

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.

Illustration: Takayoshi H JG 024/159

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Illustration: Takayoshi H JG 024/159

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

Illustration: 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

Combustion 20

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

weakness x2 resistance retreat

Illustration: Yuji Kawai 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 x2 resistance retreat

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

Illustration: Shon Graphics H TM 130/167

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Illustration: Shon Graphics H TM 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 x2 resistance retreat

Illustration: Chohi 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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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. cochibi
H T M B 129/167

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BASIC **Dreepy** HP 70



NO. 0885, Linging Pokémon. HT: 1'8". WT: 4.4 lbs.

Petty Grudge 10

Bite 40

weakness resistance retreat *

illus. Scav
H T M B 128/167

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illus. Scav
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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
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. Gakyo
H T M B 142/217

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. Sban Graphics
H T M B 062/088

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

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BASIC **Moltres** HP 120



NO. 0146, Flame Pokémon. HT: 6'7". WT: 132.3 lbs.

Fighting Wings 20+
If your opponent's Active Pokémon is a Pokémon EX, this attack does 90 more damage.

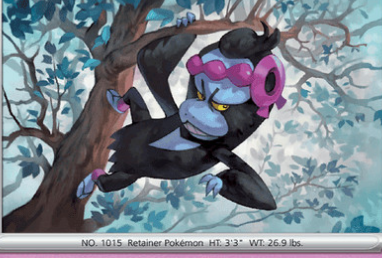
weakness ×2 resistance retreat *

illus. Kazumasa Iwasaki
H T M B 014/094

There are stories of this Pokémon using its radiant, flame-cloaked wings to light up paths for those lost in the mountains.

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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. kadam
H T M B 095/167

Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.

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Munkidori

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NO. 1015 Retainer Pokémon HT: 3'3" WT: 26.9 lbs.

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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

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Your opponent's Active Pokémon is now Confused.

weakness

×2

resistance

-30

retreat

*

illus. kodama

095/167

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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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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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H 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 133/142

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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Illus. GIDORA
H 133/142

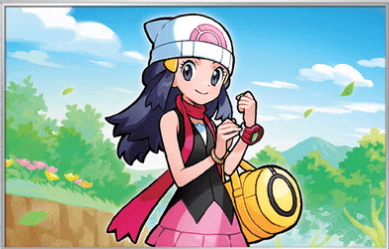
You may play only 1 Supporter card during your turn.

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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 Mishida
H 087/094

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
H 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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H 119/132

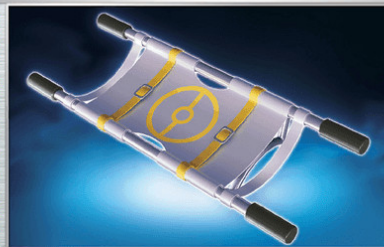
You may play only 1 Supporter card during your turn.

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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 196/217

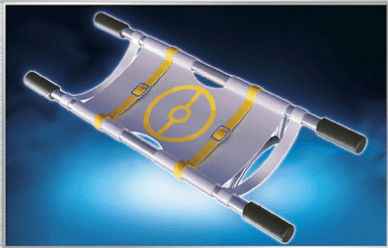
You may play any number of Item cards during your turn.

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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 Boro Inc.
J POR 081/088

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

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J POR 081/088

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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.
J MEG 125/132

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

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Illus. Studio Boro Inc.
J MEG 125/132

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Illus. Studio Boro Inc.
J 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.

Illus. imoniii
J MEG 127/132

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

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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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.

MEGA

082 / 086

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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.

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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 may play any number of Item cards during your turn.

MEGA

065 / 067

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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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