



BASIC

Marnie's Impidimp

HP 70

NO. 0859 Willy Pokémon HT: 1'4" WT: 12.1 lbs.

★

Filch

Draw a card.

●

Corkscrew Punch

10

weakness

● × 2

resistance

retreat

★

illus. KEIICHIRO ITO

134/182

The reason this Pokémon causes trouble for those it feels close to is because Impidimp itself gets irritable if it can't absorb negative emotions.

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STAGE 1

Marnie's Morgrem

HP 100

Evolves from Marnie's Impidimp

NO. 0860 Devious Pokémon HT: 2'7" WT: 27.6 lbs.

● ●

Corkscrew Punch

60

weakness

● × 2

resistance

retreat

★

illus. NC Empire

135/182

Morgrem prefers dirty tactics, like ambushing, because it doesn't have confidence in its brawn.

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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. kodama

095/167

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

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BASIC

Snorunt

HP 70

NO. 0361 Snow Hat Pokémon HT: 2'4" WT: 37 lbs.

●

Chilly

10

weakness

● × 2

resistance

retreat

★

illus. Winter Wander

046/217

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

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BASIC **Snorunt** **HP 70**

NO. 0361 Snow Hat Pokémon. HT. 2'4" WT. 37 lbs.

Chilly 10

weakness ×2 resistance retreat

illus. Wintz Wondr
ASCN 046/217

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

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BASIC **Snorunt** **HP 70**

NO. 0361 Snow Hat Pokémon. HT. 2'4" WT. 37 lbs.

Chilly 10

weakness ×2 resistance retreat

illus. Wintz Wondr
ASCN 046/217

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

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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. akagi
MEGN 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**

Air Balloon

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

illus. Studio Boro Inc.
ASCN 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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Supporter **TRAINER**

Boss's Orders Ghetsis

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

illus. NC Empire
MEGN 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
MEGN 114/132

You may play only 1 Supporter card during your turn.

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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
TEFN 144/162

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
PELN 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.
MEGN 115/132

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.)

Illustration: Studio Bora Inc.

J **POK** 081/088 ♦

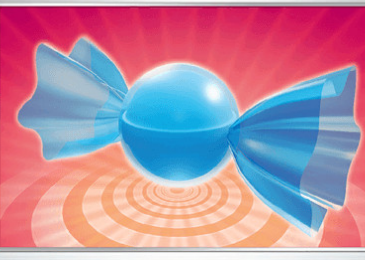
You may play any number of Item cards during your turn.

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Item

TRAINER

Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Illus. Studio Bora Inc.

MEG™ 125/132

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

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ILLUSTRATION: AYUMI ODASHIMA

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Stadium

TRAINER

Spikemuth Gym



Once during each player's turn, that player may search their deck for a Marnie's Pokémon, reveal it, and put it into their hand. Then, that player shuffles their deck.

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.

Stadium

TRAINER

Spikemuth Gym

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Illustrator: AYUMI ODASHIMA

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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.

Illustrator: GOSSAN

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You may play only 1 Supporter card 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.

Illustrator: GOSSAN

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TRAINER

Team Rocket's Petrel

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Illustrator: GOSSAN

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You may play only 1 Supporter card during your turn.

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Stadium

TRAINER

Team Rocket's Watchtower

★ Pokémon in play (both yours and your opponent's) have no Abilities.

Illustrator: AYUMI ODASHIMA

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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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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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