

# Current competitive decks

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## Keldeo/Lugia

<b>Pokémon – 13</b> 4 Squirtle BCR 3 Blastoise BCR 3 Keldeo EX 2 Lugia EX 1 Mewtwo EX	<b>Trainers – 32</b> 4 Professor Juniper 4 N 3 Skyla 2 Colress 4 Pokémon Catcher 4 Energy Retrieval 4 Ultra Ball 4 Rare Candy 1 Dowsing Machine 2 Bianca or Cheren	<b>Energy – 15</b> 11 Water 4 Plasma Energy
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Variant of the well played Blastoise/Keldeo list but with the addition of Lugia EX and Plasma Energy to utilise Lugia's Overflow ability allowing you to take an extra prize card.

## Keldeo/Black Kyurem

<b>Pokémon – 13</b> 4 Squirtle BCR 3 Blastoise BCR 3 Keldeo EX 2 Black Kyurem EX PLS 1 Mewtwo EX	<b>Trainers – 32</b> 4 Professor Juniper 3 N 3 Skyla 3 Colress 4 Pokémon Catcher 4 Energy Retrieval 4 Ultra Ball 4 Rare Candy 1 Dowsing Machine 2 Bianca or Cheren	<b>Energy – 15</b> 11 Water 4 Lightning
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Another variant of Blastoise/Keldeo but this time using Black Kyurem EX with his Black Ballista attack dealing 200 damage, enough to knock out any EX even with an Eviolite attached.

## PlasmaKlang

<p><b>Pokémon – 18</b>            3 Klinklang PLS            1 Klinklang, BLW            2 Klang, DEX            1 Terrakion, NVI            2 Cobalion, NVI            4 Klink, DEX            3 Cobalion EX PLS            1 Keldeo EX, BC            1 Registeel EX, DRX</p>	<p><b>Trainers – 29</b>            3 Rare Candy            1 Super Rod            3 Pokémon Catcher            4 Heavy Ball            1 Tool Scraper            1 Max Potion            3 Escape Rope            1 Computer Search            3 Skyla            2 Bianca            4 Professor Juniper            3 N</p>	<p><b>Energy – 13</b>            9 Metal            4 Blend WLFM</p>
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Klinklang's ability Plasma Steel will prevent all damage to your metal Pokémon from a Pokémon EX. A variety of attacking Pokémon on your side to take account of any weakness your opponent may have with Cobalion as a counter to Mewtwo.

## Darkrai/Landorus

<p><b>Pokémon – 9</b>            4 Landorus EX            2 <u>Sableye DEX</u>            3 <u>Darkrai EX</u></p>	<p><b>Trainers – 37</b>            4 Professor Juniper            4 <u>N</u>            3 Skyla            1 Computer Search            2 <u>Bianca</u>            1 <u>Random Receiver</u>            4 <u>Ultra Ball</u>            1 Switch            4 Energy Switch            3 Eviolite            4 <u>Pokémon Catcher</u>            4 <u>Dark Patch</u>            2 <u>Tool Scrapper</u></p>	<p><b>Energy – 14</b>            8 <u>Darkness – Basic</u>            6 Fighting</p>
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This deck utilizes Landorus EX's Hammerhead to deal early damage to the active and benched Pokémon, especially useful against Deino, Tynamo and Eelektrik, while powering up Darkrai on your bench. Use Sableye's Junk Hunt to get trainers back in your hand.

## Darkrai/Terrakion

<p><b>Pokémon – 9</b>                  2 <u>Terrakion NVI</u>                  4 <u>Sableye DEX</u>                  3 <u>Darkrai EX</u></p>	<p><b>Trainers – 38</b>                  4 <u>Professor Juniper</u>                  4 <u>N</u>                  3 <u>Skyla</u>                  1 <u>Computer Search</u>                  3 <u>Bianca</u>                  1 <u>Random Receiver</u>                  4 <u>Ultra Ball</u>                  4 <u>Energy Switch</u>                  3 <u>Eviolite</u>                  4 <u>Pokémon Catcher</u>                  4 <u>Dark Patch</u>                  2 <u>Tool Scrapper</u>                  1 <u>Energy search</u></p>	<p><b>Energy – 13</b>                  8 <u>Darkness – Basic</u>                  5 <u>Fighting</u></p>
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Getting Darkrai powered up quick is the key with Terrakion in support to counter your opponent's Darkrai and Electric types.

## Darkrai/Mewtwo

<p><b>Pokémon – 10</b>                  3 <u>Mewtwo EX</u>                  4 <u>Sableye DEX</u>                  3 <u>Darkrai EX</u></p>	<p><b>Trainers – 37</b>                  4 <u>Professor Juniper</u>                  4 <u>N</u>                  3 <u>Skyla</u>                  1 <u>Computer Search</u>                  3 <u>Bianca</u>                  1 <u>Random Receiver</u>                  4 <u>Ultra Ball</u>                  4 <u>Energy Switch</u>                  3 <u>Eviolite</u>                  4 <u>Pokémon Catcher</u>                  4 <u>Dark Patch</u>                  2 <u>Tool Scrapper</u></p>	<p><b>Energy – 13</b>                  9 <u>Darkness – Basic</u>                  4 <u>Double Colorless</u></p>
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Using Mewtwo in this deck instead of a fighting Pokémon allows you to counter opposing Mewtwos as well doing considerable damage to any other Pokémon with its X-Ball attack. Sableye is the tech to get trainers back into your hand using Junk Hunt.

## Blastoise/Keldeo

<p><b>Pokémon – 14</b>            4 Squirtle BCR            1 Wartortle BCR            3 Blastoise BCR            4 Keldeo EX            2 Mewtwo EX</p>	<p><b>Trainers – 32</b>            4 <u>Professor Juniper</u>            4 <u>N</u>            1 <u>Computer Search</u>            3 <u>Bianca</u>            2 <u>Cheren</u>            1 <u>Super Rod</u>            3 <u>Ultra Ball</u>            4 <u>Rare Candy</u>            2 <u>Super Scoop Up</u>            4 <u>Pokémon Catcher</u>            2 <u>Energy Retrieval</u>            2 <u>Tool Scrapper</u></p>	<p><b>Energy – 14</b>            14 Water</p>
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The key to this is getting Blastoise on your bench early allowing you to power up Keldeo and Mewtwo using Deluge. Keldeo's Rush In allows you to bring him off the bench when needed and can easily take care of any Landorus EX. Replacing a couple of trainers with Cilan could be a good way of getting energy in your hand when needed.

## Hydreigon/Darkrai

<p><b>Pokémon – 15</b>            3 <u>Deino NVI</u>            1 <u>Zweilous NVI</u>            3 <u>Hydreigon DRX 97</u>            3 <u>Sableye DEX</u>            3 <u>Darkrai EX</u>            1 <u>Sigilyph DRX</u>            1 <u>Shaymin EX</u></p>	<p><b>Trainers – 33</b>            4 <u>Professor Juniper</u>            4 <u>N</u>            1 <u>Bianca</u>            2 <u>Random Receiver</u>            3 <u>Ultra Ball</u>            2 <u>Level Ball</u>            4 <u>Max Potion</u>            3 <u>Rare Candy</u>            3 <u>Pokémon Catcher</u>            3 <u>Dark Patch</u>            1 <u>Super Rod</u>            1 <u>Computer Search</u>            2 <u>Skyla</u></p>	<p><b>Energy – 12</b>            8 <u>Darkness – Basic</u>            4 <u>Blend GRPD</u></p>
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The key to playing this deck is to get Hydreigon onto your bench early in the game. Hydreigon is a tech here and rarely used for attacking, the power attacks come from Darkrai. Use Hydreigon's Dark Trance to move Energy off of damaged Pokémon and then use Max Potion to heal all that damage without losing any of the attached Energy. Shaymin EX is there for the end game with its Revenge Blast if things don't go according to plan

## Eelektrik/Rayquaza EX/Rayquaza (RayEels)

<p><b>Pokémon – 13</b>  4 <u>Tynamo NVI 38</u>  4 <u>Eelektrik NVI</u>  2 <u>Mewtwo EX</u>  2 <u>Rayquaza EX</u>  2 <u>Rayquaza DRX</u></p>	<p><b>Trainers – 33</b>  4 <u>Professor Juniper</u>  4 <u>N</u>  2 <u>Skyla</u>  2 <u>Bianca</u>  4 <u>Pokémon Catcher</u>  3 <u>Level Ball</u>  2 <u>Ultra Ball</u>  3 <u>Switch</u>  2 <u>PlusPower</u>  2 <u>Tool Scrapper</u>  2 <u>Super Rod</u>  1 <u>Skyarrow Bridge</u>  1 <u>Computer Search</u></p>	<p><b>Energy – 14</b>  8 <u>Lightning</u>  6 <u>Fire</u></p>
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A new variation of the Zeels deck using Rayquaza EX as the key attacker in this deck rather than Zekrom. Use Eelektrik's Dynamotor to power up Rayquaza EX. The non ex Rayquaza also has a good attack and can be a counter against Sigilyph while Mewtwo EX is there as a counter to your opponent's Mewtwo EX.

## Zeels

<p><b>Pokémon – 16</b>  4 <u>Tynamo NVI 38</u>  4 <u>Eelektrik NVI</u>  2 <u>Zekrom BLW</u>  2 <u>Mewtwo EX</u>  1 <u>Raikou EX</u>  1 <u>Zekrom EX</u>  1 <u>Thundurus EPO</u>  1 <u>Thundurus EPO/Rayquaza DRX</u></p>	<p><b>Trainers – 32</b>  4 <u>Professor Juniper</u>  4 <u>N</u>  3 <u>Bianca</u>  4 <u>Pokémon Catcher</u>  3 <u>Switch</u>  2 <u>Ultra Ball</u>  3 <u>Level Ball</u>  2 <u>Eviolite</u>  2 <u>Tool Scrapper</u>  1 <u>Super Rod</u>  1 <u>Skyarrow Bridge</u>  2 <u>Skyla</u>  1 <u>Computer Search</u></p>	<p><b>Energy – 12</b>  8 <u>Lightning</u>  4 <u>Double Colorless</u></p>
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Use Eelektrik's Dynamotor to power up your EX. Using Double Colorless you can get Mewtwo EX powered up when needed for its X-Ball attack. You could consider adding a Terrakion into this deck as a counter against Darkrai based decks.

## Darkrai Hammertime

<p><b>Pokémon – 8</b>  4 <u>Sableye DEX</u>  4 <u>Darkrai EX</u></p>	<p><b>Trainers – 41</b>  4 <u>Professor Juniper</u>  4 <u>N</u>  2 <u>Bianca</u>  2 <u>Skyla</u>  1 <u>Computer Search</u>  1 <u>Random Receiver</u>  3 <u>Ultra Ball</u>  4 <u>Pokémon Catcher</u>  4 <u>Dark Patch</u>  4 <u>Energy Switch</u>  4 <u>Crushing Hammer</u>  2 <u>Enhanced Hammer</u>  3 <u>Max Potion</u>  2 <u>Eviolite</u>  1 <u>Tool Scrapper</u></p>	<p><b>Energy – 11</b>  11 <u>Darkness – Basic</u></p>
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The strategy of this deck lies in using Crushing Hammer and Enhanced Hammer to discard your opponent's energies preventing them from getting setup. Use Sableye's Junk Hunt to get the hammers back into your hand from your discard pile while building up your own Darkrai's on the bench.

Variants of this deck include adding Terrakion (NVI)

## Pure Draw Empoleon

<p><b>Pokémon – 15</b>  4 <u>Piplup DEX</u>  2 <u>Prinplup DEX</u>  4 <u>Empoleon DEX</u>  3 <u>Virizion NVI</u>  2 <u>Sableye DEX</u></p>	<p><b>Trainers – 33</b>  4 <u>Cheren</u>  4 <u>N</u>  2 <u>Random Receiver</u>  4 <u>Switch</u>  4 <u>Pokémon Catcher</u>  4 <u>Rare Candy</u>  2 <u>Pokémon Communication</u>  2 <u>Max Potion</u>  2 <u>Super Rod</u>  2 <u>Ultra Ball</u>  2 <u>Skyla</u>  1 <u>Computer Search</u></p>	<p><b>Energy – 12</b>  8 <u>Water</u>  4 <u>Prism</u></p>
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This deck is big on draw support to allow you to fill your bench and use Empoleon's Attack Command. If your opponent also has a full bench you can deal 120 damage for only one energy. There are many variants of this deck in play where players have added other Pokemon such as Terrakion, Accelgor, Mew EX, Aerodactyl or Ho-Oh EX.

## Garbodor /Terrakion

<p><b>Pokémon – 11</b>  3 Trubbish DRX  3 Garbodor DRX  3 <u>Terrakion EX</u>  2 <u>Terrakion NVI</u></p>	<p><b>Trainers – 37</b>  4 <u>Professor Juniper</u>  4 <u>N</u>  2 <u>Bianca</u>  2 <u>Cheren</u>  2 <u>Skyla</u>  4 <u>Pokémon Catcher</u>  4 <u>Switch</u>  3 <u>Heavy Ball</u>  2 <u>Ultra Ball</u>  2 <u>Eviolite</u>  2 <u>Exp. Share</u>  2 <u>Giant Cape</u>  1 <u>Rescue Scarf</u>  2 <u>Tool Scrapper</u>  1 <u>Computer Search</u></p>	<p><b>Energy – 12</b>  12 <u>Fighting</u></p>
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This deck hinges on getting Garbodor onto your bench early with a tool card and making use of his ability Garbotoxin, preventing your opponent from using any abilities. Using Terrakion for attacks will deal considerable damage to dark and electric decks. Some variants of this deck also include Registeel EX or Entei EX.

## Probopass/Garbodor

<p><b>Pokémon – 14</b>  3 Nosepass DRX  3 Probopass DRX  3 Trubbish NVI  2 Garbodor DRX  3 Mewtwo EX</p>	<p><b>Trainers – 35</b>  4 <u>Professor Juniper</u>  4 <u>N</u>  3 <u>Cheren</u>  3 <u>Skyla</u>  3 <u>Rescue Scarf</u>  2 <u>Exp. Share</u>  4 <u>Pokémon Catcher</u>  3 <u>Heavy Ball</u>  3 <u>Pokémon Communication</u>  3 <u>Switch</u>  2 <u>PlusPower</u>  1 <u>Computer Search</u></p>	<p><b>Energy – 11</b>  7 <u>Metal – Basic</u>  4 <u>Double Colorless</u></p>
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This is a relatively cheap deck to put together compared to many others. Use Garbodor to block your opponent's Pokémon abilities and make use of Probopass's Magnetic Lines to disrupt your opponent even more by moving energy to their benched pokemon. Then catcher that Pokémon with all the energy from their bench and KO with Mewtwo's X Ball.

## Terrakion EX

<p><b>Pokémon – 12</b>  3 <u>Stunfisk DRX</u>  3 <u>Terrakion EX</u>  2 <u>Terrakion NVI</u>  2 <u>Groudon EX</u>  1 <u>Registeel EX</u>  1 <u>Mewtwo EX</u></p>	<p><b>Trainers – 36</b>  4 <u>Professor Juniper</u>  4 <u>N</u>  3 <u>Bianca</u>  2 <u>Cheren</u>  4 <u>Pokémon Catcher</u>  4 <u>Heavy Ball</u>  4 <u>Switch</u>  2 <u>Eviolite</u>  3 <u>Exp. Share</u>  2 <u>Energy Retrieval</u>  2 <u>Tool Scrapper</u>  1 <u>Skyla</u>  1 <u>Computer Search</u></p>	<p><b>Energy – 12</b>  12 <u>Fighting</u></p>
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Stunfisk is a good opener and allows you spread damage to bench Pokémon (as will Registeel EX) early in the game ready for Groudon EX to attack. Terrakion EX is there to deal 90 damage and assist with energy acceleration. Keeping the non ex Terrakion is a counter for Sigilyph

Variants on this deck include using Bouffalant (DRX) instead of Groudon and Registeel and playing 2 Mewtwos instead of one.

## Darkrai/Mewtwo/Terrakion

<p><b>Pokémon – 9</b>  3 <u>Darkrai EX</u>  2 <u>Mewtwo EX</u>  2 <u>Terrakion NVI</u>  2 <u>Sableye DEX</u></p>	<p><b>Trainers – 36</b>  4 <u>Professor Juniper</u>  4 <u>N</u>  2 <u>Bianca</u>  2 <u>Random Receiver</u>  3 <u>Ultra Ball</u>  4 <u>Pokémon Catcher</u>  4 <u>Dark Patch</u>  3 <u>Energy Switch</u>  2 <u>Switch</u>  2 <u>Tool Scrapper</u>  2 <u>Eviolite</u>  1 <u>Super Rod</u>  2 <u>Skyla</u>  1 <u>Computer Search</u></p>	<p><b>Energy – 15</b>  8 <u>Darkness – Basic</u>  4 <u>Double Colorless</u>  3 <u>Fighting</u></p>
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Combining the attacking powers of Darkrai with Mewtwo EX to counter fighting decks and Terrakion to counter electric decks.



## Durant/Aggron

<p><b>Pokémon – 16</b>  4 <u>Aron DRX</u>  4 <u>Lairon DRX</u>  4 <u>Aggron DRX</u>  3 <u>Durant NVI</u>  1 <u>Durant DRX</u></p>	<p><b>Trainers – 34</b>  4 <u>N</u>  4 <u>Cheren</u>  4 <u>Professor Juniper</u>  4 <u>Switch</u>  3 <u>Devolution Spray</u>  4 <u>Revive</u>  2 <u>Pokémon Communication</u>  4 <u>Level Ball</u>  2 <u>Super Rod</u>  2 <u>Skyla</u>  1 <u>Computer Search</u></p>	<p><b>Energy – 10</b>  10 <u>Metal – Basic</u></p>
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The object of using this deck is to use Durant's Devour and Aggron's Topplin Wind ability to deck out your opponent for a win. You could use 4 Durant from Noble Victories instead but using one Durant from Dragons Exalted allows you to get needed Pokémon out of your discard pile.

## Klinklang Plus EX (KlinkCorners)

<p><b>Pokémon – 15</b>  4 <u>Klink DEX</u>  2 <u>Klang DEX</u>  3 <u>Klinklang BLW</u>  2 <u>Registeel EX</u>  1 <u>Groudon EX</u>  1 <u>Kyogre EX</u>  1 <u>Kyurem EX</u>  1 <u>Darkrai EX</u></p>	<p><b>Trainers – 32</b>  4 <u>N</u>  3 <u>Bianca</u>  2 <u>Cheren</u>  2 <u>Random Receiver</u>  4 <u>Heavy Ball</u>  3 <u>Ultra Ball</u>  3 <u>Max Potion</u>  3 <u>Switch</u>  2 <u>Skyla</u>  3 <u>Rare Candy</u>  2 <u>Eviolite</u>  1 <u>Computer Search</u></p>	<p><b>Energy – 13</b>  5 <u>Metal – Basic</u>  4 <u>Blend WLFM</u>  4 <u>Prism</u></p>
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One key element of this deck is to do a large portion of your attacks by spreading damage across a number of Pokémon at the same time with attacks from Registeel, Kyurem, Kyogre and Groudon. Darkrai is in the deck more as a tech allowing you use Prism Energy to give your other Pokémon a free retreat if you keep a Klinklang in play, using Klinklang's Shift Gear to move Energy off of damaged Pokémon and then using Max Potion to heal all that damage without losing any of the attached Energy

## Gothitelle Accelgor

<p><b>Pokémon – 22</b>  4 <u>Gothita EPO 43</u>  1 <u>Gothorita EPO 46</u>  4 <u>Gothitelle EPO 47</u>  3 <u>Shelmet NVI</u>  2 <u>Accelgor DEX</u>  2 <u>Munna BLW</u>  2 <u>Musharna NXD</u>  2 <u>Mew EX</u>  2 <u>Darkrai EX</u></p>	<p><b>Trainers – 26</b>  3 <u>Cheren</u>  4 <u>Bianca</u>  2 <u>Professor Juniper</u>  2 <u>N</u>  2 <u>Skyla</u>  1 <u>Computer Search</u>  3 <u>Ultra Ball</u>  3 <u>Rare Candy</u>  3 <u>Pokémon Catcher</u>  2 <u>Pokémon Communication</u>  1 <u>Super Rod</u></p>	<p><b>Energy – 12</b>  4 <u>Blend GRPD</u>  4 <u>Darkness – Basic</u>  4 <u>Double Colorless</u></p>
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This deck can take a while to setup, using Mew EX to copy Accelgor's attack before bringing Gothitelle into play to prevent your opponent playing any item cards.

## FluffyChomp (Garchomp/Altaria)

<p><b>Pokémon – 22</b>  4 <u>Gible DRX 87</u>  3 <u>Gabite DRX 89</u>  4 <u>Garchomp DRX 90</u>  4 <u>Swablu DRX 104</u>  4 <u>Altaria DRX</u>  3 <u>Emolga DRX</u></p>	<p><b>Trainers – 27</b>  4 <u>N</u>  4 <u>Professor Juniper</u>  3 <u>Bianca</u>  3 <u>Level Ball</u>  4 <u>Pokémon Catcher</u>  3 <u>Rare Candy</u>  2 <u>Super Rod</u>  1 <u>Max Potion</u>  2 <u>Skyla</u>  1 <u>Computer Search</u></p>	<p><b>Energy – 11</b>  7 <u>Fighting</u>  4 <u>Blend WLFM</u></p>
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Key to this deck is to use Garchomp's Dragonblade attack. Get as many Altaria's on your bench as possible to add even more damage using its Fight Song Ability. Emolga can be a good opener to get your basics onto the bench with Call for Family. Use Gabite's Dragon Call to get Garchomp into your hand.