

MASTER TRAINER v6.7

Multiplayer singleton Pokémon format focused on positioning, politics, and endgame escalation.

SETUP

- 200 Player Life
- 75-card deck (74 + Master)
- Paragon starts OUTSIDE the deck
- Draw 7 cards
- Place 1 Basic Energy Source

DECK RULES

- Singleton format
- No duplicate species
- 1 Apex: V / GX / ex / EX
- 1 Paragon: Mega / VMAX / VSTAR

TURN

- Draw & Generate Energy
- Main Phase
- Battle Phase
- End Step Draw

ENERGY

- Energy cards become permanent Sources
- Sources generate Energy each turn
- Unused Energy disappears

COMBAT

- 1 attack per turn
- Life Link: take 50% damage
- Max 50 Player damage per attack
- Bench is In Cover

HEALING

- Potion/Support healing heals Player Life
- Max 50 healing per turn
- Pokémon abilities do NOT trigger Healing Echo

MOVEMENT

- 2 movement actions per turn
- No retreat/switch after attack declared
- Benched Pokémon cannot return Active same turn

PARAGONS

- Outside the deck
- Deploy once per game
- Require 8 Energy Sources + 4 Energy
- Lose 1 Source each End Step

Master Trainer is an unofficial fan-made multiplayer format.