

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

resistance

retreat

Pokémon EX rule

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

024/159

STAGE 2

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resistance

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Pokémon EX rule

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024/159

BASIC

Budew

HP 30

Itchy Pollen 10

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

weakness

resistance

retreat

As long as this Pokémon is on your Bench, the pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

016/217

BASIC

Budew

HP 30

Itchy Pollen 10

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

weakness

resistance

retreat

As long as this Pokémon is on your Bench, the pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

016/217

STAGE 1

Combusken

HP 100

Evolves from Torchic

Combustion 20

Double Kick 40×

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

weakness

resistance

retreat

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

041/182

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.

130/167

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Pokémon EX rule

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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

resistance

retreat

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.

129/167

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129/167

STAGE 1

Drakloak

HP 90

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. cochiBi

129/167

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129/167

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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

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.

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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

20+

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. Felicity

142/217

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 ×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 *

illus. Sbon Graphics

056/159

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 *

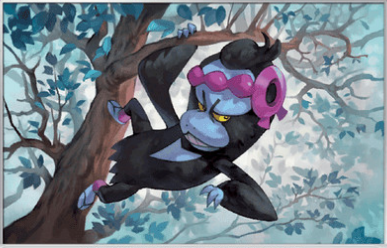
illus. Sbon Graphics

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.

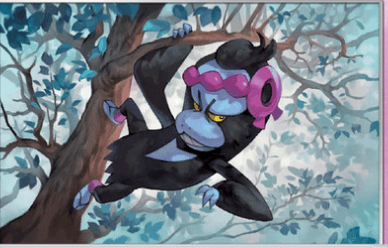
★ **Mind Bend** 60
Your opponent's Active Pokémon is now Confused.

weakness ♀ ×2 resistance ♂ -30 retreat ★

illus. kodama
095/167 ★

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illus. kodama
095/167 ★

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BASIC **Shaymin** HP 80



NO. 0492 Gratitude Pokémon. HT: 8" WT: 4.6 lbs.

Ability Flower Curtain
Prevent all damage done to your Benched Pokémon that don't have a Rule Box by attacks from your opponent's Pokémon. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

★ ★ **Smash Kick** 30

weakness ♀ ×2 resistance retreat ★

illus. tano
010/182 ◆

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

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



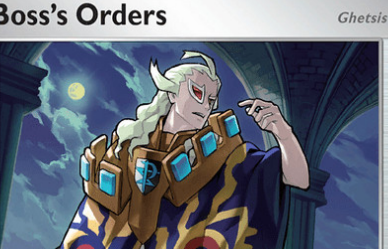
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illus. NC Empire
114/132 ◆

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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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Item

TRAINER

Buddy-Buddy Poffin



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H TEF 144/162

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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 SKN 133/142

You may play only 1 Supporter card during your turn.

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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
I PZLN 087/094

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Judge



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

Illus. Kantaro
J POR 076/088

You may play only 1 Supporter card during your turn.

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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 MEGN 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
I MEGN 119/132

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Illus. Atsushi Furusawa
MEG 119/132

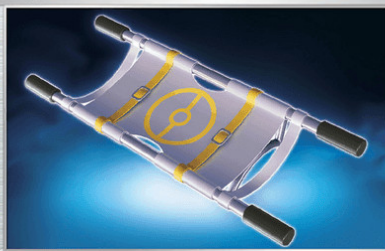
You may play only 1 Supporter card during your turn.

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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
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 Bora Inc.
J 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 Bora Inc.
J POR 081/088

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Illus. Studio Bora 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 Bora Inc.
I MEG 125/132

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 Bora Inc.
I 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.

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.

MEGA

127 / 132

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Stadium

TRAINER

Team Rocket's Watchtower

★ Pokémon in play (both yours and your opponent's) have no Abilities.

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.

MEGA

180 / 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.

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

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.

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

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.

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

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.

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

MEGA

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.

MEGA

165 / 167

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Basic Energy

ENERGY

Basic Energy

MEGA

007

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Basic Energy

ENERGY

Basic Energy

MEGA

007

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