

STAGE 1 **Braixen** HP 100

Evolves from Fennekin

NO. 0654, Fox Pokémon, HT: 3'3" WT: 32 lbs.

Ability **Flamethrower** 80

Discard an Energy from this Pokémon.

weakness x2 resistance retreat *

illus. Taiga Kasai

It keeps a twig in its tail. Using friction from its tail fur, it sets the twig on fire and launches into battle.

012/086

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BASIC **Charmander** HP 80

NO. 0004, Lizard Pokémon, HT: 2' WT: 18.7 lbs.

Ability **Agile**

If this Pokémon has no Energy attached, it has no Retreat Cost.

Live Coal 20

weakness x2 resistance retreat **

illus. HYOGONOSUKE

The flame on its tail shows the strength of its life-force. If Charmander is weak, the flame also burns weakly.

011/094

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STAGE 1 **Charmeleon** HP 110

Evolves from Charmander

NO. 0005, Flame Pokémon, HT: 3'7" WT: 41.9 lbs.

Steady Firebreathing 40

weakness x2 resistance retreat **

illus. Uninori

When it swings its burning tail, the temperature around it rises higher and higher, tormenting its opponents.

012/094

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Evolves from Charmander

NO. 0005, Flame Pokémon, HT: 3'7" WT: 41.9 lbs.

Steady Firebreathing 40

weakness x2 resistance retreat **

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012/094

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STAGE 2 **Delphox** HP 160

Evolves from Braixen

NO. 0655, Fox Pokémon, HT: 4'11" WT: 86 lbs.

Ability **Flaring Magic**

Once during your turn, you may discard a Basic Energy card from your hand in order to use this Ability. Draw cards until you have 7 cards in your hand.

Energized Storm 30×

This attack does 30 damage for each Energy attached to all Pokémon.

weakness x2 resistance retreat **

illus. Gemi

Using psychic power, it generates a fiery vortex of 5,400 degrees Fahrenheit, incinerating foes swept into this whirl of flame.

013/085

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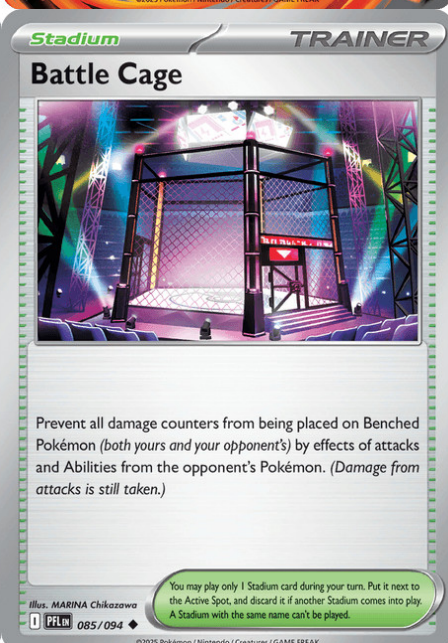
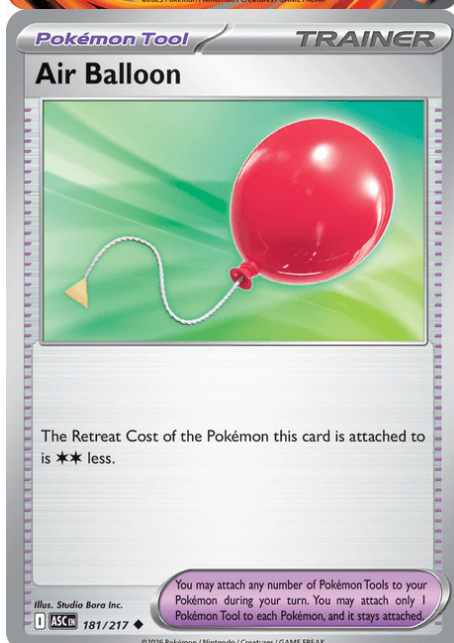
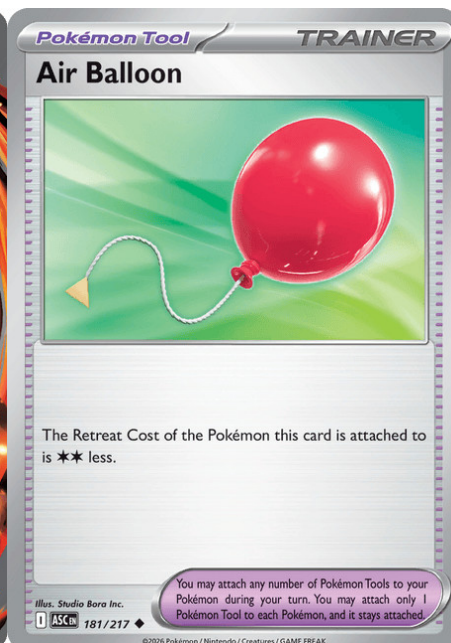
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Using psychic power, it generates a fiery vortex of 5,400 degrees Fahrenheit, incinerating foes swept into this whirl of flame.

013/086

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Item

TRAINER

Energy Retrieval



Put up to 2 Basic Energy cards from your discard pile into your hand.

Illus. Studio Boro Inc.

SYN 171/198

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

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Item

TRAINER

Energy Retrieval



Put up to 2 Basic Energy cards from your discard pile into your hand.

Illus. Studio Boro Inc.

SYN 171/198

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

MEG 119/132

You may play only 1 Supporter card during your turn.

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Supporter

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MEG 119/132

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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.

POK 081/088

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

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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.

MEG 125/132

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

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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.

MEG 125/132

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

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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.

Illustr. Studio Boro Inc.

MEGA

125/132

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

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.

Illustr. Studio Boro Inc.

MEGA

125/132

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

Item

TRAINER

Sacred Ash

Shuffle up to 5 Pokémon from your discard pile into your deck.

Illustr. Eske Yoshinob

ORIG

168/182

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

Item

TRAINER

Scoop Up Cyclone

Put 1 of your Pokémon and all attached cards into your hand.

Illustr. Ryoko Beech

MEGA

162/167

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

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.

Illustr. Studio Boro Inc.

ORIG

082/086

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

Item

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

Illustr. Studio Boro Inc.

MEGA

130/132

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

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.

Illustr. GOSSAN

ORIG

176/182

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

You may play only 1 Supporter card during your turn.

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.

Illustr. GOSSAN

ORIG

176/182

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You may play only 1 Supporter card during your turn.

Stadium

TRAINER

Team Rocket's Watchtower

★ Pokémon in play (both yours and your opponent's) have no Abilities.

Illustr. AYUMI ODASHIMA

ORIG

180/182

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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.

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.

Illus. Ayaka Yoshida

1 **MEG** **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.

Illus. Ayaka Yoshida
131/132

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Supporter **TRAINER**

Wally's Compassion



Heal all damage from 1 of your Mega Evolution Pokémon **EX**. If you healed any damage in this way, put all Energy attached to that Pokémon into your hand.

Illustration by Iori Suzuki

132/132

You may play only 1 Supporter card during your turn.

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Basic Energy

ENERGY

Basic  Energy



002

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Basic Energy

ENERGY

Basic  Energy



002

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Basic Energy

ENERGY

Basic  Energy



A large, glowing red sphere with a black flame symbol in the center, surrounded by a bright, sparkling aura. The background is a solid red color.

002

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Basic Energy

ENERGY

Basic  Energy



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Basic Energy  **ENERGY**

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 002

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Basic Energy

ENERGY

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MEGA 002

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