

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.

Illus. Takayoshi H JG 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

Illus. Yoriyuki Ikegami H 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



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

Combustion 20

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

weakness  x2 resistance retreat  

Illus. you H JG 041/182

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   resistance retreat 

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

Illus. Shon Graphics H TM 130/167

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Illus. Shon Graphics H TM 130/167

STAGE 1 **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. cochi H TM 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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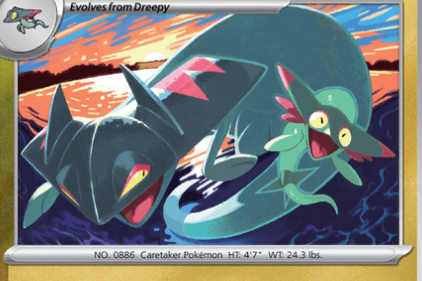
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Illus. cochi H TM 129/167

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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

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

×2

resistance

retreat

*

illus. Tika Matsuno

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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Supporter

TRAINER

Boss's Orders

Ghetsis

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

illus. NC Empire

114/132

You may play only 1 Supporter card during your turn.

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Supporter

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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

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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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

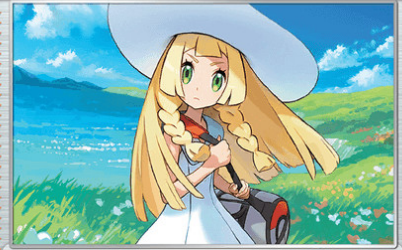
You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

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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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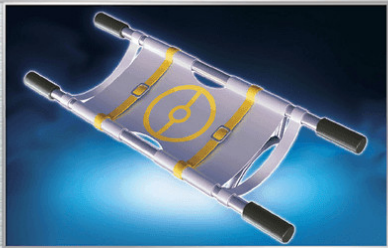
You may play only 1 Supporter card during your turn.

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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

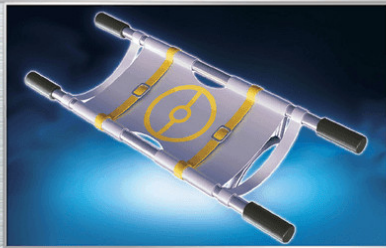
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Item

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

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.

I MEG 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 Boro Inc.

I MEG 125/132

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Illus. Studio Boro Inc.

I MEG 125/132

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Item **TRAINER**

Unfair Stamp



The illustration shows the Unfair Stamp card with its red and green circular icons. The red icon depicts a Pokémon being knocked out, and the green icon shows a hand of cards. The card is shown in a 3D perspective, appearing to be a thick, metallic disc with a red top and green bottom, and a central silver-colored ring. The background is a dark, textured surface with a grid pattern.

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: Kenji Nakamura

165/167

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Basic Energy

ENERGY

Basic Energy



A Basic Energy card from the Pokémon TCG. The card has a blue background with a large, glowing blue ring in the center. The ring has a black silhouette of a Poké Ball in the middle. The ring is surrounded by a cloud of white sparkles. The card is framed by a blue border. At the top, there is a blue banner with the text "Basic Energy" and "ENERGY". At the bottom left, there is a small logo that says "MEEN 007". At the bottom right, there is a small Poké Ball icon.

MEEN 007

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