# Mastering the Accelerator: An Expert's Deep Dive into the Synchron Archetype

## Section 1: The Core Engine - Anatomy of a Synchron Deck

To master the Synchron archetype, one must first understand its intricate machinery. Like a high-performance engine, the deck is composed of specialized parts, each with a precise function: igniters to start the process, fuel to keep it running, and a system that recycles spent resources. This section deconstructs the Main Deck components, categorizing them by their role in assembling the resources necessary for the deck's explosive Synchro Summoning sequences.

### The Igniters: Starters and Consistency Tools

The initial phase of any Synchron turn is dedicated to establishing a foothold on the field—typically a Tuner and one or more non-Tuner monsters. These "igniter" cards are the starters that initiate the entire combo chain.

* **Junk Synchron**: This Level 3 Warrior Tuner is the quintessential starter for the archetype. Its effect is direct and powerful: "When this card is Normal Summoned: You can target 1 Level 2 or lower monster in your GY; Special Summon that target in Defense Position, but negate its effects".1 This single Normal Summon immediately puts two monsters on the field, providing the exact materials needed for a Level 5 Synchro Summon. However, its reliance on the Normal Summon creates a critical vulnerability; if the summon or its effect is negated, the turn can come to an abrupt halt.3
* **Junk Converter**: As a Level 2 non-Tuner, Junk Converter is a pivotal consistency tool. Its primary effect is activated from the hand: "You can discard this card and 1 Tuner; add 1 'Synchron' monster from your Deck to your hand".4 This allows a player to trade two potentially suboptimal cards for the exact piece they need—most often Junk Synchron. This action simultaneously searches for the main starter while loading the Graveyard with Junk Converter itself, making it a perfect target for Junk Synchron's revival effect.
* **Tuning**: This Normal Spell is the archetype's dedicated searcher. Its effect is simple: "Add 1 'Synchron' monster from your Deck to your hand, then send the top card of your Deck to the Graveyard".7 Tuning provides direct access to any "Synchron" Tuner, increasing the probability of opening a viable combo line. The secondary mill effect, while reliant on luck, can be a significant boon, potentially sending a key extender like Jet Synchron or another Junk Converter to the Graveyard where their effects can be accessed.
* **Fullspeed Warrior**: A newer addition from the "Power of Fellows" support, this monster creates an alternative opening that mitigates the deck's historical over-reliance on Junk Synchron. When Normal or Special Summoned, Fullspeed Warrior can search for a Spell or Trap that mentions "Junk Warrior," most notably the powerful Spell Card Synchro Fellows.9 This establishes a different path to assembling combo pieces, one that can circumvent disruption aimed at the classic Junk Synchron play. The deck's historical fragility stemmed from this "Normal Summon Choke Point." If an opponent could negate the summon of Junk Synchron, the turn was effectively over. The design of recent support, particularly Synchro Fellows, directly addresses this. By using the primary Normal Summon on Fullspeed Warrior to search Synchro Fellows, a player can then use the Spell's Graveyard effect to gain an additional Normal Summon for the Junk Synchron it helps search.9 This creates a more resilient opening, forcing an opponent to have multiple forms of disruption to stop the combo from starting.

### The Fuel: Combo Extenders

Once a starter has initiated a play, extenders are required to continue the sequence of summons. These cards provide the additional bodies and materials needed to "climb" into higher-Level Synchro Monsters.

* **Jet Synchron**: A Level 1 Machine Tuner, Jet Synchron is a premier extender. If it is in the Graveyard, its effect allows it to be Special Summoned by sending one card from the hand to the Graveyard.11 This ability to revive itself makes it an invaluable resource. Furthermore, if it is sent to the Graveyard as Synchro Material, it can search for any "Junk" monster from the Deck, refueling the hand for subsequent plays.14
* **Assault Synchron**: This Level 2 Tuner can be Special Summoned from the hand at the cost of 700 Life Points. This provides an immediate, free body on the field, but it comes with a crucial restriction: for the rest of the turn, the player can only Special Summon Synchro Monsters from the Extra Deck.14 This lock is a key balancing factor that prevents the deck from easily accessing generic Link or Xyz monsters mid-combo.
* **Doppelwarrior**: A Level 2 non-Tuner, Doppelwarrior Special Summons itself from the hand whenever a monster is Special Summoned from the Graveyard. This condition is met frequently in Synchron combos, especially by Junk Synchron. When Doppelwarrior is used as Synchro Material, it generates two Level 1 "Doppel Tokens," providing even more material for further summons.8
* **Synchron Carrier**: This monster serves as both a starter-enabler and an extender. It grants the player an additional Normal Summon of a "Synchron" monster per turn. Additionally, if it is used as Synchro Material, it Special Summons a Level 2 "Synchron Token," ensuring that the player does not lose field presence after the Synchro Summon.16

### The Second Hand: Graveyard as a Resource

For a Synchron player, the Graveyard is not a discard pile; it is a secondary resource pool, an extension of the hand. Many of the deck's core functions rely on cards that can activate in or be summoned from the Graveyard. This fundamentally alters the deck's resource management, turning actions that would be a "cost" in other decks into strategic setup plays.

Cards like Jet Synchron, Plaguespreader Zombie, and the once-per-Duel Glow-Up Bulb are prime examples of monsters that can revive themselves, turning discard costs into opportunities to extend combos.11 The second effect of Junk Converter is another critical piece of this puzzle: "If this card is sent to the GY as Synchro Material: You can target 1 Tuner in your GY; Special Summon it in Defense Position".3 This effect directly continues the combo chain by reviving a Tuner that was just used.

This dynamic creates a unique economy of card advantage. When a player activates Junk Converter's hand effect, they discard two cards to search one. To a novice, this appears to be a net loss of one card. However, the expert player understands that they are not losing cards but relocating them. By discarding Junk Converter itself and another card with a Graveyard effect (like Jet Synchron), the "cost" of the search becomes the "setup" for two future plays. This principle of turning costs into advantages by treating the hand and Graveyard as a single, fluid resource system is a cornerstone of high-level Synchron strategy.

## Section 2: The Heart of the Engine - The "Junk Speeder" Resolution

While the Synchron archetype contains dozens of cards, its modern strategy revolves around the successful resolution of a single, overwhelmingly powerful monster: Junk Speeder. Understanding its central role, its limitations, and the game state it creates is the most critical step in unlocking the deck's competitive potential. The entire early game is a calculated effort to summon and resolve this one card.

### The Payoff: Why Speeder is the Goal

Junk Speeder is a Level 5 Warrior Synchro Monster with an effect that defines the deck's ceiling. Upon being Synchro Summoned, its effect activates: "You can Special Summon as many 'Synchron' Tuners as possible with different Levels from your Deck, in Defense Position".9

This single resolution represents an explosive generation of card advantage and board presence. An investment of two monsters (typically a Level 3 Tuner and a Level 2 non-Tuner) is immediately converted into a field of up to five additional monsters. This is the deck's primary pivot point, the moment it transitions from methodical setup to an overwhelming combo execution. The monsters summoned by Junk Speeder become the fuel for a "Synchro Climb"—a rapid, sequential summoning of increasingly powerful Synchro Monsters that will form the final endboard. Without this effect, the deck's power is severely diminished, making the resolution of Junk Speeder the central objective of the strategy.

### The Restriction: The Synchro Lock

To balance its immense power, Junk Speeder imposes a significant restriction: "You cannot Special Summon monsters from the Extra Deck, except Synchro Monsters, the turn you activate this effect".12 This "Synchro Lock" is a fundamental aspect of the deck's identity and playstyle.

This restriction prevents the player from using the swarm of monsters generated by Junk Speeder to summon powerful, generic Link Monsters such as Apollousa, Bow of the Goddess or S:P Little Knight. Instead, the player is forced to commit entirely to the Synchro mechanic. This design choice reinforces the archetype's theme and creates a unique deck-building challenge, as the Extra Deck must be filled almost exclusively with Synchro Monsters capable of handling a variety of situations.

### The Optimal Targets: Choosing Your Tuners

The selection of "Synchron" Tuners summoned from the Deck by Junk Speeder is a calculated decision based on the desired endboard. The goal is to summon a range of Levels that provides maximum flexibility for the subsequent Synchro climb. The most common and effective targets include:

* **Junk Synchron** (Level 3)
* **Jet Synchron** (Level 1)
* **Assault Synchron** (Level 2)
* **Revolution Synchron** (Level 3, with an effect to become Level 1 in the GY) 6
* **Wheel Synchron** (Level 5)

This combination of Levels (1, 2, 3, and 5) provides the mathematical components needed to summon Synchro Monsters at virtually every key Level, particularly the common boss monster Levels of 8, 10, and 12. The choice of which to summon depends on the other monsters already on the field and the specific sequence of boss monsters the player intends to make.

## Section 3: Mapping the Pathways - Core Combo Lines

The true skill in piloting a Synchron deck lies in navigating its complex and branching combo lines. While the sequences can seem daunting, they are built upon a foundation of repeatable patterns and logical steps. This section provides detailed walkthroughs of the deck's most critical combos, formatted for clarity and easy visualization, from the initial play to the final board.

### The Foundation: One-Card Speeder Combo

One of the deck's most powerful and consistent openings revolves around resolving a single card in hand, demonstrating the efficiency of the engine.

* **Required Cards:** Junk Converter + any 1 Tuner monster in hand.
* **Step 1: Search and Setup.** Activate the effect of Junk Converter in your hand. Discard both it and the other Tuner monster to add Junk Synchron from your Deck to your hand.4 Your Graveyard is now set up with Junk Converter and another Tuner.
* **Step 2: The Normal Summon.** Normal Summon the Junk Synchron you just searched. Upon its successful summon, activate its effect, targeting the Junk Converter in your Graveyard to Special Summon it to the field.1
* **Step 3: The Key Summon.** Immediately Synchro Summon Junk Speeder (Level 5) using Junk Synchron (Level 3) and Junk Converter (Level 2) as materials.12
* **Step 4: Chain Blocking.** Upon the successful Synchro Summon, two trigger effects will attempt to activate simultaneously: Junk Speeder's effect to summon from the Deck, and Junk Converter's effect to revive a Tuner from the Graveyard. By game mechanics, you can choose the order they go on the chain. You must declare Junk Speeder as Chain Link 1 and Junk Converter as Chain Link 2.3 This technique, known as "chain blocking," protects Junk Speeder's crucial effect. An opponent wishing to negate the summon of monsters from the deck with a card like Ash Blossom & Joyous Spring must respond to the last link in the chain (Chain Link 2), which is Junk Converter's effect. Ash Blossom cannot negate a revival effect, so Junk Speeder's effect at Chain Link 1 is protected and will resolve successfully.
* **Step 5: Resolution and Board Explosion.** The chain resolves backwards. Junk Converter Special Summons the Tuner you discarded in Step 1. Then, Junk Speeder resolves, Special Summoning multiple "Synchron" Tuners with different Levels from your Deck. The result is a full board of monsters from a single initial card, ready for the Synchro climb.

### The Climb: Post-Speeder Sequencing

After Junk Speeder resolves, the duel enters a phase of rapid, sequential Synchro Summoning. The player must efficiently convert the swarm of low-level monsters into multiple high-impact boss monsters. This process is not random but a calculated puzzle of combining Levels. The following table illustrates common pathways in this "Synchro Climb."

| Starting Materials on Field | Sequence of Summons | Resulting Monster | Strategic Value |
| --- | --- | --- | --- |
| Junk Speeder (L5) + Jet Synchron (L1) | Synchro Summon | Stardust Charge Warrior (L6) | Draws 1 card, provides a non-Tuner body for further plays.18 |
| Stardust Charge Warrior (L6) + Assault Synchron (L2) | Synchro Summon | Accel Synchro Stardust Dragon (L8) | Revives a Level 2 or lower Tuner from the GY to extend the combo.20 |
| Accel Synchro Stardust Dragon (L8) + Revolution Synchron (L1/GY) | Synchro Summon (Quick Effect) | Baronne de Fleur (L10) | Establishes a powerful, versatile omni-negate on the board.8 |
| Junk Speeder (L5) + Junk Synchron (L3) | Synchro Summon | PSY-Framelord Omega (L8) | Removes a card from the opponent's hand for one turn, providing hand disruption.23 |
| Crystal Wing Synchro Dragon (L8) + Assault Synchron (L2) | Synchro Summon | Baronne de Fleur (L10) | Upgrades one form of disruption (monster negate) into another (omni-negate). |
| Any Level 7 Synchro + Assault Synchron (L2) | Synchro Summon | Trishula, Dragon of the Ice Barrier (L9) | Banishes up to 3 cards from the opponent's hand, field, and GY for massive disruption.24 |

### The Pivot: Playing Around Nibiru

One of the most significant threats to any combo deck is Nibiru, the Primal Being, a hand trap that can Tribute the entire field after the fifth summon in a turn. Synchron decks have a built-in, adaptive line to counter this specific threat.

The strategy involves carefully sequencing the summons so that the fifth monster summoned is Crystal Wing Synchro Dragon. When the opponent attempts to activate Nibiru's effect in their hand, the player can chain Crystal Wing's own Quick Effect: "When another monster's effect is activated (Quick Effect): You can negate the activation, and if you do, destroy it...".8 This negates Nibiru, protecting the board and allowing the combo to continue unimpeded.17 This line is not the most resource-efficient, but its inclusion demonstrates the high skill ceiling of the deck, requiring the pilot to read the game state and adapt their combo route to play around specific, anticipated threats. This transforms the combo from a rigid memorized sequence into a dynamic problem-solving algorithm, where the variables are the cards in hand and the goal is a specific endboard, with the pathway adjusted based on potential opponent interaction.

## Section 4: The Final Board - A Fortress of Disruption

The culmination of a successful Synchron combo is an oppressive endboard, a carefully constructed fortress of synergistic boss monsters designed to dismantle the opponent's turn before it can begin. The strength of this board lies not merely in the number of interruptions but in their variety, creating layers of disruption that are incredibly difficult for any single strategy to overcome.

### The Commanders: Key Boss Monsters

The Synchron Extra Deck is a toolbox of the game's most powerful generic and semi-generic Synchro Monsters. The final board is typically composed of a selection of these commanders:

* **Baronne de Fleur**: A Level 10 Synchro that stands as one of the best monsters in the game. It offers a versatile suite of effects: a powerful, non-targeting omni-negate (once while face-up), a targeted destruction of any card on the field, and the ability to return itself to the Extra Deck during the Standby Phase to revive a Level 9 or lower monster.8 This final effect allows it to be re-summoned and its potent negate to be used again in later turns.
* **Borreload Savage Dragon**: This Level 8 Synchro is a dedicated negation machine. To function, it must be Synchro Summoned while a Link Monster is in the Graveyard. It equips that Link Monster, gaining ATK and a number of "Borrel Counters" equal to the monster's Link Rating. These counters are the fuel for its omni-negate effect, making it a staple for any endboard that can facilitate its summoning condition.24
* **Crystal Wing Synchro Dragon**: A Level 8 powerhouse focused on monster interaction. It possesses a Quick Effect to negate another monster's effect and destroy it. Furthermore, it gains ATK equal to the original ATK of any Level 5 or higher monster it battles, allowing it to overcome nearly any threat in combat.8
* **PSY-Framelord Omega**: A Level 8 Synchro that provides unique disruption by attacking the opponent's hand. During the Main Phase, it can banish itself and one random card from the opponent's hand until the next Standby Phase, temporarily reducing their resources. Its secondary effect allows it to recycle itself and another card from any Graveyard back into the Deck, providing long-term resource loops.8
* **Bystial Dis Pater**: A modern Level 10 boss monster that excels in the current game state. It can Special Summon any banished LIGHT or DARK monster (including your opponent's). Its disruptive effect allows it to respond to an opponent's monster effect by shuffling a banished card back into the Deck to either negate that effect or destroy the monster, offering flexible interaction.22

### The Synergy of Disruption: Layering Negates

The true power of the Synchron endboard is the concept of "layered disruption." A typical board does not simply have three generic omni-negates; it has a variety of interruptions that must be answered in different ways. An optimal board might consist of:

1. Baronne de Fleur: An omni-negate that is particularly effective against powerful Spell and Trap cards.
2. Crystal Wing Synchro Dragon: A dedicated monster effect negate.
3. Borreload Savage Dragon: A second omni-negate that can be used on any card type.

This configuration forces the opponent into a strategic bind. A card like Dark Ruler No More, which negates all face-up monster effects, might disable Crystal Wing and Savage Dragon, but the opponent would still have to contend with Baronne's ability to destroy a card. Conversely, if they try to bait out the monster negates first, they may not have an answer left for a key Spell or Trap card. This forces the opponent to have multiple, specific answers in their opening hand, drastically reducing their chances of successfully breaking the board.

This approach is best understood as a resource war condensed into a single turn. The Synchron player has invested their entire opening turn to build this fortress of 3-4 high-quality interruptions.30 The opponent, with their starting hand of five or six cards, must attempt to execute their own strategy. The Synchron player's objective is to trade each of their interruptions for the opponent's most critical cards. Baronne negates the starter Spell. Crystal Wing negates the main combo monster. Savage Dragon negates the extender. If executed correctly, the opponent is left with one or two cards in hand and no field presence, while the Synchron player retains a board of high-ATK monsters, ensuring victory on the following turn. The endboard is not merely a defensive wall; it is an offensive tool designed to systematically exhaust the opponent's resources.

## Section 5: The Specialist's Toolkit - Analyzing Key Support Cards

Beyond the core engine of Tuners and extenders, the Synchron strategy is enhanced by a suite of powerful Spell and Trap cards. These tools provide consistency, extend combos in unexpected ways, and offer targeted answers to specific threats. This section provides a detailed analysis of Synchro Fellows, De-Synchro, and Synchro Ejection, as requested.

### Synchro Fellows: The Consistency Catalyst

* **Effect Analysis**: Synchro Fellows is a Normal Spell with two powerful effects. Upon activation, it allows the player to "Add 1 'Junk Synchron', and 1 monster that mentions 'Junk Warrior' or 'Stardust Dragon', from your Deck to your hand, then discard 1 card." Its second effect can be activated from the Graveyard: "You can banish this card from your GY, then target 1 Synchro Monster you control; decrease its Level by 1, then, during your Main Phase this turn, you can Normal Summon 1 'Synchron' monster, in addition to your Normal Summon/Set".9
* **Strategic Role**: This card is a phenomenal consistency booster. It functions as a "2-for-2" trade that searches for the deck's primary starter (Junk Synchron) and a key extender (like Stardust Synchron or the versatile Scrap Synchron) in a single action.9 The discard cost is often beneficial, allowing the player to place a card with a Graveyard effect where it needs to be. As previously discussed, its Graveyard effect is the deck's primary tool for overcoming the "Normal Summon choke point," providing a crucial layer of resilience.10
* **Combo Interaction**: Synchro Fellows enables unique and flexible combo lines. A notable interaction involves its Graveyard effect. For instance, a player can summon Scrap Warrior, a Level 3 Synchro monster. By banishing Synchro Fellows from the Graveyard, they can reduce Scrap Warrior's Level to 2. Then, using the additional Normal Summon granted by Synchro Fellows, they can summon Junk Synchron (Level 3). The player now has a Level 2 non-Tuner and a Level 3 Tuner on the field, the perfect materials to Synchro Summon the all-important Junk Speeder (Level 5).9

### De-Synchro: The Tactical Reset

* **Effect Analysis**: De-Synchro is a Normal Spell with a unique effect: "Target 1 Synchro Monster on the field; return that target to the Extra Deck, then, if all of the monsters that were used for the Synchro Summon of that monster are in your GY, you can Special Summon all of them".32
* **Strategic Role**: This card is a high-skill, versatile tool for both extending combos and outplaying an opponent's disruption. Its applications are numerous:
  1. **Re-using "On Summon" Effects**: Many Synchro monsters have powerful effects that trigger only when they are Synchro Summoned. By using De-Synchro on a monster like Stardust Charge Warrior (which draws a card on summon) or Ravenous Crocodragon Archethys (which draws cards based on the number of non-Tuner materials), a player can bring back the materials, immediately Synchro Summon the monster again, and trigger its beneficial effect a second time in the same turn.18
  2. **Dodging Targeted Disruption**: If an opponent targets a key Synchro monster with an effect-negating card like Infinite Impermanence or Effect Veiler, the player can chain De-Synchro in response. De-Synchro will resolve first, returning the targeted monster to the Extra Deck. The opponent's card will then resolve without a legal target, effectively wasting their disruption.
  3. **Combo Extension and Pivoting**: De-Synchro can be used to break down a Synchro monster into its constituent parts to summon a different monster. For example, a player could de-synchronize a Level 8 monster back into a Level 3 Tuner and a Level 5 non-Tuner, then use those materials to make a different Level 8 monster or combine them with other monsters on the field for a different Level total.35

### Synchro Ejection: Targeted Removal

* **Effect Analysis**: Synchro Ejection is a Normal Trap card with a straightforward effect: "Select 1 face-up Synchro Monster your opponent controls and remove it from play. Then, your opponent draws 1 card".36
* **Strategic Role**: This is a classic "side deck" card, meaning it is not typically included in the main 40-card deck but is swapped in between games when facing a specific type of opponent. Its purpose is to act as a "silver bullet" against strategies that rely on a single, powerful Synchro boss monster that may be difficult to remove by other means (e.g., it cannot be destroyed by card effects). Banishing is one of the strongest forms of removal in the game. However, the drawback of allowing the opponent to draw a card is significant, as it replaces the resource they just lost. Therefore, Synchro Ejection is only used in situations where removing that one specific monster is critical to winning the duel.

These three cards exemplify the different philosophies of support design. Synchro Fellows is proactive consistency, making the deck's primary game plan more reliable. De-Synchro is a high-skill combo tool that increases the deck's power ceiling and flexibility. Synchro Ejection is reactive interaction, providing a specific answer to an opponent's strategy. An expert player understands which of these aspects their build needs to improve and adjusts their decklist accordingly.

## Section 6: The Broader Circuit - Synchrons in the Metagame

While the Synchron archetype has a powerful and self-contained engine, its success in the modern competitive landscape depends heavily on its ability to integrate external support and navigate a diverse field of opposing strategies. This final section analyzes how Synchrons leverage popular generic engines and evaluates their overall strengths and weaknesses in the current metagame.

### External Engines: Augmenting the Core

Pure, linear strategies are often too fragile for the modern game. Top-tier decks frequently combine their core archetype with small, efficient, generic engines to enhance consistency and resilience. Synchron decks are no exception and have evolved from "glass cannon" builds into more robust "resilient engine" strategies. Historically, the deck would fill every available slot with in-archetype combo pieces, leading to explosive but easily disrupted turns.39 The modern approach uses external engines as a delivery system, designed to bait out opponent's interruptions and ensure the core Synchron combo—the payload—can be executed safely.

* **Diabellstar Engine**: Comprising Diabellstar the Black Witch and its associated "Sinful Spoils" Spells/Traps, this engine provides a "free" Special Summon of a Level 7 monster from the hand. The accompanying Spell, WANTED: Seeker of Sinful Spoils, can search for Diabellstar and also has a Graveyard effect to draw a card, providing both board presence and card advantage.28 This engine helps put bodies on the field to begin Synchro plays without committing the all-important Normal Summon.
* **Adventure Engine**: Centered around the Spell Card Rite of Aramesir, this engine generates an "Adventurer Token," an Equip Spell, and ultimately summons Wandering Gryphon Rider—a monster with a built-in omni-negate. Crucially, this entire sequence can be performed without using the Normal Summon, allowing the Synchron player to establish a layer of protection before even attempting their main combo.28 The Gryphon Rider can negate a hand trap aimed at Junk Speeder, dramatically increasing the combo's success rate.
* **Bystial Engine**: This engine consists of Level 6 DARK and LIGHT Dragon monsters that can be Special Summoned from the hand by banishing a LIGHT or DARK monster from either player's Graveyard. For Synchrons, they serve as free Level 6 non-Tuners for Synchro Summons. They also provide valuable disruption against many meta-relevant decks that rely on their Graveyards (such as Tearlaments or Branded), allowing the Synchron player to interact on the opponent's turn.28

### Strategic Matchups: Strengths and Weaknesses

The Synchron archetype occupies a unique space in the competitive metagame, defined by its exceptionally high power ceiling but balanced by specific vulnerabilities.

* **Strengths**:
  + **Unmatched Ceiling**: When its combo is executed without interruption, the Synchron deck can produce some of the most formidable and oppressive endboards in the entirety of Yu-Gi-Oh!, featuring multiple negations and forms of disruption.
  + **Resilience and Flexibility**: Modern builds, augmented by external engines, are far more capable of playing through one or two points of disruption than their historical counterparts. The deck has numerous branching combo paths it can take depending on the cards available.
  + **OTK (One-Turn Kill) Potential**: The deck is capable of swarming the field with multiple high-ATK Synchro monsters, enabling it to easily defeat an opponent in a single Battle Phase if their board is clear.
* **Weaknesses**:
  + **Critical Choke Points**: Despite improvements, the deck's success is still heavily dependent on the resolution of a few key cards, most notably Junk Speeder. A well-timed and powerful piece of disruption on Speeder can still end the turn.
  + **Vulnerability to Graveyard Hate**: As a deck that treats its Graveyard as a second hand, it is extremely vulnerable to floodgates that prevent Graveyard access. Cards like Dimension Shifter, Macro Cosmos, or even a well-placed Bystial monster can completely shut down the engine.
  + **Difficulty Going Second**: The deck is primarily a "going first" strategy designed to build an unbreakable board. When forced to go second against an opponent who has already established their own field of negates, the Synchron deck can struggle immensely. It becomes reliant on drawing powerful, generic "board breaker" cards like Dark Ruler No More, Forbidden Droplet, or Evenly Matched to have a chance.8

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