BASIC

Chien-Pao

HP 120

NO. 1002 Ruinous Pokémon HT: 6'3" WT: 335.5 lbs.

Ability Snow Sink

When you play this Pokémon from your hand onto your Bench during your turn, you may discard a Stadium in play.

Icicle Loop 120

Put an Energy attached to this Pokémon into your hand.

weakness ×2 | resistance | retreat

Illus. Yuya Oka

H SSP EN 056/191 ★

The hatred of those who perished by the sword long ago has clad itself in snow and become a Pokémon.

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BASIC

Enamorus

HP 120

NO. 0905 Love-Hate Pokémon HT: 5'3" WT: 105.8 lbs.

Heart Sign 30

Love Resonance 80+

If any of your Pokémon in play are the same type as any of your opponent's Pokémon in play, this attack does 120 more damage.

weakness ×2 | resistance | retreat

Illus. DOM

H TWM EN 093/167 ★

When it flies to this land from across the sea, the bitter winter comes to an end. According to legend, this Pokémon's love gives rise to the budding of fresh life across Hisui.

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BASIC

Fezandipiti ex

HP 210

Ability Flip the Script

Once during your turn, if any of your Pokémon were Knocked Out during your opponent's last turn, you may draw 3 cards. You can't use more than 1 Flip the Script Ability each turn.

Cruel Arrow

This attack does 100 damage to 1 of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness ×2 | resistance | retreat

Illus. takuyoa

H ASC EN 142/217 ★

Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

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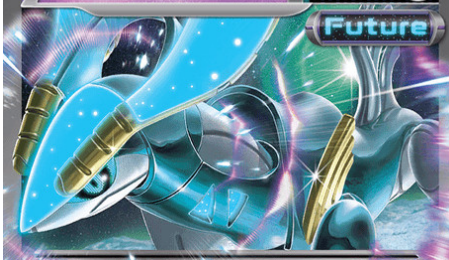
BASIC

Iron Crown ex

HP 220

Future



Ability Cobalt Command

Attacks used by your Future Pokémon, except any Iron Crown ex, do 20 more damage to your opponent's Active Pokémon *(before applying Weakness and Resistance)*.

Twin Shotels

This attack does 50 damage to 2 of your opponent's Pokémon. This attack's damage isn't affected by Weakness or Resistance, or by any effects on those Pokémon.

weakness ×2 | resistance -30 | retreat

Illus. 5ban Graphics

H TEF EN 081/162 ★★

Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

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BASIC

Iron Leaves ex

HP 220

Future

Ability Rapid Vernier

When you play this Pokémon from your hand onto your Bench during your turn, you may switch it with your Active Pokémon. If you do, you may move any amount of Energy from your other Pokémon to this Pokémon.

Prism Edge 180

During your next turn, this Pokémon can't attack.

weakness ×2 | resistance | retreat

Illus. 5ban Graphics

H TEF EN 025/162 ★★

Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

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BASIC

Latias ex

HP 210

Ability Skyliner

Your Basic Pokémon in play have no Retreat Cost.

Eon Blade 200

During your next turn, this Pokémon can't attack.

weakness ×2 | resistance -30 | retreat

Illus. takuyoa

H SSP EN 076/191 ★★

Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC

Latias ex

HP 210

Ability Skyliner

Your Basic Pokémon in play have no Retreat Cost.

Eon Blade 200

During your next turn, this Pokémon can't attack.

weakness ×2 | resistance -30 | retreat

Illus. takuyoa

H SSP EN 076/191 ★★

Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC

Lillie's Clefairy ex

HP 190

Ability Fairy Zone

The Weakness of each of your opponent's Pokémon in play is now . *(Apply Weakness as ×2.)*

Full Moon Rondo 20+

This attack does 20 more damage for each Benched Pokémon *(both yours and your opponent's)*.

weakness ×2 | resistance | retreat

Illus. 5ban Graphics

I JTG EN 056/159 ★★

Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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weakness ×2 | resistance | retreat

Illus. 5ban Graphics

I JTG EN 056/159 ★★

Pokémon ex rule When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Mega Kangaskhan ex** HP 300

The Mega-Evolved form of Kangaskhan

Ability **Run Errand**

Once during your turn, if this Pokémon is in the Active Spot, you may use this Ability. Draw 2 cards. You can't use more than 1 Run Errand Ability each turn.

★★★ **Rapid-Fire Combo** 200+

Flip a coin until you get tails. This attack does 50 more damage for each heads.

weakness ×2 | resistance | retreat ★★★

Mega Evolution ex rule: When your Mega Evolution Pokémon ex is Knocked Out, your opponent takes 3 Prize cards.

Illus. 5ban Graphics

1 MEG EN 104/132 ★★

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Mega Kangaskhan ex** HP 300

The Mega-Evolved form of Kangaskhan

Ability **Run Errand**

Once during your turn, if this Pokémon is in the Active Spot, you may use this Ability. Draw 2 cards. You can't use more than 1 Run Errand Ability each turn.

★★★ **Rapid-Fire Combo** 200+

Flip a coin until you get tails. This attack does 50 more damage for each heads.

weakness ×2 | resistance | retreat ★★★

Mega Evolution ex rule: When your Mega Evolution Pokémon ex is Knocked Out, your opponent takes 3 Prize cards.

Illus. 5ban Graphics

1 MEG EN 104/132 ★★

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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The Mega-Evolved form of Kangaskhan

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Flip a coin until you get tails. This attack does 50 more damage for each heads.

weakness ×2 | resistance | retreat ★★★

Mega Evolution ex rule: When your Mega Evolution Pokémon ex is Knocked Out, your opponent takes 3 Prize cards.

Illus. 5ban Graphics

1 MEG EN 104/132 ★★

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Mega Kangaskhan ex** HP 300

The Mega-Evolved form of Kangaskhan

Ability **Run Errand**

Once during your turn, if this Pokémon is in the Active Spot, you may use this Ability. Draw 2 cards. You can't use more than 1 Run Errand Ability each turn.

★★★ **Rapid-Fire Combo** 200+

Flip a coin until you get tails. This attack does 50 more damage for each heads.

weakness ×2 | resistance | retreat ★★★

Mega Evolution ex rule: When your Mega Evolution Pokémon ex is Knocked Out, your opponent takes 3 Prize cards.

Illus. 5ban Graphics

1 MEG EN 104/132 ★★

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BASIC **Meowth ex** HP 170

Ability **Last-Ditch Catch**

Once during your turn, when you play this Pokémon from your hand onto your Bench, you may use this Ability. Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck. You can't use more than 1 Ability that has "Last-Ditch" in its name each turn.

★★★ **Tuck Tail** 60

Put this Pokémon and all attached cards into your hand.

weakness ×2 | resistance | retreat ★

Pokémon ex rule: When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Illus. 5ban Graphics

J POR EN 062/088 ★★

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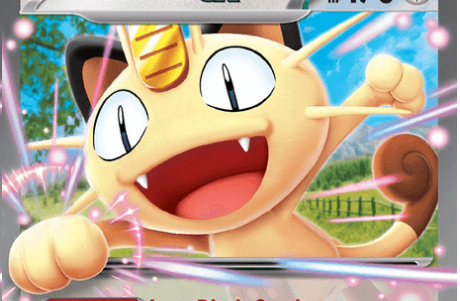
BASIC **Meowth ex** HP 170



Ability **Last-Ditch Catch**

Once during your turn, when you play this Pokémon from your hand onto your Bench, you may use this Ability. Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck. You can't use more than 1 Ability that has "Last-Ditch" in its name each turn.

★★★ **Tuck Tail** 60

Put this Pokémon and all attached cards into your hand.

weakness ×2 | resistance | retreat ★

Pokémon ex rule: When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Illus. 5ban Graphics

J POR EN 062/088 ★★

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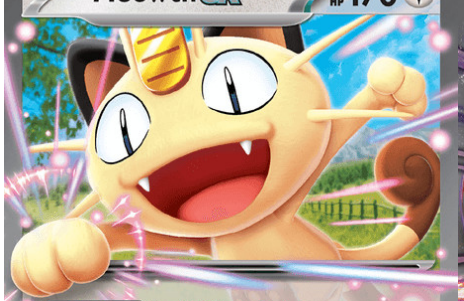
BASIC **Meowth ex** HP 170



Ability **Last-Ditch Catch**

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★★★ **Tuck Tail** 60

Put this Pokémon and all attached cards into your hand.

weakness ×2 | resistance | retreat ★

Pokémon ex rule: When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Illus. 5ban Graphics

J POR EN 062/088 ★★

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BASIC **Raging Bolt ex** HP 240

Ancient

★ **Burst Roar**

Discard your hand and draw 6 cards.

⚡👊 **Bellowing Thunder** 70×

You may discard any amount of Basic Energy from your Pokémon. This attack does 70 damage for each card you discarded in this way.

weakness | resistance | retreat ★★★

Pokémon ex rule: When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Illus. aky CG Works

H TEF EN 123/162 ★★

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BASIC **Teal Mask Ogerpon ex** HP 210 Tera

As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks *(both yours and your opponent's)*.

Ability **Teal Dance**

Once during your turn, you may attach a Basic Energy card from your hand to this Pokémon. If you attached Energy to a Pokémon in this way, draw a card.

🍃🍃🍃 **Myriad Leaf Shower** 30+

This attack does 30 more damage for each Energy attached to both Active Pokémon.

weakness 🔥×2 | resistance | retreat ★

Pokémon ex rule: When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Illus. 5ban Graphics

H TWM EN 025/167 ★★

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BASIC

Teal Mask Ogerpon ex — HP 210

Tera

As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks *(both yours and your opponent's)*.

Ability **Teal Dance**

Once during your turn, you may attach a Basic Energy card from your hand to this Pokémon. If you attached Energy to a Pokémon in this way, draw a card.

Myriad Leaf Shower 30+

This attack does 30 more damage for each Energy attached to both Active Pokémon.

weakness ×2 | resistance | retreat

Pokémon ex rule: When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Illus. Sban Graphics

H TWM EN 025/167

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BASIC

Wellspring Mask Ogerpon ex — HP 210

Tera

As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks *(both yours and your opponent's)*.

Sob 20

During your opponent's next turn, the Defending Pokémon can't retreat.

Torrential Pump 100

You may shuffle 3 Energy attached to this Pokémon into your deck. If you do, this attack also does 120 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness ×2 | resistance | retreat

Pokémon ex rule: When your Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Illus. Sban Graphics

H TWM EN 064/167

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Stadium — TRAINER

Area Zero Underdepths

Each player who has any Tera Pokémon in play can have up to 8 Pokémon on their Bench.

If a player no longer has any Tera Pokémon in play, that player discards Pokémon from their Bench until they have 5. When this card leaves play, both players discard Pokémon from their Bench until they have 5, and the player who played this card discards first.

Illus. MARINA Chikazawa

H SCR EN 131/142

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

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Stadium — TRAINER

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H SCR EN 131/142

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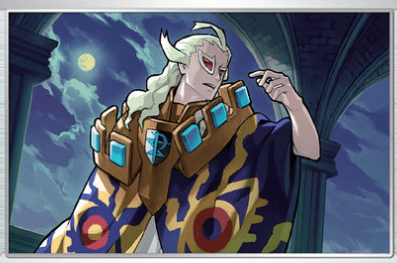
Supporter — TRAINER

Boss's Orders

Ghetsis



Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Illus. NC Empire

I MEG EN 114/132

You may play only 1 Supporter card during your turn.

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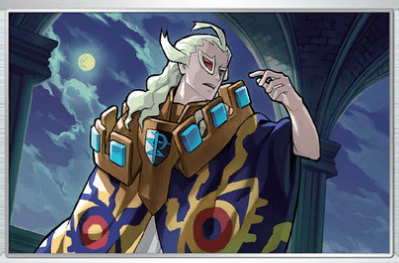
Supporter — TRAINER

Boss's Orders

Ghetsis



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Illus. NC Empire

I MEG EN 114/132

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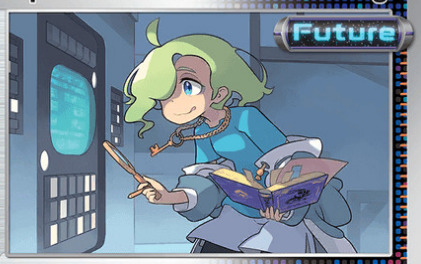
Supporter — TRAINER

Ciphermaniac's Codebreaking



Search your deck for 2 cards, shuffle your deck, then put those cards on top of it in any order.

Illus. Taira Akitsu

H TEF EN 145/162

You may play only 1 Supporter card during your turn.

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Supporter — TRAINER

Crispin

Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

Illus. GIDORA

H SCR EN 133/142

You may play only 1 Supporter card during your turn.

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Supporter TRAINER

Crispin

Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. GIDORA
H SCR EN 133/142 ◆

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Supporter TRAINER

Crispin

Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. GIDORA
H SCR EN 133/142 ◆

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Supporter TRAINER

Crispin

Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. GIDORA
H SCR EN 133/142 ◆

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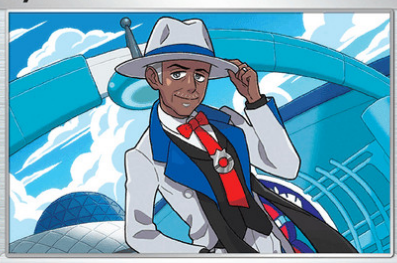
Supporter TRAINER

Cyrano



Search your deck for up to 3 Pokémon ex, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. Akira Komayama
H SSP EN 170/191 ◆

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Supporter TRAINER

Cyrano

Search your deck for up to 3 Pokémon ex, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. Akira Komayama
H SSP EN 170/191 ◆

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Item TRAINER

Energy Switch

Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

You may play any number of Item cards during your turn.

Illus. Studio Bora Inc.
I MEG EN 115/132 ●

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Item TRAINER

Energy Switch

Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

You may play any number of Item cards during your turn.

Illus. Studio Bora Inc.
I MEG EN 115/132 ●

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Energy Switch

Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

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Illus. Studio Bora Inc.
I MEG EN 115/132 ●

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Item TRAINER

Energy Switch

Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

You may play any number of Item cards during your turn.

Illus. Studio Bora Inc.
I MEG EN 115/132 ●

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Item TRAINER

Glass Trumpet

You can use this card only if you have any Tera Pokémon in play.

Choose up to 2 of your Benched ✶ Pokémon and attach a Basic Energy card from your discard pile to each of them.

You may play any number of Item cards during your turn.

Illus. Toyste Beach
H SCR EN 135/142 ◆

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Stadium TRAINER

Jamming Tower

Pokémon Tools attached to each Pokémon *(both yours and your opponent's)* have no effect.

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Illus. AYUMI ODASHIMA
H TWM EN 153/167 ◆

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Item TRAINER

Night Stretcher

Put a Pokémon or a Basic Energy card from your discard pile into your hand.

You may play any number of Item cards during your turn.

Illus. Toyste Beach
H ASC EN 196/217 ●

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Item TRAINER

Night Stretcher

Put a Pokémon or a Basic Energy card from your discard pile into your hand.

You may play any number of Item cards during your turn.

Illus. Toyste Beach
H ASC EN 196/217 ●

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Item TRAINER

Prime Catcher

ACE SPEC

Switch in 1 of your opponent's Benched Pokémon to the Active Spot. If you do, switch your Active Pokémon with 1 of your Benched Pokémon.

You can't have more than 1 **ACE SPEC** card in your deck.

You may play any number of Item cards during your turn.

Illus. Toyste Beach
H TEF EN 157/162 ★

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Item TRAINER

Special Red Card

You can use this card only if your opponent has 3 or fewer Prize cards remaining.

Your opponent shuffles their hand and puts it on the bottom of their deck. If they put any cards on the bottom of their deck in this way, they draw 3 cards.

You may play any number of Item cards during your turn.

Illus. Studio Bora Inc.
J CRI EN 082/086 ◆

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Item TRAINER

Ultra Ball

You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

You may play any number of Item cards during your turn.

Illus. Ayaka Yoshida
I MEG EN 131/132 ●

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Item TRAINER

Ultra Ball

You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

You may play any number of Item cards during your turn.

Illus. Ayaka Yoshida
I MEG EN 131/132 ●

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Item TRAINER

Ultra Ball

You can use this card only if you discard 2 other cards from your hand.

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Illus. Ayaka Yoshida
I MEG EN 131/132 ●

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You may play any number of Item cards during your turn.

Illus. Ayaka Yoshida

1 MEG EN 131/132 ●

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Basic Energy ENERGY

Basic Fighting Energy

MEE EN 006

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Basic Energy ENERGY

Basic Fighting Energy

MEE EN 006

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Basic Energy ENERGY

Basic Grass Energy

MEE EN 001

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Basic Energy ENERGY

Basic Grass Energy

MEE EN 001

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MEE EN 001

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MEE EN 001

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Basic Energy ENERGY

Basic Grass Energy

MEE EN 001

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Basic Energy
ENERGY
Basic Energy
MEE EN 004
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Basic Energy
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MEE EN 004
©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Basic Energy
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Basic Energy
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Basic Energy
ENERGY
Basic Energy
MEE EN 003
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