

BASIC Chien-Pao HP 120



NO. 1002. Ruinous Pokémon. HT. 6'3" WT. 335.5 lbs.

Ability **Snow Sink**
When you play this Pokémon from your hand onto your Bench during your turn, you may discard a Stadium in play.

♣️ ⚡️ ★ **Icicle Loop** 120
Put an Energy attached to this Pokémon into your hand.

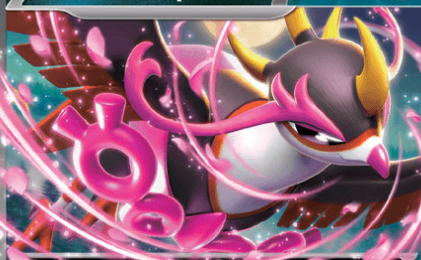
weakness ♣️ ×2 resistance retreat ★

Illus. Yuya Oka
H SSR 056/191 ★

The hatred of those who perished by the sword long ago has clad itself in snow and become a Pokémon.

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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.)

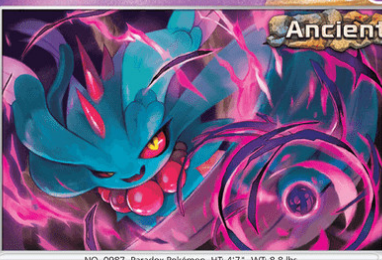
weakness ♣️ ×2 resistance retreat ★

Illus. Ichigayoo
H ASC 142/217 ★

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

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BASIC Flutter Mane HP 90



NO. 0987. Paradox Pokémon. HT. 4'7" WT. 8.8 lbs.

Ability **Midnight Fluttering**
As long as this Pokémon is in the Active Spot, your opponent's Active Pokémon has no Abilities, except for Midnight Fluttering.

★★★ **Hex Hurl** 90
Put 2 damage counters on your opponent's Benched Pokémon in any way you like.

weakness ♣️ ×2 resistance retreat ★

Illus. kodomo
H TEF 078/162 ★

This Pokémon has characteristics similar to those of Flutter Mane, a creature mentioned in a certain book.

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BASIC Iron Leaves **EX** HP 220



Future

Ability **Rapid Vernier**
When you play this Pokémon from your hand onto your Bench during your turn, you may switch it with your Active Pokémon. If you do, you may move any amount of Energy from your other Pokémon to this Pokémon.

♣️ ⚡️ ★ **Prism Edge** 180
During your next turn, this Pokémon can't attack.

weakness ♣️ ×2 resistance retreat ★

Illus. Shon Graphics
H TEF 025/162 ★

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

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BASIC Latias **EX** HP 210



Ability **Skyliner**
Your Basic Pokémon in play have no Retreat Cost.

♣️ ⚡️ ★ **Eon Blade** 200
During your next turn, this Pokémon can't attack.

weakness ♣️ ×2 resistance ♣️ -30 retreat ★★

Illus. Nakayoo
H SSR 076/191 ★

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

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BASIC Latias **EX** HP 210



Ability **Skyliner**
Your Basic Pokémon in play have no Retreat Cost.

♣️ ⚡️ ★ **Eon Blade** 200
During your next turn, this Pokémon can't attack.

weakness ♣️ ×2 resistance ♣️ -30 retreat ★★

Illus. Nakayoo
H SSR 076/191 ★

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. Shon Graphics
H JIG 056/159 ★

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. Shon Graphics
H JIG 056/159 ★

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BASIC Lillie's Clefairy **EX** HP 190



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♣️ ★ **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. Shon Graphics
H JIG 056/159 ★

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

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BASIC

Teal 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

Teal Dance

Once during your turn, you may attach a Basic Energy card from your hand to this Pokémon. If you attached Energy to a Pokémon in this way, draw a card.

Myriad Leaf Shower

30+

This attack does 30 more damage for each Energy attached to both Active Pokémon.

weakness

×2

resistance

retreat

★

Pokémon EX rule

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

Illustration

025/167

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BASIC

Wellspring 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).

Sob

20

During your opponent's next turn, the Defending Pokémon can't retreat.

Torrential Pump

100

You may shuffle 3 Energy attached to this Pokémon into your deck. If you do, this attack also does 120 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness

×2

resistance

retreat

★

Pokémon EX rule

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

Illustration

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Stadium

TRAINER

Area Zero Underdepths

Each player who has any Tera Pokémon in play can have up to 8 Pokémon on their Bench.

If a player no longer has any Tera Pokémon in play, that player discards Pokémon from their Bench until they have 5. When this card leaves play, both players discard Pokémon from their Bench until they have 5, and the player who played this card discards first.

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.

Illustration

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Stadium

TRAINER

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Illustration

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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.

Illustration

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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.

Illustration

114/132

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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.

Illustration

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Supporter

TRAINER

Ciphermaniac's Codebreaking

Future

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Illustration

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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

Crispin



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Illus. GIDORA
H 133/142

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H 133/142

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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

Cyrano



Search your deck for up to 3 Pokémon **EX**, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Akira Komoyama
H 170/191

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Cyrano



Search your deck for up to 3 Pokémon **EX**, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Akira Komoyama
H 170/191

You may play only 1 Supporter card 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.

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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.

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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.

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