# Analysis of the Centur-Ion Archetype: Mechanics, Combo Flow, and Competitive Integration

## I. Strategic Overview: The Centur-Ion Paradigm

The *Centur-Ion* archetype represents a paradigm shift in Synchro strategy within the trading card game (TCG) landscape, built around the unique mechanism of utilizing Main Deck monsters as face-up Continuous Traps. This approach fundamentally redefines resource management and timing, allowing the deck to transition rapidly from passive backrow setup into explosive, opponent-turn Synchro Summons.1 The primary objective of the strategy is the consistent summoning of Level 12 Synchro Monsters, most notably those that facilitate high-impact interruption like

Crimson Dragon's access to Cosmic Blazar Dragon.

### A. Core Philosophy: State Shifting and Backrow Weaponization

The state-shifting mechanic is central to the deck’s competitive identity. Centur-Ion Main Deck monsters possess effects that are only usable when they are set as face-up Continuous Traps in the Spell & Trap Zone (S/T Zone).1 This setup is not merely a staging ground, but a defensive measure. Once placed in the backrow, these monsters are effectively shielded from conventional monster-specific removal tools such as

Infinite Impermanence, Effect Veiler, or common destruction effects targeting monsters on the field. This capability allows the Centur-Ion player to commit crucial combo pieces early without the risk of immediate negation or removal.

This architectural strength means the backrow operates as a protected secondary hand or preparation area, ensuring resource retention that dramatically improves the deck’s resilience and subsequent grind game potential. For instance, Centur-Ion Primera provides protection for Level 5 or higher Centur-Ion monsters from being destroyed by card effects while Primera itself remains a Continuous Trap.1 The capacity to Special Summon these pieces back into the Monster Zone during the Main Phase, often coupled with built-in Level modulation (as seen in

Centur-Ion Trudea), allows for the rapid assembly of high-level Synchro materials on command.2

### B. Competitive Positioning: Strengths and Weaknesses

The core strength of Centur-Ion lies in its ability to generate high-impact interruption during the opponent's turn (Turn 0 plays). This is achieved by weaponizing the Field Spell, Stand Up Centur-Ion!, which possesses a Quick Synchro effect that triggers immediately after a monster is Special Summoned.3 This precise timing is the mechanism by which the archetype bypasses standard turn structures, allowing the Synchro Summon of a Level 12 boss, typically followed by the effect of

Crimson Dragon to summon an omni-negate like Cosmic Blazar Dragon.5

However, the deck is heavily dependent on achieving its initial search or setup. If the Normal Summon of a critical starter like Centur-Ion Primera is negated, or if the Field Spell is prevented from activating or resolving its setup effect, the combo often collapses or is substantially delayed.5 This reliance on the initial Normal Summon for crucial resource access necessitates the inclusion of external engines, such as

Diabellstar or the Bystial monsters, to provide non-Normal Summon based field presence and resilience.

## II. Core Mechanics and Card Analysis

The Centur-Ion strategy is built around three Main Deck monsters, a powerful Field Spell, and a suite of high-level Synchros that function as both combo pieces and powerful final threats.

### A. Main Deck Pillars: Primera, Trudea, and Phalanx

#### Centur-Ion Primera: The Primary Search Engine

Centur-Ion Primera is the foundational Tuner monster of the archetype (Level 4, Tuner). Its critical function is consistency; upon Normal or Special Summon, it searches any Centur-Ion card from the Deck, except another copy of itself.1 This search is highly contested by opponents, as failure to resolve this effect often severely impedes the entire combo flow.5

Primera's typical search target upon Normal Summon is Stand Up Centur-Ion! to immediately establish field presence and backrow setup.5 If

Primera is already placed in the S/T Zone as a Continuous Trap, it can Special Summon itself during the Main Phase, re-triggering its vital search effect.1 However, this search effect imposes a restriction, preventing the Special Summon of other copies of

Primera for the rest of that turn.1

#### Centur-Ion Trudea: The Accelerator and Level Modifier

Centur-Ion Trudea is a Level 4 non-Tuner that acts as a key combo accelerator and the deck's primary utility setter. Its ignition effect allows the player to place Trudea itself and one other Centur-Ion monster from the hand or Deck into the S/T Zone as face-up Continuous Traps.1 This is the most efficient method for tutoring crucial combo pieces, such as

Primera or the Level 8 non-Tuner Centur-Ion Gargoyle II, directly into the protective backrow.5 Crucially, when

Trudea is Special Summoned from the S/T Zone, it can increase its Level by 4, transforming it from a Level 4 into a Level 8 non-Tuner.2 This Level modulation is indispensable for rapidly achieving the required Level 12 Synchro Summons (Level 4 Tuner + Level 8 non-Tuner).

#### Centur-Ion Phalanx: The Recursion Engine

Centur-Ion Phalanx primarily serves as a resource recovery mechanism. It possesses an effect in the Graveyard (GY) that allows the player to banish Phalanx to target and Special Summon a Centur-Ion Synchro Monster from the GY, though the summoned monster loses 1500 ATK.4 This resurrection capability is often searched by

Centur-Ion Auxila and plays a crucial role in maintaining material density during subsequent turns, allowing for the revival of intermediate Synchro targets like Centur-Ion Primera Primus or the main Level 12 Synchros for follow-up plays.5

### B. Spell/Trap Core: Stand Up, Wake Up, and True Awakening

#### Stand Up Centur-Ion! (Field Spell)

This card is the strategic cornerstone of the deck. Stand Up Centur-Ion! provides protection, making it impervious to the opponent's card effects while the player controls a Centur-Ion Monster Card.4 It has two vital effects:

1. **Deck Setup:** During the Main Phase of the turn it was activated, it allows the player to discard 1 card to place a Centur-Ion monster from the Deck into the S/T Zone as a Continuous Trap.3 This is an essential 1-card starter enabler if  
   Primera or Trudea are not available in hand.
2. **Quick Synchro:** If a monster is Special Summoned, the Field Spell immediately triggers a Synchro Summon using monsters currently controlled, including a Centur-Ion monster.3 This is the key functional element that enables the deck’s signature opponent-turn interruption.

#### Centur-Ion True Awakening (Counter Trap)

This is the archetype's dedicated defensive Counter Trap. Its activation requirement is highly unique: When a Spell/Trap card or monster effect is activated, the player sends 1 face-up Monster Card from their S/T Zone to the GY to negate the activation and destroy the card.2 This forces a difficult resource management decision for the Centur-Ion player, as the negation requires sacrificing a backrow monster—often a piece designated for the critical

Crimson Dragon sequence on the opponent’s turn.

### C. The Extra Deck Ladder: Auxila, Legatia, and Primus

The deck primarily focuses on the Level 12 Synchro axis (Lvl 4 Tuner + Lvl 8 non-Tuner).

#### Centur-Ion Auxila (Level 12 Synchro)

Centur-Ion Auxila functions as the primary resource generator and combo pivot. Upon Synchro Summon, it immediately searches any Centur-Ion card.5 The highest priority search target is often

Centur-Ion Phalanx to establish GY recursion or Stand Up Centur-Ion! for redundancy.5 More critically, during the End Phase,

Auxila triggers to place a Centur-Ion monster from the GY or Banished Zone into the S/T Zone as a Continuous Trap.5 This End Phase setup is the foundational step for the Turn 0 disruption play.

#### Centur-Ion Legatia (Level 12 Synchro)

Centur-Ion Legatia serves as a draw engine and removal tool. Due to its impact on card advantage, negating Legatia's effects is recognized by opponents as a primary choke point if the Field Spell was not handled earlier.7 Like

Auxila, it facilitates the End Phase placement of a Centur-Ion monster, maintaining field presence and facilitating the critical Quick Synchro play.

#### Centur-Ion Primera Primus (Level 8 Synchro)

Centur-Ion Primera Primus is an intermediate Level 8 Synchro that provides draw power and removal upon being Synchro Summoned.4 Its utility is often utilized in extended or recovery combos, specifically because it can be revived from the GY by

Centur-Ion Phalanx to become Synchro material for a second large boss monster.6

## III. Search Priority, Consistency, and Resource Management

Consistency in Centur-Ion is predicated on the ability to access and utilize the state-shifting effects of the Main Deck monsters. The search matrix outlines the optimal sequencing.

### A. The Search Matrix: Mapping Inputs to Outputs

The following table details the standard high-priority resource exchanges:

Centur-Ion Search and Placement Matrix

| **Searching/Setting Card** | **Condition** | **Primary Search/Set Target (High Priority)** | **Utility Targets (Extending/Recursion)** |
| --- | --- | --- | --- |
| Centur-Ion Primera | NS/SS | Stand Up Centur-Ion! (Field Spell) | Wake Up Centur-Ion! (Token/Extender) / Centur-Ion Bonds |
| Centur-Ion Trudea | Monster Effect (Ignition) | Centur-Ion Primera (Tuner into backrow) | Centur-Ion Gargoyle II (Lvl 8 Extender) |
| Stand Up Centur-Ion! | Field Spell Effect (Discard cost) | Centur-Ion Primera or Trudea (Engine Starter) | Centur-Ion Gargoyle II (Immediate Lvl 8 Material) |
| Centur-Ion Auxila (Lvl 12) | Synchro Summon | Centur-Ion Phalanx (Recursion/Revival) | Stand Up Centur-Ion! (Grind Game Recovery) |

### B. Optimal Starters and Hand-Trap Resilience Tactics

The most effective 1-card starter relies on Centur-Ion Primera because it directly searches the required Field Spell to initiate the backrow setup.

**The Primera 1-Card Start:**

1. Normal Summon Centur-Ion Primera (Lvl 4 Tuner).
2. Primera effect resolves, searching Stand Up Centur-Ion!.6
3. Activate Stand Up Centur-Ion!.
4. Stand Up effect activates: Discard 1 card from hand, place Centur-Ion Trudea from Deck into the S/T Zone.6
5. Trudea effect activates (as Trap): Special Summons itself, increasing its Level to 8 (Lvl 8 non-Tuner).2
6. Synchro Summon Lvl 12 (Primera Lvl 4 + Trudea Lvl 8) into Centur-Ion Auxila or Centur-Ion Legatia.6
7. The Lvl 12 Synchro searches the next required piece (e.g., Phalanx).

This sequence establishes the Field Spell early, which is crucial, as the Quick Synchro effect of Stand Up Centur-Ion! is now live for the turn. Negating Primera's search is the most effective initial disruption point against this line, forcing the player to rely on non-archetypal extenders or subsequent draws.5

### C. Grind Game Sustainment: Phalanx and Wake Up Recursion Loops

The ability of the archetype to recover and maintain threats beyond the initial turn is high, primarily due to the recycling synergy between the Level 12 Synchros, Centur-Ion Phalanx, and Wake Up Centur-Ion!.

Centur-Ion Auxila's End Phase effect, which places a Centur-Ion monster from the GY or banished zone back into the S/T Zone 5, guarantees a follow-up play. If

Auxila searches Phalanx, Phalanx provides a delayed, one-time revival of a Synchro monster from the GY later in the duel.6 This structure ensures multi-turn threat persistence, mitigating the risk of the opponent breaking the initial board setup.

Furthermore, Wake Up Centur-Ion! can banish itself from the GY to send Phalanx from the Deck to the GY, setting up Phalanx's revival effect for the next turn, creating a resilient loop of recursion for key Synchro pieces like Centur-Ion Primera Primus.6 This mechanism ensures that even if the primary Level 12 Synchro is removed, resources are available to rebuild a formidable board quickly.

## IV. Comprehensive Combo Flowcharts (AI Canvas Modules)

The core strength of Centur-Ion for an AI Canvas function lies in the clearly defined steps, Level changes, and critical timing windows.

### A. Flowchart 1: The 1-Card Primera/Stand Up to Level 12 Axis

This line demonstrates how the deck achieves its Level 12 foundation efficiently.

1. **Start:** Normal Summon Centur-Ion Primera (Lvl 4 Tuner).
2. **Search:** Primera activates → Search Stand Up Centur-Ion!.6
3. **Field Spell:** Activate Stand Up Centur-Ion!.
4. **Setup:** Stand Up effect activates (Cost: Discard 1) → Place Centur-Ion Trudea from Deck into S/T Zone.6
5. **Special Summon:** Trudea effect activates (as Trap) → Special Summon Trudea (Lvl 8 non-Tuner, due to Level increase).2
6. **Synchro 1:** Synchro Summon Centur-Ion Auxila (Lvl 12) using Primera (Lvl 4) and Trudea (Lvl 8).6
7. **Resource Search:** Auxila activates → Search Centur-Ion Phalanx.5
8. **End Phase Setup:** End Phase Trigger: Auxila effect → Place Centur-Ion Primera from GY to S/T Zone.5

**Board State After Turn 1:** Auxila (Lvl 12) on field, Stand Up Centur-Ion! (Field Spell) on field, Primera in S/T Zone (Continuous Trap). Phalanx in GY (ready for recursion).

### B. Flowchart 2: The End Phase Reload and Crimson Dragon Pivot

This module details the critical sequence executed during the opponent's Main Phase to establish the core disruption.

1. **Opponent's Turn (Main Phase 1 or 2):** Opponent attempts a substantial play.
2. **Revival 1:** Centur-Ion Primera effect activates (as Trap) → Special Summon Primera (Lvl 4 Tuner).1
3. **Search 2:** Primera activates → Search a utility card (e.g., Centur-Ion True Awakening).
4. **Quick Synchro Trigger:** Immediately following Primera's Special Summon, the effect of Stand Up Centur-Ion! activates (Quick Synchro).3
5. **Synchro 2:** Synchro Summon Saryuja Skull Dread (Lvl 12) or another utility link, using Primera (Lvl 4) and Auxila (Lvl 12), if Auxila is still on the field. More commonly, the goal is to summon Crimson Dragon using a Level 12 Synchro (like Legatia or Auxila) and a Level 4 Tuner, or by using the previously placed materials.5

**Refined Lvl 12 to Blazar Sequence (Optimal Disruption):**

To summon the Lvl 12 Crimson Dragon effectively, the materials must total Level 12. If Auxila is used in the first Synchro, the End Phase setup is generally used to place a combination of Primera (Lvl 4) and Trudea/Gargoyle II (Lvl 8) into the backrow.

1. **Setup (End Phase):** Auxila places Centur-Ion Trudea or Centur-Ion Gargoyle II (Lvl 4 non-Tuner) into the S/T Zone.5 (Primera is often set by the Lvl 12 Synchro instead of Auxila, such as  
   Legatia, or retrieved by other means for resilience.)
2. **Opponent's MP:** Trudea/Gargoyle II Special Summon (Lvl 8 non-Tuner).
3. **Material Access:** Special Summon Primera (Lvl 4 Tuner) from S/T Zone or via Phalanx/Wake Up recursion.
4. **Quick Synchro:** Stand Up Centur-Ion! triggers → Synchro Summon Crimson Dragon (Lvl 12) using Lvl 4 Tuner + Lvl 8 non-Tuner.5
5. **Boss Deployment:** Crimson Dragon activates → Banishes itself → Special Summons Cosmic Blazar Dragon or Red Supernova Dragon (Lvl 12).5

This sophisticated timing mechanism ensures the summoning of an omni-negate or massive threat only after the opponent has committed to their turn, guaranteeing the interruption is live and impactful.

## V. Endboard Optimization and Interruption Strategy

The strength of the Centur-Ion endboard is its layered interruption, combining proactive Synchro threats with reactive Traps and resource denial.

### A. Endboard Architecture: The Triple-Negate Goal

The optimal competitive Centur-Ion endboard is constructed by integrating external engines to maximize the number of guaranteed negates.

1. **Turn 0 Disruption:** Cosmic Blazar Dragon or Hot Red Dragon Archfiend King Calamity (if applicable).5 This provides one omni-negate or a complete lockout.
2. **Pre-Established Negation:** Baronne de Fleur (Often summoned using the Bystial engine as material).5 This provides a second omni-negate.
3. **Archetypal Negation:** Centur-Ion True Awakening (Counter Trap).2 This provides a targeted negation against any Spell/Trap or monster effect.
4. **Resource Loop:** Stand Up Centur-Ion! (Field Spell) and Branded Regained (Continuous Spell, if using Bystials).5 These ensure recycling and draw power for future turns.

This multilayered defense, capable of deploying three or more negates or disruptive effects, is substantially more impressive than a pure Centur-Ion board.9

### B. The Role of Centur-Ion True Awakening: Cost Management

Centur-Ion True Awakening is a powerful Counter Trap, but its activation cost requires precise resource management. The player must send 1 face-up Monster Card from the S/T Zone to the GY to resolve the negation.2

This condition presents a strategic trade-off. If the player has only one monster set in the backrow (e.g., Primera), using True Awakening consumes the piece intended for the End Phase setup and subsequent Crimson Dragon play. Therefore, the decision to activate True Awakening must be reserved for critical opponent plays, such as negating a board breaker (Lightning Storm) or a major disruptor (Nibiru), where the immediate protection outweighs the value of the delayed Lvl 12 boss monster. Advanced players prioritize using True Awakening only when they have redundancy in the backrow or when the cost is paid by a non-essential piece.

## VI. External Engine Integration and Synergy

Centur-Ion’s unique requirement for easy access to Level 4 and Level 8 Synchro materials makes it exceptionally compatible with high-level external engines that can provide field presence without relying on the Normal Summon.

### A. The Bystial Engine: Lvl 8 Synergy and Resource Diversification

The Bystial engine, comprising Level 6 and Level 8 DARK/LIGHT Dragon monsters, integrates seamlessly with Centur-Ion.

1. **Level Synchronization:** Level 8 Bystial monsters, such as The Bystial Lubellion and Magnamhut, function as ideal non-Tuners to pair with Centur-Ion Primera (Lvl 4 Tuner) to instantly achieve the Lvl 12 Synchro axis, bypassing the requirement for Trudea's Level modification.5
2. **Non-Normal Summon Access:** Bystials Special Summon themselves from hand by banishing a DARK or LIGHT monster from either GY, offering immediate field presence that is resilient to most hand traps applied to the Centur-Ion starters.8
3. **Resource Establishment:** The Bystial Lubellion (Lvl 8) can tribute an on-field monster to Special Summon itself, and then activate its effect to set the Continuous Spell Branded Regained from the Deck.5  
   Branded Regained provides crucial draw power and recycling potential, reinforcing the deck's longevity.8 This provides an alternative Lvl 8 non-Tuner for Synchro Summons, including Lvl 12 Synchros or  
   Baronne de Fleur (Lvl 10, often achieved with Lvl 8 Lubellion + Lvl 2 Tuner or a token).5

### B. The Diabellstar Engine: Consistency and Starter Density

The Diabellstar engine provides a powerful, non-Normal Summon method to establish field presence, enhancing starter density and combo consistency.10

1. **Diabellstar Access:** Diabellstar the Black Witch Special Summons itself by sending one card from the hand or field to the GY.10 This immediately puts a Level 7 monster on the field.
2. **Sinful Spoils Utility:** Upon summoning, Diabellstar sets Original Sinful Spoils − Snake Eye from the Deck, which can then summon a Level 1 FIRE monster by sending a face-up card to the GY.10

While Centur-Ion does not naturally feature Level 1 FIRE monsters, Diabellstar itself is valuable because its summon requires a cost (sending a card to GY) rather than consuming the Normal Summon, allowing the player to reserve Primera or Trudea for later or use them in conjunction with Diabellstar for diversified Synchro plays. This ensures that even if the primary Normal Summon is negated, the player can pivot using Diabellstar as material or resource generation.

### C. Secondary Engines

Other archetypes are used to supplement the Centur-Ion core by providing Level modulation or high-level Synchro access:

* **Resonators:** The Resonator engine (e.g., Crimson Resonator, Vision Resonator) can achieve high-level Synchros efficiently and provide immediate access to Lvl 8 non-Tuners, often leading into powerful endboards featuring multiple Red Dragon Archfiend variants alongside the Centur-Ion components.6
* **Tenpai Dragon:** This archetype shares a mechanical compatibility with Centur-Ion in that both can execute significant plays without relying on the Normal Summon.11 This shared preference for non-conventional field establishment underscores Centur-Ion's strength as a robust Synchro package independent of standard summon mechanics.

## VII. Counterplay, Choke Points, and Competitive Vulnerabilities

Understanding the deck's strategic architecture allows for precise identification of competitive choke points. Because the Centur-Ion strategy is highly linear and dependent on resource placement, targeted disruption can cripple the combo effectively.

### A. Identifying Critical Choke Points for Opponents

1. **Negating the Primary Searcher (Centur-Ion Primera):** Since Primera is the sole Tuner and the main engine for searching the Field Spell, negating its Normal or Special Summon effect with cards like Ash Blossom & Joyous Spring or Effect Veiler can often halt the combo instantly if the player lacks a drawn copy of Stand Up Centur-Ion!.5
2. **Negating the Level 12 Synchro Effect (Auxila/Legatia):** Applying Infinite Impermanence or Effect Veiler to the Level 12 Synchro monster upon its summon is a critical disruption point. This prevents the Synchro from resolving its effect, thereby stopping the search for essential resources like Phalanx or Stand Up Centur-Ion! and, most importantly, preventing the End Phase effect that places a crucial monster (like Primera or Trudea) in the backrow for the Turn 0 play.5
3. **Removing the Field Spell (Stand Up Centur-Ion!):** Removing or negating the Field Spell, particularly after the initial backrow setup, prevents the critical Quick Synchro effect from triggering during the opponent's turn.3 This neutralizes the deck's primary disruption mechanism.

### B. Board Breaker Tolerance and Go-Second Strategy

Centur-Ion generally functions optimally as a going-first deck due to its powerful Turn 0 disruption.8 When forced to go second, the deck must rely heavily on non-archetypal board breakers, such as

Lightning Storm or Harpie′s Feather Duster, which can sometimes lead to consistency issues by drawing "bricks" (high-level, non-summonable extenders) instead of useful hand traps.8

The deck’s unique protection from monster removal due to the state-shifting mechanic means that targeting the S/T Zone is often more effective than targeting the monster zone, provided the opponent can manage the guaranteed interruption of the Quick Synchro line. Floodgates such as Dimensional Barrier or Skill Drain pose a significant threat, as they directly impede the ability to perform Synchro Summons or utilize the monster effects, respectively.

## VIII. Conclusion and Strategic Recommendations

The Centur-Ion archetype is defined by its ability to utilize the Spell & Trap Zone as a protected staging ground for a highly effective opponent-turn Synchro Summon strategy. The deck’s complexity stems not from deeply branching combo paths, but from the nuanced timing required to execute the Stand Up Centur-Ion! Quick Synchro effect, transforming a simple backrow setup into a game-winning negation (e.g., Cosmic Blazar Dragon).

Competitive optimization demands integrating external engines, such as Bystial and Diabellstar, to provide reliable, high-Level non-Tuners that bypass the risk associated with relying solely on the Normal Summon. The ability of these engines to set up vital resources like Branded Regained further enhances Centur-Ion’s resilience.

For strategic use, players must consistently prioritize the search for Stand Up Centur-Ion! with Primera, as this card is the architect of the archetype's disruption. Furthermore, managing the cost of Centur-Ion True Awakening is essential; sacrificing a backrow piece must be a calculated trade-off, only undertaken when the threat posed by the opponent's card outweighs the value of the subsequent Crimson Dragon pivot. Ultimately, the Centur-Ion deck excels when it successfully controls the timing of the duel, using its state-shifting mechanic to establish guaranteed threats that are deployed precisely when the opponent is most vulnerable.

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