STAGE2 **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 ×2 | resistance | retretreat

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

Illus. Yakuyoo

H JTG EN 024/159

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H JTG EN 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 ×2 | resistance | retreat

Illus. Yoriyuki Ikegami

H ASC EN 016/217

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

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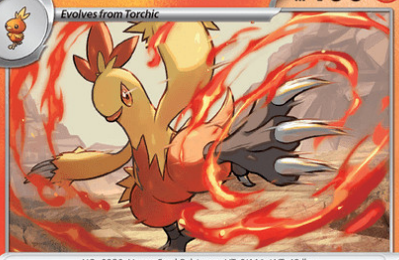
STAGE1 **Combusken** HP 100

Evolves from Torchic



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

Combustion 20

Double Kick 40×

Flip 2 coins. This attack does 40 damage for each heads.

weakness ×2 | resistance | retreat

Illus. yuu

I DRI EN 041/182

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

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STAGE2 **Dragapult ex** HP 320 Tera

Evolves from Drakloak

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

Jet Headbutt 70

Phantom Dive 200

Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness | resistance | retreat

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

Illus. 5ban Graphics

H TWM EN 130/167

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Illus. 5ban Graphics

H TWM EN 130/167

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STAGE1 **Drakloak** HP 90

Evolves from Dreepy

NO. 0886 Caretaker Pokémon HT: 4'7" WT: 24.3 lbs.

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 | resistance | retreat

Illus. cochi8i

H TWM EN 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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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC

Dreepy

HP 70

NO. 0885 Lingering Pokémon HT: 1'8" WT: 4.4 lbs.

Petty Grudge 10

Bite 40

weakness | resistance | retreat

Illus. Scav

H TWM EN 128/167 ●

It has a habit of biting at Clauncher even though it doesn't feed on them. This is said to be vestigial behavior from when Dreepy was alive.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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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**

This attack does 100 damage to 1 of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness ×2 | resistance | retreat

Illus. takuyoa

H ASC EN 142/217 ★

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

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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 | retreat

Illus. 5ban Graphics

J POR EN 062/088 ★★

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

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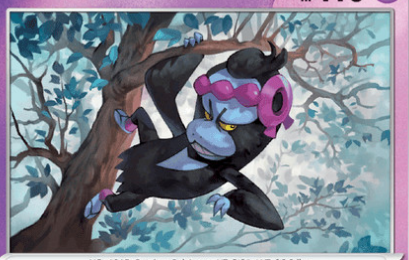
BASIC

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

H TWM EN 095/167 ★

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

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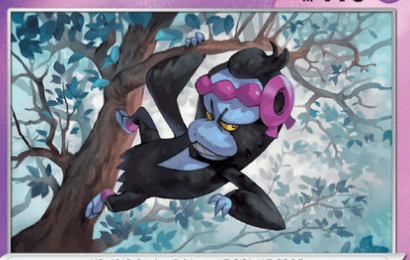
BASIC

Munkidori

HP 110



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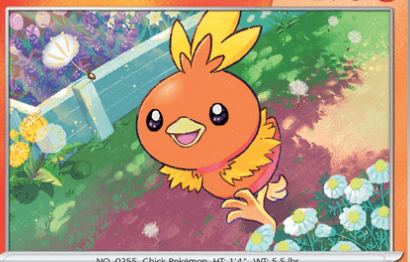
BASIC **Torchic** HP 70



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

Collect
Draw a card.

Combustion 10

weakness ×2 | resistance | retreat

Illus. Tika Matsuno
1 DRI EN 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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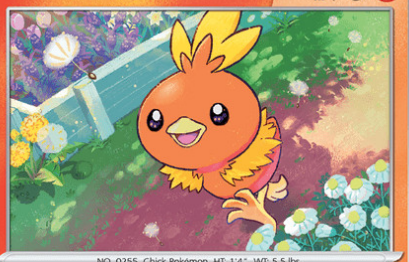
BASIC **Torchic** HP 70



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Combustion 10

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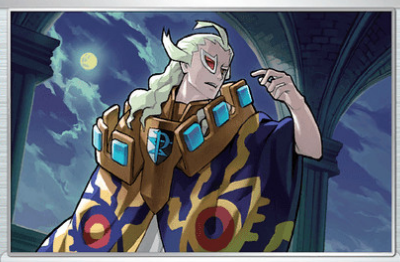
Supporter TRAINER

Boss's Orders *Ghetsis*



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

Illus. NC Empire
1 MEG EN 114/132 ◆

You may play only 1 Supporter card during your turn.

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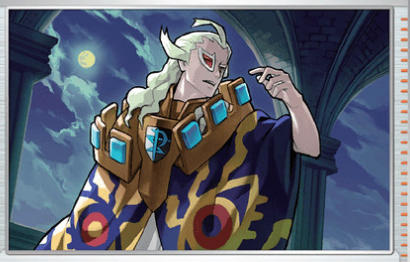
Supporter TRAINER

Boss's Orders *Ghetsis*



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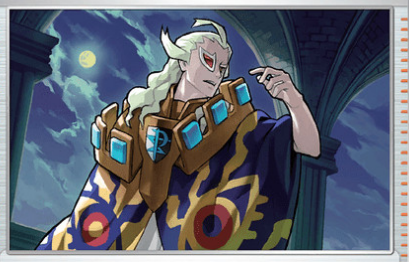

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Item TRAINER

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 TEF EN 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.

You may play only 1 Supporter card during your turn.

Illus. GIDORA
H SCR EN 133/142 ◆

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Supporter TRAINER

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You may play only 1 Supporter card during your turn.

Illus. GIDORA
H SCR EN 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.

You may play only 1 Supporter card during your turn.

Illus. Yuu Nishida
I PFL EN 087/094 ◆

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Supporter TRAINER

Judge

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

You may play only 1 Supporter card during your turn.

Illus. kantaro
J POR EN 076/088 ◆

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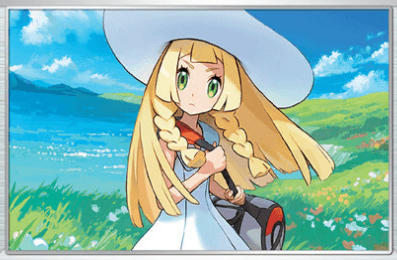
Supporter TRAINER

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.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa
I MEG EN 119/132 ◆

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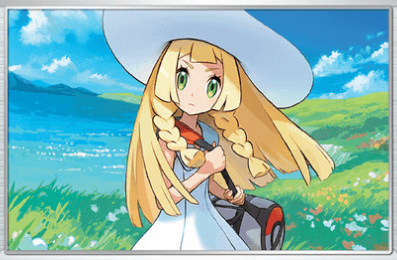
Supporter TRAINER

Lillie's Determination



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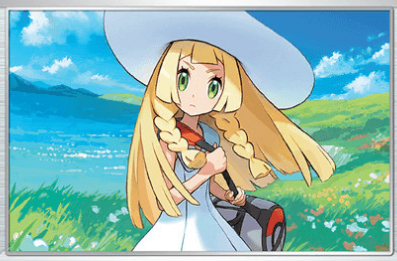

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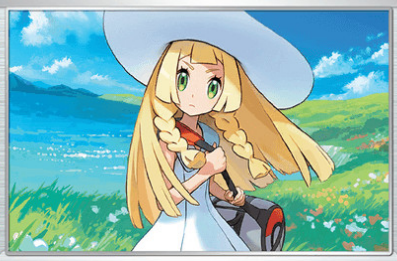

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Illus. Atsushi Furusawa
I MEG EN 119/132 ◆

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Item TRAINER

Night Stretcher

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

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

Illus. Toyste Beach
H ASC EN 196/217 ●

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Item TRAINER

Night Stretcher

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

Illus. Toyste Beach
H ASC EN 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 Bora Inc.
J POR EN 081/088 ◆

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J POR EN 081/088 ◆

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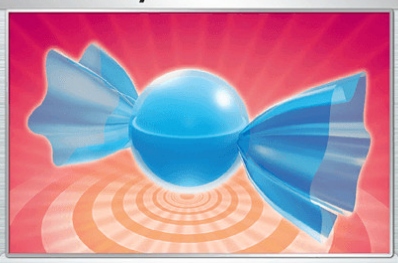
Item TRAINER

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 Bora Inc.
I MEG EN 125/132 ●

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

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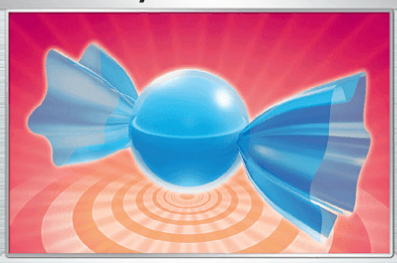
Item TRAINER

Rare Candy



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Illus. Studio Bora Inc.
I MEG EN 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
I MEG EN 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.

Illus. Studio Bora Inc.
J CRI EN 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.

Illus. AYUMI ODASHIMA
I DRI EN 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.

Illus. Ayaka Yoshida
I MEG EN 131/132 ●

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

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Item TRAINER

Ultra Ball

You can use this card only if you discard 2 other cards from your hand.

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Illus. Ayaka Yoshida
I MEG EN 131/132 ●

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

Illus. Ayaka Yoshida
I MEG EN 131/132 ●

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

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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.

Illus. Ayaka Yoshida
I MEG EN 131/132 ●

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

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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.

ACE SPEC

Illus. Toyste Beach
H TWM EN 165/167 ★

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

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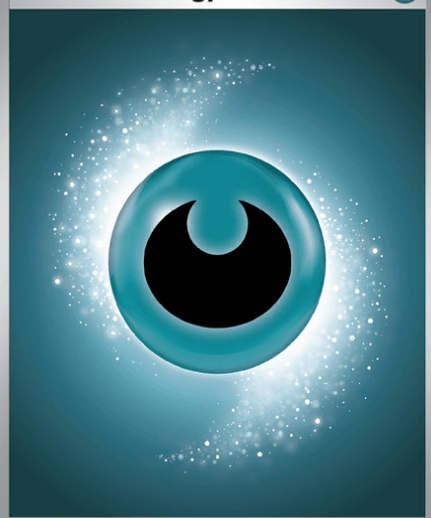
Basic Energy ENERGY

Basic ● Energy



MEE EN 007

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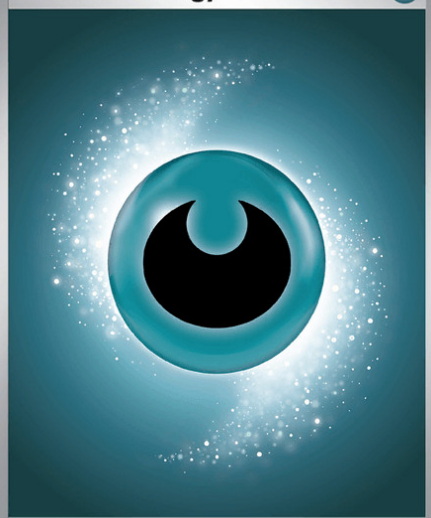
Basic Energy ENERGY

Basic ● Energy



MEE EN 007

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Basic Energy
ENERGY
Basic Fire Energy
MEE EN 002
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Basic Energy
ENERGY
Basic Fire Energy
MEE EN 002
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Basic Energy
ENERGY
Basic Fire Energy
MEE EN 002
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Basic Energy
ENERGY
Basic Psychic Energy
MEE EN 005
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Basic Energy
ENERGY
Basic Psychic Energy
MEE EN 005
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Basic Energy
ENERGY
Basic Psychic Energy
MEE EN 005
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