

BASIC Cornerstone Mask **Ogerpon** **EX** HP 210 **Tera**

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

Ability **Cornerstone Stance**
Prevent all damage from attacks done to this Pokémon by your opponent's Pokémon that have an Ability.

Demolish 140
This attack's damage isn't affected by Weakness or Resistance, or by any effects on your opponent's Active Pokémon.

weakness x2 resistance retreat

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

Illus. Shon Graphics
D11 012/167 ★

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STAGE 1 **Crustle** HP 150

Evolves from Dwebble

Ability **Mysterious Rock Inn**
Prevent all damage done to this Pokémon by attacks from your opponent's Pokémon EX.

Superb Scissors 120
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

weakness x2 resistance retreat

Illus. Po-Suzuki
D11 012/182 ★

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Illus. Po-Suzuki
D11 012/182 ★

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BASIC **Dwebble** HP 70

Ability **Ascension**
Search your deck for a card that evolves from this Pokémon and put it onto this Pokémon to evolve it. Then, shuffle your deck.

weakness x2 resistance retreat

Illus. Kanami Ogata
D11 011/182 ●

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Illus. Kanami Ogata
D11 011/182 ●

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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

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

Illus. Shon Graphics
MEG 104/132 ★

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The Mega-Evolved form of Kangaskhan

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Illus. Shon Graphics
MEG 104/132 ★

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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 ♡ ×2

resistance

retreat ★★

Mega Evolution EX rule

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

MEGX 104/132

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Mega Kangaskhan EX

HP 300

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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.

MEGX 104/132

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.

MEGX 114/132

Supporter

TRAINER

Boss's Orders

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MEGX 114/132

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MEGX 114/132

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Ghetsis

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

You may play only 1 Supporter card during your turn.

MEGX 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.

MEGX 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.

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

MEGX 144/162

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.

You may play only 1 Supporter card during your turn.

MEGX 145/162

Supporter

TRAINER

Eri

Your opponent reveals their hand, and you discard up to 2 Item cards you find there.

You may play only 1 Supporter card during your turn.

Illustration: GOSSAN

146/162

146

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Supporter

TRAINER

Eri

Your opponent reveals their hand, and you discard up to 2 Item cards you find there.

You may play only 1 Supporter card during your turn.

Illustration: GOSSAN

146/162

146

162

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Pokémon Tool

TRAINER

Handheld Fan

If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), move an Energy from the Attacking Pokémon to 1 of your opponent's Benched Pokémon.

You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

Illustration: Toyote Beach

150/167

150

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Pokémon Tool

TRAINER

Hero's Cape

The Pokémon this card is attached to gets +100 HP.

You can't have more than 1 ACE SPEC card in your deck.

You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

Illustration: Toyote Beach

152/162

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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.

You may play only 1 Supporter card during your turn.

Illustration: yuu

084/086

084

086

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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.

You may play only 1 Supporter card during your turn.

Illustration: yuu

084/086

084

086

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Item

TRAINER

Jumbo Ice Cream

Heal 80 damage from your Active Pokémon that has 3 or more Energy attached.

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

Illustration: AYUMI ODASHIMA

091/094

091

094

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Item

TRAINER

Jumbo Ice Cream

Heal 80 damage from your Active Pokémon that has 3 or more Energy attached.

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Illustration: AYUMI ODASHIMA

091/094

091

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Illustration: AYUMI ODASHIMA

091/094

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Item

TRAINER

Jumbo Ice Cream



Heal 80 damage from your Active Pokémon that has 3 or more Energy attached.

Illus. AYUMI ODASHIMA

ITEM 091/094

You may play any number of Item cards 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

SUPPORTER 119/132

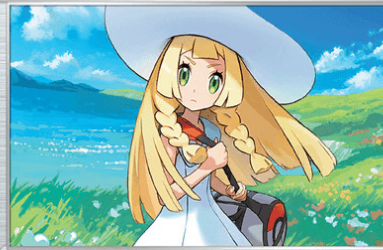
You may play only 1 Supporter card during your turn.

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Illus. Atsushi Furusawa

SUPPORTER 119/132

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Supporter

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Lillie's Determination



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Illus. Atsushi Furusawa

SUPPORTER 119/132

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Lumiose Galette



Heal 20 damage and remove a Special Condition from your Active Pokémon.

Illus. Shon Graphics

ITEM 078/088

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

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Item

TRAINER

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyote Beach

ITEM 186/198

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

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Item

TRAINER

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyote Beach

ITEM 186/198

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

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Item

TRAINER

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyote Beach

ITEM 186/198

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

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Supporter

TRAINER

Pokémon Center Lady



Heal 60 damage from 1 of your Pokémon, and it recovers from all Special Conditions.

Illus. Tamawaka

MEGA 123/132

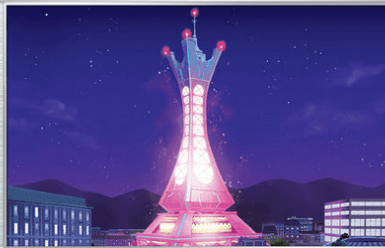
You may play only 1 Supporter card during your turn.

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Stadium

TRAINER

Prism Tower



Once during each player's turn, that player may discard 2 cards from their hand in order to draw a card.

Illus. MARINA Chikazawa

Crim 080/086

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 Boro Inc.

Crim 082/086

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

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Item

TRAINER

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Studio Boro Inc.

MEGA 130/132

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

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Stadium

TRAINER

Team Rocket's Factory



Once during each player's turn, if they played a Supporter card that has "Team Rocket" in its name from their hand this turn, they may draw 2 cards.

Illus. Imomiji

Crim 173/182

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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Supporter

TRAINER

Team Rocket's Petrel



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

Illus. GOSSAN

Crim 176/182

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Team Rocket's Petrel



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

Illus. GOSSAN

Crim 176/182

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Team Rocket's Petrel



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

Illus. GOSSAN

Crim 176/182

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Supporter

TRAINER

Team Rocket's Petrel



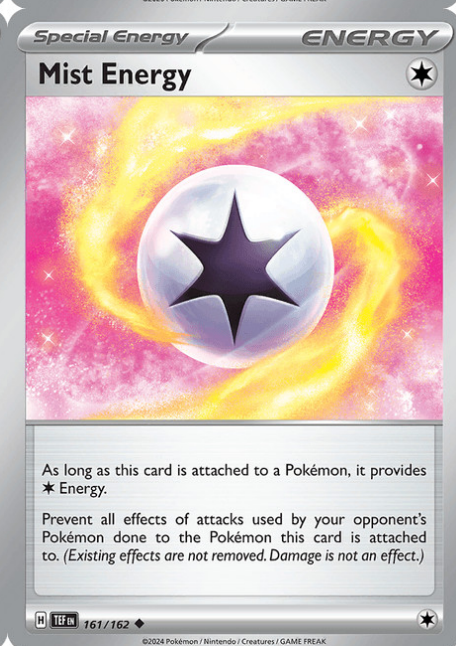
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Illus. GOSSAN

Crim 176/182

You may play only 1 Supporter card during your turn.

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Special Energy

ENERGY

Mist Energy

As long as this card is attached to a Pokémon, it provides ★ Energy.

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

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Special Energy

ENERGY

Mist Energy

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Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

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Special Energy

ENERGY

Spiky Energy

As long as this card is attached to a Pokémon, it provides ★ Energy.

If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), put 2 damage counters on the Attacking Pokémon.

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Special Energy

ENERGY

Spiky Energy

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159/159

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