

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.

Illustration: Takayoshi H JG 024/159

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Illustration: Takayoshi H JG 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

Illustration: Yoriyuki Ikegami H ASC 016/217

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

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

Illustration: Yoriyuki Ikegami H JG 041/182

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

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

Illustration: Shon Graphics H TM 130/167

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Illustration: Shon Graphics H TM 130/167

STAGE 1 **Drakloak** HP 90

Evolves from Dreepy

Ability 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

Illustration: H TM 129/167

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.

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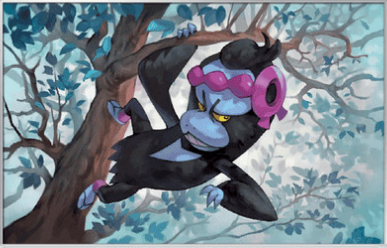
weakness x2 resistance retreat

Illustration: H TM 129/167

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.



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
H  095/167 ★

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

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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
H  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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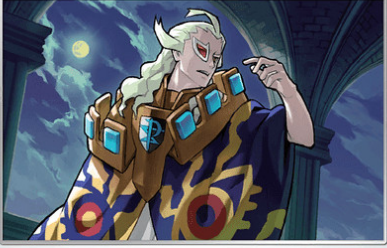
weakness  x2 resistance retreat 

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H  040/182 ●

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Supporter **TRAINER** **Boss's Orders** *Ghetsis*



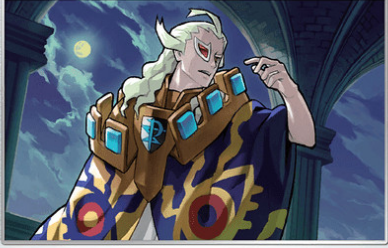
Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

illus. NC Empire
H  114/132 ◆

You may play only 1 Supporter card during your turn.

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Supporter **TRAINER** **Boss's Orders** *Ghetsis*



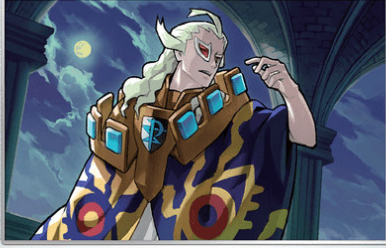
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H  114/132 ◆

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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.

illus. AYUMI ODASHIMA
H  144/162 ◆

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

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Illus. AYUMI ODASHIMA

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

133/142

You may play only 1 Supporter card during your turn.

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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

087/094

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Judge



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

Illus. KONTARO

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

119/132

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TRAINER

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Illus. Atsushi Furusawa

119/132

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119/132

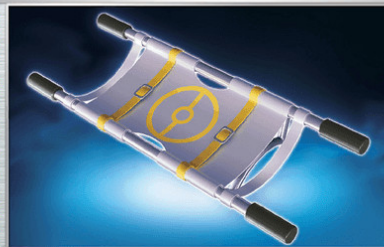
You may play only 1 Supporter card during your turn.

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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

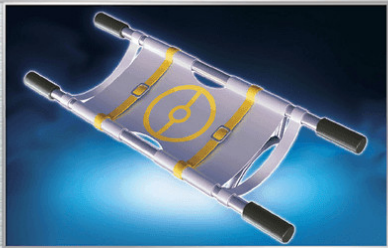
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Item

TRAINER

Night Stretcher



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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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Illus. Studio Boro Inc.
J POR 081/088

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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.
J 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.
J MEG 125/132

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Item

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Illus. Studio Boro Inc.
J MEG 125/132

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

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Stadium

TRAINER

Risky Ruins



Whenever any player puts a Basic non-♠ Pokémon onto their Bench during their turn, place 2 damage counters on that Pokémon.

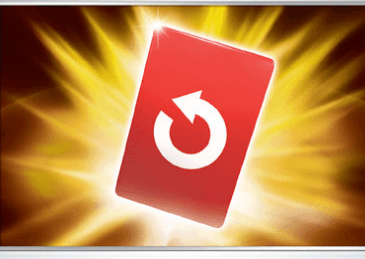
Illus. imoniii
J MEG 127/132

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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Item **TRAINER**

Special Red Card



You can use this card only if your opponent has 3 or fewer Prize cards remaining.

Your opponent shuffles their hand and puts it on the bottom of their deck. If they put any cards on the bottom of their deck in this way, they draw 3 cards.

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

Illus. Studio Bora Inc.

 082 / 086 ◆

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Stadium **TRAINER**

Team Rocket's Watchtower



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

illus. AYUMI ODASHIMA

0 **DREN** 180 / 182 ◆

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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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

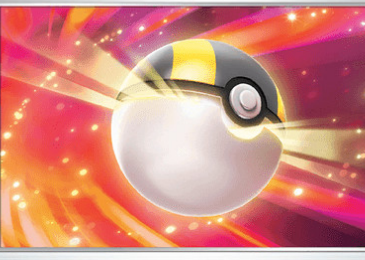
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Item

TRAINER

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Illus. Ayaka Yoshida

MEG EN 131 / 132

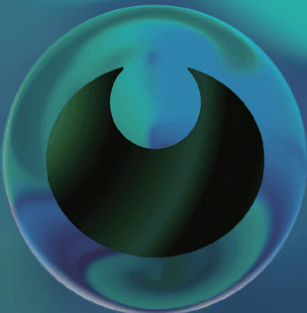
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[illegible]

Basic Energy

ENERGY

Basic  Energy



A large, glowing blue sphere with a black silhouette of a Basic Energy symbol in the center. The sphere has a slight gradient and a white highlight at the top.



A small, colorful illustration of Eevee's head, featuring a rainbow gradient on its face and ears. It has a blue bow on its head and a small blue gem on its forehead.

MEGA 015 illus. YOSHIROTTEN

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