



STAGE 1

Team Rocket's Spidops

HP 130

Evolves from Team Rocket's Tarountula

NO. 0918. Trap Pokémon. HT: 3'3" WT: 36.4 lbs.

Ability

Charging Up

Once during your turn, you may attach a Basic Energy card from your discard pile to this Pokémon.

Rocket Rush

30×

This attack does 30 damage for each of your Team Rocket's Pokémon in play.

weakness

×2

resistance

×2

retreat

★

illus. Taigo Kasai

020/182

★

It clings to branches and ceilings using its threads and moves without a sound. It takes out its prey before the prey even notices it.

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BASIC

Team Rocket's Tarountula

HP 50

NO. 0917. String Ball Pokémon. HT: 1' WT: 8.8 lbs.

Take Down

30

This Pokémon also does 10 damage to itself.

weakness

×2

resistance

×2

retreat

★

illus. Saboteri

019/182

●

The ball of threads wrapped around its body is elastic enough to deflect the scythes of Scyther, this Pokémon's natural enemy.

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Pokémon Tool

TRAINER

Brave Bangle

If the Pokémon this card is attached to doesn't have a Rule Box, the attacks it uses do 30 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance). (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

illus. Toyoste Beach

080/086

◆

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.

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Item

TRAINER

Bug Catching Set

Look at the top 7 cards of your deck. You may reveal up to 2 in any combination of Pokémon and Basic Energy cards you find there and put them into your hand. Shuffle the other cards back into your deck.

illus. AYUMI ODASHIMA

143/167

◆

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

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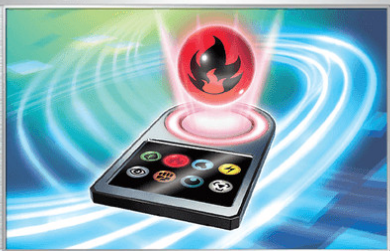
You may play any number of Item cards during your turn.

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Item

TRAINER

Energy Search



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

Illus. Toyoste Beach

072/088

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

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Item

TRAINER

Energy Search



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

Illus. Toyoste Beach

072/088

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

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Item

TRAINER

Energy Switch



Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

Illus. Studio Boro Inc.

115/132

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

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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.

Illus. Toyoste Beach

150/167

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.

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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

119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



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Illus. Atsushi Furusawa

119/132

You may play only 1 Supporter card during your turn.

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Pokémon Tool

TRAINER

Lucky Helmet



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), draw 2 cards.

Illus. Studio Boro Inc.

158/167

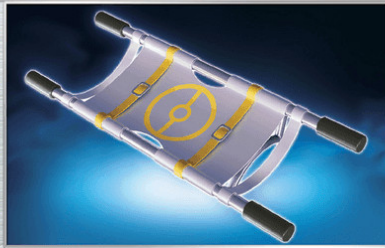
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Item

TRAINER

Night Stretcher



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

Illus. Toyoste Beach

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.

081/088

You may play any number of Item cards 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.

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.

Illus. MARINA Chikazawa

080/086

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Item

TRAINER

Secret Box

You can use this card only if you discard 3 other cards from your hand.

Search your deck for an Item card, a Pokémon Tool card, a Supporter card, and a Stadium card, reveal them, and put them into your hand. Then, shuffle your deck.

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

Illus. Tetsuya Gotoh

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Supporter

TRAINER

Team Rocket's Archer

You can use this card only if any of your Team Rocket's 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 3 cards.

You may play only 1 Supporter card during your turn.

Illus. Hideki Ishikawa

170/182

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You may play only 1 Supporter card during your turn.

Illus. Hideki Ishikawa

170/182

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Supporter

TRAINER

Team Rocket's Ariana

Draw cards until you have 5 cards in your hand. If all of your Pokémon in play are Team Rocket's Pokémon, draw cards until you have 8 cards in your hand instead.

You may play only 1 Supporter card during your turn.

Illus. Anel

171/182

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Supporter

TRAINER

Team Rocket's Ariana

Draw cards until you have 5 cards in your hand. If all of your Pokémon in play are Team Rocket's Pokémon, draw cards until you have 8 cards in your hand instead.

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Illus. Anel

171/182

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You may play only 1 Supporter card during your turn.

Illus. Anel

171/182

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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.

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.

Illus. imoniii

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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.

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.

Illus. imoniii

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Supporter

TRAINER

Team Rocket's Giovanni



Switch your Active Team Rocket's Pokémon with 1 of your Benched Team Rocket's Pokémon. If you do, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Illus. okagi

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You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Team Rocket's Giovanni



Switch your Active Team Rocket's Pokémon with 1 of your Benched Team Rocket's Pokémon. If you do, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Illus. okagi

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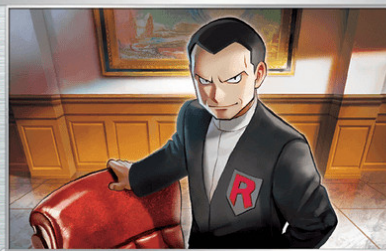
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TRAINER

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Illus. okagi

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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

176/182

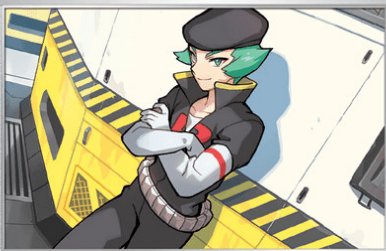
You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Team Rocket's Proton



If you go first, you may use this card during your first turn.

Search your deck for up to 3 Basic Team Rocket's Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Naoki Saito

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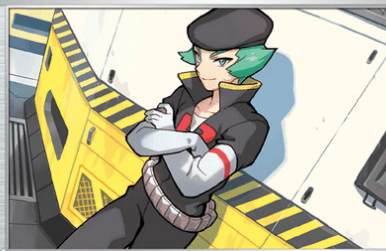
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Illus. Naoki Saito

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Illus. Naoki Saito

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You may play only 1 Supporter card during your turn.

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Item

TRAINER

Team Rocket's Transceiver



Search your deck for a Supporter card that has "Team Rocket" in its name, reveal it, and put it into your hand. Then, shuffle your deck.

Illus. inose yuki

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

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Item

TRAINER

Team Rocket's Transceiver



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Illus. inose yuki

178/182

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