

BASIC Budew HP 30



NO. 0406. Bud Pokémon. HT: 8". WT: 2.6 lbs.

Ability **Itchy Pollen** 10
During your opponent's next turn, they can't play any Item cards from their hand.

weakness ♣ ×2 resistance retreat

illus. Yoriyuki Ikegami
H ASCM 016/217

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BASIC Fezandipiti ex HP 210



NO. 0555. Blazing Pokémon. HT: 4'3". WT: 204.8 lbs.

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** 100
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. Ichigayao
H ASCM 142/217

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

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BASIC Meowth ex HP 170



NO. 062. Zen Charm Pokémon. HT: 2". WT: 82.7 lbs.

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

illus. Shon Graphics
H ASCM 062/088

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

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BASIC Munkidori HP 110



NO. 1015. Retainer Pokémon. HT: 3'3". WT: 26.9 lbs.

Ability **Adrena-Brain**
Once during your turn, if this Pokémon has any Energy attached, you may move up to 3 damage counters from 1 of your Pokémon to 1 of your opponent's Pokémon.

*** **Mind Bend** 60
Your opponent's Active Pokémon is now Confused.

weakness ♣ ×2 resistance -30 retreat

illus. Iadama
H JTCM 095/167

Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.

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STAGE 1 N's Darmanitan HP 140



NO. 0555. Blazing Pokémon. HT: 4'3". WT: 204.8 lbs.

Evolves from N's Darumaka

*** **Back Draft** 30×
This attack does 30 damage for each Basic Energy card in your opponent's discard pile.

*** **Flamebody Cannon** 90
Discard all Energy from this Pokémon, and this attack also does 90 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ♣ ×2 resistance retreat ***

illus. nagimiso
H JTCM 027/159

This Pokémon's power level rises along with the temperature of its fire, which can reach 2,500 degrees Fahrenheit.

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BASIC N's Darumaka HP 80



NO. 0554. Zen Charm Pokémon. HT: 2". WT: 82.7 lbs.

*** **Rolling Tackle** 20

*** **Flare** 50

weakness ♣ ×2 resistance retreat

illus. Gami
H JTCM 026/159

This popular symbol of good fortune will never fall over in its sleep, no matter how it's pushed or pulled.

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BASIC N's Zekrom HP 130



NO. 0644. Deep Black Pokémon. HT: 9'6". WT: 760.6 lbs.

*** **Shred** 70
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

*** **Rampaging Thunder** 250
During your next turn, this Pokémon can't use attacks.

weakness resistance retreat **

illus. AKIRA EGAWA
H ASCM 155/217

When the interior part of its tail spins like a motor, Zekrom can generate many bolts of lightning to blast its surroundings.

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weakness resistance retreat **

illus. AKIRA EGAWA
H ASCM 155/217

When the interior part of its tail spins like a motor, Zekrom can generate many bolts of lightning to blast its surroundings.

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STAGE 1 N's Zoroark ex HP 280



NO. 093. Zen Charm Pokémon. HT: 2". WT: 82.7 lbs.

Evolves from N's Zorua

Ability **Trade**
You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 2 cards.

*** **Night Joker**
Choose 1 of your Benched N's Pokémon's attacks and use it as this attack.

weakness ♣ ×2 resistance retreat **

illus. Ichigayao
H JTCM 093/159

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

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BASIC

Yveltal

HP 110

NO. 0717 Destruction Pokémon HT: 19' WT: 447.5 lbs.

Clutch

20

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

Dark Feather

110

weakness

×2

resistance

-30

retreat

illus. atago

MEG 088/132

When its life comes to an end, it absorbs the life energy of every living thing and turns into a cocoon once more.

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Pokémon Tool

TRAINER

Binding Mochi

Attacks used by the Poisoned Pokémon this card is attached to do 40 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

illus. Shan Graphics

MEG 095/131

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

Binding Mochi

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illus. Shan Graphics

MEG 095/131

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Supporter

TRAINER

Black Belt's Training

During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **ex** (before applying Weakness and Resistance).

illus. GOSSAN

MEG 143/159

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.

illus. NC Empire

MEG 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.

illus. NC Empire

MEG 114/132

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

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illus. NC Empire

MEG 114/132

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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

MEG 144/162

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

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H TEF 144/162

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Cyrano



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

Illus. Akira Komayama
H SSP 170/191

You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Cyrano



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

Illus. Akira Komayama
H SSP 170/191

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.

Illus. Studio Boro Inc.
I MEG 115/132

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

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Stadium

TRAINER

Gravity Mountain



Each Stage 2 Pokémon in play (both yours and your opponent's) gets -30 HP.

Illus. AYUMI ODASHIMA
H SSP 177/191

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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Supporter

TRAINER

Janine's Secret Art



Choose up to 2 of your ♣ Pokémon. For each of those Pokémon, search your deck for a Basic ♣ Energy card and attach it to that Pokémon. Then, shuffle your deck. If you attached Energy to your Active Pokémon in this way, it is now Poisoned.

Illus. Taira Akitsu
H PRE 112/131

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

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

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Illus. Atsushi Furusawa
MEGA 119/132

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Illus. Atsushi Furusawa
MEGA 119/132

You may play only 1 Supporter card during your turn.

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Stadium

TRAINER

N's Castle



N's Pokémon in play (both yours and your opponent's) have no Retreat Cost.

Illus. AYUMI ODASHIMA
JIGM 152/159

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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Item

TRAINER

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

Illus. Toyote Beach
JIGM 153/159

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

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Item

TRAINER

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

Illus. Toyote Beach
JIGM 153/159

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Illus. Toyote Beach
JIGM 153/159

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Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

Illus. Toyote Beach
JIGM 153/159

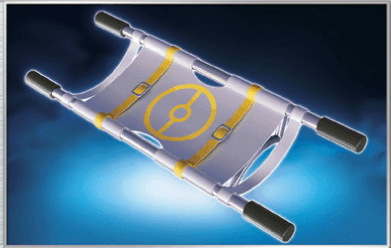
You may play any number of Item cards during your turn.

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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 ASCM 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 Boro Inc.
J POKM 081/088

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

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