# Strategic Impact Analysis: Integration of "Power of Fellows" Support into the "Synchron" Archetype

## Part 1: The New Arsenal – A Technical Dissection of the Support

The introduction of the "Power of Fellows" card-set presents a significant strategic update to the "Synchron" archetype. This analysis dissects each new card—"Synchro Fellowship," "Fullspeed Warrior," "Scrap Synchron," "Scrap Warrior," and "Junk Warrior Extreme"—by evaluating its specific effects and its synergistic impact on the established "Junk Speeder" combo engine detailed in the baseline "Synchron TCG Archetype Deep Dive".1

### 1.1. "Synchro Fellowship": The New Consistency and Setup Powerhouse

"Synchro Fellowship" emerges as a premier consistency and setup tool for the modern "Synchron" deck.2 Its primary effect functions as a "2-for-2" exchange: the player adds one "Junk Synchron" and one monster that specifically mentions "Junk Warrior" or "Stardust Dragon" from the Deck to the hand, and then discards one card.2

This card's design fundamentally enhances the deck's consistency and resilience.

1. **Consistency:** It serves as a 1-card starter for the deck's central "Junk Speeder" combo.1 The player can activate "Synchro Fellowship" 2 to search for "Junk Synchron" 1 (the primary starter) and "Junk Converter" 1 (the primary setup tool and revival target).
2. **Setup Tool:** The discard is not a cost but its primary strategic benefit. The baseline "Synchron" analysis identifies "brittle hands" and "garnets" (e.g., drawing "Jet Synchron" or "Fleur Synchron") as a core archetype weakness.1 "Synchro Fellowship" 2 single-handedly solves this problem. A player can now activate "Fellowship," search their two key combo pieces, and then discard a card like "Jet Synchron" 1 from their hand. This simultaneously loads the Graveyard (GY) with an extender for its revival effect 1 while securing the "Junk Speeder" 1 combo, transforming a previously "bricked" hand into an optimal one.
3. **Pivot ("Plan B") Tool:** The GY effect provides a new, superior pivot line.1 By banishing itself from the GY, "Synchro Fellowship" 2 can target a Synchro Monster, reduce its Level by 1, and grant the player an additional Normal Summon for a "Synchron" monster.2 This is a resource-less recovery mechanism. If "Junk Speeder" 1 is negated by an opponent's effect (e.g., "Infinite Impermanence"), the "Synchron" player can now, on the same turn, banish the "Fellowship" they used to start the combo, target the negated "Speeder" (Level 5 $\rightarrow$ 4), and use the additional Normal Summon to play another Tuner from their hand to continue Synchro climbing. This is a far more flexible and less costly recovery tool than any previously established "Plan B".1

### 1.2. "Fullspeed Warrior": A "Stratos" for the Modern Synchron Deck

"Fullspeed Warrior" is a Level 2 WIND Warrior non-Tuner.5 If Normal or Special Summoned, it allows the player to add one "Junk Synchron" 1 or one Spell/Trap that mentions "Junk Warrior" from the Deck to the hand.5

While it appears to be a 1-card starter, its primary function is more nuanced. A Normal Summon of "Fullspeed Warrior" 5 to search "Junk Synchron" 1 leaves the player with a Level 2 non-Tuner on the field and their Level 3 Tuner starter in hand, with no way to Normal Summon the Tuner.

This card's true power lies in its role as a "Junk Converter" 1 target. The 2-card combo of "Fullspeed Warrior" 5 + "Junk Converter" 1 (or any Tuner) creates a card-advantage-positive opening 3:

1. Activate "Junk Converter" 1 in hand, discarding itself and "Fullspeed Warrior".5
2. "Converter" effect resolves, adding "Junk Synchron" 1 from Deck to hand.
3. Normal Summon "Junk Synchron".1 Its effect activates, Special Summoning "Fullspeed Warrior" (Level 2) from the GY.5
4. Upon Special Summon, "Fullspeed Warrior's" effect triggers, adding a Spell/Trap (like "Scrap Fist" 8 or a follow-up) from Deck to hand.
5. Synchro Summon "Junk Speeder" (Level 5) 1 using "Junk Synchron" + "Fullspeed Warrior."

However, this specific line, while generating a free Spell/Trap, comes at a high-risk strategic cost. By reviving "Fullspeed Warrior" 5 instead of "Junk Converter" 1, the player *forfeits* the critical "chain-blocking" technique.1 This leaves "Junk Speeder's" 1 on-summon effect (Chain Link 1) fully exposed to an opponent's "Ash Blossom & Joyous Spring," a vulnerability this line is not equipped to handle.1

### 1.3. "Scrap Synchron": The Multi-Role Extender and Protector

"Scrap Synchron" is a Level 1 EARTH Machine Tuner that serves three distinct roles: substitute, extender, and protector.9

* As a **substitute**, it can be used in place of any "Synchron" Tuner for a Synchro Summon.9
* As an **extender**, it can be used as Synchro Material *from the hand* when summoning a monster that requires a "Synchron" Tuner, such as "Junk Speeder" 1 or "Junk Warrior Extreme".11 This functions similarly to "Revolution Synchron" 1, allowing the player to commit fewer resources to the field.
* As a **protector**, it provides a crucial boost to the deck's endboard resilience.1 It can be banished from the field or GY to prevent the destruction (by battle or card effect) of a monster that mentions "Junk Warrior" or is a "Warrior" Synchro.9

The protection effect is highly relevant. The typical "Synchron" endboard includes monsters like "Baronne de Fleur," which is a "Warrior" Synchro.1 After "Scrap Synchron" 9 is used in a combo and lands in the GY, it provides recurring, free protection for "Baronne de Fleur," partially mitigating the deck's weakness to destruction-based board wipes.

Furthermore, "Scrap Synchron" 9 is the mandatory *enabler* for the new "Scrap Warrior" 12 combo. As the specific Level 1 Tuner required for "Scrap Warrior's" summon 12, it becomes a necessary (though searchable) "garnet".1 It is accessible via "Synchro Overtake" 1 by revealing "Scrap Warrior" 12 in the Extra Deck.13

### 1.4. "Scrap Warrior": The Unassuming Bridge and Combo-Protection Key

"Scrap Warrior" is a Level 3 Synchro Monster that requires "Scrap Synchron" + one or more non-Tuner monsters.12 This card single-handedly solves the archetype's primary choke point.1

Its first effect, upon Synchro Summon, allows the player to either add to hand or send to the GY one "Junk Synchron" 1 or one card that mentions "Junk Warrior".12 This is a powerful consistency tool, searching the deck's main starter or setting up the GY by sending "Junk Converter".1

Its second effect is a *continuous* effect that is the most impactful text in the new support: "The activated effects of monsters you control that mention 'Junk Warrior' and/or are Synchro Monsters with 'Warrior' in their original names (except 'Scrap Warrior') *cannot be negated*".12

This effect is a proactive, built-in immunity to "Ash Blossom" 1 and "Effect Veiler".1 The deck's lynchpin, "Junk Speeder," is a "Warrior / Synchro / Effect" monster.15 This means if "Scrap Warrior" 12 is on the field *first*, "Junk Speeder's" 1 activated on-summon effect is "spell-shielded" and cannot be negated by the opponent.

This fundamentally rewrites the "Synchron" combo book. The "chain-blocking" 1 and "contingency planning" 1 detailed in the baseline analysis are now secondary. The new, optimal "Plan A" is to summon "Scrap Warrior" 12 *prior* to "Junk Speeder" 1 to guarantee its resolution.16 This effect also persists to protect the endboard; if left on the field, it prevents the activated omni-negate of "Baronne de Fleur" 1 (a "Warrior" Synchro) from being countered.

### 1.5. "Junk Warrior Extreme": The Re-Imagined "Plan B" and OTK Enabler

"Junk Warrior Extreme" is a Level 8 Synchro Monster that, upon analysis, is a *strategic trap* for the "Synchro climbing" deck.17

Its materials are "Junk Synchron" + one or more non-Tuner monsters.11 Its first effect, if Synchro Summoned, Special Summons as many Level 2 or lower monsters from the GY as possible (with effects negated), but it imposes a catastrophic restriction: "...you can only Special Summon one more time for the rest of this turn".11

The entire "Synchron" thesis is built on "Synchro climbing" through a high velocity of multiple Special Summons.1 This card's restriction *ends* the combo.17 If used as a "Plan B" 1 (e.g., using a negated "Junk Speeder" (Level 5) + "Junk Synchron" (Level 3) 1 to summon it), the player is left with a field of "vanilla" monsters and *no ability to climb* into their "Baronne" 1 or "Crystal Wing" 1 endboard.17

"Junk Warrior Extreme" 11 is not support for the 1 "Junk Speeder" strategy. It is the boss monster for an entirely *different* deck: a "Junk Warrior" OTK build.20 The intended (but non-competitive) line is to summon "Junk Warrior Extreme," revive many Level 2 monsters, and then use its second effect (which triggers upon destroying a monster by battle) to banish itself and Special Summon the *original* "Junk Warrior" (Level 5).21 The original "Junk Warrior" 21 would then gain the ATK of all the revived Level 2 monsters, leading to a massive 7000+ ATK for an OTK, likely in conjunction with "Scrap Fist".3 This card is irrelevant to the primary "Synchro climbing" strategy and fails to solve the "Plan B" problem.

## Part 2: Re-Forging the Engine – The Impact on "Plan A" and Combo Resilience

The new support provides two new, superior combo lines: a baseline 1.5-card starter that enhances consistency and solves the "garnet" problem, and a more complex but fully-protected 2.5-card combo that serves as the deck's new *optimal* "Plan A."

### 2.1. The New Consistency: "Synchro Fellowship" as the Premier 1.5-Card Starter

This line replaces the 1 (4.1) "Core 2-Card Combo" as the deck's most efficient and common starter.

* **Required Hand:** "Synchro Fellowship" 2 + 1 card for discard.
* **Flowchart:**
  1. Activate "Synchro Fellowship".2
  2. Search: Add "Junk Synchron" 1 AND "Junk Converter" 1 from Deck to hand.
  3. Discard: Discard "Junk Converter" 1 (or an even better discard, such as a "Jet Synchron" 1 or "Stardust Synchron" 1 already in hand).
  4. Normal Summon "Junk Synchron".1
  5. "Junk Synchron" effect: Activate, Special Summoning "Junk Converter" (Level 2) from the GY.1
  6. Synchro Summon "Junk Speeder" (Level 5) 1 using "Junk Synchron" (Level 3) + "Junk Converter" (Level 2).
  7. Proceed with the "Chain Block" as detailed in 1 (4.1), building Chain Link 1: "Junk Speeder" 1 and Chain Link 2: "Junk Converter" 1 to protect "Speeder" from "Ash Blossom".1

This single card accomplishes what previously required a 2-card setup ("Converter" + Tuner).1 This *massively* increases the deck's consistency and its ability to play through "brittle hands".1

### 2.2. The "Scrap Warrior" Gambit: The New Optimal "Ash-Proof" Speeder

This line represents the new, optimal "Plan A" for the "Synchron" deck. While it requires a more specific 2.5-card hand, it results in a "Junk Speeder" 1 that is *completely immune* to "Ash Blossom" 1 and "Effect Veiler."

* **Required Hand:** "Synchro Overtake" 1 + "Junk Synchron" 1 + 1 Level 2 non-Tuner Extender (e.g., "Assault Synchron" 1).
* **Flowchart:**
  1. Activate "Synchro Overtake".1 Reveal "Scrap Warrior" 12 from the Extra Deck.13
  2. "Synchro Overtake" 1 resolves: Special Summon "Scrap Synchron" (Level 1 Tuner) from the Deck.9
  3. Activate "Assault Synchron" 1 effect in hand: Pay 700 LP, Special Summon "Assault Synchron" (Level 2 non-Tuner).
  4. Synchro Summon "Scrap Warrior" (Level 3) 12 using "Scrap Synchron" (Level 1) + "Assault Synchron" (Level 2).
  5. "Scrap Warrior's" 12 on-summon effect triggers (Chain Link 1): Send "Junk Converter" 1 from the Deck to the GY.
  6. Normal Summon "Junk Synchron" (Level 3 Tuner).1
  7. "Junk Synchron's" 1 effect activates: Special Summon "Junk Converter" (Level 2) from the GY.
  8. **Critical Board State:** The field now contains "Scrap Warrior" (Level 3, Continuous Protection Active) 12, "Junk Synchron" (Level 3), and "Junk Converter" (Level 2).
  9. Synchro Summon "Junk Speeder" (Level 5) 1 using "Junk Synchron" + "Junk Converter."
  10. **The Gambit Resolves:**
      + "Scrap Warrior's" 12 continuous effect is active, making "Junk Speeder" (a "Warrior" Synchro 15) immune to effect negation.
      + Simultaneously, build the Chain: **Chain Link 1: "Junk Speeder"** 1 (on-summon effect), **Chain Link 2: "Junk Converter"** 1 (GY effect).
      + **Result:** The opponent *cannot* respond with "Ash Blossom".1 It cannot be chained to "Junk Speeder" (CL1) due to "Junk Converter" (CL2) 1, and it *also* cannot be chained to "Junk Speeder" (CL1) because "Scrap Warrior's" 12 continuous effect is already applying, rendering "Speeder's" effect un-negatable.

This line, while resource-intensive, provides a *proactive* solution to the deck's primary choke point 1, a significant evolution from the *reactive* "chain-blocking" method.

## Part 3: Mitigating Fragility – Solving the "Synchron" Problem

This new support package was surgically designed to address the "Synchron" archetype's most prominent internal weaknesses 1, though it leaves its external vulnerabilities intact.

### 3.1. When Speeder Fails: The ***Real*** "Plan B" vs. the "Junk Warrior Extreme" Trap

As established, "Junk Warrior Extreme" 11 is *not* a valid "Plan B" pivot 1 due to its debilitating Special Summon lock.11

The *actual* "Plan B" is now the GY effect of "Synchro Fellowship".2 Because the optimal "Plan A" (see 2.1) now begins by activating "Fellowship," this powerful recovery tool is *always* available in the GY when the "Junk Speeder" 1 choke point is reached.

If "Junk Speeder" is negated, the "Fellowship" 2 GY effect provides a free, flexible, and resource-less pivot. By banishing itself to modulate the negated "Speeder" (Level 5 $\rightarrow$ 4) and granting an additional Normal Summon 2, it allows the player to continue their Synchro climb using the "dead" "Speeder" as material. This is a vastly superior pivot line to the 1 (5.1) "Accel Synchro Stardust Dragon" play, which required holding an additional, specific extender.1

### 3.2. Countering the "Rock": Analyzing New Lines vs. "Nibiru, the Primal Being"

The archetype's extreme vulnerability to "Nibiru, the Primal Being" 1 is *not* solved by this support. In fact, the new "Scrap Warrior" Gambit (2.3) *worsens* this problem.

* **"Scrap Warrior" Gambit (2.3):** This line requires 3 Special Summons ("Scrap Synchron," "Assault Synchron," "Scrap Warrior") *before* "Junk Speeder" (Summon 4). The "Speeder" effect (Summon 5+) then triggers "Nibiru".22
* **"Fellowship" Line (2.1):** This is cleaner. "Junk Synchron" (Summon 1), "Junk Speeder" (Summon 2). "Speeder" effect (Summons 3, 4, 5, 6). The player is still hit by "Nibiru" *after* "Speeder's" effect resolves, wiping the entire board.

The new support offers *zero* new internal counters to "Nibiru".16 The 1 (5.2) strategies—external protection like "Called by the Grave," "Crossout Designator," or the "Adventurer" engine—remain the only viable solutions.

### 3.3. Surviving the "Droplet": Endboard Resilience to "Dark Ruler No More"

The deck's vulnerability to board-wiping Spells like "Dark Ruler No More" (DRNM) 1 remains largely unchanged. The endboard still consists entirely of monster-based negates.1

"Scrap Synchron" 9 offers a minor, tangible increase in "stickiness." Its GY effect 9 can protect a "Warrior" Synchro (like "Baronne de Fleur" 1) from *destruction*. This *does not* stop "DRNM" 1 from resolving and negating the board. However, it *does* provide follow-up resilience. After "DRNM" has resolved, the opponent must still destroy the "vanilla" monsters. "Scrap Synchron's" 9 protection can save "Baronne" 1 from being destroyed by battle or a card effect, allowing its Standby Phase effect 1 to revive a monster on the *following* turn. This is a minor, but relevant, mitigation.

### 3.4. Table: Weakness Mitigation Analysis

The following table summarizes the impact of the new support on the core archetypal weaknesses identified in 1 (8.2).

| **Weakness** | **Baseline Counter-Strategy** | **New Card / Strategy** | **Impact Assessment** |
| --- | --- | --- | --- |
| **"Ash Blossom" on "Junk Speeder"** | "Junk Converter" Chain Block 1 | "Scrap Warrior" 12 Continuous Effect | **SOLVED (Proactive)** |
| **"Nibiru, the Primal Being"** | "Crossout Designator" / "Adventurer" Engine 1 | None. "Scrap Warrior" 12 line *worsens* the summon count. | **UNCHANGED (High Vulnerability)** |
| **"Dark Ruler No More"** | "Herald of the Arc Light" 1 / "Cosmic Blazar" 1 | "Scrap Synchron" 9 GY Protection | **PARTIALLY MITIGATED (Minor)** |
| **"Garnets" / Brittle Hands** | High Redundancy 1 / "Junk Converter" Discard 1 | "Synchro Fellowship" 2 Discard Effect | **SOLVED (Systemic)** |
| **"Plan B" (Speeder Negated)** | "ASSD" Pivot Line 1 | "Synchro Fellowship" 2 GY Effect | **SOLVED (Improved Pivot)** |

## Part 4: The Final Verdict – A New Strategic Thesis

The "Power of Fellows" support package represents a transformative moment for the "Synchron" archetype. It successfully solves the deck's longest-standing *internal* problems—consistency and fragility—thereby cementing its "Plan A" as one of the most resilient and consistent Synchro-spam strategies in the game.

### 4.1. Updated Deck-Building Principles: Ratios and "The Scrap Package"

A new "Synchron" build must be recalibrated to reflect these powerful new tools.

* **The "Fellowship" Package (Mandatory):**
  + 3x "Synchro Fellowship" 2: This is the deck's new best starter and consistency tool.
  + 1-2x "Fullspeed Warrior" 5: A strong non-Tuner and searcher, but it is *not* a 1-card starter. Its optimal use is as a discard for "Junk Converter" 1, though this line is vulnerable.
* **The "Scrap" Package (Mandatory for Optimal Play):**
  + 1x "Scrap Warrior" 12 (Extra Deck): The lynchpin for the "Ash-Proof" combo.
  + 1x "Scrap Synchron" 9 (Main Deck): The "garnet" 1 required to summon "Scrap Warrior."
  + 3x "Synchro Overtake" 1: This card's value has skyrocketed. It is no longer just a "Junk Synchron" 24 searcher; it is the *primary enabler* for the "Ash-Proof" combo by summoning "Scrap Synchron" 9 from the Deck.13
* **The "Extreme" Trap (Avoid):**
  + 0x "Junk Warrior Extreme" 11 (Extra Deck): This card is a bait.17 It conflicts *directly* with the "Synchro climbing" thesis 1 and actively loses the game if used as a "Plan B" pivot.17 It belongs *only* in a dedicated, casual "Junk Warrior" OTK build.20
* **Re-evaluating "Garnets":** Cards like "Jet Synchron" 1 and "Fleur Synchron" 1 are now *better* than ever. "Synchro Fellowship" 2 provides a "perfect" way to discard them from an opening hand for value, turning a "brittle" hand 1 into a fully-loaded GY.25

### 4.2. Table: The New Consistency Matrix

1

This updated matrix visualizes the explosion in redundant search paths and setup tools.

| **Card (Starter / Searcher)** | **Searches "Junk Synchron"** | **Searches "Junk Converter"** | **Searches "Fellowship"** | **Searches "Scrap Synchron"** | **Sets Up GY Discard** |
| --- | --- | --- | --- | --- | --- |
| **Junk Converter** 1 | $\checkmark$ (Add) | --- | --- | --- | $\checkmark$ (Hand Cost) |
| **Tuning** 1 | $\checkmark$ (Add) | --- | --- | --- | $\checkmark$ (Mill 1) |
| **Synchro Overtake** 1 | $\checkmark$ (Add/Summon) 24 | --- | --- | $\checkmark$ (Add/Summon) 13 | --- |
| **Fullspeed Warrior** 5 | $\checkmark$ (Add) | --- | --- | --- | --- |
| **Synchro Fellowship** 2 | $\checkmark$ (Add) | $\checkmark$ (Add) | --- | --- | $\checkmark$ (Hand Cost) |
| **Scrap Warrior** 12 | $\checkmark$ (Add/Send) | $\checkmark$ (Add/Send) | $\checkmark$ (Add/Send) | --- | $\checkmark$ (Send) |

### 4.3. Conclusive Assessment: The Archetype's Transformation

The 1 (8.3) conclusion described "Synchron" as a "glass cannon" that had evolved into a "resilient 'all-in' deck." This new support completes that transformation. The deck's primary "glass" weakness—its high-stakes vulnerability to "Ash Blossom" on "Junk Speeder" 1—has been *solved* internally by the "Scrap Warrior" 12 gambit.

Simultaneously, the "brittle hand" 1 problem, the deck's second-greatest internal weakness, is *solved* by "Synchro Fellowship".2 Finally, the lack of a good "Plan B" 1 is *solved* by "Synchro Fellowship's" 2 GY effect, which provides a practical and free pivot that "Junk Warrior Extreme" 11 fails to deliver.

The support *deliberately* does not solve the deck's vulnerability to "anti-spam" floodgates like "Nibiru" 1 or "Dark Ruler No More".1 This design choice elevates the deck from a fragile "glass cannon" to a highly consistent, highly resilient "rocket engine," one that will now *always* execute its "Plan A" unless countered by these specific, meta-defining external threats.16

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