

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 Kitahara
NO. 024/159

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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
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: Ken Sugimori
NO. 0256 Young Fowl Pokémon. HT: 2'11" WT: 43 lbs.

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 Shimizu
NO. 130/167

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Illustration: Shon Shimizu
NO. 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: Chiee
NO. 0886 Caretaker Pokémon. HT: 4'7" WT: 24.3 lbs.

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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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

×2

resistance

-30

retreat

*

illus. kodama

MEGA 095/167

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

BASIC

Torchic

HP 70

NO. 0255 Chick Pokémon. HT: 1'4" WT: 5.5 lbs.

Collect

Draw a card.

Combustion

10

weakness

×2

resistance

retreat

*

illus. Tika Matsuno

MEGA 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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HP 70

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resistance

retreat

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BASIC

Yveltal

HP 110

NO. 0717 Destruction Pokémon. HT: 19' WT: 447.5 lbs.

Clutch

20

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

Dark Feather

110

weakness

×2

resistance

-30

retreat

*

illus. akagi

MEGA 088/132

When its life comes to an end, it absorbs the life energy of every living thing and turns into a cocoon once more.

Supporter

TRAINER

Boss's Orders

Ghetsis

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

illus. NC Empire

MEGA 114/132

You may play only 1 Supporter card during your turn.

Supporter

TRAINER

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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

MEGA 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 SCN 133/142

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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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
I MEG 119/132

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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

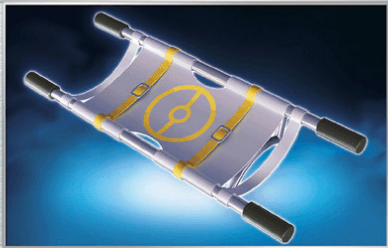
You may play any number of Item cards during your turn.

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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
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

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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

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Illus. Studio Boro Inc.
J MEG 125/132

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Item

TRAINER

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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**

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

0 **MEG** **131/132**

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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 can't have more than 1 Ace Spec card in your deck.

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

Illustration by: Kenji Tsuruta

M TWIN 163/167 ☆

Basic Energy

ENERGY

Basic  Energy



MEGA 015 illus. YOSHIROTTEN

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