

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

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

Illus. Shien Graphics
0 056/159 ★

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BASIC Team Rocket's **Articuno** HP 120



Ability **Repelling Veil**
Prevent all effects of attacks used by your opponent's Pokémon done to your Basic Team Rocket's Pokémon. (Existing effects are not removed. Damage is not an effect.)

Dark Frost 60+
If this Pokémon has any Team Rocket's Energy attached, this attack does 60 more damage.

weakness ×2 resistance -30 retreat

Illus. Mitsuhiro Arita
0 051/182 ★

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0 051/182 ★

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BASIC Team Rocket's **Mewtwo** **EX** HP 280



Ability **Power Saver**
This Pokémon can't attack unless you have 4 or more Team Rocket's Pokémon in play.

Erasure Ball 160+
You may discard up to 2 Energy from your Benched Pokémon. This attack does 60 more damage for each card you discarded in this way.

weakness ×2 resistance -30 retreat

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

Illus. day GO Works
0 081/182 ★

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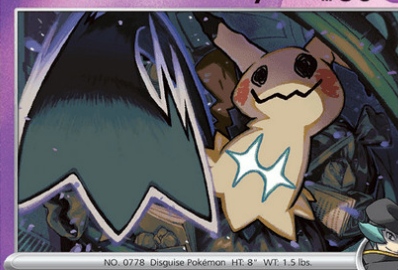
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0 081/182 ★

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BASIC Team Rocket's **Mimikyu** HP 60



Gemstone Mimicry
Choose 1 of your opponent's Active Tera Pokémon's attacks and use it as this attack.

weakness ×2 resistance -30 retreat

Illus. DOM
0 087/182 ♦

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STAGE 1 Team Rocket's **Spidops** HP 130
Evolves from Team Rocket's Tarountula



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 retreat

Illus. Taiga Kasai
0 020/182 ★

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Illus. Taiga Kasai
0 020/182 ★

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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

retreat

★

illus. Taiga 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.

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

retreat

★

illus. Soboteri

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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019/182

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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.)

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.

illus. Toyoko Beach

080/086

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.

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

illus. AYUMI ODASHIMA

143/167

Item

TRAINER

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

illus. AYUMI ODASHIMA

143/167

Item

TRAINER

Energy Switch

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

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

Illus. Studio Boro Inc.
MEG 115/132

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.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa
MEG 119/132

Supporter

TRAINER

Lillie's Determination

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Illus. Atsushi Furusawa
MEG 119/132

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MEG 119/132

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Illus. Atsushi Furusawa
MEG 119/132

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.

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.

Illus. Studio Boro Inc.
H 158/167

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.

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.

Illus. Studio Boro Inc.
H 158/167

Pokémon Tool

TRAINER

Maximum Belt

Attacks used by the Pokémon this card is attached to do 50 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

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.

Illus. Atsushi Furusawa
H 154/162

Item

TRAINER

Night Stretcher

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

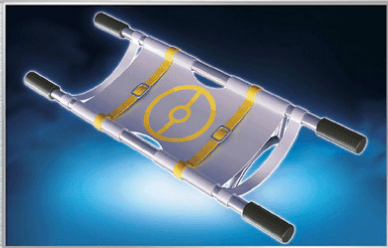
You may play any number of Item cards during your turn.

Illus. Toyote Beach
H 196/217

Item

TRAINER

Night Stretcher



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

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

Illus. Toyotsu Beach

196/217

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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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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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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.

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.

You may play only 1 Supporter card during your turn.

Illus. Anel

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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

173/182

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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

173/182

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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.

You may play only 1 Supporter card during your turn.

Illus. okagi

174/182

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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
174/182

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
174/182

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
176/182

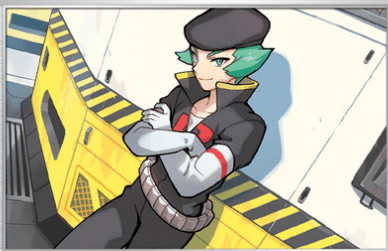
You may play only 1 Supporter card during your turn.

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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
177/182

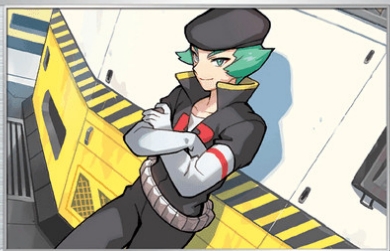
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Illus. Naoki Saito
177/182

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
178/182

You may play any number of Item cards 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
178/182

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Illus. inose yuki
178/182

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Illus. inose yuki
178/182

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

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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.

MEGA

131/132

Illustration credit: Ayaka Yoshida

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

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Item

TRAINER

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MEGA

131/132

Illustration credit: Ayaka Yoshida

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MEGA

131/132

Illustration credit: Ayaka Yoshida

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MEGA

131/132

Illustration credit: Ayaka Yoshida

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

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Basic Energy

ENERGY

Basic Energy



MEGA

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MEGA

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MEGA

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