

Pokemon TCG double battle rules

These rules for the pokemon TCG are meant to simulate the double battles found in the videogames. A player may use one deck, two decks, or two decks with a friend to double battle opponent(s). These Rules have been play tested and should work well.

Pokemon TCG double battle rules (when using 1 deck and general rules)

Unless otherwise mentioned all rules are the same as regular official pokemon TCG rules. (Example: 6 prize cards, coin flip for start, only one stadium at a time, ect.)

2 active pokemon, 4 on the bench max if you have an empty slot in active pokemon space you must fill it as soon as you can.

Example set up: Prize cards – active pokemon – active pokemon – deck – discard pile

Benched pokemon – benched pokemon – benched pokemon – benched pokemon

Both player teams must start with two active pokemon; as a result of difficulty to guarantee two basic pokemon ignore the extra card draw for the opponent mulling (drawing opening hand) again.

Players using a single deck draw 2 cards pr turn. It is still highly unlikely to deck out.

Player teams may play 2 energies per turn, but not on the same pokemon.

Both player teams play their turns WITHOUT attacking. Enter battle phase. Start of turn and end of battle phases include poison, burn, and sleep effects.

Battle Phase (after both turns): Declare all attacks and attack targets. Attacks with the lowest energy cost goes first, ties are broken by the lowest retreat cost of pokemon, and ties again are broken by a coin flip. LV.X, Pokemon Prime, and Legend cards attack after all regular pokemon with similar attack order rules, Pokemon EX and Mega EX always attack last with similar attack order rules. Example cards below:



Optional rule: If a player has only one active pokemon at the beginning of the battle phase it may attack twice.

Attacks which hit multiple targets are designated on the card as they are written. Example move: shoot through will still hits an active and a bench; if you may choose your targets you may hit both active

pokemon. Example move: earthquake hits the active and the whole bench; it also hits the other active like a benched pokemon. Pick your primary target.

Mega evolved pokemon rule: Instead of ending your turn when a pokemon EX mega evolves, that pokemon cannot attack for the immediately following battle phase.

Special card note: There is a Victini card that cannot attack unless there is 5 benched pokemon. Here it must have 4 benched pokemon and 2 active pokemon. The same rule change for other cards with similar requirements.

Special card note: Some cards are worded “each of your active pokemon” or similar. Such cards like Double Full Heal may be particularly useful in double battle decks. If a card does not specifically designate multiple pokemon targets it only affects one.



Double battles using 2 deck teams (1 player with 2 decks or a 2 player team) Variation A (no mixing)

Same rules as above unless otherwise mentioned for 2 deck team.

Team Decks take their turns simultaneously, example: Team 1, Team 2, battle phase, repeat.

Each deck may have one active pokemon and 2 benched. Both decks have 6 prize cards. For each KO a team has both decks’ hands draw a prize card. Each deck’s hand draws one card from the deck pr turn.

Each deck has an independent hand, graveyard, and 6 prize cards. Each deck may play one supporter pr turn. You may not play energy or supporter cards to aid the team deck. You may use potions or status heal items such as full restore on other deck’s pokemon. You may not attach items to a team deck’s pokemon. Cards do not mix between decks, and cards belonging to one deck go in that decks graveyard.

Example set up: discard-deck-active pokemon-prize cards-Prize cards-active pokemon-deck-discard pile

Benched pokemon – benched pokemon --- benched pokemon – benched pokemon

Pokemon moves and effects (such as poke-bodies or poke-powers) will affect both decks in a team. Example: a move that heals all benched pokemon or damages all benched pokemon will hit both team decks’ bench.

Cards which affect the opponent team’s hands have varying effects. If it causes your opponent(s) to draw both deck hands draw, if it causes your opponent(s) to discard both deck hands discard. Some

effect all players/deck hands such as “both players draw or discard to five cards” (apply as if both players means all players or deck hands). If you can discard cards from your opponent(s) deck pick your target(s). It does not discard from both decks unless you can discard multiple and you divide the effect’s targets.

Double battles using 2 deck teams (1 player with 2 decks or a 2 player team) Variation B (mixing)

Same rules as Variation A unless otherwise mentioned.

A player/team may have 2 active pokemon from one deck, and also may have more than 2 benched pokemon from one deck. (Max total bench is still 4)

May play energy, held items, supporters, ect. to help the other deck. (Optional rule - May even evolve other’s pokemon)

Each deck’s cards go to their original decks graveyard. WARNING! Be careful to keep track of each deck’s cards. Cards can get mixed up in variation B. Have a system for keeping track of your deck’s cards!

Tripple battles, three decks and ect.

These rules may be modified to accommodate three on three battles or ect. More active pokemon means less bench room, ect. Or create your own unique battle rules such as for a rotation battle or ect.

Example house rule: No card limit on how many eevee cards may be in a deck.

Example house rule: An 80 card tri-color deck or 80 card deck and tripple battle.

Credits

Pokemon TCG © The Pokemon Company, card pictures from Serebii.net and Pokebeach.com

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Special thanks to Cody Pickett and Christopher Evans for ideas and play testing.

Questions and Comments

Most questions can be answered by reviewing these rules and the official TCG rules. For questions or comments email [jdmdogsled\[at\]gmail.com](mailto:jdmdogsled[at]gmail.com)

Version notes

1.0 original handwritten ideas

1.1 changed battle system from lowest retreat cost first to lowest attack cost then retreat cost

2.0 computer draft

2.1 grammar and 2 deck team revisions

2.2 added mega evolution rule

2.3 grammar and general rule revisions

2.4 example cards added and 2 deck team revisions

3.0 current published version – card draw revisions and general rule revisions