with its threats.3
* **Engine Versatility:** The core Scrap combo package is compact and highly synergistic, making it an incredibly effective "engine" to splash into other top-tier strategies. Its success in Dinosaur, Orcust, and EARTH Machine decks is a testament to the fundamental power of its mechanics.22
* **Board-Breaking Power:** The archetype possesses potent tools for going second. The destruction effects of Scrap Wyvern and Scrap Dragon, along with the non-destruction removal of Scrap Twin Dragon, allow the deck to effectively dismantle an opponent's established board.5

### Inherent Weaknesses & Choke Points

* **Normal Summon Dependency:** The vast majority of the archetype's combo lines begin with the Normal Summon of a single starter (Scrap Raptor or Scrap Recycler). This creates a critical choke point. A well-timed hand trap such as Ash Blossom & Joyous Spring, Effect Veiler, or Infinite Impermanence on this initial summon can often end the Scrap player's turn before their engine can get started.22
* **Graveyard Vulnerability:** As a strategy that lives and dies by its Graveyard, the Scrap archetype is extremely vulnerable to graveyard-hate. Cards that prevent effects from activating in the Graveyard, such as Necrovalley or Abyss Dweller, can shut down the entire engine. Similarly, targeted banishment effects from cards like Called by the Grave or D.D. Crow can remove a crucial combo piece like Scrap Golem or Scrap Raptor from the Graveyard, breaking the combo chain.32
* **Inconsistent Hands ("Bricking"):** The deck's most powerful combos rely on having specific unsearchable extenders in the deck, not in the hand. Key cards like Scrap Golem are considered "garnets"—cards that are essential for the combo to resolve from the deck but are detrimental if drawn in the opening hand. This reliance can lead to inconsistent hands that are unable to perform the main combo.1
* **Vulnerability to Non-Destruction Removal:** Since the archetype's core mechanic profits from its own monsters being *destroyed*, forms of removal that bypass destruction are highly effective. Effects that banish (Kashtira Fenrir), return to the hand or Deck (Knightmare Unicorn), or send to the Graveyard without destroying (Evenly Matched) prevent the Scrap monsters' Graveyard effects from triggering.32

### Piloting and Countering: A Duelist's Guide

#### For the Scrap Pilot

To mitigate the deck's weaknesses, a skilled pilot must focus on sequencing and resource management. It is often wise to use less critical searchers, like Fossil Dig, before committing the Normal Summon. This can bait an opponent into using a hand trap like Ash Blossom & Joyous Spring prematurely, leaving the crucial Scrap Raptor or Scrap Recycler effect free to resolve. Understanding how to play through one point of disruption by having an extender ready is also critical. Furthermore, knowing when to pivot from a full combo into a more conservative play—such as ending on a simple Scrap Wyvern and a follow-up for next turn—can be the difference between winning and losing a grind game.

#### Against the Scrap Pilot

Countering the Scrap strategy requires precise timing and targeting the correct choke points. The following are the most effective points to deploy hand traps and other forms of disruption:

1. **The Normal Summon:** This is the highest-impact point of interruption. Using Effect Veiler, Infinite Impermanence, or Ash Blossom & Joyous Spring on the initial summon of Scrap Raptor or Scrap Recycler will, in most cases, stop the combo entirely.
2. **Scrap Wyvern's First Effect:** If the Normal Summon resolves, the next critical choke point is the activation of Scrap Wyvern's first effect to revive a monster. Negating this effect prevents the entire Wyvern Loop from starting.
3. **The Scrap Golem Summon:** The Special Summon of Scrap Golem from the deck via Scrap Wyvern's second effect is the moment the deck's potential explodes. Preventing this summon (e.g., with Solemn Judgment) or negating Scrap Golem's on-field revival effect will severely limit the combo's ceiling.
4. **Proactive Graveyard Hate:** Since the engine is so reliant on specific Graveyard targets, using Called by the Grave on a key monster like Scrap Raptor or Mecha-Phantom Beast O-Lion before the opponent can use its effect can preemptively dismantle their combo lines.

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