

BASIC **Bronzor** HP **80** 



NO. 0436. Bronze Pokémon. HT. 1'8". WT. 133.4 lbs.

 **Mirror Attack** **10+**

If your opponent's Active Pokémon is a  Pokémon, this attack does 30 more damage.

weakness  × 2 resistance  -30 retreat   

Illus. Kadamahadai Yawaraki Ancient people believed that the pattern on Bronzor's back contained a mysterious power.

  068/162 © 2024 Pokémon / Nintendo / Creatures / GAME FREAK

STAGE 2 **Dusknoir** **HP 160**

Evolves from Dusklops



NO. 0477 Gripper Pokémon. HT: 7'3" WT: 235 lbs.

Ability Cursed Blast
Once during your turn, you may put 13 damage counters on 1 of your opponent's Pokémon. If you use this Ability, this Pokémon is Knocked Out.

Shadow Bind 150
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness x2 resistance -30 retreat

Illus. doncioo
H PREN 037/131 ★

It comes and goes between this world and the afterlife. People fear this Pokémon because it is said to suck in lost spirits and take them along.

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BASIC **Duskull** **HP 60**



NO. 0355 Requiem Pokémon. HT: 2'7" WT: 33.1 lbs.

Come and Get You
Put up to 3 Duskull from your discard pile onto your Bench.

Mumble 30

weakness x2 resistance -30 retreat

Illus. IKEDA Saki
H PREN 035/131 ●

Duskull's victims suffer an intense chill as the Pokémon siphons their life-force away, glaring at them with its bright red eye all the while.

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BASIC **Frillish** **HP 80**



NO. 0592 Floating Pokémon. HT: 3'11" WT: 72.8 lbs.

Oceanic Gloom 20
During your opponent's next turn, they can't play any Item cards from their hand.

weakness x2 resistance -30 retreat

Illus. MARINA Chikazawa
I WHIT 044/086 ●

With its thin, veil-like arms wrapped around the body of its opponent, it sinks to the ocean floor.

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BASIC **Latias EX** **HP 210**



Ability Skyliner
Your Basic Pokémon in play have no Retreat Cost.

Eon Blade 200
During your next turn, this Pokémon can't attack.

weakness x2 resistance -30 retreat

Illus. Nakayuo
H SSP 076/191 ★★

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

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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 x2.)

Full Moon Rondo 20+
This attack does 20 more damage for each Benched Pokémon (both yours and your opponent's).

weakness x2 resistance retreat

Illus. Shon Graphics
I MEGA 056/159 ★★

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

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BASIC **Mega Kangaskhan EX** **HP 300** ★

The Mega-Evolved form of Kangaskhan



Ability Run Errand
Once during your turn, if this Pokémon is in the Active Spot, you may use this Ability. Draw 2 cards. You can't use more than 1 Run Errand Ability each turn.

Rapid-Fire Combo 200+
Flip a coin until you get tails. This attack does 50 more damage for each heads.

weakness x2 resistance retreat

Illus. Shon Graphics
I MEGA 104/132 ★★

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

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Illus. Shon Graphics
I MEGA 104/132 ★★

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★★★ **Rapid-Fire Combo** 200+

Flip a coin until you get tails. This attack does 50 more damage for each heads.

weakness ♣ ×2 resistance retreat ★ ★ ★

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Illus. Shon Graphics
104/132 ★

STAGE 1 **Mega Lopunny EX** HP 330 ★

Evolves from Buneary

The Mega-Evolved form of Lopunny



★ **Gale Thrust** 60+

If this Pokémon moved from your Bench to the Active Spot this turn, this attack does 170 more damage.

★★ **Spiky Hopper** 160

This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

weakness ♣ ×2 resistance retreat ★

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Illus. Shon Graphics
084/094 ★

STAGE 1 **Mega Lopunny EX** HP 330 ★

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The Mega-Evolved form of Lopunny



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weakness ♣ ×2 resistance retreat ★

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Illus. Shon Graphics
084/094 ★

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 ★

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

Illus. Shon Graphics
062/088 ★

BASIC **Mew EX** HP 160



Ability **Memory Helix**

This Pokémon can use the attacks of any of your Benched Pokémon. (You still need the necessary Energy to use each attack.)

👁️ **Teleportation Burst** 30

You may switch this Pokémon with 1 of your Benched Pokémon.

weakness ♣ ×2 resistance ♣ -30 retreat

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

Illus. CG Works
066/128 ★

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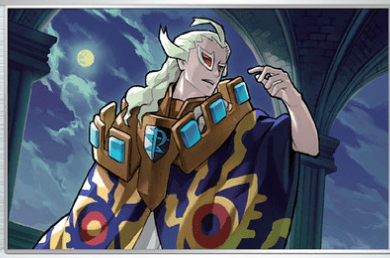
You may switch this Pokémon with 1 of your Benched Pokémon.

weakness ♣ ×2 resistance ♣ -30 retreat

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

Illus. CG Works
066/128 ★

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

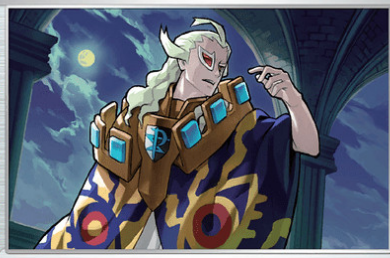


Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

You may play only 1 Supporter card during your turn.

Illus. NC Empire
114/132 ★

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



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

You may play only 1 Supporter card during your turn.

Illus. NC Empire
114/132 ★

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.

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

Illus. AYUMI ODASHIMA
144/162 ★

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.

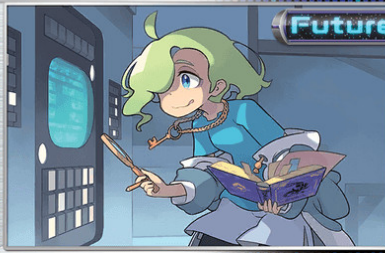
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Supporter

TRAINER

CIPHERMANIAC'S CODEBREAKING

Future



Search your deck for 2 cards, shuffle your deck, then put those cards on top of it in any order.

Illus. Taro Akitsu
H 145/162

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. you
H 084/086

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. you
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Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. you
H 084/086

You may play only 1 Supporter card during your turn.

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Stadium

TRAINER

Jamming Tower



Pokémon Tools attached to each Pokémon (both yours and your opponent's) have no effect.

Illus. AYUMI ODASHIMA
H 153/167

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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Stadium

TRAINER

Jamming Tower



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Illus. AYUMI ODASHIMA
H 153/167

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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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Supporter

TRAINER

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Illus. Atsushi Furusawa
H 119/132

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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Illus. Atsushi Furusawa

MEGA 119/132

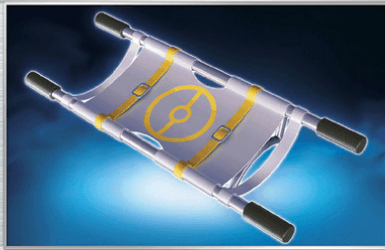
You may play only 1 Supporter card during your turn.

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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

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.

POR 081/088

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.

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POR 081/088

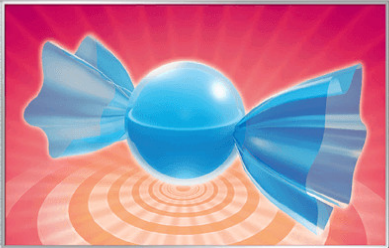
You may play any number of Item cards during your turn.

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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.

MEGA 125/132

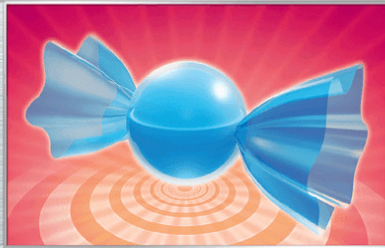
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Illus. Studio Boro Inc.

MEGA 125/132

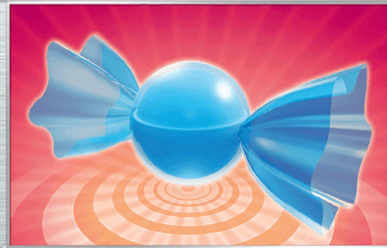
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Item

TRAINER

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Illus. Studio Boro Inc.

MEGA 125/132

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

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Supporter

TRAINER

Salvatore

Search your deck for a card that has no Abilities and evolves from 1 of your Pokémon, and put it onto that Pokémon to evolve it. Then, shuffle your deck. You can use this card on a Pokémon you put down when you were setting up to play or on a Pokémon that was put into play this turn.

You may play only 1 Supporter card during your turn.

Illus. Ryota Fuse

MEGA 160/162

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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 Boro Inc.

MEGA 082/086

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Item

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

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

Illus. Studio Boro Inc.

MEGA 130/132

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Item

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

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

Illus. Studio Boro Inc.

MEGA 130/132

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Item

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

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

Illus. Studio Boro Inc.

MEGA 130/132

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Item

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

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

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MEGA 130/132

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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

MEGA 131/132

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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.

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Illus. Ayaka Yoshida

MEGA 131/132

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TRAINER

Ultra Ball

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Illus. Ayaka Yoshida

MEGA 131/132

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