

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.

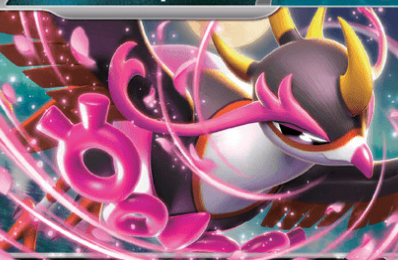
weakness ⚡ ×2 resistance retreat ⚡

Illus. Yoya Oka
H SSP 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 Fezandipiti **EX** HP 210



NO. 142/217

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. Ichigaya
H ASC 142/217 ★

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

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STAGE 1 Galvantula HP 100



NO. 0596. ElectroSpider Pokémon. HT. 2'7" WT. 31.5 lbs.

Ability **Compound Eyes**
Attacks used by this Pokémon do 50 more damage to your opponent's Active Pokémon that has an Ability (before applying Weakness and Resistance).

⚡ ⚡ **Shocking Web** 50+
If this Pokémon has any ⚡ Energy attached, this attack does 80 more damage.

weakness ⚡ ×2 resistance retreat ⚡

Illus. masha
H SAN 002/064 ♦

It launches electrified fur from its abdomen as its means of attack. Opponents hit by the fur could be in for three full days and nights of paralysis.

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BASIC Iron Leaves **EX** HP 220



NO. 025/162

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. Shon Graphics
H TFC 025/162 ★

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

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BASIC Joltik HP 30



NO. 0595. Attaching Pokémon. HT. 4" WT. 1.3 lbs.

⚡ **Jolting Charge**
Search your deck for up to 2 Basic ⚡ Energy cards and up to 2 Basic ⚡ Energy cards and attach them to your Pokémon in any way you like. Then, shuffle your deck.

weakness ⚡ ×2 resistance retreat ⚡

Illus. Nisato Niso
H SCA 050/142 ●

Since it can't generate its own electricity, it sticks onto large-bodied Pokémon and absorbs static electricity.

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BASIC Latias **EX** HP 210



NO. 076/191

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. nokuyoo
H SSP 076/191 ★

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

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Illus. nokuyoo
H SSP 076/191 ★

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

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BASIC Lillie's Clefairy **EX** HP 190



NO. 056/159

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. Shon Graphics
H JIG 056/159 ★

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

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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.

Illustration by Sbon Graphics

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.

Illustration by Sbon Graphics

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.

Illustration by MARINA Chikazawa

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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131/142

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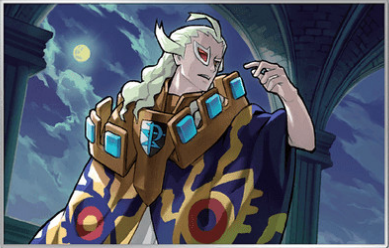
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illustration by NC Empire

114/132

You may play only 1 Supporter card during your turn.

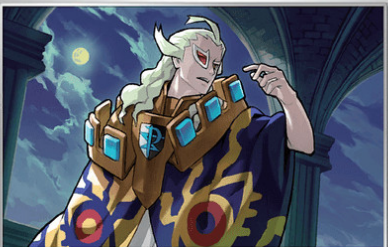
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illustration by NC Empire

114/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Ciphermaniac's Codebreaking

Future



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

Illustration by Taira Akitsu

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.

Illustration by GIDORA

133/142

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Crispin



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Illus. GIDORA
H SC14 133/142

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Supporter

TRAINER

Crispin



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Illus. GIDORA
H SC14 133/142

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Illus. GIDORA
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You may play only 1 Supporter card during your turn.

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Item

TRAINER

Energy Switch



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

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

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Item

TRAINER

Energy Switch



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

Illus. Studio Boro Inc.
I MEG14 115/132

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Item

TRAINER

Energy Switch



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

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I MEG14 115/132

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

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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.

Illus. Toyote Beach
H SC14 135/142

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

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Supporter

TRAINER

Judge



Each player shuffles their hand into their deck and draws 4 cards.

Illus. Kontoro
J PC14 076/088

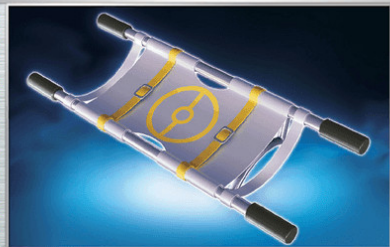
You may play only 1 Supporter card during your turn.

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Item

TRAINER

Night Stretcher



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

Illus. Toyote Beach
H AS14 196/217

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

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Supporter **TRAINER**

Team Rocket's Petrel



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

You may play only 1 Supporter card during your turn.

Illus. GOSSAN

0 **Driftn** 176/182 ♦

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