

BASIC **Buneary** **HP 70** ★



NO. 0427 Rabbit Pokémon HT: 1'4" WT: 12.1 lbs.

★ **Run Around**
Switch this Pokémon with 1 of your Benched Pokémon.

★★ **Kick** 20

weakness ♀ ×2 resistance retreat ★

illus. Iano
H TEF 083/094 ●

Buneary can attack by rolling up their ears and then striking with the force created by unrolling them. This attack becomes stronger with training.

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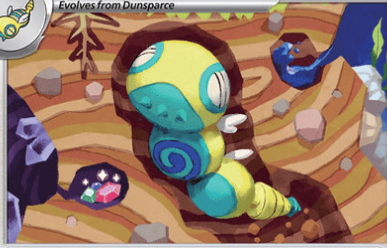
illus. Iano
H TEF 083/094 ●

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STAGE 1 **Dudunsparce** **HP 140** ★

Evolves from Dunsparce



NO. 0982 Land Snake Pokémon HT: 1'11" WT: 86.4 lbs.

Ability Run Away Draw
Once during your turn, you may draw 3 cards. If you drew any cards in this way, shuffle this Pokémon and all attached cards into your deck.

★★★ **Land Crush** 90

weakness ♀ ×2 resistance retreat ★★

illus. Tezairo
H TEF 129/162 ★

This Pokémon uses its hard tail to make its nest by boring holes into bedrock deep underground. The nest can reach lengths of over six miles.

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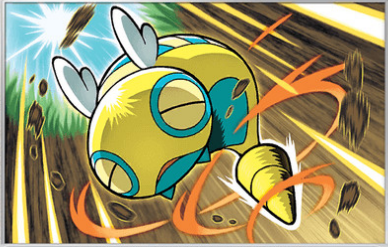
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BASIC **Dunsparce** **HP 60** ★



NO. 0206 Land Snake Pokémon HT: 4'11" WT: 30.9 lbs.

★ **Gnaw** 10

★★ **Dig** 30
Flip a coin. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

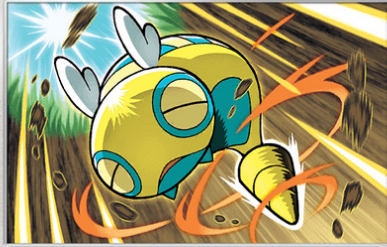
weakness ♀ ×2 resistance retreat

illus. Sonosuke Sakuma
H TEF 128/162 ●

It creates mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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BASIC **Dunsparce** **HP 60** ★



NO. 0206 Land Snake Pokémon HT: 4'11" WT: 30.9 lbs.

★ **Gnaw** 10

★★ **Dig** 30
Flip a coin. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

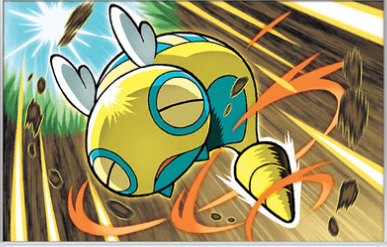
weakness ♀ ×2 resistance retreat

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H TEF 128/162 ●

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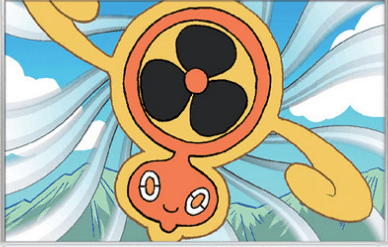
weakness ♀ ×2 resistance retreat

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H TEF 128/162 ●

It creates mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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BASIC **Fan Rotom** **HP 70** ★



NO. 0479 Plasma Pokémon HT: 1' WT: 0.7 lbs.

Ability Fan Call
Once during your first turn, you may search your deck for up to 3 ★ Pokémon with 100 HP or less, reveal them, and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

★ **Assault Landing** 70
If there is no Stadium in play, this attack does nothing.

weakness ♀ ×2 resistance ♂ -30 retreat ★

illus. Tashinoo Aoki
H SCL 118/142 ●

There are several appliances that Rotom can inhabit, but the first one to be developed was the electric fan.

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STAGE 1 **Mega Froslass EX** **HP 310** ♀

Evolves from Snorunt

The Mega-Evolved form of Froslass



Resentful Refrain 50×
This attack does 50 damage for each card in your opponent's hand.

★★★ **Absolute Snow** 150
Your opponent's Active Pokémon is now Asleep.

weakness ♀ ×2 resistance retreat ★

illus. Shon Graphics
H ASC 047/217 ★

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

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STAGE 1 **Mega Frosllass EX** HP 310

Evolves from Snorunt

The Mega-Evolved form of Frosllass

Resentful Refrain 50^x
This attack does 50 damage for each card in your opponent's hand.

Absolute Snow 150
Your opponent's Active Pokémon is now Asleep.

weakness x2 resistance retreat

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

Illus. Shon Graphics
ASCN 047/217

STAGE 1 **Mega Lopunny EX** HP 330

Evolves from Buneary

The Mega-Evolved form of Lopunny

Gale Thrust 60⁺
If this Pokémon moved from your Bench to the Active Spot this turn, this attack does 170 more damage.

Spiky Hopper 160
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

weakness x2 resistance retreat

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

Illus. Shon Graphics
PFLN 084/094

STAGE 1 **Mega Lopunny EX** HP 330

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Gale Thrust 60⁺
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Spiky Hopper 160
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

weakness x2 resistance retreat

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

Illus. Shon Graphics
PFLN 084/094

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 x2 resistance retreat

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

Illus. Shon Graphics
PFLN 062/088

BASIC **Psyduck** HP 70

Ability Damp
Pokémon in play (both yours and your opponent's) lose any Ability that requires the Pokémon using it to Knock Out itself.

Ram 20

weakness x2 resistance retreat

Illus. Airo Sasame
ASCN 039/217

BASIC **Shaymin** HP 80

Ability Flower Curtain
Prevent all damage done to your Benched Pokémon that don't have a Rule Box by attacks from your opponent's Pokémon. (Pokémon EX, Pokémon V, etc. have Rule Boxes.)

Smash Kick 30

weakness x2 resistance retreat

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

Illus. Airo
PFLN 010/182

BASIC **Snorunt** HP 70

Chilly 10

weakness x2 resistance retreat

In some snowy lands, certain folklore says a house will prosper if a Snorunt lives there.

Illus. Wintz Wandr
ASCN 046/217

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Chilly 10

weakness x2 resistance retreat

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Illus. Wintz Wandr
ASCN 046/217

Pokémon Tool **TRAINER**

Air Balloon

The Retreat Cost of the Pokémon this card is attached to is **★★** less.

You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

Illus. Studio Bora Inc.
ASCN 181/217

Pokémon Tool

TRAINER

Air Balloon



The Retreat Cost of the Pokémon this card is attached to is ★★ less.

Illus. Studio Boro Inc.
ASC 181/217

You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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Pokémon Tool

TRAINER

Air Balloon



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Illus. Studio Boro Inc.
ASC 181/217

You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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Stadium

TRAINER

Battle Cage



Prevent all damage counters from being placed on Benched Pokémon (both yours and your opponent's) by effects of attacks and Abilities from the opponent's Pokémon. (Damage from attacks is still taken.)

Illus. MARINA Chikazawa
PFL 085/094

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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TRAINER

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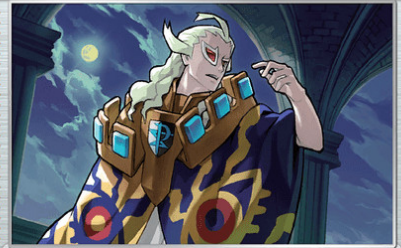
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire
MEG 114/132

You may play only 1 Supporter card during your turn.

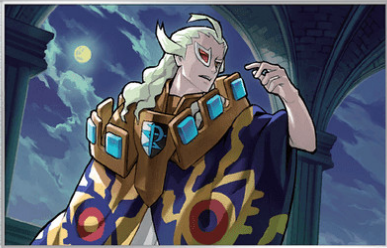
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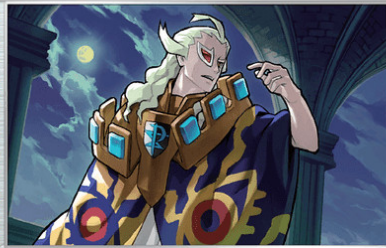
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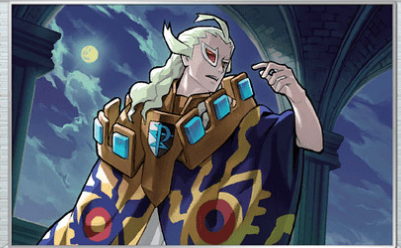
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Item

TRAINER

Buddy-Buddy Poffin



Search your deck for up to 2 Basic Pokémon with 70 HP or less and put them onto your Bench. Then, shuffle your deck.

Illus. AYUMI ODASHIMA
H TEF 144/162

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

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. yuu
I WOT 084/086

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

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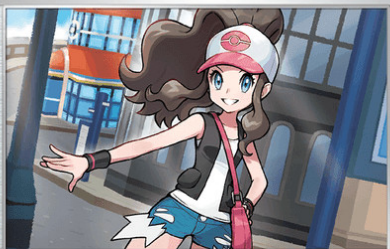
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I WOT 084/086

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa
I MEG 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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Illus. Atsushi Furusawa
MEG 119/132

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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Illus. Atsushi Furusawa
MEG 119/132

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 ASC 196/217

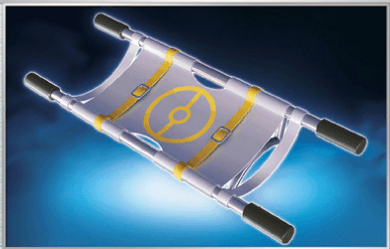
You may play any number of Item cards during your turn.

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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 ASC 196/217

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

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Item

TRAINER

Poké Pad



Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. Then, shuffle your deck. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Studio Bora Inc.
J POR 081/088

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

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Illus. Studio Bora Inc.
J POR 081/088

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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.

Illus. Studio Bora Inc.
J CYN 082/086

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

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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.

Illus. Ayaka Yoshida
I MEG 131/132

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

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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.

MEGA

131/132

Illustrator: Ayaka Yoshida

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

Item

TRAINER

Ultra Ball



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

MEGA

131/132

Illustrator: Ayaka Yoshida

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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.

MEGA

131/132

Illustrator: Ayaka Yoshida

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

Supporter

TRAINER

Wally's Compassion



Heal all damage from 1 of your Mega Evolution Pokémon **EX**. If you healed any damage in this way, put all Energy attached to that Pokémon into your hand.

MEGA

132/132

Illustrator: Iori Suzuki

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You may play only 1 Supporter card during your turn.

Supporter

TRAINER

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132/132

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Illustrator: Iori Suzuki

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MEGA

132/132

Illustrator: Iori Suzuki

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You may play only 1 Supporter card during your turn.

Special Energy

ENERGY

Enriching Energy



As long as this card is attached to a Pokémon, it provides ★ Energy.

When you attach this card from your hand to a Pokémon, draw 4 cards.

MEGA

131/131

Illustrator: Iori Suzuki

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

Special Energy

ENERGY

Mist Energy



As long as this card is attached to a Pokémon, it provides ★ Energy.

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

MEGA

161/162

Illustrator: Iori Suzuki

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

Special Energy
ENERGY

Mist Energy

As long as this card is attached to a Pokémon, it provides ★ Energy.

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

H TEF 161/162

Special Energy
ENERGY

Mist Energy

As long as this card is attached to a Pokémon, it provides ★ Energy.

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

H TEF 161/162

Special Energy
ENERGY

Mist Energy

As long as this card is attached to a Pokémon, it provides ★ Energy.

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

H TEF 161/162

Basic Energy
ENERGY

Basic Energy

MEE 011 illus. YOSHIROTTEN

Basic Energy
ENERGY

Basic Energy

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Basic Energy
ENERGY

Basic Energy

MEE 011 illus. YOSHIROTTEN