

Current competitive decks

Genesect/Virizion

Pokémon – 8 4 Genesect EX 4 Virizion EX	Trainers – 38 4 <u>Professor Juniper</u> 4 <u>N</u> 4 <u>Skyla</u> 1 G Booster 4 <u>Ultra Ball</u> 4 <u>Pokémon Catcher</u> 1 Colress 4 Colress Machine 3 Shadow Triad 1 Energy Search 2 <u>Tool Scrapper</u> 2 Switch 4 Float Stone	Energy – 14 10 Grass 4 Plasma
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This deck relies upon using Genesect and its powerful Megalo Cannon attack. Use it with the Acespec G Booster to deal 200 damage. Shadow Triad allows you to get the G Booster out of your discard pile to use again. Virizion EX can be used to power up Genesect on your bench and when on your bench Virizion also prevents any other Pokemon being affected by special conditions if they have grass energy attached. Some variants also include Bouffalant DRX

Plasma - TDK

Pokémon – 11 2 Thundurus EX 3 Kyurem 4 Deoxys EX 1 Keldeo EX 1 Absol	Trainers – 35 4 <u>Professor Juniper</u> 4 <u>N</u> 2 <u>Skyla</u> 1 Computer Search 2 <u>Ultra Ball</u> 4 <u>Pokémon Catcher</u> 3 Colress 3 Colress Machine 3 Frozen City 3 Silver Bangle 1 Silver Mirror 2 <u>Tool Scrapper</u> 2 Switch 2 Float Stone	Energy – 13 4 Prism 4 Blend WLFM 4 Plasma 1 Water
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This deck relies upon using Thundurus with Raiden Knuckle to speed up energy attachment to your benched Pokemon Kyurem. Bring forward Kyurem as your main attacker and add extra damage for each Deoxys EX on your bench. Keldeo EX is added as a tech card – attach a Float Stone and using its Rush In ability you can easily get any poisoned Pokemon back onto your bench and quickly bring them forward again.

Big Basics

<p>Pokémon – 8 3 Landorus EX 2 Tornadus EX 2 Mewtwo EX 1 Keldeo EX</p>	<p>Trainers – 40 4 <u>Professor Juniper</u> 4 <u>N</u> 2 <u>Bianca</u> 3 <u>Skyla</u> 1 Scramble Switch 3 <u>Ultra Ball</u> 4 <u>Pokémon Catcher</u> 2 Colress 2 EXP Share 4 Hypnotoxic Lasers 3 Virbank City 1 <u>Max Potion</u> 2 <u>Eviolite</u> 1 <u>Tool Scrapper</u> 4 Switch</p>	<p>Energy – 12 8 Fighting – Basic 4 Double Colorless</p>
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This deck relies upon using heavy hitting Pokémon to deal large damage to your opponent with the addition of Hypnotoxic Lasers played with the Virbank City Stadium card. Open with Landorus EX to deal 30 and 30 to the bench in turn 1 or Tornadus EX with a DCE attached and Virbank in play to deal 60 first turn. Keldeo EX is added as a tech card as a way of retreating a poisoned Pokémon to the bench using Rush In as well going up against other Landorus EX decks to take advantage of the fighting Pokémon's weakness to water.

Keldeo/Black Kyurem

<p>Pokémon – 13 4 Squirtle BCR 3 Blastoise BCR 3 Keldeo EX 2 Black Kyurem EX PLS 1 Mewtwo EX</p>	<p>Trainers – 32 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</p>	<p>Energy – 15 11 Water 4 Lightning</p>
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A 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.

Darkrai Lasers

<p>Pokémon – 9 4 <u>Sableye DEX</u> 4 <u>Darkrai EX</u> 1 <u>Mr Mime</u></p>	<p>Trainers – 40 4 <u>Professor Juniper</u> 4 <u>N</u> 2 <u>Bianca</u> 3 <u>Skyla</u> 1 <u>Computer Search</u> 3 <u>Ultra Ball</u> 4 <u>Pokémon Catcher</u> 4 <u>Dark Patch</u> 2 <u>Dark Claw</u> 4 <u>Hypnotoxic Lasers</u> 3 <u>Virbank City</u> 2 <u>Max Potion</u> 2 <u>Eviolite</u> 2 <u>Tool Scrapper</u></p>	<p>Energy – 11 11 <u>Darkness – Basic</u></p>
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The strategy of this deck lies in using Hypnotoxic Laser with Virbank City Stadium in play to poison your opponent, adding 3 damage between turns instead of 1. Use Sableye's Junk Hunt to get the Lasers back into your hand from your discard pile while building up your own Darkrai's on the bench.

PlasmaKlang

<p>Pokémon – 17 3 <u>Klinklang PLS</u> 1 <u>Klinklang, BLW</u> 2 <u>Klang, DEX</u> 1 <u>Terrakion, NVI</u> 4 <u>Klink, DEX</u> 4 <u>Cobalion EX PLS</u> 1 <u>Keldeo EX, BC</u></p>	<p>Trainers – 29 3 <u>Rare Candy</u> 1 <u>Super Rod</u> 3 <u>Pokémon Catcher</u> 4 <u>Heavy Ball</u> 1 <u>Tool Scrapper</u> 1 <u>Max Potion</u> 3 <u>Escape Rope</u> 1 <u>Computer Search</u> 3 <u>Skyla</u> 2 <u>Bianca</u> 4 <u>Professor Juniper</u> 3 <u>N</u> 2 <u>Float Stone</u></p>	<p>Energy – 13 9 <u>Metal</u> 4 <u>Blend WLFM</u></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.

Garbodor /Landorus

<p>Pokémon – 11 3 Trubbish DRX 3 Garbodor DRX 3 Landorus EX 2 <u>Terrakion NVI</u></p>	<p>Trainers – 37 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>Energy – 12 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 Landorus for attacks will deal considerable damage to dark and electric decks. Some variants of this deck also include Registeel EX or Entei EX.

You could also try replacing Landorus with Cobalion EX and Terrakion with Mewtwo EX and use metal energy and some DCEs. Also, consider adding Hypnotoxic lasers and Virbank City.

Blastoise/Keldeo

<p>Pokémon – 14 4 Squirtle BCR 1 Wartortle BCR 3 Blastoise BCR 4 Keldeo EX 2 Mewtwo EX</p>	<p>Trainers – 32 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>Superior Energy Retrieval</u> 4 <u>Pokémon Catcher</u> 2 <u>Energy Retrieval</u> 2 <u>Tool Scrapper</u></p>	<p>Energy – 14 14 <u>Water</u></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

Pokémon – 15 3 <u>Deino DRX</u> 1 <u>Zweilous DRX</u> 3 <u>Hydreigon DRX 97</u> 3 <u>Sableye DEX</u> 3 <u>Darkrai EX</u> 1 <u>Sigilyph DRX</u> 1 <u>Virizion EX</u>	Trainers – 33 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>	Energy – 12 8 <u>Darkness – Basic</u> 4 <u>Blend GRPD</u>
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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. Virizion EX stays on your bench and prevents any other Pokemon being affected by special conditions if they have grass energy attached.

Keldeo/Lugia

Pokémon – 13 4 <u>Squirtle BCR</u> 3 <u>Blastoise BCR</u> 3 <u>Keldeo EX</u> 2 <u>Lugia EX</u> 1 <u>Mewtwo EX</u>	Trainers – 32 4 <u>Professor Juniper</u> 4 <u>N</u> 3 <u>Skyla</u> 2 <u>Colress</u> 4 <u>Pokémon Catcher</u> 4 <u>Energy Retrieval</u> 4 <u>Ultra Ball</u> 4 <u>Rare Candy</u> 1 <u>Dowsing Machine</u> 2 <u>Bianca or Cheren</u>	Energy – 15 11 <u>Water</u> 4 <u>Plasma Energy</u>
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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.

Darkrai/Landorus

Pokémon – 9 4 Landorus EX 2 Sableye DEX 3 Darkrai EX	Trainers – 37 4 Professor Juniper 4 N 3 Skyla 1 Computer Search 2 Bianca 1 Random Receiver 4 Ultra Ball 1 Switch 2 EXP Share 3 Eviolite 4 Pokémon Catcher 4 Dark Patch 2 Tool Scrapper 2 Dark Claw	Energy – 14 8 Darkness – Basic 6 Fighting
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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

Pokémon – 9 2 Terrakion NVI 4 Sableye DEX 3 Darkrai EX	Trainers – 38 4 Professor Juniper 4 N 3 Skyla 1 Computer Search 3 Bianca 1 Random Receiver 4 Ultra Ball 2 EXP Share 3 Eviolite 4 Pokémon Catcher 4 Dark Patch 2 Tool Scrapper 1 Energy search 1 Dark Claw	Energy – 13 8 Darkness – Basic 5 Fighting
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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>Pokémon – 10 3 <u>Mewtwo EX</u> 4 <u>Sableye DEX</u> 3 <u>Darkrai EX</u></p>	<p>Trainers – 37 4 <u>Professor Juniper</u> 4 <u>N</u> 3 <u>Skyla</u> 1 <u>Computer Search</u> 3 <u>Bianca</u> 2 <u>Random Receiver</u> 4 <u>Ultra Ball</u> 2 <u>Dark Claw</u> 4 <u>Eviolite</u> 4 <u>Pokémon Catcher</u> 4 <u>Dark Patch</u> 2 <u>Tool Scrapper</u></p>	<p>Energy – 13 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.

Probopass/Garbodor

<p>Pokémon – 14 3 <u>Nosepass DRX</u> 3 <u>Probopass DRX</u> 3 <u>Trubbish</u> 2 <u>Garbodor DRX</u> 3 <u>Mewtwo EX</u></p>	<p>Trainers – 35 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>Energy – 11 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

Pokémon – 12 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>	Trainers – 36 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>	Energy – 12 12 <u>Fighting</u>
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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

Pokémon – 9 3 <u>Darkrai EX</u> 2 <u>Mewtwo EX</u> 2 <u>Terrakion NVI</u> 2 <u>Sableye DEX</u>	Trainers – 36 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> 2 <u>Dark Claw</u> 2 <u>Switch</u> 2 <u>Tool Scrapper</u> 2 <u>Eviolite</u> 2 <u>Energy Retrieval</u> 1 <u>Super Rod</u> 2 <u>Skyla</u> 1 <u>Computer Search</u>	Energy – 15 8 <u>Darkness – Basic</u> 4 <u>Double Colorless</u> 3 <u>Fighting</u>
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Combining the attacking powers of Darkrai with Mewtwo EX to counter fighting decks and Terrakion to counter electric decks.

Klinklang Plus EX (KlinkCorners)

Pokémon – 15 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>	Trainers – 32 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>	Energy – 13 5 <u>Metal – Basic</u> 4 <u>Blend WLFM</u> 4 <u>Prism</u>
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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

FluffyChomp (Garchomp/Altaria)

Pokémon – 22 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>	Trainers – 27 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>	Energy – 11 7 <u>Fighting</u> 4 <u>Blend WLFM</u>
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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.