

STAGE 2 **Blaziken^{EX}** HP 320

Evolves from Combusken

Ability **Seething Spirit**
Once during your turn, you may attach a Basic Energy card from your discard pile to 1 of your Pokémon.

Smolder-sault 200
During your next turn, this Pokémon can't attack.

weakness x2 resistance retreat

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

NO. 024/159

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NO. 024/159

BASIC **Budew** HP 30

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

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

weakness x2 resistance retreat

Pokémon EX rule The pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

NO. 016/217

STAGE 1 **Combusken** HP 100

Evolves from Torchic

Combustion 20

Double Kick 40x
Flip 2 coins. This attack does 40 damage for each heads.

weakness x2 resistance retreat

Pokémon EX rule It boosts its concentration by emitting harsh cries. Its kicks have outstanding destructive power.

NO. 041/182

STAGE 2 **Dragapult^{EX}** HP 320

Evolves from Drakloak

Jet Headbutt 70

Phantom Dive 200
Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness x2 resistance retreat

Pokémon EX rule As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).

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

NO. 130/167

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

NO. 130/167

STAGE 1 **Drakloak** HP 90

Evolves from Dreepy

Recon Directive
Once during your turn, you may look at the top 2 cards of your deck and put 1 of them into your hand. Put the other card on the bottom of your deck.

Dragon Headbutt 70

weakness x2 resistance retreat

Pokémon EX rule This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

NO. 129/167

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Evolves from Dreepy

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Dragon Headbutt 70

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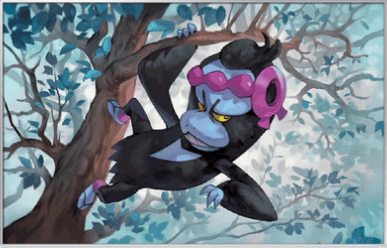
weakness x2 resistance retreat

Pokémon EX rule This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

NO. 129/167



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 x2 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 **Pecharunt** HP 80



NO. 1025 Subjugation Pokémon. HT. 1' WT. 0.7 lbs.

Ability **Toxic Subjugation**
As long as this Pokémon is in the Active Spot, put 5 more damage counters on your opponent's Poisoned Pokémon during Pokémon Checkup.

Poison Chain 10
Your opponent's Active Pokémon is now Poisoned. During your opponent's next turn, that Pokémon can't retreat.

weakness x2 resistance retreat

Illus. Souichirou Gunjima
149 ★

Its peach-shaped shell serves as storage for a potent poison. It makes poisonous mochi and serves them to people and Pokémon.

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BASIC **Torchic** HP 70



NO. 0255 Chick Pokémon. HT. 1'4" WT. 5.5 lbs.

Collect
Draw a card.

Combustion 10

weakness x2 resistance retreat

Illus. Tika Matsuno
040/182 ●

Torchic feels toasty warm if you hug it. It has a flame sac inside its belly, and the flames burn continuously as long as Torchic has life in it.

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BASIC **Torchic** HP 70



NO. 0255 Chick Pokémon. HT. 1'4" WT. 5.5 lbs.

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Draw a card.

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Stadium **Area Zero Underdepths**



Each player who has any Tera Pokémon in play can have up to 8 Pokémon on their Bench.

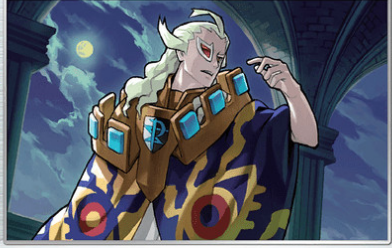
If a player no longer has any Tera Pokémon in play, that player discards Pokémon from their Bench until they have 5. When this card leaves play, both players discard Pokémon from their Bench until they have 5, and the player who played this card discards first.

Illus. MABINA 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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Supporter **Boss's Orders** Ghetsis



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

Illus. NC Empire
114/132 ◆

You may play only 1 Supporter card during your turn.

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Illus. NC Empire
114/132 ◆

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Item **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
144/162 ◆

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

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Item

TRAINER

Buddy-Buddy Poffin



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Illus. AYUMI ODASHIMA
H TEF 144/162

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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 SCL 133/142

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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Illus. GIDORA
H SCL 133/142

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Supporter

TRAINER

Judge



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

Illus. KANTARO
J POR 076/088

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
J 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
J MEG 119/132

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Illus. Atsushi Furusawa
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Illus. Atsushi Furusawa
MEG 119/132

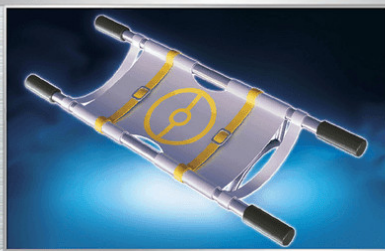
You may play only 1 Supporter card during your turn.

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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 Boro Inc.
J POR 081/088

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

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Item

TRAINER

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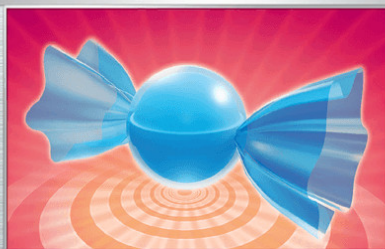
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Item

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 Boro Inc.
I MEG 125/132

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

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Item

TRAINER

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Illus. Studio Boro Inc.
I MEG 125/132

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