

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** 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 ♣ ×3 retreat ★

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

illus. Nakayama H ASC 142/217 ★★

BASIC **Iron Leaves ex** HP 220



Ability **Rapid Vernier**
When you play this Pokémon from your hand onto your Bench during your turn, you may switch it with your Active Pokémon. If you do, you may move any amount of Energy from your other Pokémon to this Pokémon.

*** **Prism Edge** 180
During your next turn, this Pokémon can't attack.

weakness ♣ ×2 resistance ♣ ×3 retreat ★

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

illus. Sbon Graphics H TEF 025/162 ★★

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.

illus. Nakayama H SSP 076/191 ★★

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.

illus. Nakayama H SSP 076/191 ★★

BASIC **Lillie's Clefairy ex** HP 190



Ability **Fairy Zone**
The Weakness of each of your opponent's ♣ Pokémon in play is now ♣. (Apply Weakness as ×2.)

*** **Full Moon Rondo** 20+
This attack does 20 more damage for each Benched Pokémon (both yours and your opponent's).

weakness ♣ ×2 resistance ♣ ×30 retreat ★

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

illus. Sbon Graphics H JTG 056/159 ★★

BASIC **Lillie's Clefairy ex** HP 190



Ability **Fairy Zone**
The Weakness of each of your opponent's ♣ Pokémon in play is now ♣. (Apply Weakness as ×2.)

*** **Full Moon Rondo** 20+
This attack does 20 more damage for each Benched Pokémon (both yours and your opponent's).

weakness ♣ ×2 resistance ♣ ×30 retreat ★

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

illus. Sbon Graphics H JTG 056/159 ★★

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.

illus. Sbon Graphics H MEG 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.

illus. Sbon Graphics H MEG 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.

illus. Sbon Graphics H POL 062/088 ★★

BASIC **Moltres** HP 120

NO. 0146. Flame Pokémon. HT: 6'7" WT: 132.3 lbs.

Ability **Fighting Wings** 20+
If your opponent's Active Pokémon is a Pokémon **ex**, this attack does 90 more damage.

weakness x2 resistance retreat

illus. Kazumasa Yoshikuni
H TILLB 014/094 ★
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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 x2 resistance -30 retreat

illus. kodomo
H TILLB 095/167 ★
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BASIC **Passimian** HP 110

NO. 0766. Teamwork Pokémon. HT: 6'7" WT: 182.5 lbs.

Coordinated Throwing 20×
This attack does 20 damage for each of your Basic Pokémon in play.

weakness x2 resistance retreat

illus. Tezuno
H SSP 111/191 ♦
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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
H SYP 149 ★
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BASIC **Teal Mask Ogerpon^{ex}** HP 210

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

Ability **Teal Dance**
Once during your turn, you may attach a Basic Energy card from your hand to this Pokémon. If you attached Energy to a Pokémon in this way, draw a card.

Myriad Leaf Shower 30+
This attack does 30 more damage for each Energy attached to both Active Pokémon.

weakness x2 resistance retreat

illus. Sban Graphics
H TILLB 025/167 ★
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BASIC **Teal Mask Ogerpon^{ex}** HP 210

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

Ability **Teal Dance**
Once during your turn, you may attach a Basic Energy card from your hand to this Pokémon. If you attached Energy to a Pokémon in this way, draw a card.

Myriad Leaf Shower 30+
This attack does 30 more damage for each Energy attached to both Active Pokémon.

weakness x2 resistance retreat

illus. Sban Graphics
H TILLB 025/167 ★
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BASIC **Teal Mask Ogerpon^{ex}** HP 210

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

Ability **Teal Dance**
Once during your turn, you may attach a Basic Energy card from your hand to this Pokémon. If you attached Energy to a Pokémon in this way, draw a card.

Myriad Leaf Shower 30+
This attack does 30 more damage for each Energy attached to both Active Pokémon.

weakness x2 resistance retreat

illus. Sban Graphics
H TILLB 025/167 ★
©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Teal Mask Ogerpon^{ex}** HP 210

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

Ability **Teal Dance**
Once during your turn, you may attach a Basic Energy card from your hand to this Pokémon. If you attached Energy to a Pokémon in this way, draw a card.

Myriad Leaf Shower 30+
This attack does 30 more damage for each Energy attached to both Active Pokémon.

weakness x2 resistance retreat

illus. Sban Graphics
H TILLB 025/167 ★
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BASIC **Wellspring Mask Ogerpon^{ex}** HP 210

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

Sob 20
During your opponent's next turn, the Defending Pokémon can't retreat.

Torrential Pump 100
You may shuffle 3 Energy attached to this Pokémon into your deck. If you do, this attack also does 120 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness x2 resistance retreat

illus. Sban Graphics
H TILLB 064/167 ★
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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

SC 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



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.

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SC 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.

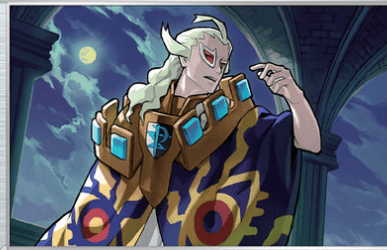
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire

ME 114/132

You may play only 1 Supporter card during your turn.

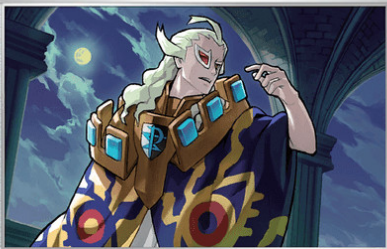
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

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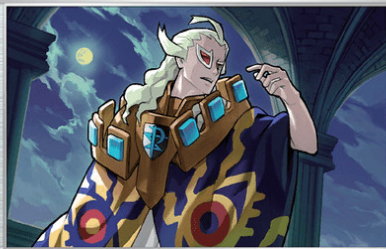
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire

ME 114/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Briar



You can use this card only if your opponent has exactly 2 Prize cards remaining.

During this turn, if your opponent's Active Pokémon is Knocked Out by damage from an attack used by your Tera Pokémon, take 1 more Prize card.

Illus. Naoki Saito

SC 132/142

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Bug Catching Set



Look at the top 7 cards of your deck. You may reveal up to 2 in any combination of Pokémon and Basic Energy cards you find there and put them into your hand. Shuffle the other cards back into your deck.

Illus. AYUMI ODASHIMA

IT 143/167

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

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Item

TRAINER

Bug Catching Set



Look at the top 7 cards of your deck. You may reveal up to 2 in any combination of Pokémon and Basic Energy cards you find there and put them into your hand. Shuffle the other cards back into your deck.

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Illus. AYUMI ODASHIMA

IT 143/167

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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. Taira Akitsu

MEG 145/162

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.

MEG 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.

MEG 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.

MEG 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.

MEG 115/132

You may play any number of Item cards 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

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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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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Supporter

TRAINER

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Illus. Atsushi Furusawa

MEG 119/132

You may play only 1 Supporter card during your turn.

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Supporter **TRAINER**

N's Plan



Move up to 2 Energy from your Benched Pokémon to your Active Pokémon.

You may play only 1 Supporter card during your turn.

illus. hncd
083/086

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Supporter **TRAINER**

N's Plan



Move up to 2 Energy from your Benched Pokémon to your Active Pokémon.

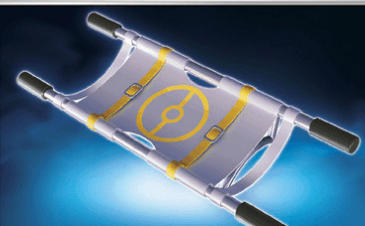
You may play only 1 Supporter card during your turn.

illus. hncd
083/086

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Item
TRAINER

Night Stretcher



Put a Pokémon or a Basic Energy card from your discard pile into your hand.

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

Illus. Toyote Beach

H

ASC

196/217

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Item **TRAINER**

Tera Orb



Search your deck for a Tera 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
H SSP 011 189/191 ◆

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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.

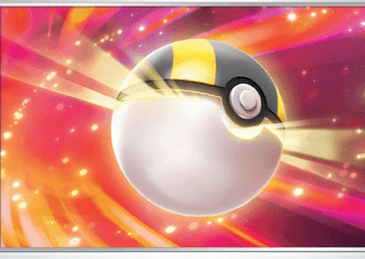
Illus. Ayaka Yoshida

MEG EN 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.

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

Illus. Ayaka Yoshida

1 **MEG** 131 / 132

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Item

TRAINER

Ultra Ball



An illustration of a Poké Ball with a yellow band and a black top half, surrounded by a vibrant, colorful aura of pink, orange, and yellow light rays and sparkling particles.

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.

Illus. Ayaka Yoshida

MEG 131/132

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

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