# An In-Depth Strategic Analysis of the Magnet Warrior Archetype

## The Magnetic Core: Main Deck Engine Analysis

The Magnet Warrior archetype functions as a cohesive engine focused on resource generation, Graveyard setup, and board presence, culminating in the deployment of powerful boss monsters. The strategy is driven by a core group of Main Deck monsters, each with a distinct and synergistic role. Understanding the specific function of each component is paramount to mastering the deck's intricate combo lines and strategic flexibility. The modern iteration of the archetype is defined by the "Electromagnet Warrior" sub-group, which provides the consistency and speed necessary for contemporary play, while older "Magnet Warrior" cards are integrated in novel ways.

### The Consistency Engine: Beta The Electromagnet Warrior

At the heart of the Magnet Warrior strategy lies **Beta The Electromagnet Warrior**, the archetype's premier starter and primary consistency tool.1 Upon being Normal or Special Summoned, Beta's effect allows the player to add one Level 4 or lower "Magnet Warrior" monster from their Deck to their hand, with the only restriction being that it cannot search a copy of itself.2 This effect, while subject to a hard once-per-turn clause, is the central hub from which nearly all of the deck's plays originate.

The Normal Summon of Beta The Electromagnet Warrior is the most common and effective opening play. Its search effect is not limited to the classic Normal Monsters but extends to the entire "Electromagnet Warrior" lineup. This is due to a crucial game mechanic: cards like "Alpha The Electromagnet Warrior" and "Gamma The Electromagnet Warrior" contain the precise character string "Magnet Warrior" within their names, making them valid targets for any effect that specifies a "Magnet Warrior" monster.4 This interaction is the bedrock of the modern archetype's functionality. By searching for key extenders like Gamma, setup tools like Delta or Epsilon, or the boss monster searcher in Alpha, Beta single-handedly provides access to every critical piece of the engine, making it the linchpin of the deck's resource loop and the starting point for its most potent combos.

### The Extender: Gamma The Electromagnet Warrior

While Beta provides consistency, **Gamma The Electromagnet Warrior** provides extension and board presence. Its effect triggers upon Normal or Special Summon, allowing the player to Special Summon one Level 4 or lower "Magnet Warrior" monster from their hand, except another copy of itself.5 This transforms a hand containing multiple Magnet Warriors into an immediate field of monsters, enabling more complex plays.

Gamma's true power is realized in conjunction with Beta. The standard opening sequence involves Normal Summoning Beta, using its effect to search for Gamma, and then Special Summoning Gamma from the hand. This simple two-card interaction immediately places two monsters on the field. This board state is the minimum requirement for a Rank 3 Xyz Summon or, more critically in modern builds, a Link-2 Summon. This allows the player to access powerful Extra Deck monsters like I:P Masquerena or Aussa the Earth Charmer, Immovable, transforming a basic search into a gateway for establishing a resilient and interactive endboard.7 With a formidable 2000 DEF, Gamma can also serve as a reliable defensive wall if the situation demands it.8

### The Graveyard Enablers: Delta & Epsilon The Magnet Warrior

Setting up the Graveyard is a fundamental aspect of the Magnet Warrior strategy, a task primarily accomplished by **Delta The Magnet Warrior** and **Epsilon The Magnet Warrior**. These two monsters act as the primary conduits for loading the Graveyard with the necessary resources to summon the archetype's boss monsters.

**Delta The Magnet Warrior** functions as the archetype's dedicated "Foolish Burial." When Normal or Special Summoned, it allows the player to send one Level 4 or lower "Magnet Warrior" monster from the Deck directly to the Graveyard.9 This is the principal method for placing the three "Electromagnet Warrior" names into the Graveyard to facilitate the summon of Berserkion. Delta possesses a second, powerful effect that triggers when it is sent to the Graveyard: by banishing three other Level 4 or lower "Magnet Warrior" monsters from the Graveyard, the player can Special Summon one "Valkyrion the Magna Warrior" from their hand or Deck, ignoring its summoning conditions.9 This effect is the key to utilizing the classic boss monster in the modern era. Instead of relying on the slow and inconsistent method of tributing the vanilla Magnet Warriors, Delta transforms Valkyrion into a potent threat that can be summoned directly from the Deck as a surprise power play.12

**Epsilon The Magnet Warrior**, introduced more recently, is a more advanced and versatile setup tool. Like Delta, its on-summon effect sends a Level 4 or lower "Magnet Warrior" from the Deck to the Graveyard. However, Epsilon's effect continues: its name becomes the same as the sent monster's until the End Phase, and then it allows the player to Special Summon one "Magnet Warrior" or "Magna Warrior" monster from the Graveyard.13 This combination of a "Foolish Burial" and a "Monster Reborn" in a single card effect is incredibly efficient. It turns a single Normal Summon into two monsters on the field while simultaneously loading the Graveyard, providing both immediate board presence and setup for future plays. The name-copying ability is a subtle but important feature, as it can help fulfill the specific name requirements for other card effects, including the banishing cost for Delta's effect.

### The Boss Seeker: Alpha The Electromagnet Warrior

The culmination of the Main Deck engine's setup is the deployment of a boss monster, a process facilitated by **Alpha The Electromagnet Warrior**. Its role is direct and indispensable: upon being Normal or Special Summoned, Alpha's effect adds one Level 8 "Magna Warrior" monster from the Deck to the hand.15 This effect can search for either "Valkyrion the Magna Warrior" or, more importantly, "Berserkion the Electromagna Warrior."

While Alpha can search for Valkyrion, this is almost always a strategically inferior choice. As established by Delta's effect, Valkyrion is most effectively summoned from the Deck, making it a "brick"—a card with limited utility—if drawn into the hand. Therefore, Alpha's singular and critical purpose is to ensure that Berserkion, the deck's primary win condition, is in the hand and ready to be summoned as soon as the Graveyard contains the requisite Alpha, Beta, and Gamma Electromagnet Warriors. Alpha is typically summoned via the effect of Gamma or a support Spell like Magnet Induction, allowing its search effect to resolve without consuming the turn's valuable Normal Summon. This positions Alpha as the crucial "payoff" card that brings the deck's setup phase to its powerful conclusion.

### The Support Cards: Spells & Traps

The Magnet Warrior monster lineup is bolstered by a suite of dedicated Spell and Trap cards that provide extension, recovery, and recursion, enhancing the deck's consistency and resilience.

* **Magnetic Field:** This Field Spell is a potent extender. Once per turn, if the player controls a Level 4 or lower EARTH Rock monster, they can target and Special Summon one Level 4 or lower "Magnet Warrior" monster from the Graveyard.17 This effect can turn a single monster on the field into two, enabling Xyz or Link Summons. It also possesses a secondary battle-related effect that can return an opponent's monster to the hand if it is not destroyed by battle, providing a form of non-destructive removal that can be useful in certain matchups.19
* **Magnet Induction:** A Normal Spell that acts as a powerful combo starter or extender. If the player controls a "Magnet Warrior" monster with an original Level of 4 or lower, they can Special Summon another Level 4 or lower "Magnet Warrior" with a different name directly from the Deck.20 This provides an immediate way to access a key engine piece like Beta or Delta and generate board presence.
* **Magnet Conversion:** This Normal Trap is a key tool for the deck's grind game. When activated, it allows the player to add up to three Level 4 or lower "Magnet Warrior" monsters from the Graveyard back to the hand, replenishing resources for subsequent turns.22 More significantly, it has a second effect that can be activated from the Graveyard. By banishing itself from the Graveyard on a turn after it was sent there, it can Special Summon one banished Level 4 or lower "Magnet Warrior" monster.22 This creates a powerful resource loop with Berserkion, whose summoning condition involves banishing the three Electromagnet Warriors. After Berserkion is summoned, Magnet Conversion's Graveyard effect can bring back one of those banished pieces, restarting the engine and making the deck remarkably resilient against board wipes and protracted duels.

To visualize the flow of resources within this intricate engine, the following matrix outlines the primary functions of each key Main Deck card.

| Card Name | Searches From Deck | Summons From Hand | Summons From Deck | Summons From GY/Banished | Sends to GY (from Deck) |
| --- | --- | --- | --- | --- | --- |
| **Alpha (Electro)** | Level 8 "Magna Warrior" | - | Level 4 "Magnet Warrior" (Tribute) | - | - |
| **Beta (Electro)** | Level 4 or lower "Magnet Warrior" | - | Level 4 "Magnet Warrior" (Tribute) | - | - |
| **Gamma (Electro)** | - | Level 4 or lower "Magnet Warrior" | Level 4 "Magnet Warrior" (Tribute) | - | - |
| **Delta** | - | - | - | - | Level 4 or lower "Magnet Warrior" |
| **Epsilon** | - | - | - | "Magnet"/"Magna Warrior" (GY) | Level 4 or lower "Magnet Warrior" |
| **Magnetic Field** | - | - | - | Level 4 or lower "Magnet Warrior" (GY) | - |
| **Magnet Induction** | - | - | Level 4 or lower "Magnet Warrior" | - | - |
| **Magnet Conversion** | (Recycles to Hand) | - | - | Level 4 or lower "Magnet Warrior" (Banished) | - |

## The Magna-Force: Boss Monsters & Power Plays

The ultimate goal of the Magnet Warrior engine is to summon its formidable boss monsters. Each serves a distinct strategic purpose, from board-breaking and resource generation to providing overwhelming negation and board presence. These "Magna Warrior" and related monsters are the deck's primary win conditions.

### The Primary Threat: Berserkion the Electromagna Warrior

**Berserkion the Electromagna Warrior** is the deck's modern ace and principal offensive weapon.24 It cannot be Normal Summoned or Set and must first be Special Summoned from the hand by banishing one "Alpha The Electromagnet Warrior," "Beta The Electromagnet Warrior," and "Gamma The Electromagnet Warrior" from the hand, Graveyard, and/or face-up Monster Zone.25 This summoning condition is easily fulfilled through the Graveyard-loading effects of Delta and Epsilon.

Berserkion's primary strength lies in its devastating removal effect: by banishing a Level 4 or lower "Magnet Warrior" monster from the Graveyard, it can target and destroy one card the opponent controls. Crucially, this effect is not once per turn.27 With a sufficiently loaded Graveyard, Berserkion can systematically dismantle an opponent's entire board, clearing the way for a decisive attack with its 3000 ATK.

Furthermore, Berserkion possesses a powerful floating effect that provides incredible resilience. If this card is destroyed by battle or by an opponent's card effect while in its owner's possession, it Special Summons the three Electromagnet Warriors that were banished for its summon.25 This effect not only replaces a single powerful monster with three smaller ones, creating a defensive wall, but it also immediately puts three bodies on the field whose on-summon effects can be triggered on the following turn to restart the engine. However, this recovery has a critical vulnerability: it only triggers upon destruction. An opponent can bypass this effect by using non-destruction removal, such as returning Berserkion to the hand, banishing it, or tributing it with a "Kaiju" monster. Acknowledging this weakness is essential for piloting the deck, as it informs decisions on when to protect Berserkion versus when to allow its destruction to gain advantage.

### The Legacy Titan: Valkyrion the Magna Warrior

The original boss monster of the archetype, **Valkyrion the Magna Warrior**, is a Level 8 behemoth with 3500 ATK and 3850 DEF.29 Its inherent summoning condition requires tributing the three original Normal Monsters—"Alpha The Magnet Warrior," "Beta The Magnet Warrior," and "Gamma The Magnet Warrior"—from the hand or field.31 In modern competitive play, this method is far too slow and inconsistent, as running the required Normal Monsters would severely hinder the deck's performance.12

Instead, Valkyrion's contemporary role is that of a "surprise boss," summoned almost exclusively via the Graveyard effect of "Delta The Magnet Warrior".9 This method summons Valkyrion directly from the Deck, bypassing its costly requirements and turning it into a high-impact threat that can be deployed with minimal investment once the Graveyard is properly set up. While it lacks the versatile removal of Berserkion, its immense stats can single-handedly end games or force an opponent to commit significant resources for its removal. Valkyrion also serves as the essential Fusion Material for the archetype's ultimate monster, making Delta's ability to summon it from the Deck a form of "Fusion Material tutoring" that thins the deck and sets up the deck's most powerful play.

### The Ultimate Weapon: Imperion Magnum the Superconductive Battlebot

The apex of the Magnet Warrior archetype's power is **Imperion Magnum the Superconductive Battlebot**. This Level 10 Fusion Monster requires both "Valkyrion the Magna Warrior" and "Berserkion the Electromagna Warrior" as materials and must be Fusion Summoned.33 Boasting 4000 ATK and DEF, Imperion Magnum is a true titan.

Its primary effect is a powerful omni-negate: once per turn, during either player's turn, when an opponent activates a Spell Card, Trap Card, or monster effect, Imperion Magnum can negate the activation and destroy that card.33 This provides a formidable layer of interaction and control. Its resilience is further amplified by its floating effect, which is one of the most potent in the game. If this face-up card leaves the field because of an opponent's card effect, it Special Summons both one Valkyrion and one Berserkion from the hand and/or Deck, ignoring their summoning conditions.34 This replaces a single 4000 ATK monster with two massive bosses, flooding the field with a combined 6500 ATK.33

Despite its immense power, summoning Imperion Magnum can be resource-intensive and is often considered a "win-more" play, as it requires a Fusion spell in addition to having access to both Berserkion and Valkyrion.33 For this reason, many strategies prioritize the consistent board control offered by Berserkion and the generic Extra Deck. However, the mere threat of Imperion Magnum's existence can force an opponent to play more cautiously, adding a psychological layer to the deck's strategy.

### The Recovery Tool: Magnet Reverse

**Magnet Reverse** is a Quick-Play Spell that serves as an exceptional recovery and utility card for the archetype.37 Its effect allows the player to target one of their Machine or Rock monsters in the Graveyard or banished zone that cannot be Normal Summoned/Set and Special Summon it.38

The card text "cannot be Normal Summoned/Set" is a perfect match for the Magnet Warrior bosses, as monsters that "Must first be Special Summoned" by a specific procedure fall under this category.40 This means Magnet Reverse can revive a properly summoned Berserkion, Valkyrion, or even Imperion Magnum at Spell Speed 2. This can be used defensively to summon a blocker during the opponent's Battle Phase, or offensively to bring back a boss for a game-winning push. Its ability to summon from the banished zone also synergizes directly with Berserkion's summoning cost, providing another way to recover the banished Electromagnet Warriors or Berserkion itself if it is removed from the field by a banishing effect.

## Assembling the Golem: Core Combos and Endboards

Executing the Magnet Warrior strategy effectively requires an understanding of its foundational plays, its unique interactive capabilities, and the composition of a strong endboard. The deck is not a linear combo deck but rather a flexible, resource-driven strategy that adapts to the game state.

### Foundational Play: The Beta Starter

The most consistent and fundamental opening play for the deck begins with the Normal Summon of **Beta The Electromagnet Warrior**. Activating its effect allows the player to search the deck for any other Level 4 or lower Magnet Warrior, providing a branching path for the turn's strategy.1

* **Searching Gamma:** If the player has another Magnet Warrior in hand, searching for **Gamma The Electromagnet Warrior** allows for an immediate Special Summon, placing two or three monsters on the field to enable Link or Xyz plays.
* **Searching Delta:** Searching for **Delta The Magnet Warrior** allows the player to hold it in hand to be summoned on the following turn, guaranteeing a way to load the Graveyard.
* **Searching Alpha:** Searching for **Alpha The Electromagnet Warrior** is a preparatory move, setting up the search for Berserkion once the other pieces are in place.

This simple one-card starter provides the flexibility to either build an immediate board or prepare for a more powerful play on a subsequent turn, making Beta the deck's most valuable opening card.

### The Reactive Core: Opponent's Turn "Tag-Out" Plays

A defining feature of the Magnet Warrior archetype is the shared Quick Effect of the three Level 3 Electromagnet Warriors: Alpha, Beta, and Gamma. During the opponent's turn, any of these monsters can be tributed to Special Summon one Level 4 "Magnet Warrior" monster from the Deck.41 This "tag-out" mechanic is the heart of the deck's interactive and strategic depth.

This effect is far more than a simple defensive maneuver to dodge attacks or targeting effects. It is a proactive method of advancing the player's own game plan during the opponent's turn. A common and powerful application of this mechanic is as follows 27:

1. The player ends their turn with an Electromagnet Warrior on the field, for example, **Alpha The Electromagnet Warrior**.
2. During the opponent's Main Phase, the player activates Alpha's Quick Effect, tributing it as cost.
3. The effect resolves, Special Summoning **Delta The Magnet Warrior** from the Deck.
4. Upon being summoned, Delta's trigger effect activates, allowing the player to send another key piece, such as **Beta The Electromagnet Warrior**, from the Deck to the Graveyard.

Through this sequence, the player has used the opponent's turn to place two of the three required Electromagnet names (Alpha in GY from tribute, Beta in GY from Delta's effect) into the Graveyard, all while summoning a new body to the field. This thins the deck and sets up the summon of Berserkion for the player's next turn. Because the tribute is a cost, it can be used to evade cards like Effect Veiler or Infinite Impermanence that must target a face-up monster. Furthermore, this effect is not once per turn, meaning multiple Electromagnets can be tributed in the same chain or turn to summon multiple Level 4s from the deck, turning the opponent's turn into a crucial setup phase.42

### Defining the Endboard

A strong endboard for a Magnet Warrior deck is characterized by resilience and multiple points of interaction rather than an unbreakable wall of negations. The composition of this board varies depending on whether the deck is a pure build or a hybrid.

* **Pure Build Endboard:** A typical endboard for a pure Magnet Warrior strategy might consist of **Berserkion the Electromagna Warrior** on the field, a set Spell/Trap like **Magnet Reverse** for recovery or a generic trap like **Infinite Impermanence**, and an Extra Deck monster like **I:P Masquerena**.7 This board presents multiple threats: Berserkion's non-once-per-turn destruction pressures the opponent's board development, while I:P Masquerena provides a Quick Effect Link Summon into a disruptive monster like  
  **Knightmare Unicorn** (to remove a card) or **S:P Little Knight** (to banish a card) during the opponent's turn.43
* **Hybrid Build Endboard (with Adamancipator):** When combined with synergistic engines like Adamancipator, the deck's ceiling becomes significantly higher. An optimal endboard can feature a combination of the Magnet Warrior threats alongside multiple monster negations from cards like **Apollousa, Bow of the Goddess**, a Spell/Trap negate from **Adamancipator Risen - Dragite**, and a blanket Spell negate from **Naturia Beast**.44 This transforms the deck from a midrange, control-oriented strategy into a formidable combo deck capable of establishing a dominant and difficult-to-break board.

## Forging Alliances: Synergies and Advanced Deck Building

While the Magnet Warrior archetype possesses a strong internal engine, its full competitive potential is unlocked through synergy with external archetypes and generic support cards. These alliances elevate the deck's power, consistency, and versatility, allowing it to compete at a higher level of play.

### The Adamancipator Partnership: A Perfect Union

The single most impactful synergy for Magnet Warriors is with the **Adamancipator** archetype.46 This partnership is rooted in their shared EARTH Attribute and Rock Type, creating a seamless integration of the two engines. Adamancipator Tuner monsters, such as "Adamancipator Researcher," have effects that allow them to Special Summon themselves from the hand if the player controls a Rock monster—a condition that any Magnet Warrior fulfills.44

This synergy transforms the deck's capabilities. A standard Magnet Warrior opening, such as Normal Summoning Beta, can be extended by searching for an Adamancipator Tuner, leading to a cascade of Special Summons that the pure Magnet Warrior deck cannot achieve on its own. The Adamancipator engine provides the explosive, high-ceiling plays, while the Magnet Warrior engine provides the consistent, reliable floor.48

The synergy is reciprocal. The Adamancipator excavation effects can Special Summon Magnet Warrior monsters from the top of the deck, triggering their on-summon effects like Beta's search or Alpha's boss monster tutoring. Furthermore, powerful Adamancipator revival spells like "Adamancipator Signs" are not restricted to their own archetype; they can Special Summon *any* Rock monster from the Graveyard, including a properly summoned Berserkion.44 This deep integration makes the Adamancipator cards function as powerful, generic support for the entire Magnet Warrior lineup, creating a cohesive and potent hybrid strategy.

### The Rock Toolbox: Gallant Granite

A cornerstone of any modern Rock-based deck is the Rank 4 Xyz Monster, **Gallant Granite**.49 Summoned using two Level 4 monsters—a requirement the Magnet Warrior deck can easily meet—Gallant Granite serves as a universal toolbox for the strategy. By detaching one Xyz Material, it can activate one of two effects: either add any Rock monster from the Deck to the hand or Special Summon a Rock monster from the hand in face-down Defense Position.50

Gallant Granite acts as the perfect bridge between the Magnet Warrior and Adamancipator engines. It can be summoned using two Level 4 Magnet Warriors (such as Delta and a revived monster via Magnetic Field), and its effect can then search for a critical Adamancipator Tuner to extend combos. Conversely, it can be used to search for a missing Magnet Warrior piece to complete a setup, or even a powerful Rock-Type hand trap like "Nibiru, the Primal Being," which is often included in these builds.7 This unparalleled flexibility makes Gallant Granite an indispensable component of the Extra Deck.

### Constructing the Extra Deck

The Extra Deck for a Magnet Warrior deck is a versatile toolbox designed to provide answers to a variety of game states. Its composition is tailored to provide disruption, removal, and powerful boss monsters.

* **Link Monsters:** These are essential for board building and interaction. **I:P Masquerena** and **S:P Little Knight** are staples for providing disruption on the opponent's turn.7  
  **Knightmare Phoenix** and **Knightmare Unicorn** offer generic Spell/Trap and monster removal, respectively. For establishing a board of negates, **Apollousa, Bow of the Goddess** is a frequent inclusion in combo-oriented builds.44  
  **Aussa the Earth Charmer, Immovable** is a noteworthy tech choice, as it is easy to summon and can steal an opponent's EARTH monster.7
* **Xyz Monsters:** **Gallant Granite** is a mandatory inclusion for its searching capabilities. **Abyss Dweller** is a powerful tool against Graveyard-reliant strategies. In builds utilizing the Level 3 Electromagnet Warriors, **Gorgonic Guardian** can provide a monster negate. As a final resort for clearing a problematic board, **Divine Arsenal AA-ZEUS - Sky Thunder** can be summoned on top of any Xyz monster that has battled.44
* **Synchro Monsters (in Adamancipator builds):** The inclusion of the Adamancipator engine opens up access to some of the most powerful Synchro Monsters in the game. **Adamancipator Risen - Dragite** offers a valuable Spell/Trap negate. **Naturia Beast** can completely shut down Spell-heavy decks. Generic powerhouses like **Baronne de Fleur** and **Borreload Savage Dragon** are common endboard pieces that provide multiple forms of negation and control.44

### Deck Skeletons and Tech Choices

Based on successful competitive and casual builds, two primary skeletons emerge: a pure, control-oriented build and an explosive Adamancipator hybrid.

* **Pure Magnet Warrior Build:** This version focuses on the grind game and resource recursion. It maximizes copies of the core Magnet Warrior engine (Beta, Gamma, Delta, Alpha) and their support Spells (Magnetic Field, Magnet Induction). The remaining slots are filled with a robust Trap lineup, including powerful generic options like **Infinite Impermanence** and **Torrential Tribute**, to control the pace of the game while setting up for Berserkion.52
* **Adamancipator Hybrid Build:** This is the more common competitive variant. It runs a condensed core of the most impactful Magnet Warriors (primarily Beta, Delta, and the Electromagnets) alongside a full suite of Adamancipator Tuners and extenders like **Doki Doki**.44 The goal is to use the Magnet Warriors as consistent starters to enable the high-ceiling Adamancipator combos, ending on a board of multiple negates.

Common technical choices across both builds include powerful hand traps like **Ash Blossom & Joyous Spring** and **Nibiru, the Primal Being** to interact with the opponent on turn one. Synergies with other Rock-based archetypes, such as the "Fossil" engine which also utilizes the Graveyard, have also been explored to add further layers of power and complexity.48

## Conclusion

The Magnet Warrior archetype has evolved significantly from its origins as a nostalgic, multi-piece boss monster strategy into a resilient and tactically deep engine. Its modern identity is defined by the "Electromagnet Warrior" monsters, which provide the consistency, extension, and reactive plays necessary to compete in the contemporary game. The deck's core strategy revolves around a fluid cycle of searching with Beta, extending with Gamma, and setting up the Graveyard with Delta and Epsilon to summon the powerful board-breaking boss monster, Berserkion the Electromagna Warrior.

The archetype's true strength lies in its flexibility and synergy. The "tag-out" Quick Effects of the Level 3 Electromagnet Warriors allow for proactive resource generation during the opponent's turn, a unique and powerful mechanic that defines the deck's interactive nature. While capable as a pure, control-oriented strategy focused on the grind game, the archetype's competitive ceiling is dramatically raised through its seamless integration with the Adamancipator engine. This partnership transforms the deck into an explosive combo strategy capable of producing formidable endboards with multiple layers of negation and disruption.

Supported by a powerful toolbox of generic Rock-type support like Gallant Granite and a versatile Extra Deck, Magnet Warriors stand as a testament to successful archetype modernization. It is a strategy that rewards skillful piloting and a deep understanding of its interconnected parts, offering a gameplay experience that is both powerful and engaging.

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