

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 x2

resistance

retreat

Illus. tono

PFL EN 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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STAGE 1

Dusclops

Evolves from Duskull

HP

90

NO. 0356

Beckon Pokémon

HT. 5'3"

WT. 67.5 lbs.

Ability

Cursed Blast

Once during your turn, you may put 5 damage counters on 1 of your opponent's Pokémon. If you use this Ability, this Pokémon is Knocked Out.

Will-O-Wisp

50

weakness

× 2

resistance

-30

retreat

Illus. Aya Kusube

H PREN

036/131

Dusclops's true form is said to be a bright red eye burning within its body, but no one has ever seen such a thing.

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STAGE 2 **Dusknoir** **HP 160** 

Evolves from Dusclops



NO. 0477. Gripper Pokémon. HT: 7'3". WT: 235 lbs.

Ability **Cursed Blast**

Once during your turn, you may put 13 damage counters on 1 of your opponent's Pokémon. If you use this Ability, this Pokémon is Knocked Out.

   **Shadow Bind** **150**

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

weakness  **x2** **resistance**  **-30** **retreat**   

illus. danciao

H PREN 037/131 

It comes and goes between this world and the afterlife. People fear this Pokémon because it is said to suck in lost spirits and take them along.

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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 ♀ ×2 resistance retreat ★

Illustration: Sean Graphics
0 PILE 084/094 ★

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

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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 retreat ★

Illustration: Sean Graphics
J FOR 062/088 ★

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

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BASIC **Mew** **EX** **HP 160** ♀



Ability Memory Helix
This Pokémon can use the attacks of any of your Benched Pokémon. (You still need the necessary Energy to use each attack.)

♀ **Teleportation Burst** 30
You may switch this Pokémon with 1 of your Benched Pokémon.

weakness ♀ ×2 resistance ♀ -30 retreat

Illustration: CG Works
J 300 066/128 ★

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

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J 300 066/128 ★

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Pokémon Tool **TRAINER**

Air Balloon



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

Illustration: Studio Boro Inc.
J 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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Supporter **TRAINER**

Boss's Orders Ghetsis



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

Illustration: NC Empire
J 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.

Illustration: NC Empire
J 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.

Illustration: AYUMI ODASHIMA
H ITEM 144/162 ◆

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

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Illus. AYUMI ODASHIMA
H TEF 144/162

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H TEF 144/162

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Supporter

TRAINER

Dawn



Search your deck for a Basic Pokémon, a Stage 1 Pokémon, and a Stage 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Yui Nishida
PFL 087/094

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Dawn



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PFL 087/094

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TRAINER

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Illus. Yui Nishida
PFL 087/094

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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.

Illus. yui
PFL 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
MEG 119/132

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Illus. Atsushi Furusawa
119/132

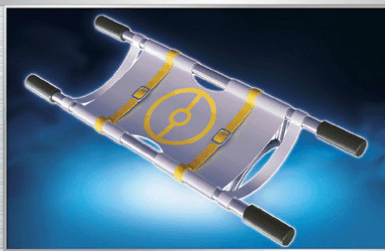
You may play only 1 Supporter card during your turn.

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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
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
196/217

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Stadium

TRAINER

Nighttime Mine



Attacks used by each Tera Pokémon in play (both yours and your opponent's) cost ★ more.

Illus. Kenichi Yamaguchi
197/217

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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Illus. Kenichi Yamaguchi
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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.
081/088

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Illus. Studio Bora Inc.
081/088

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Illus. Studio Bora Inc.
081/088

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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 by Ayako Yoshida

MEGA 131/132

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

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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.

SSR 191/191

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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.)

TEF 161/162

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Special Energy

ENERGY

Mist Energy



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

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TEF 161/162

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