

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

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

Illustration: Yoriyuki Ikegami H ASC 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.

Illustration: Yoriyuki Ikegami H JG 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.

Illustration: Shon Graphics H JG 130/167

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Illustration: Shon Graphics H JG 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.

Illustration: Chohji H JG 129/167

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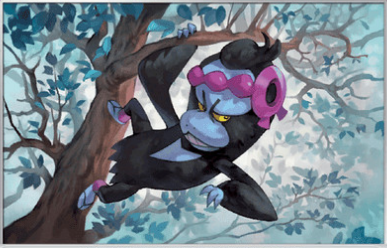
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Illustration: Chohji H JG 129/167



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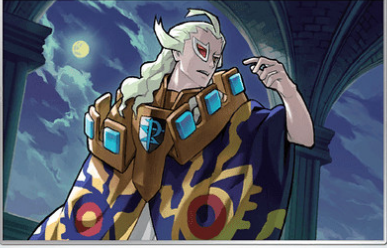
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Supporter **TRAINER** **Boss's Orders** *Ghetsis*



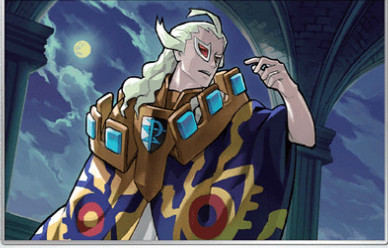
Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

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*



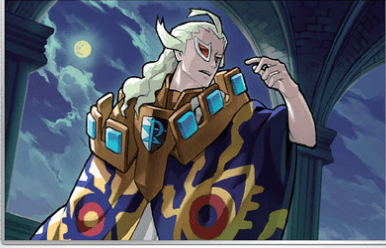
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Item **TRAINER** **Buddy-Buddy Poffin**



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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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 133/142

You may play only 1 Supporter card during your turn.

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Illus. GIDORA
H 133/142

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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
H 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. Kantore
H 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
H 119/132

You may play only 1 Supporter card during your turn.

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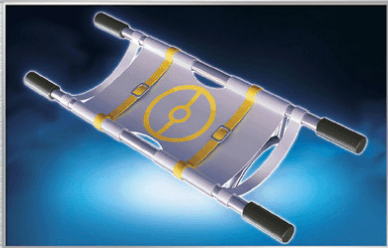
You may play only 1 Supporter card during your turn.

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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

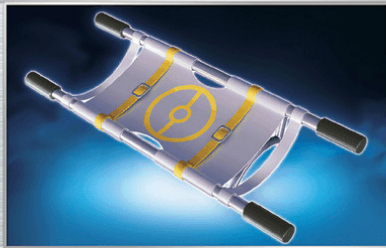
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Illus. Toyote Beach
H ASC 196/217

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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 POK 081/088

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

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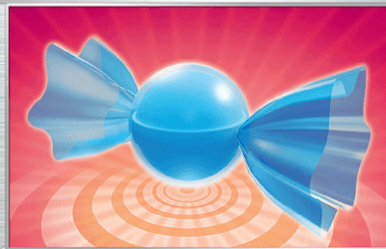
You may play any number of Item cards during your turn.

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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 Boro Inc.
J MEG 125/132

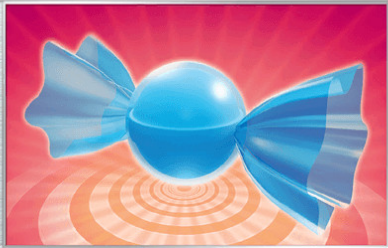
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J MEG 125/132

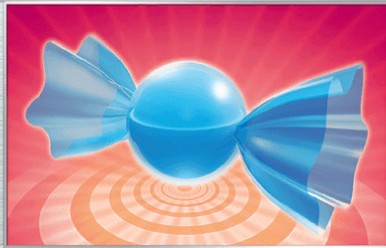
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J MEG 125/132

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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.

Illus. Studio Boro Inc.
J CHL 082/086

You may play any number of Item cards 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.

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.

ILLUSTRATION BY

AYUMI ODASHIMA

MEGA

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ILLUSTRATION BY

AYUMI ODASHIMA

MEGA

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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.

ILLUSTRATION BY

AYAKA YOSHIDA

MEGA

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ILLUSTRATION BY

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Item

TRAINER

Unfair Stamp

You can use this card only if any of your Pokémon were Knocked Out during your opponent's last turn.

Each player shuffles their hand into their deck. Then, you draw 5 cards, and your opponent draws 2 cards.

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

ILLUSTRATION BY

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Basic Energy

ENERGY

Basic Energy

MEGA

015

ILLUSTRATION BY

YOSHIROTTEN

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Basic Energy

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MEGA

015

ILLUSTRATION BY

YOSHIROTTEN

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