

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 retreat

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

Illus. Shien Graphics
0 056/159 ★

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BASIC Team Rocket's **Articuno** HP 120



Ability **Repelling Veil**
Prevent all effects of attacks used by your opponent's Pokémon done to your Basic Team Rocket's Pokémon. (Existing effects are not removed. Damage is not an effect.)

Dark Frost 60+
If this Pokémon has any Team Rocket's Energy attached, this attack does 60 more damage.

weakness ×2 resistance -30 retreat

Illus. Mitsuhiro Arita
This Pokémon can control ice at will. Articuno is said to live in snowy mountains riddled with permafrost.

0 051/182 ★

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BASIC Team Rocket's **Mewtwo** **EX** HP 280



Ability **Power Saver**
This Pokémon can't attack unless you have 4 or more Team Rocket's Pokémon in play.

Erasure Ball 160+
You may discard up to 2 Energy from your Benched Pokémon. This attack does 60 more damage for each card you discarded in this way.

weakness ×2 resistance -30 retreat

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

Illus. day GO Works
0 081/182 ★

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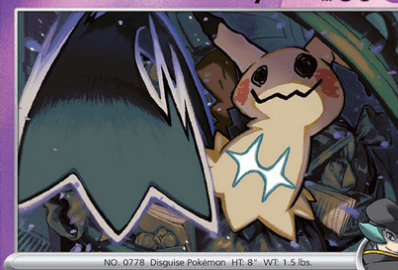
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Illus. day GO Works
0 081/182 ★

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BASIC Team Rocket's **Mimikyu** HP 60



Gemstone Mimicry
Choose 1 of your opponent's Active Tera Pokémon's attacks and use it as this attack.

weakness ×2 resistance -30 retreat

Illus. DOM
This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it hides itself under a cloth that resembles a Pikachu.

0 087/182 ♦

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STAGE 1 Team Rocket's **Spidops** HP 130
Evolves from Team Rocket's Tarountula



Ability **Charging Up**
Once during your turn, you may attach a Basic Energy card from your discard pile to this Pokémon.

Rocket Rush 30×
This attack does 30 damage for each of your Team Rocket's Pokémon in play.

weakness ×2 resistance retreat

Illus. Taiga Kasai
It clings to branches and ceilings using its threads and moves without a sound. It takes out its prey before the prey even notices it.

0 020/182 ★

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STAGE 1

Team Rocket's Spidops

HP 130

Evolves from Team Rocket's Tarountula

NO. 0918. Trap Pokémon. HT: 3'3" WT: 36.4 lbs.

Ability

Charging Up

Once during your turn, you may attach a Basic Energy card from your discard pile to this Pokémon.

Rocket Rush

30×

This attack does 30 damage for each of your Team Rocket's Pokémon in play.

weakness

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resistance

retreat

★

illus. Taiga Kasai

020/182 ★

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BASIC

Team Rocket's Tarountula

HP 50

NO. 0917. String Ball Pokémon. HT: 1' WT: 8.8 lbs.

Take Down

30

This Pokémon also does 10 damage to itself.

weakness

×2

resistance

retreat

★

illus. Soboteri

019/182 ●

The ball of threads wrapped around its body is elastic enough to deflect the scythes of Scyther, this Pokémon's natural enemy.

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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

143/167 ◆

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

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illus. AYUMI ODASHIMA

143/167 ◆

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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.

115/132 ●

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

Item

TRAINER

Night Stretcher



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

Illus. Toyotsu Beach
H ASC 196/217

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

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Stadium

TRAINER

Prism Tower



Once during each player's turn, that player may discard 2 cards from their hand in order to draw a card.

Illus. MARINA Chikazawa
J Cile 080/086

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

Team Rocket's Ariana



Draw cards until you have 5 cards in your hand. If all of your Pokémon in play are Team Rocket's Pokémon, draw cards until you have 8 cards in your hand instead.

Illus. Anel
D Dile 171/182

You may play only 1 Supporter card during your turn.

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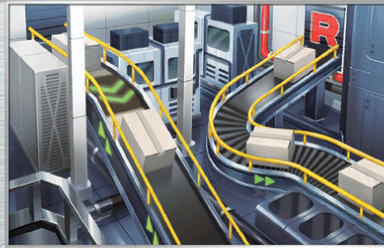
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Stadium

TRAINER

Team Rocket's Factory



Once during each player's turn, if they played a Supporter card that has "Team Rocket" in its name from their hand this turn, they may draw 2 cards.

Illus. jmeniii
D Dile 173/182

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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Supporter

TRAINER

Team Rocket's Giovanni



Switch your Active Team Rocket's Pokémon with 1 of your Benched Team Rocket's Pokémon. If you do, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Illus. okagi
D Dile 174/182

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Team Rocket's Giovanni



Switch your Active Team Rocket's Pokémon with 1 of your Benched Team Rocket's Pokémon. If you do, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Illus. okagi
174/182

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Team Rocket's Giovanni



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Illus. okagi
174/182

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Team Rocket's Petrel



Search your deck for a Trainer card, reveal it, and put it into your hand. Then, shuffle your deck.

Illus. GOSSAN
176/182

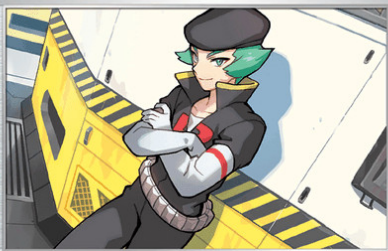
You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Team Rocket's Proton



If you go first, you may use this card during your first turn.

Search your deck for up to 3 Basic Team Rocket's Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Naoki Saito
177/182

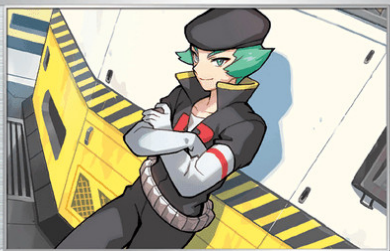
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Illus. Naoki Saito
177/182

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Item

TRAINER

Team Rocket's Transceiver



Search your deck for a Supporter card that has "Team Rocket" in its name, reveal it, and put it into your hand. Then, shuffle your deck.

Illus. inose yuki
178/182

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

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Illus. inose yuki
178/182

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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.

MEGA

131/132

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

MEGA

131/132

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131/132

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131/132

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MEGA

131/132

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MEGA

131/132

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Basic Energy

ENERGY

Basic Energy



MEGA

001

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MEGA

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