

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** 200

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

weakness ♣ × 2 | resistance ♣ × 30 | retreat ★

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

142/217

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 ★

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

076/191

BASIC **Mega Absol EX** HP 280



Ability Terminal Period

If your opponent's Active Pokémon has exactly 6 damage counters on it, that Pokémon is Knocked Out.

*** **Claw of Darkness** 200

Your opponent reveals their hand, and you discard a card you find there.

weakness ♣ × 2 | resistance ♣ × 30 | retreat ★

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

086/132

BASIC **Mega Kangaskhan EX** HP 300



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 ♣ × 30 | retreat ★

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

104/132

BASIC **Mega Kangaskhan EX** HP 300



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 ♣ × 30 | retreat ★

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

104/132

BASIC **Mega Kangaskhan EX** HP 300



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 ♣ × 30 | retreat ★

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

104/132

BASIC **Mega Kangaskhan EX** HP 300



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 ♣ × 30 | retreat ★

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

104/132

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 ♣ × 30 | retreat ★

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

062/088

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 ♣ × 30 | retreat ★

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

062/088



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

SCM

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

Area Zero Underdepths



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131/142

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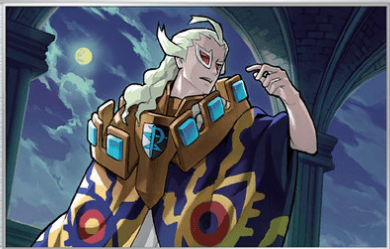
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire

I

MEG

114/132

You may play only 1 Supporter card during your turn.

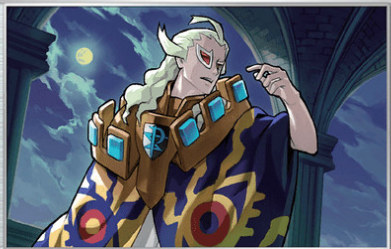
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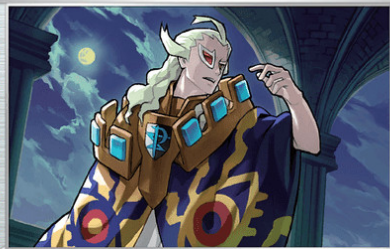
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire

I

MEG

114/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Brock's Scouting



Search your deck for up to 2 Basic Pokémon or 1 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Tezairo

I

TIG

146/159

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.

Illus. Iairo Akitsu

H

TIG

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

SCM

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.

Illus. GIDORA
H SCLM 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.

Illus. GIDORA
H SCLM 133/142

You may play only 1 Supporter card during your turn.

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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.

Illus. Akira Komayama
H SSPM 170/191

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Dark Bell



Both Active non-♣ Pokémon are now Confused.

Illus. Toyote Beach
J PBLM 075/084

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

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Item

TRAINER

Dark Bell



Both Active non-♣ Pokémon are now Confused.

Illus. Toyote Beach
J PBLM 075/084

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.
J MEGM 115/132

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.
J MEGM 115/132

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TRAINER

Energy Switch



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Illus. Studio Boro Inc.
J MEGM 115/132

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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.
J MEGM 115/132

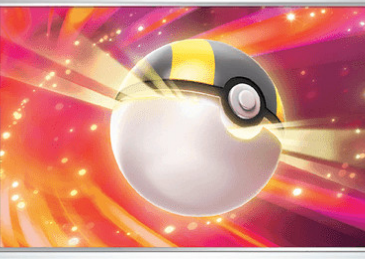
You may play any number of Item cards during your turn.

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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.

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

Illus. Ayaka Yoshida

MEG 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.

Illustration credit: Mas. Ayako Yoshida

MEEN 131/132

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

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Basic Energy

ENERGY

Basic  Energy



MEEN 007

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Basic Energy

ENERGY

Basic  Energy



MEEN 007

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Basic Energy

ENERGY

Basic  Energy



MEEN 007

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Basic Energy

ENERGY

Basic  Energy



MEEN 001

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Basic Energy

ENERGY

Basic  Energy



MEEN 001

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