

STAGE 1 Team Rocket's Spidops **HP 130**

NO. 0018, Basic Pokémon HT: 3-1, WT: 18.2 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 ★ ★

Mr. Toge Keen
ASC 019/217

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.

STAGE 1 Team Rocket's Spidops **ENERGIA**

NO. 0018, Basic Pokémon HT: 3-1, WT: 18.2 lbs.

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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 ★ ★

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ASC 019/217

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STAGE 1 Team Rocket's Spidops **POKEBOLA**

NO. 0018, Basic Pokémon HT: 3-1, WT: 18.2 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 ★ ★

Mr. Toge Keen
ASC 019/217

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 Charmander **HP 80**

NO. 0004, Level Pokémon HT: 2, WT: 18.2 lbs.

Fire Claws 30

weakness ×2 resistance retreat ★ ★

Mr. One
ASC 020/217

The flame on its tail indicates Charmander's life force. If it's healthy, the flame burns brightly.

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weakness ×2 resistance retreat ★ ★

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Fire Claws 30

weakness ×2 resistance retreat ★ ★

Mr. One
ASC 020/217

The flame on its tail indicates Charmander's life force. If it's healthy, the flame burns brightly.

STAGE 1 Charmeleon **HP 100**

NO. 0005, Flame Pokémon HT: 3-2, WT: 41.9 lbs.

Heat Blast 50

weakness ×2 resistance retreat ★ ★

Mr. Ake Heng
ASC 021/217

It battles about with its tail to knock down its foe. It then tries up the fallen opponent with sharp claws.

STAGE 1 Charmeleon **ENERGIA**

NO. 0005, Flame Pokémon HT: 3-2, WT: 41.9 lbs.

Heat Blast 50

weakness ×2 resistance retreat ★ ★

Mr. Ake Heng
ASC 021/217

It battles about with its tail to knock down its foe. It then tries up the fallen opponent with sharp claws.

STAGE 1 Charmeleon **POKEBOLA**

NO. 0005, Flame Pokémon HT: 3-2, WT: 41.9 lbs.

Heat Blast 50

weakness ×2 resistance retreat ★ ★

Mr. Ake Heng
ASC 021/217

It battles about with its tail to knock down its foe. It then tries up the fallen opponent with sharp claws.

STAGE 2 Mega Charizard Y **EX** **HP 360**

NO. 0005, Mega Pokémon HT: 3-2, WT: 41.9 lbs.

Explosion Y
Discard 3 Energy from this Pokémon, and this attack does 280 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ×2 resistance retreat ★ ★

Mr. Ake Heng
ASC 022/217

Mega Evolution EX rule When your Mega Evolution Pokémon is Evolved, your opponent takes 3 Prize cards.

BASIC Ethan's Slugma **HP 80**

NO. 0218, Lava Pokémon HT: 2-4, WT: 27.2 lbs.

Steady Firebreathing 20

weakness ×2 resistance retreat ★ ★

Mr. Kamekabe Behave
ASC 023/217

Its lava body can cool and chip away at times, but a magma bath will heat it right up.

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Steady Firebreathing 20

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ASC 023/217

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NO. 0218, Lava Pokémon HT: 2-4, WT: 27.2 lbs.

Steady Firebreathing 20

weakness ×2 resistance retreat ★ ★

Mr. Kamekabe Behave
ASC 023/217

Its lava body can cool and chip away at times, but a magma bath will heat it right up.

STAGE 1 Ethan's Magcargo **HP 130**

NO. 0219, Lava Pokémon HT: 2-2, WT: 121.3 lbs.

Ability **Melt Away**
If this Pokémon has no Energy attached, it has no Retreat Cost.

Lava Burst 70×
Discard up to 5 Energy from this Pokémon. This attack does 70 damage for each card you discarded in this way.

weakness ×2 resistance retreat ★ ★

Mr. Kamekabe Behave
ASC 024/217

This Pokémon lives near the craters of volcanoes. It stores fire energy in its shell of cooled and hardened magma.

STAGE 1 Ethan's Magcargo **ENERGIA**

NO. 0219, Lava Pokémon HT: 2-2, WT: 121.3 lbs.

Ability **Melt Away**
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ASC 024/217

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Discard up to 5 Energy from this Pokémon. This attack does 70 damage for each card you discarded in this way.

weakness ×2 resistance retreat ★ ★

Mr. Kamekabe Behave
ASC 024/217

This Pokémon lives near the craters of volcanoes. It stores fire energy in its shell of cooled and hardened magma.

BASIC Entei **HP 140**

NO. 0248, Volcano Pokémon HT: 6-11, WT: 436.5 lbs.

Flare Fall 30+
If you have at least 4 Energy in play, this attack does 90 more damage.

weakness ×2 resistance retreat ★ ★

Mr. Kamekabe Behave
ASC 025/217

A Pokémon that races across the land. It is said that one is born every time a new volcano appears.

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Flare Fall 30+
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Flare Fall 30+
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weakness ×2 resistance retreat ★ ★

Mr. Kamekabe Behave
ASC 025/217

A Pokémon that races across the land. It is said that one is born every time a new volcano appears.

BASIC Ethan's Ho-Oh **EX** **HP 230**

NO. 0233, Evoltion Pokémon HT: 6-3, WT: 485 lbs.

Ability **Golden Flame**
Once during your turn, you may attach up to 2 Basic Energy cards from your hand to 1 of your Benched Ethan's Pokémon.

Shining Feathers 160
Heal 50 damage from each of your Pokémon.

weakness ×2 resistance retreat ★ ★

Mr. Kamekabe Behave
ASC 026/217

Pokémon EX rule A benched EX Pokémon takes 2 Prize cards.

BASIC Numel **HP 80**

NO. 0322, Hunch Pokémon HT: 2-4, WT: 52.9 lbs.

Incandescent Body
If this Pokémon is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), the Attacking Pokémon is now Burned.

Combustion 20

weakness ×2 resistance retreat ★ ★

Mr. Onishi
ASC 027/217

The magma in its body reaches 2,300 degrees Fahrenheit. Its hump gets smaller when it uses Fire-type moves.

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weakness ×2 resistance retreat ★ ★

Mr. Onishi
ASC 027/217

The magma in its body reaches 2,300 degrees Fahrenheit. Its hump gets smaller when it uses Fire-type moves.

STAGE 1 Camerupt **HP 140**

NO. 0323, Evoltion Pokémon HT: 6-3, WT: 485 lbs.

Roasting Burn 110
If your opponent's Active Pokémon isn't Burned, this attack does nothing.

Power Stomp 170
Discard 2 Energy from this Pokémon.

weakness ×2 resistance retreat ★ ★

Mr. Kamekabe Behave
ASC 028/217

The volcanoes on its back have a major eruption every 10 years—or whenever it becomes really angry.

STAGE 1 Camerupt **ENERGIA**

NO. 0323, Evoltion Pokémon HT: 6-3, WT: 485 lbs.

Roasting Burn 110
If your opponent's Active Pokémon isn't Burned, this attack does nothing.

Power Stomp 170
Discard 2 Energy from this Pokémon.

weakness ×2 resistance retreat ★ ★

Mr. Kamekabe Behave
ASC 028/217

The volcanoes on its back have a major eruption every 10 years—or whenever it becomes really angry.

STAGE 1 **Camerupt** **POKEBOLA**
 Evolves from Numel
 NO. 0524 - Evolves from Numel HT: 3-2 - WT: 45.0 Bn.

Roasting Burn 110
 If your opponent's Active Pokémon isn't Burned, this attack does nothing.

Power Stomp 170
 Discard 2 Energy from this Pokémon.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Blunder
 ASC 029/217

The volcanoes on its back have a major eruption every 10 years - or whenever it becomes really angry.

BASIC **Tepig** **80** **POKEBOLA**
 NO. 0498 - Evolves from Tepig Pokémon HT: 1-8 - WT: 31.8 Bn.

Steady Firebreathing 20

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Blunder
 ASC 029/217

It can deftly dodge its foe's attacks while shooting fireballs from its nose. It roasts berries before it eats them.

BASIC **Tepig** **ENERGIA**
 NO. 0498 - Evolves from Tepig Pokémon HT: 1-8 - WT: 31.8 Bn.

Steady Firebreathing 20

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Blunder
 ASC 029/217

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Steady Firebreathing 20

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Blunder
 ASC 029/217

It can deftly dodge its foe's attacks while shooting fireballs from its nose. It roasts berries before it eats them.

STAGE 1 **Pignite** **110** **POKEBOLA**
 Evolves from Tepig
 NO. 0499 - Evolves from Tepig Pokémon HT: 3-2 - WT: 52.4 Bn.

Super Singe 70
 Your opponent's Active Pokémon is now Burned.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Alpha Chex
 ASC 030/217

The more it eats, the more fuel it has to make the fire in its stomach stronger. This fills it with even more power.

STAGE 1 **Pignite** **ENERGIA**
 Evolves from Tepig
 NO. 0499 - Evolves from Tepig Pokémon HT: 3-2 - WT: 52.4 Bn.

Super Singe 70
 Your opponent's Active Pokémon is now Burned.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Alpha Chex
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 Evolves from Tepig
 NO. 0499 - Evolves from Tepig Pokémon HT: 3-2 - WT: 52.4 Bn.

Super Singe 70
 Your opponent's Active Pokémon is now Burned.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Alpha Chex
 ASC 030/217

The more it eats, the more fuel it has to make the fire in its stomach stronger. This fills it with even more power.

STAGE 2 **Mega Emboar** **380** **POKEBOLA**
 Evolves from Pignite
 NO. 0500 - Evolves from Pignite Pokémon HT: 4-3 - WT: 204.8 Bn.

Crimson Blast 320
 This Pokémon also does 60 damage to itself.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Mega Evolves
 ASC 031/217

Mega Evolution EX rule: When your Mega Evolution Pokémon EX is Benched, you opponent takes 2 Prize cards.

BASIC **N's Darumaka** **80** **POKEBOLA**
 NO. 0554 - 2nd Charm Pokémon HT: 2 - WT: 82.2 Bn.

Rolling Tackle 20
Flare 50

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Chex
 ASC 032/217

This popular symbol of good fortune will never fall over in its sleep, no matter how it's pushed or pulled.

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Flare 50

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Chex
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Rolling Tackle 20
Flare 50

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Chex
 ASC 032/217

This popular symbol of good fortune will never fall over in its sleep, no matter how it's pushed or pulled.

STAGE 1 **N's Darmanitan** **140** **POKEBOLA**
 Evolves from N's Darumaka
 NO. 0555 - 3rd Charm Pokémon HT: 4-3 - WT: 204.8 Bn.

Back Draft 30×
 This attack does 30 damage for each Basic Energy card in your opponent's discard pile.

Flamebody Cannon 90
 Discard all Energy from this Pokémon, and this attack also does 90 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Regret
 ASC 033/217

This Pokémon's power level rises along with the temperature of its fire, which can reach 2,500 degrees Fahrenheit.

STAGE 1 **N's Darmanitan** **ENERGIA**
 Evolves from N's Darumaka
 NO. 0555 - 3rd Charm Pokémon HT: 4-3 - WT: 204.8 Bn.

Back Draft 30×
 This attack does 30 damage for each Basic Energy card in your opponent's discard pile.

Flamebody Cannon 90
 Discard all Energy from this Pokémon, and this attack also does 90 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Regret
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 This attack does 30 damage for each Basic Energy card in your opponent's discard pile.

Flamebody Cannon 90
 Discard all Energy from this Pokémon, and this attack also does 90 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Regret
 ASC 033/217

This Pokémon's power level rises along with the temperature of its fire, which can reach 2,500 degrees Fahrenheit.

BASIC **Salandit** **70** **POKEBOLA**
 NO. 0557 - 2nd Laird Pokémon HT: 2 - WT: 10.6 Bn.

Ember 30
 Discard an Energy from this Pokémon.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Alpha Chex
 ASC 034/217

Only female Salandit can produce gas laden with pheromones. Males entranced by this gas will do whatever the females tell them.

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Ember 30
 Discard an Energy from this Pokémon.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Alpha Chex
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Ember 30
 Discard an Energy from this Pokémon.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Alpha Chex
 ASC 034/217

Only female Salandit can produce gas laden with pheromones. Males entranced by this gas will do whatever the females tell them.

STAGE 1 **Salazelle** **120** **POKEBOLA**
 Evolves from Salandit
 NO. 0558 - 3rd Laird Pokémon HT: 3-11 - WT: 48.9 Bn.

Sudden Scorching
 Your opponent discards a card from their hand. If this Pokémon evolved from Salandit during this turn, your opponent discards 2 more cards.

Flamethrower 130
 Discard an Energy from this Pokémon.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Regret
 ASC 035/217

When two Salazelle meet, they will use their pheromone gas to light over the males to reach other's groups.

STAGE 1 **Salazelle** **ENERGIA**
 Evolves from Salandit
 NO. 0558 - 3rd Laird Pokémon HT: 3-11 - WT: 48.9 Bn.

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 Your opponent discards a card from their hand. If this Pokémon evolved from Salandit during this turn, your opponent discards 2 more cards.

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Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
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 Your opponent discards a card from their hand. If this Pokémon evolved from Salandit during this turn, your opponent discards 2 more cards.

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 Discard an Energy from this Pokémon.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Regret
 ASC 035/217

When two Salazelle meet, they will use their pheromone gas to light over the males to reach other's groups.

BASIC **Scorbunny** **70** **POKEBOLA**
 NO. 0813 - Raboo Pokémon HT: 1 - WT: 9.9 Bn.

Quick Attack 10+
 Flip a coin. If heads, this attack does 10 more damage.

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Gaze Minded
 ASC 036/217

The energy gathered in the pads of its feet, causing its temperature. Once hot, Scorbunny's body can deal heavy damage to opponents.

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Quick Attack 10+
 Flip a coin. If heads, this attack does 10 more damage.

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 Flip a coin. If heads, this attack does 10 more damage.

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 Illness: Gaze Minded
 ASC 036/217

The energy gathered in the pads of its feet, causing its temperature. Once hot, Scorbunny's body can deal heavy damage to opponents.

STAGE 1 **Raboot** **90** **POKEBOLA**
 Evolves from Scorbunny
 NO. 0814 - Raboo Pokémon HT: 2 - WT: 19.8 Bn.

Low Sweep 30
Combustion 60

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Regret
 ASC 037/217

While gazing upward in the sky and licking moccasins, it can also deliver powerful headbutts once its flames are flamed up its forehead.

STAGE 1 **Raboot** **ENERGIA**
 Evolves from Scorbunny
 NO. 0814 - Raboo Pokémon HT: 2 - WT: 19.8 Bn.

Low Sweep 30
Combustion 60

Weakness: ♣ ×2 resistance: ♠ retreat: ★ ★ ★
 Illness: Regret
 ASC 037/217

While gazing upward in the sky and licking moccasins, it can also deliver powerful headbutts once its flames are flamed up its forehead.

STAGE 1 **Raboot** **POKEBOLA**
Evolves from Scorbunny



NO. 0554, Rabbit Pokémon, HT: 4'1", WT: 43.3 lbs.

Low Sweep 30

Combustion 60

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 039/217

While it grades itself on its curved kicking motion, it enables delicate graceful headbutts once its flames have heated up its forehead.

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STAGE 2 **Cinderace** **EX** **HP 320**
Evolves from Raboot



NO. 0555, Duck Pokémon, HT: 5'2", WT: 43.2 lbs.

Flare Strike 280
During your next turn, this Pokémon can't use Flare Strike.

Garnet Volley
This attack does 180 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

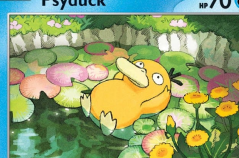
Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 039/217

When your Pokémon EX is benched due to your opponent's 3 Prize cards.

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BASIC **Psyduck** **ENERGIA**
HP 70



NO. 0556, Duck Pokémon, HT: 2'1", WT: 43.2 lbs.

Ability **Damp**
Pokémon in play (both yours and your opponent's) lose any Ability that requires the Pokémon using it to Knock Out itself.

Ram 20

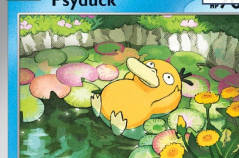
Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 039/217

It's constantly wracked by a headache. When the headache turns intense, it begins using mysterious powers.

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BASIC **Psyduck** **POKEBOLA**
HP 70



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Ability **Damp**
Pokémon in play (both yours and your opponent's) lose any Ability that requires the Pokémon using it to Knock Out itself.

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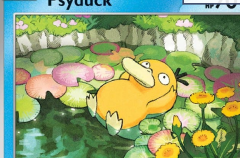
Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 039/217

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BASIC **Psyduck** **POKEBOLA**
HP 70



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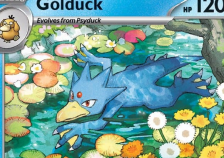
Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 039/217

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STAGE 1 **Golduck** **HP 120**
Evolves from Psyduck



NO. 0555, Duck Pokémon, HT: 5'2", WT: 148.9 lbs.

Ability **Damp**
Pokémon in play (both yours and your opponent's) lose any Ability that requires the Pokémon using it to Knock Out itself.

Hydro Pump 60+
This attack does 20 more damage for each ♠ Energy attached to this Pokémon.

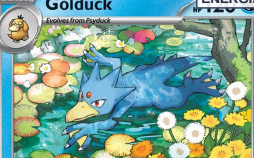
Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 040/217

When it rains or full speed using its long, webbed limbs, its forehead webbing begins to glow.

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STAGE 1 **Golduck** **ENERGIA**
HP 120



NO. 0555, Duck Pokémon, HT: 5'2", WT: 148.9 lbs.

Ability **Damp**
Pokémon in play (both yours and your opponent's) lose any Ability that requires the Pokémon using it to Knock Out itself.

Hydro Pump 60+
This attack does 20 more damage for each ♠ Energy attached to this Pokémon.

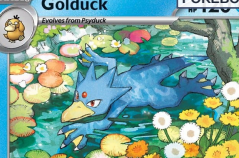
Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 040/217

When it rains or full speed using its long, webbed limbs, its forehead webbing begins to glow.

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STAGE 1 **Golduck** **POKEBOLA**
HP 120



NO. 0555, Duck Pokémon, HT: 5'2", WT: 148.9 lbs.

Ability **Damp**
Pokémon in play (both yours and your opponent's) lose any Ability that requires the Pokémon using it to Knock Out itself.

Hydro Pump 60+
This attack does 20 more damage for each ♠ Energy attached to this Pokémon.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 040/217

When it rains or full speed using its long, webbed limbs, its forehead webbing begins to glow.

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BASIC **Totodile** **HP 80**
HP 80



NO. 0158, Big Jaw Pokémon, HT: 2', WT: 20.9 lbs.

Slight Intrusion 40
This Pokémon also does 10 damage to itself.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 041/217

It's small but tough and tough. It won't hesitate to take a bite out of anything that moves.

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BASIC **Totodile** **ENERGIA**
HP 80



NO. 0158, Big Jaw Pokémon, HT: 2', WT: 20.9 lbs.

Slight Intrusion 40
This Pokémon also does 10 damage to itself.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 041/217

It's small but tough and tough. It won't hesitate to take a bite out of anything that moves.

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BASIC **Totodile** **POKEBOLA**
HP 80



NO. 0158, Big Jaw Pokémon, HT: 2', WT: 20.9 lbs.

Slight Intrusion 40
This Pokémon also does 10 damage to itself.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 041/217

It's small but tough and tough. It won't hesitate to take a bite out of anything that moves.

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STAGE 1 **Croconaw** **HP 100**
Evolves from Totodile



NO. 0159, Big Jaw Pokémon, HT: 2'1", WT: 55.1 lbs.

Crunch 50
Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 042/217

If it takes a long, a new one grows back in its place. There are already all kinds of things living in its mouth.

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STAGE 1 **Croconaw** **ENERGIA**
HP 100



NO. 0159, Big Jaw Pokémon, HT: 2'1", WT: 55.1 lbs.

Crunch 50
Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 042/217

If it takes a long, a new one grows back in its place. There are already all kinds of things living in its mouth.

©2020 Pokémon. Nintendo / Creatures / GAMES FREAK

STAGE 1 **Croconaw** **POKEBOLA**
HP 100



NO. 0159, Big Jaw Pokémon, HT: 2'1", WT: 55.1 lbs.

Crunch 50
Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 042/217

If it takes a long, a new one grows back in its place. There are already all kinds of things living in its mouth.

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STAGE 2 **Mega Feraligatr** **EX** **HP 370**
Evolves from Croconaw



NO. 0159, Big Jaw Pokémon, HT: 2'1", WT: 55.1 lbs.

Mortal Crunch 200+
If your opponent's Active Pokémon already has any damage counters on it, this attack does 200 more damage.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 042/217

Plus your Mega Evolution! Plus your Mega Evolution! Plus your Mega Evolution!

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BASIC **Sneasel** **HP 70**
HP 70



NO. 0215, Sharp Claw Pokémon, HT: 2'11", WT: 41.7 lbs.

Cut 10

Beset 30
During your opponent's next turn, the Defending Pokémon can't retreat.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 044/217

This is a smart and sneaky Pokémon. A pair may work together to steal eggs by hanging out near the parents' den.

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BASIC **Sneasel** **ENERGIA**
HP 70



NO. 0215, Sharp Claw Pokémon, HT: 2'11", WT: 41.7 lbs.

Cut 10

Beset 30
During your opponent's next turn, the Defending Pokémon can't retreat.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 044/217

This is a smart and sneaky Pokémon. A pair may work together to steal eggs by hanging out near the parents' den.

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BASIC **Sneasel** **POKEBOLA**
HP 70



NO. 0215, Sharp Claw Pokémon, HT: 2'11", WT: 41.7 lbs.

Cut 10

Beset 30
During your opponent's next turn, the Defending Pokémon can't retreat.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 044/217

This is a smart and sneaky Pokémon. A pair may work together to steal eggs by hanging out near the parents' den.

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STAGE 1 **Weavile** **HP 100**
Evolves from Sneasel



NO. 0461, Sharp Claw Pokémon, HT: 2'1", WT: 25 lbs.

Slash 40

Hail Claw 70
Discard all Energy from this Pokémon. Your opponent's Active Pokémon is now Paralyzed.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 045/217

They dwell in groups of four or five, leaving signs for one another on trees and rocks. They bring down their prey with coordinated attacks.

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STAGE 1 **Weavile** **ENERGIA**
HP 100



NO. 0461, Sharp Claw Pokémon, HT: 2'1", WT: 25 lbs.

Slash 40

Hail Claw 70
Discard all Energy from this Pokémon. Your opponent's Active Pokémon is now Paralyzed.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 045/217

They dwell in groups of four or five, leaving signs for one another on trees and rocks. They bring down their prey with coordinated attacks.

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STAGE 1 **Weavile** **POKEBOLA**
HP 100



NO. 0461, Sharp Claw Pokémon, HT: 2'1", WT: 25 lbs.

Slash 40

Hail Claw 70
Discard all Energy from this Pokémon. Your opponent's Active Pokémon is now Paralyzed.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 045/217

They dwell in groups of four or five, leaving signs for one another on trees and rocks. They bring down their prey with coordinated attacks.

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BASIC **Snorunt** **HP 70**
HP 70



NO. 0361, Snow Hat Pokémon, HT: 2'4", WT: 31 lbs.

Chilly 10

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 046/217

In some snowy lands, certain folklore says a house will prosper if a Snorunt lives there.

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BASIC **Snorunt** **ENERGIA**
HP 70



NO. 0361, Snow Hat Pokémon, HT: 2'4", WT: 31 lbs.

Chilly 10

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 046/217

In some snowy lands, certain folklore says a house will prosper if a Snorunt lives there.

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BASIC **Snorunt** **POKEBOLA**
HP 70



NO. 0361, Snow Hat Pokémon, HT: 2'4", WT: 31 lbs.

Chilly 10

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 046/217

In some snowy lands, certain folklore says a house will prosper if a Snorunt lives there.

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STAGE 1 **Mega Frosllass** **EX** **HP 310**
Evolves from Snorunt



NO. 0361, Snow Hat Pokémon, HT: 2'4", WT: 31 lbs.

Resentful Refrain 50×
This attack does 50 damage for each card in your opponent's hand.

Absolute Snow 150
Your opponent's Active Pokémon is now Asleep.

Weakness: ♠ × 2 resistance retreat

Min. HP: 0 ASC 047/217

Plus your Mega Evolution! Plus your Mega Evolution! Plus your Mega Evolution!

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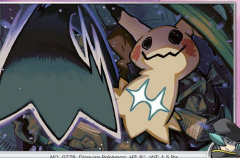








Team Rocket's Mimikyu **HP 60**



NO. 0278, Shadow Pokémon, HT: 6'-1", WT: 5.5 lbs.

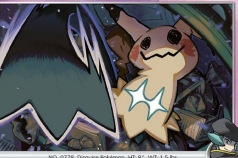
Gemstone Mimicry
Choose 1 of your opponent's Active Tera Pokémon's attacks and use it as this attack.

weakness  ×2 resistance  -30 retreat 

Illus. GOM
ASC# 097/217

This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it hides itself under a cloth that resembles a Pikachu.

Team Rocket's Mimikyu **ENERGIA**



NO. 0278, Shadow Pokémon, HT: 6'-1", WT: 5.5 lbs.

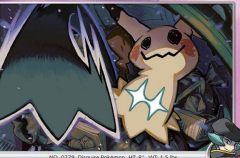
Gemstone Mimicry
Choose 1 of your opponent's Active Tera Pokémon's attacks and use it as this attack.

weakness  ×2 resistance  -30 retreat 

Illus. GOM
ASC# 097/217

This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it hides itself under a cloth that resembles a Pikachu.

Team Rocket's Mimikyu **POKEBOLA**



NO. 0278, Shadow Pokémon, HT: 6'-1", WT: 5.5 lbs.

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. GOM
ASC# 097/217

This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it hides itself under a cloth that resembles a Pikachu.

Spectrier **HP 120**



NO. 0892, Dark-type Pokémon, HT: 6'-3", WT: 98.4 lbs.

Spooky Shot 30

Phantasmal Barrage
Discard all Energy from this Pokémon and place 12 damage counters on 1 of your opponent's Pokémon.

weakness  ×2 resistance  -30 retreat 

Illus. Toge Kuroi
ASC# 098/217

It probes its surroundings with all its senses save one—it doesn't use its sense of sight. Spectrier's lack is said to separate soul from body.

Spectrier **ENERGIA**



NO. 0892, Dark-type Pokémon, HT: 6'-3", WT: 98.4 lbs.

Spooky Shot 30

Phantasmal Barrage
Discard all Energy from this Pokémon and place 12 damage counters on 1 of your opponent's Pokémon.

weakness  ×2 resistance  -30 retreat 

Illus. Toge Kuroi
ASC# 098/217

It probes its surroundings with all its senses save one—it doesn't use its sense of sight. Spectrier's lack is said to separate soul from body.

Spectrier **POKEBOLA**



NO. 0892, Dark-type Pokémon, HT: 6'-3", WT: 98.4 lbs.

Spooky Shot 30

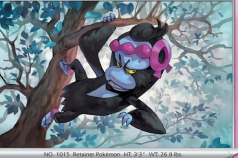
Phantasmal Barrage
Discard all Energy from this Pokémon and place 12 damage counters on 1 of your opponent's Pokémon.

weakness  ×2 resistance  -30 retreat 

Illus. Toge Kuroi
ASC# 098/217

It probes its surroundings with all its senses save one—it doesn't use its sense of sight. Spectrier's lack is said to separate soul from body.

Munkidori **HP 110**



NO. 1015, Beast-type 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.

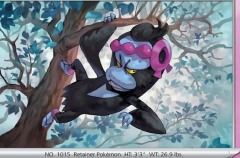
Mind Bend 60
Your opponent's Active Pokémon is now Confused.

weakness  ×2 resistance  -30 retreat 

Illus. Indeco
ASC# 099/217

Munkidori keeps itself somewhere safe while it tries with its face, using psychic powers to induce intense dizziness.

Munkidori **ENERGIA**



NO. 1015, Beast-type 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.

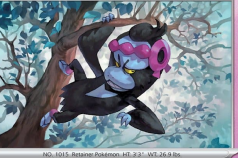
Mind Bend 60
Your opponent's Active Pokémon is now Confused.

weakness  ×2 resistance  -30 retreat 

Illus. Indeco
ASC# 099/217

Munkidori keeps itself somewhere safe while it tries with its face, using psychic powers to induce intense dizziness.

Munkidori **POKEBOLA**



NO. 1015, Beast-type 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. Indeco
ASC# 099/217

Munkidori keeps itself somewhere safe while it tries with its face, using psychic powers to induce intense dizziness.

Team Rocket's Diglett **HP 60**



NO. 0050, Ground-type Pokémon, HT: 8", WT: 1.8 lbs.

Relentless Burrowing
Flip a coin until you get tails. For each heads, discard the top card of your opponent's deck.

weakness  ×2 resistance  -30 retreat 

Illus. Toge Kuroi
ASC# 099/217

It is said to be very shy. It is supposed to light its blood heats up, causing it to glow red.

Team Rocket's Diglett **ENERGIA**



NO. 0050, Ground-type Pokémon, HT: 8", WT: 1.8 lbs.

Relentless Burrowing
Flip a coin until you get tails. For each heads, discard the top card of your opponent's deck.

weakness  ×2 resistance  -30 retreat 

Illus. Toge Kuroi
ASC# 100/217

It is said to be very shy. It is supposed to light its blood heats up, causing it to glow red.

Team Rocket's Diglett **POKEBOLA**



NO. 0050, Ground-type Pokémon, HT: 8", WT: 1.8 lbs.

Relentless Burrowing
Flip a coin until you get tails. For each heads, discard the top card of your opponent's deck.

weakness  ×2 resistance  -30 retreat 

Illus. Toge Kuroi
ASC# 100/217

It is said to be very shy. It is supposed to light its blood heats up, causing it to glow red.

Team Rocket's Dugtrio **HP 100**



NO. 0051, Ground-type Pokémon, HT: 2'-4", WT: 23.4 lbs.

Ability: Holes
Whenever your opponent's Active Pokémon moves to the Bench during their turn, place 2 damage counters on that Pokémon.

Mud Shot 50

weakness  ×2 resistance  -30 retreat 

Illus. KINOMOTO RD
ASC# 101/217

In battle, it digs through the ground and strikes the enemy from below in an unexpected direction.

Team Rocket's Dugtrio **ENERGIA**



NO. 0051, Ground-type Pokémon, HT: 2'-4", WT: 23.4 lbs.

Ability: Holes
Whenever your opponent's Active Pokémon moves to the Bench during their turn, place 2 damage counters on that Pokémon.

Mud Shot 50

weakness  ×2 resistance  -30 retreat 

Illus. KINOMOTO RD
ASC# 101/217

In battle, it digs through the ground and strikes the enemy from below in an unexpected direction.

Team Rocket's Dugtrio **POKEBOLA**



NO. 0051, Ground-type Pokémon, HT: 2'-4", WT: 23.4 lbs.

Ability: Holes
Whenever your opponent's Active Pokémon moves to the Bench during their turn, place 2 damage counters on that Pokémon.

Mud Shot 50

weakness  ×2 resistance  -30 retreat 

Illus. KINOMOTO RD
ASC# 101/217

In battle, it digs through the ground and strikes the enemy from below in an unexpected direction.

Hitmontop **HP 100**



NO. 0227, Fighting-type Pokémon, HT: 4'-7", WT: 105.8 lbs.

Spin and Draw
Shuffle your hand into your deck. Then, draw 6 cards.

Low Kick 50

weakness  ×2 resistance  -30 retreat 

Illus. Kuroi Ichiro
ASC# 102/217

It spins on its horn while dealing just elegant kicks. Its horn grows continuously through its lifetime.

Hitmontop **ENERGIA**



NO. 0227, Fighting-type Pokémon, HT: 4'-7", WT: 105.8 lbs.

Spin and Draw
Shuffle your hand into your deck. Then, draw 6 cards.

Low Kick 50

weakness  ×2 resistance  -30 retreat 

Illus. Kuroi Ichiro
ASC# 102/217

It spins on its horn while dealing just elegant kicks. Its horn grows continuously through its lifetime.

Hitmontop **POKEBOLA**



NO. 0227, Fighting-type Pokémon, HT: 4'-7", WT: 105.8 lbs.

Spin and Draw
Shuffle your hand into your deck. Then, draw 6 cards.

Low Kick 50

weakness  ×2 resistance  -30 retreat 

Illus. Kuroi Ichiro
ASC# 102/217

It spins on its horn while dealing just elegant kicks. Its horn grows continuously through its lifetime.

Meditite **HP 70**



NO. 0302, Fighting-type Pokémon, HT: 2'-1", WT: 34.7 lbs.

Collect
Draw a card.

Gentle Slap 10

weakness  ×2 resistance  -30 retreat 

Illus. Lee Hwanghyun
ASC# 103/217

It meditates in order to build up its mental energy. It eats just one berry a day.

Meditite **ENERGIA**



NO. 0302, Fighting-type Pokémon, HT: 2'-1", WT: 34.7 lbs.

Collect
Draw a card.

Gentle Slap 10

weakness  ×2 resistance  -30 retreat 

Illus. Lee Hwanghyun
ASC# 103/217

It meditates in order to build up its mental energy. It eats just one berry a day.

Meditite **POKEBOLA**



NO. 0302, Fighting-type Pokémon, HT: 2'-1", WT: 34.7 lbs.

Collect
Draw a card.

Gentle Slap 10

weakness  ×2 resistance  -30 retreat 

Illus. Lee Hwanghyun
ASC# 103/217

It meditates in order to build up its mental energy. It eats just one berry a day.

Medicham **HP 120**



NO. 0308, Fighting-type Pokémon, HT: 4'-3", WT: 69.4 lbs.

Seventh Kick 150
If you don't have exactly 7 cards in your hand, this attack does nothing.

weakness  ×2 resistance  -30 retreat 

Illus. KINOMOTO RD
ASC# 104/217

Through rigorous training, it gained the psychic power to predict its foe's movements.

Medicham **ENERGIA**



NO. 0308, Fighting-type Pokémon, HT: 4'-3", WT: 69.4 lbs.

Seventh Kick 150
If you don't have exactly 7 cards in your hand, this attack does nothing.

weakness  ×2 resistance  -30 retreat 

Illus. KINOMOTO RD
ASC# 104/217

Through rigorous training, it gained the psychic power to predict its foe's movements.

Medicham **POKEBOLA**



NO. 0308, Fighting-type Pokémon, HT: 4'-3", WT: 69.4 lbs.

Seventh Kick 150
If you don't have exactly 7 cards in your hand, this attack does nothing.

weakness  ×2 resistance  -30 retreat 

Illus. KINOMOTO RD
ASC# 104/217

Through rigorous training, it gained the psychic power to predict its foe's movements.

Lunatone **HP 110**



NO. 0321, Rock-type Pokémon, HT: 3'-3", WT: 37.0 lbs.

Ability: Lunar Cycle
Once during your turn, if you have Solrock in play, you may discard a Basic  Energy card from your hand in order to use this Ability. Draw 3 cards. You can't use more than 1 Lunar Cycle Ability each turn.

Power Gem 50

weakness  ×2 resistance  -30 retreat 

Illus. Whiter
ASC# 105/217

It was discovered at the site of a volcanic island 4000 years ago. Its stone can fall on trees to destroy them.





Team Rocket's Murkrow **POKEBOLA**
 HP 40



Deceit
 Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck.

Torment 30
 Choose 1 of your opponent's Active Pokémon's attacks. During your opponent's next turn, that Pokémon can't use that attack.

weakness: ⚡ × 2 | resistance: ♣ -30 | retreat: ♣

Also, Murkrow is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

126/217

Team Rocket's Honchikrow **POKEBOLA**
 HP 130



Rocket Feathers 60×
 You may discard any number of Supporter cards that have "Team Rocket" in their name from your hand, and this attack does 60 damage for each card you discarded in this way.

Hammer In 100

weakness: ⚡ × 2 | resistance: ♣ -30 | retreat: ♣

Also, Honchikrow is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

127/217

Team Rocket's Honchikrow **ENERGIA**
 HP 130



Rocket Feathers 60×
 You may discard any number of Supporter cards that have "Team Rocket" in their name from your hand, and this attack does 60 damage for each card you discarded in this way.

Hammer In 100

weakness: ⚡ × 2 | resistance: ♣ -30 | retreat: ♣

Also, Honchikrow is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

127/217

Team Rocket's Honchikrow **POKEBOLA**
 HP 130



Rocket Feathers 60×
 You may discard any number of Supporter cards that have "Team Rocket" in their name from your hand, and this attack does 60 damage for each card you discarded in this way.

Hammer In 100

weakness: ⚡ × 2 | resistance: ♣ -30 | retreat: ♣

Also, Honchikrow is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

127/217

Poochyena **POKEBOLA**
 HP 70



Gnaw Off 30+
 Flip a coin. If heads, this attack does 20 more damage.

weakness: ⚡ × 2 | resistance: ♣

Also, Poochyena is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

128/217

Poochyena **ENERGIA**
 HP 70



Gnaw Off 30+
 Flip a coin. If heads, this attack does 20 more damage.

weakness: ⚡ × 2 | resistance: ♣

Also, Poochyena is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

128/217

Poochyena **POKEBOLA**
 HP 70



Gnaw Off 30+
 Flip a coin. If heads, this attack does 20 more damage.

weakness: ⚡ × 2 | resistance: ♣

Also, Poochyena is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

128/217

Mightyena **POKEBOLA**
 HP 120



Kick Away 50
 Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Sharp Fang 130

weakness: ⚡ × 2 | resistance: ♣

Also, Mightyena is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

129/217

Mightyena **ENERGIA**
 HP 120



Kick Away 50
 Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Sharp Fang 130

weakness: ⚡ × 2 | resistance: ♣

Also, Mightyena is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

129/217

Mightyena **POKEBOLA**
 HP 120



Kick Away 50
 Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Sharp Fang 130

weakness: ⚡ × 2 | resistance: ♣

Also, Mightyena is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

129/217

Galarian Zigzaggon **POKEBOLA**
 HP 70



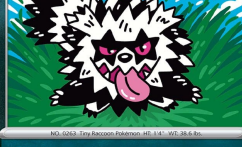
Gnaw 10

weakness: ⚡ × 2 | resistance: ♣

Also, Galarian Zigzaggon is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

130/217

Galarian Zigzaggon **ENERGIA**
 HP 70



Gnaw 10

weakness: ⚡ × 2 | resistance: ♣

Also, Galarian Zigzaggon is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

130/217

Galarian Zigzaggon **POKEBOLA**
 HP 70



Gnaw 10

weakness: ⚡ × 2 | resistance: ♣

Also, Galarian Zigzaggon is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

130/217

Galarian Linoone **POKEBOLA**
 HP 90



Gnaw 20

Claw Slash 50

weakness: ⚡ × 2 | resistance: ♣

Also, Galarian Linoone is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

131/217

Galarian Linoone **ENERGIA**
 HP 90



Gnaw 20

Claw Slash 50

weakness: ⚡ × 2 | resistance: ♣

Also, Galarian Linoone is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

131/217

Galarian Linoone **POKEBOLA**
 HP 90



Gnaw 20

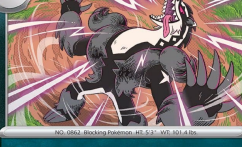
Claw Slash 50

weakness: ⚡ × 2 | resistance: ♣

Also, Galarian Linoone is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

131/217

Galarian Obstaggon **POKEBOLA**
 HP 170



Scarring Shout 70×
 This attack does 70 damage for each damage counter on your opponent's Active Pokémon.

Punk Smash 160
 Discard an Energy from this Pokémon.

weakness: ⚡ × 2 | resistance: ♣

Also, Obstaggon is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

132/217

Galarian Obstaggon **ENERGIA**
 HP 170



Scarring Shout 70×
 This attack does 70 damage for each damage counter on your opponent's Active Pokémon.

Punk Smash 160
 Discard an Energy from this Pokémon.

weakness: ⚡ × 2 | resistance: ♣

Also, Obstaggon is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

132/217

Galarian Obstaggon **POKEBOLA**
 HP 170



Scarring Shout 70×
 This attack does 70 damage for each damage counter on your opponent's Active Pokémon.

Punk Smash 160
 Discard an Energy from this Pokémon.

weakness: ⚡ × 2 | resistance: ♣

Also, Obstaggon is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

132/217

Cynthia's Spiritomb **POKEBOLA**
 HP 70



Raging Curse 10×
 This attack does 10 damage for each damage counter on all of your Benched Cynthia's Pokémon. This attack's damage isn't affected by Weakness.

weakness: ⚡ × 2 | resistance: ♣

Also, Spiritomb is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

133/217

Cynthia's Spiritomb **ENERGIA**
 HP 70



Raging Curse 10×
 This attack does 10 damage for each damage counter on all of your Benched Cynthia's Pokémon. This attack's damage isn't affected by Weakness.

weakness: ⚡ × 2 | resistance: ♣

Also, Spiritomb is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

133/217

Cynthia's Spiritomb **POKEBOLA**
 HP 70



Raging Curse 10×
 This attack does 10 damage for each damage counter on all of your Benched Cynthia's Pokémon. This attack's damage isn't affected by Weakness.

weakness: ⚡ × 2 | resistance: ♣

Also, Spiritomb is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

133/217

Scraggy **POKEBOLA**
 HP 80



Knock Off 20
 Discard a random card from your opponent's hand.

weakness: ⚡ × 2 | resistance: ♣

Also, Scraggy is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

134/217

Scraggy **ENERGIA**
 HP 80



Knock Off 20
 Discard a random card from your opponent's hand.

weakness: ⚡ × 2 | resistance: ♣

Also, Scraggy is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

134/217

Scraggy **POKEBOLA**
 HP 80



Knock Off 20
 Discard a random card from your opponent's hand.

weakness: ⚡ × 2 | resistance: ♣

Also, Scraggy is a Dark Pokémon. It is immune to being paralyzed by Thunderbolt and Thunder.

134/217



Pawniard **POKEBOLA**



NO. 0824, Sharp Blade Pokémon. HT: 1.9' - WT: 12.5 lbs.

Push Down 10
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Any chips in its tables would prove fatal for it. After each battle, diligently, maintain its blades using its razor-sharp sharpening stone.

ASC 148/217

Bisharp **POKEBOLA**



NO. 0825, Second Blade Pokémon. HT: 5.5' - WT: 154.3 lbs.

Rapid Draw 50
Draw 2 cards.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Bisharp methodically cuts its opponents before it wins the sharp blades covering its body. If it did anything to win.

ASC 147/217

Bisharp **ENERGIA**



NO. 0825, Second Blade Pokémon. HT: 5.5' - WT: 154.3 lbs.

Rapid Draw 50
Draw 2 cards.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Bisharp methodically cuts its opponents before it wins the sharp blades covering its body. If it did anything to win.

ASC 147/217

Bisharp **POKEBOLA**



NO. 0825, Second Blade Pokémon. HT: 5.5' - WT: 154.3 lbs.

Rapid Draw 50
Draw 2 cards.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Bisharp methodically cuts its opponents before it wins the sharp blades covering its body. If it did anything to win.

ASC 147/217

Kingambit **POKEBOLA**



NO. 0853, Big Blade Pokémon. HT: 6.1' - WT: 264.6 lbs.

Supreme Overlord
Attacks used by this Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Double-Edged Slash 180
This Pokémon also does 50 damage to itself.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Though it commands a massive army in battle, it is not skilled at devising complex strategies. It just uses brute strength to keep pushing.

ASC 148/217

Kingambit **ENERGIA**



NO. 0853, Big Blade Pokémon. HT: 6.1' - WT: 264.6 lbs.

Supreme Overlord
Attacks used by this Pokémon do 30 more damage to your opponent's Active Pokémon for each Prize card your opponent has taken (before applying Weakness and Resistance).

Double-Edged Slash 180
This Pokémon also does 50 damage to itself.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Though it commands a massive army in battle, it is not skilled at devising complex strategies. It just uses brute strength to keep pushing.

ASC 148/217

Kingambit **POKEBOLA**



NO. 0853, Big Blade Pokémon. HT: 6.1' - WT: 264.6 lbs.

Supreme Overlord
Attacks used by this Pokémon do 30 more damage to your opponent's Active Pokémon for each Prize card your opponent has taken (before applying Weakness and Resistance).

Double-Edged Slash 180
This Pokémon also does 50 damage to itself.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Though it commands a massive army in battle, it is not skilled at devising complex strategies. It just uses brute strength to keep pushing.

ASC 148/217

Togedemaru EX **POKEBOLA**



NO. 0883, Big Blade Pokémon. HT: 6.2' - WT: 264.6 lbs.

Stun Needle 20
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Spiky Rolling 80+
If this Pokémon used Spiky Rolling during your last turn, this attack does 80 more damage.

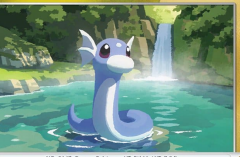
Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Though it commands a massive army in battle, it is not skilled at devising complex strategies. It just uses brute strength to keep pushing.

ASC 149/217

Dratini **ENERGIA**



NO. 0142, Dragon Pokémon. HT: 5.1' - WT: 2.3 lbs.

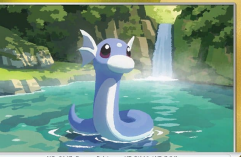
Headbutt 30

weakness ×2 resistance -30 retreat

Abilities: **Force One**
This Pokémon is full of life energy. It continually sheds its skin and grows steadily larger.

ASC 150/217

Dratini **POKEBOLA**



NO. 0142, Dragon Pokémon. HT: 5.1' - WT: 2.3 lbs.

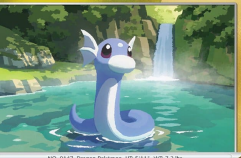
Headbutt 30

weakness ×2 resistance -30 retreat

Abilities: **Force One**
This Pokémon is full of life energy. It continually sheds its skin and grows steadily larger.

ASC 150/217

Dratini **POKEBOLA**



NO. 0142, Dragon Pokémon. HT: 5.1' - WT: 2.3 lbs.

Headbutt 30

weakness ×2 resistance -30 retreat

Abilities: **Force One**
This Pokémon is full of life energy. It continually sheds its skin and grows steadily larger.

ASC 150/217

Dragonair **ENERGIA**



NO. 0143, Dragon Pokémon. HT: 13.1' - WT: 36.4 lbs.

Evolutionary Guidance
Once during your turn, if this Pokémon has any Energy attached, you may use this Ability. Search your deck for an Evolution Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Tail Snap 60

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Its crystalline scales appear to give this Pokémon the power to directly control the weather.

ASC 151/217

Dragonair **POKEBOLA**



NO. 0143, Dragon Pokémon. HT: 13.1' - WT: 36.4 lbs.

Evolutionary Guidance
Once during your turn, if this Pokémon has any Energy attached, you may use this Ability. Search your deck for an Evolution Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Tail Snap 60

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Its crystalline scales appear to give this Pokémon the power to directly control the weather.

ASC 151/217

Dragonair **POKEBOLA**



NO. 0143, Dragon Pokémon. HT: 13.1' - WT: 36.4 lbs.

Evolutionary Guidance
Once during your turn, if this Pokémon has any Energy attached, you may use this Ability. Search your deck for an Evolution Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Tail Snap 60

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Its crystalline scales appear to give this Pokémon the power to directly control the weather.

ASC 151/217

Mega Dragonite EX **ENERGIA**



NO. 0225, Dragon Pokémon. HT: 19.0' - WT: 100.0 lbs.

Sky Transport
Once during your turn, you may use this Ability. Switch your Active Pokémon with 1 of your Benched Pokémon.

Ryuno Glide 330
Discard 2 Energy from this Pokémon.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
This Pokémon is full of life energy. It continually sheds its skin and grows steadily larger.

ASC 152/217

Rayquaza **ENERGIA**



NO. 0384, Sky High Pokémon. HT: 22' - WT: 455.3 lbs.

Breakthrough Assault 20+
If this Pokémon moved from your Bench to the Active Spot this turn, this attack does 90 more damage.

Dragon Claw 130

weakness ×2 resistance -30 retreat

Abilities: **Force One**
It lives in the upper layer far above the clouds and cannot be seen from the ground.

ASC 153/217

Rayquaza **POKEBOLA**



NO. 0384, Sky High Pokémon. HT: 22' - WT: 455.3 lbs.

Breakthrough Assault 20+
If this Pokémon moved from your Bench to the Active Spot this turn, this attack does 90 more damage.

Dragon Claw 130

weakness ×2 resistance -30 retreat

Abilities: **Force One**
It lives in the upper layer far above the clouds and cannot be seen from the ground.

ASC 153/217

Rayquaza **POKEBOLA**



NO. 0384, Sky High Pokémon. HT: 22' - WT: 455.3 lbs.

Breakthrough Assault 20+
If this Pokémon moved from your Bench to the Active Spot this turn, this attack does 90 more damage.

Dragon Claw 130

weakness ×2 resistance -30 retreat

Abilities: **Force One**
It lives in the upper layer far above the clouds and cannot be seen from the ground.

ASC 153/217

N's Reshiram **ENERGIA**



NO. 0643, One White Pokémon. HT: 10' - WT: 227.5 lbs.

Powerful Rage 20×
This attack does 20 damage for each damage counter on this Pokémon.

Virtuous Flame 170

weakness ×2 resistance -30 retreat

Abilities: **Force One**
According to myth, it people ignore truth and let themselves become consumed by greed, Reshiram will arrive to burn their kingdoms down.

ASC 154/217

N's Reshiram **POKEBOLA**



NO. 0643, One White Pokémon. HT: 10' - WT: 227.5 lbs.

Powerful Rage 20×
This attack does 20 damage for each damage counter on this Pokémon.

Virtuous Flame 170

weakness ×2 resistance -30 retreat

Abilities: **Force One**
According to myth, it people ignore truth and let themselves become consumed by greed, Reshiram will arrive to burn their kingdoms down.

ASC 154/217

N's Reshiram **POKEBOLA**



NO. 0643, One White Pokémon. HT: 10' - WT: 227.5 lbs.

Powerful Rage 20×
This attack does 20 damage for each damage counter on this Pokémon.

Virtuous Flame 170

weakness ×2 resistance -30 retreat

Abilities: **Force One**
According to myth, it people ignore truth and let themselves become consumed by greed, Reshiram will arrive to burn their kingdoms down.

ASC 154/217

N's Zekrom **ENERGIA**



NO. 0644, Deep Black Pokémon. HT: 9' - WT: 200.6 lbs.

Shred 70
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

Rampaging Thunder 250
During your next turn, this Pokémon can't use attacks.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
When the master part of its tail spins like a motor, Zekrom can generate many bolts of lightning to blast its surroundings.

ASC 155/217

N's Zekrom **POKEBOLA**



NO. 0644, Deep Black Pokémon. HT: 9' - WT: 200.6 lbs.

Shred 70
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

Rampaging Thunder 250
During your next turn, this Pokémon can't use attacks.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
When the master part of its tail spins like a motor, Zekrom can generate many bolts of lightning to blast its surroundings.

ASC 155/217

N's Zekrom **POKEBOLA**



NO. 0644, Deep Black Pokémon. HT: 9' - WT: 200.6 lbs.

Shred 70
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

Rampaging Thunder 250
During your next turn, this Pokémon can't use attacks.

weakness ×2 resistance -30 retreat

Abilities: **Force One**
When the master part of its tail spins like a motor, Zekrom can generate many bolts of lightning to blast its surroundings.

ASC 155/217

Noibat **ENERGIA**



NO. 0714, Sound Wave Pokémon. HT: 1' - WT: 12.6 lbs.

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

Bite 30

weakness ×2 resistance -30 retreat

Abilities: **Force One**
Even a modest amount will become dizzy and unstable to stand when exposed to its sound waves. It uses its sonic screams to scare its prey.

ASC 156/217





BASIC **Drampa** **ENERGIA** **170**



NO. 0286, Basic Pokémon, HP: 170, 170-217 & 218

★ ★ Gentle Slap 50

★ ★ ★ Dragon Strike 120
During your next turn, this Pokémon can't use Dragon Strike.

weakness: ♣ × 2 resistance: ♠ × 2 retreat: ★

It has a compassionate personality, but if it is angered, it completely destroys its surroundings with its intense breath.

Illustration by: Katsuyasu Miyajima

BASIC **Drampa** **POKEBOLA** **170**



NO. 0286, Basic Pokémon, HP: 170, 170-217 & 218

★ ★ Gentle Slap 50

★ ★ ★ Dragon Strike 120
During your next turn, this Pokémon can't use Dragon Strike.

weakness: ♣ × 2 resistance: ♠ × 2 retreat: ★

It has a compassionate personality, but if it is angered, it completely destroys its surroundings with its intense breath.

Illustration by: Katsuyasu Miyajima

BASIC **Hop's Cramorant** **110** ★



NO. 0865, Basic Pokémon, HP: 110, 110-217 & 218

★ Fickle Spitting 120
If your opponent doesn't have exactly 3 or 4 Prize cards remaining, this attack does nothing.

weakness: ♣ × 2 resistance: ♠ -30 retreat: ★

Cramorant instinctively swallow everything whole. They're at their most formidable when they're struggling to swallow overly large prey.

Illustration by: Shota Iwano

BASIC **Hop's Cramorant** **ENERGIA** **120**



NO. 0865, Basic Pokémon, HP: 120, 120-217 & 218

★ Fickle Spitting 120
If your opponent doesn't have exactly 3 or 4 Prize cards remaining, this attack does nothing.

weakness: ♣ × 2 resistance: ♠ -30 retreat: ★

Cramorant instinctively swallow everything whole. They're at their most formidable when they're struggling to swallow overly large prey.

Illustration by: Shota Iwano

BASIC **Hop's Cramorant** **POKEBOLA** **120**



NO. 0865, Basic Pokémon, HP: 120, 120-217 & 218

★ Fickle Spitting 120
If your opponent doesn't have exactly 3 or 4 Prize cards remaining, this attack does nothing.

weakness: ♣ × 2 resistance: ♠ -30 retreat: ★

Cramorant instinctively swallow everything whole. They're at their most formidable when they're struggling to swallow overly large prey.

Illustration by: Shota Iwano

BASIC **Terapagos** **120** ★



NO. 1024, Basic Pokémon, HP: 120, 120-217 & 218

★ Prism Charge
Search your deck for up to 3 Basic Energy cards of different types and attach them to your Tera Pokémon in any way you like. Then, shuffle your deck.

★ ★ ★ Hard Tackle 100

weakness: ♣ × 2 resistance: ♠ × 2 retreat: ★

The shell is made of crystallized Terastal energy. When struck by a move, this shell absorbs the move's energy and transfers it to Terapagos.

Illustration by: Goro Kudo

BASIC **Terapagos** **ENERGIA** **120**



NO. 1024, Basic Pokémon, HP: 120, 120-217 & 218

★ Prism Charge
Search your deck for up to 3 Basic Energy cards of different types and attach them to your Tera Pokémon in any way you like. Then, shuffle your deck.

★ ★ ★ Hard Tackle 100

weakness: ♣ × 2 resistance: ♠ × 2 retreat: ★

The shell is made of crystallized Terastal energy. When struck by a move, this shell absorbs the move's energy and transfers it to Terapagos.

Illustration by: Goro Kudo

BASIC **Terapagos** **POKEBOLA** **120**



NO. 1024, Basic Pokémon, HP: 120, 120-217 & 218

★ Prism Charge
Search your deck for up to 3 Basic Energy cards of different types and attach them to your Tera Pokémon in any way you like. Then, shuffle your deck.

★ ★ ★ Hard Tackle 100

weakness: ♣ × 2 resistance: ♠ × 2 retreat: ★

The shell is made of crystallized Terastal energy. When struck by a move, this shell absorbs the move's energy and transfers it to Terapagos.

Illustration by: Goro Kudo

BASIC **Terapagos EX** **230** ★



NO. 1024, Basic Pokémon, HP: 230, 230-217 & 218

★ ★ Unified Beatdown 30×
If you go second, you can't use this attack during your first turn. This attack does 30 damage for each of your Benched Pokémon.

★ ★ ★ Crown Opal 180
During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Basic non-★ Pokémon.

weakness: ♣ × 2 resistance: ♠ × 2 retreat: ★

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

Illustration by: Goro Kudo

Supporter **ACEROLA** **TRAINER** **180** ★



NO. 0004, Supporter, HP: 180, 180-217 & 218

Acerola's Mischief

You can use this card only if your opponent has 2 or fewer Prize cards remaining.

Choose 1 of your Pokémon in play. During your opponent's next turn, prevent all damage from and effects of attacks done to that Pokémon by your opponent's Pokémon EX.

You may play only 1 Supporter card during your turn.

Illustration by: Yusaku Kurosawa

Supporter **ACEROLA** **TRAINER** **180** ★



NO. 0004, Supporter, HP: 180, 180-217 & 218

Acerola's Mischief

You can use this card only if your opponent has 2 or fewer Prize cards remaining.

Choose 1 of your Pokémon in play. During your opponent's next turn, prevent all damage from and effects of attacks done to that Pokémon by your opponent's Pokémon EX.

You may play only 1 Supporter card during your turn.

Illustration by: Yusaku Kurosawa

Supporter **ACEROLA** **POKEBOLA** **180** ★



NO. 0004, Supporter, HP: 180, 180-217 & 218

Acerola's Mischief

You can use this card only if your opponent has 2 or fewer Prize cards remaining.

Choose 1 of your Pokémon in play. During your opponent's next turn, prevent all damage from and effects of attacks done to that Pokémon by your opponent's Pokémon EX.

You may play only 1 Supporter card during your turn.

Illustration by: Yusaku Kurosawa

Pokémon Tool **AIR BALLOON** **TRAINER** **181** ★



NO. 0004, Pokémon Tool, HP: 181, 181-217 & 218

Air Balloon

The Retreat Cost of the Pokémon this card is attached to is ★★ less.

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.

Illustration by: Yusaku Kurosawa

Pokémon Tool **AIR BALLOON** **ENERGIA** **181** ★



NO. 0004, Pokémon Tool, HP: 181, 181-217 & 218

Air Balloon

The Retreat Cost of the Pokémon this card is attached to is ★★ less.

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.

Illustration by: Yusaku Kurosawa

Pokémon Tool **AIR BALLOON** **POKEBOLA** **181** ★



NO. 0004, Pokémon Tool, HP: 181, 181-217 & 218

Air Balloon

The Retreat Cost of the Pokémon this card is attached to is ★★ less.

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.

Illustration by: Yusaku Kurosawa

Supporter **ANTHEA & CONCORDIA** **TRAINER** **182** ★



NO. 0004, Supporter, HP: 182, 182-217 & 218

Anthea & Concordia

You can use this card only if you have N's Darmanitan, N's Zoroark EX, N's Vanilluxe, N's Klinklang, N's Reshiram, and N's Zekrom in play.

During this turn, if your opponent's Active Pokémon is Knocked Out by damage from an attack used by your N's Pokémon, take 3 more Prize cards.

You may play only 1 Supporter card during your turn.

Illustration by: Yusaku Kurosawa

Supporter **ANTHEA & CONCORDIA** **ENERGIA** **182** ★



NO. 0004, Supporter, HP: 182, 182-217 & 218

Anthea & Concordia

You can use this card only if you have N's Darmanitan, N's Zoroark EX, N's Vanilluxe, N's Klinklang, N's Reshiram, and N's Zekrom in play.

During this turn, if your opponent's Active Pokémon is Knocked Out by damage from an attack used by your N's Pokémon, take 3 more Prize cards.

You may play only 1 Supporter card during your turn.

Illustration by: Yusaku Kurosawa

Supporter **ANTHEA & CONCORDIA** **POKEBOLA** **182** ★



NO. 0004, Supporter, HP: 182, 182-217 & 218

Anthea & Concordia

You can use this card only if you have N's Darmanitan, N's Zoroark EX, N's Vanilluxe, N's Klinklang, N's Reshiram, and N's Zekrom in play.

During this turn, if your opponent's Active Pokémon is Knocked Out by damage from an attack used by your N's Pokémon, take 3 more Prize cards.

You may play only 1 Supporter card during your turn.

Illustration by: Yusaku Kurosawa

Supporter **BOSS'S ORDERS** **TRAINER** **183** ★



NO. 0004, Supporter, HP: 183, 183-217 & 218

Boss's Orders

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

You may play only 1 Supporter card during your turn.

Illustration by: Yusaku Kurosawa

Supporter **BOSS'S ORDERS** **ENERGIA** **183** ★



NO. 0004, Supporter, HP: 183, 183-217 & 218

Boss's Orders

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

You may play only 1 Supporter card during your turn.

Illustration by: Yusaku Kurosawa

Supporter **BOSS'S ORDERS** **POKEBOLA** **183** ★



NO. 0004, Supporter, HP: 183, 183-217 & 218

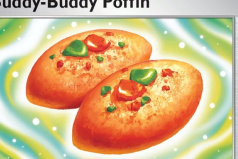
Boss's Orders

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

You may play only 1 Supporter card during your turn.

Illustration by: Yusaku Kurosawa

Item **Buddy-Buddy Poffin** **TRAINER** **184** ★



NO. 0004, Item, HP: 184, 184-217 & 218

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.

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

Illustration by: Yusaku Kurosawa

Item **Buddy-Buddy Poffin** **ENERGIA** **184** ★



NO. 0004, Item, HP: 184, 184-217 & 218

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.

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

Illustration by: Yusaku Kurosawa

Item **Buddy-Buddy Poffin** **POKEBOLA** **184** ★



NO. 0004, Item, HP: 184, 184-217 & 218

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.

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

Illustration by: Yusaku Kurosawa

Supporter **CANARI** **TRAINER** **185** ★



NO. 0004, Supporter, HP: 185, 185-217 & 218

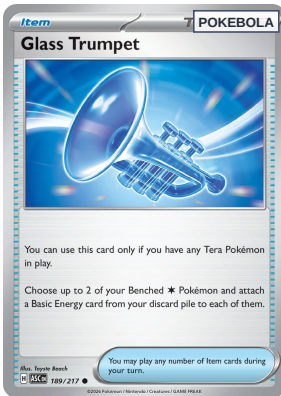
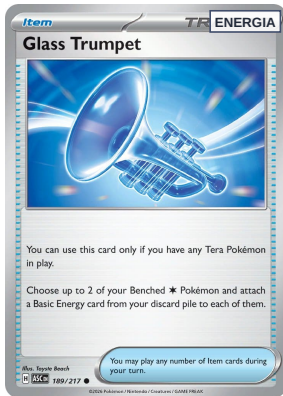
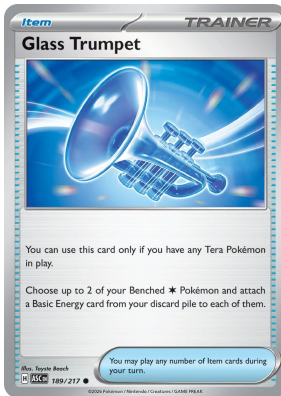
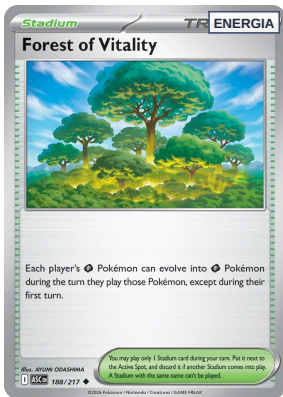
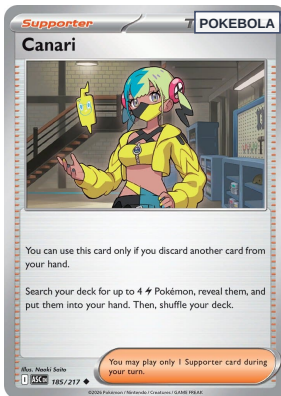
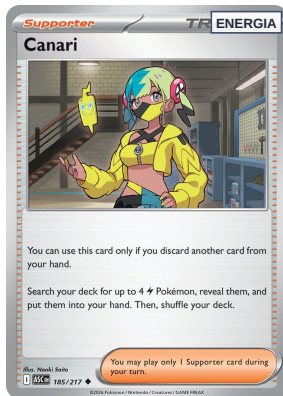
Canari

You can use this card only if you discard another card from your hand.

Search your deck for up to 4 ♣ Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illustration by: Yusaku Kurosawa



Item **POKEBOLA**

Mega Signal



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

Also, Kanto Public
195/217

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

Stadium **TRAINER**

Mystery Garden



Once during each player's turn, that player may discard an Energy card from their hand in order to draw cards until they have as many cards in their hand as they have ☉ Pokémon in play.

Also, AYWAM ODAISHIMA
194/217

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.

Stadium **TR ENERGIJA**

Mystery Garden



Once during each player's turn, that player may discard an Energy card from their hand in order to draw cards until they have as many cards in their hand as they have ☉ Pokémon in play.

Also, AYWAM ODAISHIMA
194/217

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.

Stadium **POKEBOLA**

Mystery Garden



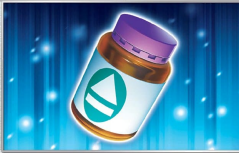
Once during each player's turn, that player may discard an Energy card from their hand in order to draw cards until they have as many cards in their hand as they have ☉ Pokémon in play.

Also, AYWAM ODAISHIMA
194/217

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**

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

Also, Topya Beach
195/217

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

Item **TR ENERGIJA**

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

Also, Topya Beach
195/217

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

Item **POKEBOLA**

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

Also, Topya Beach
195/217

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

Item **TRAINER**

Night Stretcher



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

Also, Topya Beach
196/217

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

Item **TR ENERGIJA**

Night Stretcher



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

Also, Topya Beach
196/217

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

Item **POKEBOLA**

Night Stretcher



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

Also, Topya Beach
196/217

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

Stadium **TRAINER**

Nighttime Mine



Attacks used by each Tera Pokémon in play (both yours and your opponent's) cost ★ more.

Also, Kankeli Teregovski
197/217

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.

Stadium **TR ENERGIJA**

Nighttime Mine



Attacks used by each Tera Pokémon in play (both yours and your opponent's) cost ★ more.

Also, Kankeli Teregovski
197/217

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.

Stadium **POKEBOLA**

Nighttime Mine



Attacks used by each Tera Pokémon in play (both yours and your opponent's) cost ★ more.

Also, Kankeli Teregovski
197/217

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**

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.)

Also, Shadler Bore Inc.
198/217

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

Item **TR ENERGIJA**

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.)

Also, Shadler Bore Inc.
198/217

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

Item **POKEBOLA**

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.)

Also, Shadler Bore Inc.
198/217

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

Item **TRAINER**

Premium Power Pro



During this turn, attacks used by your ☹ Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Also, Topya Beach
199/217

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

Item **TR ENERGIJA**

Premium Power Pro



During this turn, attacks used by your ☹ Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Also, Topya Beach
199/217

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

Item **POKEBOLA**

Premium Power Pro



During this turn, attacks used by your ☹ Pokémon do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Also, Topya Beach
199/217

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

Supporter **TRAINER**

Surfer



Switch your Active Pokémon with 1 of your Benched Pokémon. If you do, draw cards until you have 5 cards in your hand.

Also, Haidi Ishkhanov
200/217

You may play only 1 Supporter card during your turn.

Supporter **TR ENERGIJA**

Surfer



Switch your Active Pokémon with 1 of your Benched Pokémon. If you do, draw cards until you have 5 cards in your hand.

Also, Haidi Ishkhanov
200/217

You may play only 1 Supporter card during your turn.

Supporter **POKEBOLA**

Surfer



Switch your Active Pokémon with 1 of your Benched Pokémon. If you do, draw cards until you have 5 cards in your hand.

Also, Haidi Ishkhanov
200/217

You may play only 1 Supporter card during your turn.

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.

Also, Haidi Ishkhanov
201/217

You may play only 1 Supporter card during your turn.

Supporter **TR ENERGIJA**

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.

Also, Haidi Ishkhanov
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You may play only 1 Supporter card during your turn.

Supporter **POKEBOLA**

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.

Also, Haidi Ishkhanov
201/217

You may play only 1 Supporter card during your turn.

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.

Alto: Ariana
 1 ASC 202/217

You may play only 1 Supporter card during your turn.

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Supporter **TR ENERGY**

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.

Alto: Ariana
 1 ASC 202/217

You may play only 1 Supporter card during your turn.

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Supporter **POKEBOLA**

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.

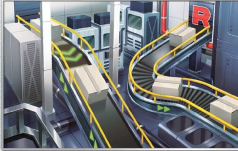
Alto: Ariana
 1 ASC 202/217

You may play only 1 Supporter card during your turn.

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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.

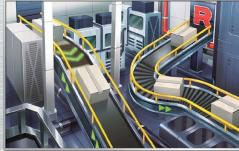
Alto: Inazumi
 1 ASC 203/217

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 **TR ENERGY**

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.

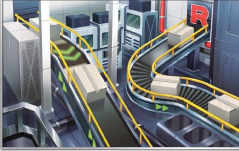
Alto: Inazumi
 1 ASC 203/217

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 **POKEBOLA**

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.

Alto: Inazumi
 1 ASC 203/217

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**

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.

Alto: Giovanni
 1 ASC 204/217

You may play only 1 Supporter card during your turn.

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Supporter **TR ENERGY**

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.

Alto: Giovanni
 1 ASC 204/217

You may play only 1 Supporter card during your turn.

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Supporter **POKEBOLA**

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.

Alto: Giovanni
 1 ASC 204/217

You may play only 1 Supporter card during your turn.

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Item **TRAINER**

Team Rocket's Great Ball



Flip a coin. If heads, search your deck for an Evolution Team Rocket's Pokémon, reveal it, and put it into your hand. If tails, search your deck for a Basic Team Rocket's Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Alto: Team Rocket
 1 ASC 205/217

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

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Item **TR ENERGY**

Team Rocket's Great Ball



Flip a coin. If heads, search your deck for an Evolution Team Rocket's Pokémon, reveal it, and put it into your hand. If tails, search your deck for a Basic Team Rocket's Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Alto: Team Rocket
 1 ASC 205/217

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

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Item **POKEBOLA**

Team Rocket's Great Ball



Flip a coin. If heads, search your deck for an Evolution Team Rocket's Pokémon, reveal it, and put it into your hand. If tails, search your deck for a Basic Team Rocket's Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Alto: Team Rocket
 1 ASC 205/217

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

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Pokémon Tool **TRAINER**

Team Rocket's Hypnotizer



If the Team Rocket's 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 Team Rocket's Pokémon is Knocked Out), the Attacking Pokémon is now Asleep.

Alto: Team Rocket
 1 ASC 206/217

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.

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Pokémon Tool **TR ENERGY**

Team Rocket's Hypnotizer



If the Team Rocket's 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 Team Rocket's Pokémon is Knocked Out), the Attacking Pokémon is now Asleep.

Alto: Team Rocket
 1 ASC 206/217

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.

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Pokémon Tool **POKEBOLA**

Team Rocket's Hypnotizer



If the Team Rocket's 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 Team Rocket's Pokémon is Knocked Out), the Attacking Pokémon is now Asleep.

Alto: Team Rocket
 1 ASC 206/217

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.

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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.

Alto: GOSSAN
 1 ASC 207/217

You may play only 1 Supporter card during your turn.

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Supporter **TR ENERGY**

Team Rocket's Petrel



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

Alto: GOSSAN
 1 ASC 207/217

You may play only 1 Supporter card during your turn.

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Supporter **POKEBOLA**

Team Rocket's Petrel



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

Alto: GOSSAN
 1 ASC 207/217

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.

Alto: Nishiki Sato
 1 ASC 208/217

You may play only 1 Supporter card during your turn.

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Supporter **TR ENERGY**

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.

Alto: Nishiki Sato
 1 ASC 208/217

You may play only 1 Supporter card during your turn.

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Supporter **POKEBOLA**

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.

Alto: Nishiki Sato
 1 ASC 208/217

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.

Alto: Inoue Yuki
 1 ASC 209/217

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

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Item **TR ENERGY**

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.

Alto: Inoue Yuki
 1 ASC 209/217

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

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Item **POKEBOLA**

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.

Alto: Inoue Yuki
 1 ASC 209/217

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

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Stadium **TRAINER**

Team Rocket's Watchtower



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

Alto: ARIANE OOSHIMA
 1 ASC 210/217

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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