

BASIC

Bloodmoon Ursaluna^{EX}

HP 260

Ability

Seasoned Skill

Blood Moon used by this Pokémon costs ★ less for each Prize card your opponent has taken.

★★★★★ Blood Moon

240

During your next turn, this Pokémon can't attack.

weakness

×2

resistance

retreat

★★★

Illustration

CG Works

141/167

★★

Pokémon EX rule

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

BASIC

Ditto

HP 60

Ability

Transformative Start

Once during your first turn, if this Pokémon is in the Active Spot, you may search your deck and choose a Basic Pokémon you find there, except any Ditto. If you do, discard this Pokémon and all attached cards, and put the chosen Pokémon in its place. Then, shuffle your deck.

★

Splup

10

weakness

×2

resistance

retreat

★

Illustration

Kiyotaka Oshiyama

132/165

★

Its transformation ability is perfect. However, if made to laugh, it can't maintain its disguise.

BASIC

Fan Rotom

HP 70

Ability

Fan Call

Once during your first turn, you may search your deck for up to 3 ★ Pokémon with 100 HP or less, reveal them, and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

★

Assault Landing

70

If there is no Stadium in play, this attack does nothing.

weakness

×2

resistance

-30

retreat

★

Illustration

Toshinao Aoki

118/142

●

There are several appliances that Rotom can inspire, but the first one to be developed was the electric fan.

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Fan Rotom

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Ability

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retreat

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Illustration

Toshinao Aoki

118/142

●

There are several appliances that Rotom can inspire, but the first one to be developed was the electric fan.

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

★

Illustration

Shigeyuki

038/064

★★★

Pokémon EX rule

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

BASIC

Hoothoot

HP 80

Ability

Insomnia

This Pokémon can't be Asleep.

★★

Tackle

20

weakness

×2

resistance

-30

retreat

★

Illustration

Nakamura Ippon

077/131

●

Since it tells time precisely, some countries consider it to be a deity of wisdom, versed in the ways of the world.

BASIC

Hoothoot

HP 70

★

Triple Stab

10×

Flip 3 coins. This attack does 10 damage for each heads.

weakness

×2

resistance

-30

retreat

★

Illustration

Yukihiko Toda

114/142

●

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weakness

×2

resistance

-30

retreat

★

Illustration

Yukihiko Toda

114/142

●

Since it tells time precisely, some countries consider it to be a deity of wisdom, versed in the ways of the world.

BASIC

Iron Leaves^{EX}

HP 220

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

★

Illustration

Saban Graphics

025/162

★★★

Pokémon EX rule

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



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 x2 resistance retreat

Illustration: Sboon Graphics
H T116 025/167 ★

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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.

Illustration: MARINA Chikazawa
H SCLB 131/142 ◆

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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.

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Supporter **TRAINER**

Boss's Orders Ghetsis

Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Illustration: NC Empire
G FALN 172/193 ★

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You may play only 1 Supporter card during your turn.

Item **TRAINER**

Counter Catcher

You can use this card only if you have more Prize cards remaining than your opponent.

Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Illustration: Toyote Beach
G PAKB 160/182 ◆

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

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.

Illustration: GIDORA
H SCLB 133/142 ◆

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Illustration: GIDORA
H SCLB 133/142 ◆

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You may play only 1 Supporter card during your turn.

Item

TRAINER

Nest Ball



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

Illus. Toyste Beach

SYN 181/198

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

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Item

TRAINER

Nest Ball



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

Illus. Toyste Beach

SYN 181/198

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. Toyste Beach

SYN 061/064

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Item

TRAINER

Night Stretcher



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Illus. Toyste Beach

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SYN 061/064

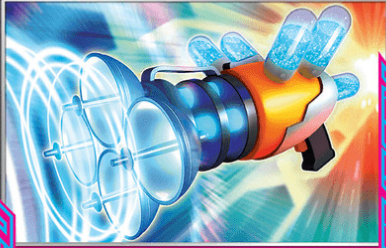
You may play any number of Item cards during your turn.

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Item

TRAINER

Prime Catcher



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

Illus. Toyste Beach

TEF 157/162

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

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ACE SPEC

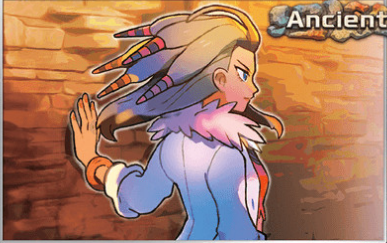
You can't have more than 1 ACE SPEC card in your deck.

Supporter

TRAINER

Professor Sada's Vitality

Ancient



Choose up to 2 of your Ancient Pokémon and attach a Basic Energy card from your discard pile to each of them. If you attached any Energy in this way, draw 3 cards.

Illus. Megumi Mizutani

PAX 170/182

You may play only 1 Supporter card during your turn.

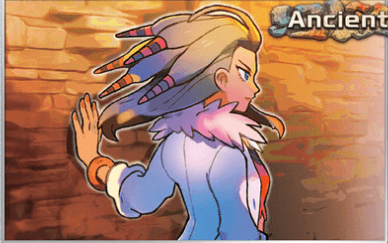
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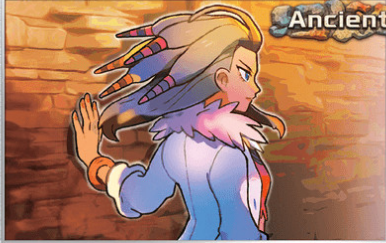
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PAR

170/182

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You may play only 1 Supporter card during your turn.

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.

SV

196/198

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

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.

SV

196/198

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Item

TRAINER

Ultra Ball

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Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

SV

196/198

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

Basic Energy

ENERGY

Basic Energy

SV

006

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Basic Energy

ENERGY

Basic Energy

SV

006

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Basic Energy

ENERGY

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006

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ENERGY

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001

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Basic Energy

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SV

001

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