



Seaking STAGE 1
Evolves from Goldeen



NO. 0310, Seaking Pokémon, HT: 4.3', WT: 39.6 lbs.

*** **Hydro Jet** 40
This attack does 30 damage to 1 of your opponent's Pokémon for each ⚡ Energy attached to this Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Wailmer BASIC
HP 130



NO. 0320, Bal Whale Pokémon, HT: 6.7', WT: 286.6 lbs.

Water Gun 40
Wave Splash 80

Weakness: ×2 resistance retreat

Ill. Anko Ito

Wailmer BASIC
HP 130



NO. 0320, Bal Whale Pokémon, HT: 6.7', WT: 286.6 lbs.

Water Gun 40
Wave Splash 80

Weakness: ×2 resistance retreat

Ill. Anko Ito

Wailord EX STAGE 1
Evolves from Wailmer



NO. 0320, Bal Whale Pokémon, HT: 6.7', WT: 286.6 lbs.

Surf 120
Falling Down 270
This Pokémon is now Asleep.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Relicanth BASIC
HP 100



NO. 0369, Longevity Pokémon, HT: 2.1', WT: 54.4 lbs.

Fossil Beatdown 10+
This attack does 30 more damage to each of your Benched Pokémon that has "Antique" in its name.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Relicanth BASIC
HP 100



NO. 0369, Longevity Pokémon, HT: 2.1', WT: 54.4 lbs.

Fossil Beatdown 10+
This attack does 30 more damage for each of your Benched Pokémon that has "Antique" in its name.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Popplio BASIC
HP 70



NO. 0728, Sea Lion Pokémon, HT: 4.4', WT: 16.5 lbs.

Pound 20

Weakness: ×2 resistance retreat

Ill. Chizuru Kato

Popplio BASIC
HP 70



NO. 0728, Sea Lion Pokémon, HT: 4.4', WT: 16.5 lbs.

Pound 20

Weakness: ×2 resistance retreat

Ill. Chizuru Kato

Brionne STAGE 1
Evolves from Frolic



NO. 0729, Pop Star Pokémon, HT: 2.1', WT: 38.6 lbs.

Hyper Voice 40

Weakness: ×2 resistance retreat

Ill. Masaharu Saka

Brionne STAGE 1
Evolves from Frolic



NO. 0729, Pop Star Pokémon, HT: 2.1', WT: 38.6 lbs.

Hyper Voice 40

Weakness: ×2 resistance retreat

Ill. Masaharu Saka

Primarina STAGE 1
Evolves from Arionne



NO. 0730, Seawing Pokémon, HT: 5.11', WT: 97.2 lbs.

Ability **Enriching Melody**
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Heal all damage from 1 of your Pokémon.

Aqua Return 120
Shuffle this Pokémon and all attached cards into your deck.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Primarina STAGE 1
Evolves from Arionne



NO. 0730, Seawing Pokémon, HT: 5.11', WT: 97.2 lbs.

Ability **Enriching Melody**
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Heal all damage from 1 of your Pokémon.

Aqua Return 120
Shuffle this Pokémon and all attached cards into your deck.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Finizen BASIC
HP 80



NO. 0863, Dolphin Pokémon, HT: 4.3', WT: 132.7 lbs.

Draining Fin 20
Heal 20 damage from this Pokémon.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Finizen BASIC
HP 80



NO. 0863, Dolphin Pokémon, HT: 4.3', WT: 132.7 lbs.

Draining Fin 20
Heal 20 damage from this Pokémon.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Palafin STAGE 1
Evolves from Finizen



NO. 0864, Hero Pokémon, HT: 5.11', WT: 214.2 lbs.

Knuckle Justice 80+
If your opponent has exactly 1 Prize card remaining, this attack does 200 more damage.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Palafin STAGE 1
Evolves from Finizen



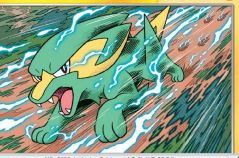
NO. 0864, Hero Pokémon, HT: 5.11', WT: 214.2 lbs.

Knuckle Justice 80+
If your opponent has exactly 1 Prize card remaining, this attack does 200 more damage.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Electrike BASIC
HP 70



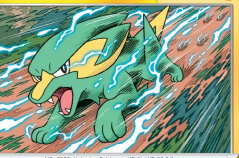
NO. 0309, Lightning Pokémon, HT: 2', WT: 33.5 lbs.

Collect
Tackle 30

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Electrike BASIC
HP 70



NO. 0309, Lightning Pokémon, HT: 2', WT: 33.5 lbs.

Collect
Tackle 30

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Manectric STAGE 1
Evolves from Electrike



NO. 0310, Discharge Pokémon, HT: 4.11', WT: 88.4 lbs.

Flashing Barrier 50
During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Evolution Pokémon.

Sonic Edge 110
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Manectric STAGE 1
Evolves from Electrike



NO. 0310, Discharge Pokémon, HT: 4.11', WT: 88.4 lbs.

Flashing Barrier 50
During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Evolution Pokémon.

Sonic Edge 110
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

Weakness: ×2 resistance retreat

Ill. Yusaku Kurosawa

Charjabug STAGE 1
Evolves from Grubbin



NO. 0727, Battery Pokémon, HT: 1.8', WT: 23.3 lbs.

Vise Grip 30
Ram 50

Weakness: ×2 resistance retreat

Ill. Kenjiro Sugita

Charjabug STAGE 1
Evolves from Grubbin



NO. 0727, Battery Pokémon, HT: 1.8', WT: 23.3 lbs.

Vise Grip 30
Ram 50

Weakness: ×2 resistance retreat

Ill. Kenjiro Sugita

Vikavolt STAGE 1
Evolves from Charjabug



NO. 0728, Zap Beetle Pokémon, HT: 4.11', WT: 99.2 lbs.

Quick Dive
This attack does 50 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Giga Railgun 260
If this Pokémon has no Voltic ⚡ Energy attached, this attack does nothing.

Weakness: ×2 resistance retreat

Ill. Kenjiro Sugita

Vikavolt STAGE 1
Evolves from Charjabug



NO. 0728, Zap Beetle Pokémon, HT: 4.11', WT: 99.2 lbs.

Quick Dive
This attack does 50 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Giga Railgun 260
If this Pokémon has no Voltic ⚡ Energy attached, this attack does nothing.

Weakness: ×2 resistance retreat

Ill. Kenjiro Sugita

Mega Zoroark EX BASIC
HP 270



NO. 0259, Illusion Pokémon, HT: 4.1', WT: 100.0 lbs.

Thunderous Fist 60×
This attack does 60 damage for each ⚡ Energy attached to this Pokémon.

Zepto Turn 150
Switch this Pokémon with 1 of your Benched Pokémon.

Weakness: ×2 resistance retreat

Ill. Kenjiro Sugita



Annihilape **15** HOLO



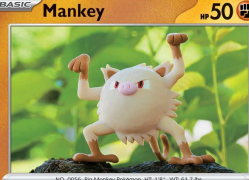
Ability **Durable Body**
If this Pokémon would be Knocked Out by damage from an attack, flip a coin. If heads, this Pokémon is not Knocked Out, and its remaining HP becomes 10.

Ghostly Blow 100
Place 5 damage counters on 1 of your opponent's Benched Pokémon.

Weakness: ♂ × 2 | Resistance: ♀ -30 | Retreat: ★

Illus. Akira Akasaka
PHIL 041/084

Mankey **50**



Low Kick 20

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Yuka Mami
PHIL 042/084

Mankey HOLO



Low Kick 20

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Yuka Mami
PHIL 042/084

Primeape **110**



Corkscrew Punch 50

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. GOSAM
PHIL 043/084

Primeape **1** HOLO



Corkscrew Punch 50

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. GOSAM
PHIL 043/084

Cranidos **100**



Push Down 70
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 044/084

Cranidos **10** HOLO



Push Down 70
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 044/084

Rampardos **330**



Ability **Destructive Headbutting**
Once during your turn, if this Pokémon is in the Active Spot, you may use this Ability. Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

Rowdy Hammer 150
During your next turn, attacks used by this Pokémon do 150 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

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

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 045/084

Drilbur **70**



Call for Family
Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

Dig Claws 50

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 046/084

Drilbur **1** HOLO



Call for Family
Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

Dig Claws 50

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 046/084

Koraidon **130**



Battle Claw 30+
If your opponent's Active Pokémon is an Evolution Pokémon, this attack does 30 more damage.

Gaia Impact 190
Discard all Energy from this Pokémon.

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 047/084

Koraidon **1** HOLO



Battle Claw 30+
If your opponent's Active Pokémon is an Evolution Pokémon, this attack does 30 more damage.

Gaia Impact 190
Discard all Energy from this Pokémon.

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 047/084

Mega Darkrai **280**



Dusk Raid 110+
If your Benched Pokémon have any damage counters on them, this attack does 110 more damage.

Abyss Eye
If your opponent's Active Pokémon is affected by a Special Condition, it is Knocked Out.

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

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 048/084

Vullaby **70**



Flap 10

Gust 20

Weakness: ♂ × 2 | Resistance: ♀ -30 | Retreat: ★

Illus. Akira Akasaka
PHIL 049/084

Vullaby **1** HOLO



Flap 10

Gust 20

Weakness: ♂ × 2 | Resistance: ♀ -30 | Retreat: ★

Illus. Akira Akasaka
PHIL 049/084

Mandibuzz **120**



Bone Sniper
This attack does 70 damage to 1 of your opponent's Pokémon that has any Special Energy attached. (Don't apply Weakness and Resistance for Benched Pokémon.)

Blasting Wind 120

Weakness: ♂ × 2 | Resistance: ♀ -30 | Retreat: ★

Illus. Akira Akasaka
PHIL 050/084

Mandibuzz **1** HOLO



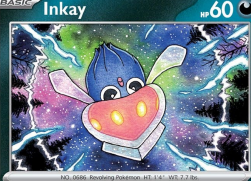
Bone Sniper
This attack does 70 damage to 1 of your opponent's Pokémon that has any Special Energy attached. (Don't apply Weakness and Resistance for Benched Pokémon.)

Blasting Wind 120

Weakness: ♂ × 2 | Resistance: ♀ -30 | Retreat: ★

Illus. Akira Akasaka
PHIL 050/084

Inkay **60**



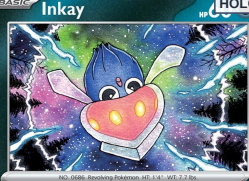
Procurement
Search your deck for an Item card, reveal it, and put it into your hand. Then, shuffle your deck.

Spinning Attack 30

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Kenta Akasaka
PHIL 051/084

Inkay HOLO



Procurement
Search your deck for an Item card, reveal it, and put it into your hand. Then, shuffle your deck.

Spinning Attack 30

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Kenta Akasaka
PHIL 051/084

Malamar **120**



Perplex
Your opponent's Active Pokémon is now Confused.

Brain Crush 130
If your opponent's Active Pokémon isn't Confused, this attack does nothing.

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 052/084

Malamar **1** HOLO



Perplex
Your opponent's Active Pokémon is now Confused.

Brain Crush 130
If your opponent's Active Pokémon isn't Confused, this attack does nothing.

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 052/084

Nickit **70**



Gnaw 10

Rear Kick 30

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 053/084

Nickit HOLO



Gnaw 10

Rear Kick 30

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. Akira Akasaka
PHIL 053/084

Thievul **100**



Skill Thief
If you have no cards in your hand, choose an attack from 1 of your opponent's Pokémon in play and use it as this attack.

Sharp Fang 80

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. GOSAM
PHIL 054/084

Thievul **1** HOLO



Skill Thief
If you have no cards in your hand, choose an attack from 1 of your opponent's Pokémon in play and use it as this attack.

Sharp Fang 80

Weakness: ♂ × 2 | Resistance: ♀ | Retreat: ★

Illus. GOSAM
PHIL 054/084



STAGE-1 **Toucannon** **15** **HOLO**



HO-0723, Common Pokémon (HS-6, 107, 203, 213, 6-B)

Ability **Aerial Draw**
Once during your turn, you may use this Ability. Draw a card.

Feather Rondo **60+**
This attack does 20 more damage for each Benched Pokémon (both yours and your opponent's).

weakness  x2 resistance  -30 retreat 

Also, **Abandon Team!**
Pairs of Toucannon are considered symbols of companionship, as these Pokémon will raise the temperature of their backs to warm each other.

FILE 068/084

BASIC **Type: Null** **110** **★**



HO-0724, Synthetic Pokémon (HS-6, 107, 203, 213, 6-B)

Power Edge **40**

weakness  x2 resistance retreat 

Also, **Lighten**
It was modeled after a mighty Pokémon of myths. The mask placed upon its face is its power in order to keep it under control.

FILE 069/084

BASIC **Type: Null** **1** **HOLO**



HO-0725, Synthetic Pokémon (HS-6, 107, 203, 213, 6-B)

Power Edge **40**

weakness  x2 resistance retreat 

Also, **Lighten**
It was modeled after a mighty Pokémon of myths. The mask placed upon its face is its power in order to keep it under control.

FILE 069/084

STAGE-1 **Silvally** **140** **★**



HO-0726, Synthetic Pokémon (HS-6, 107, 203, 213, 6-B)

Ability **Call a Buddy**
Once during your turn, if you have no cards in your hand, you may use this Ability. Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck.

Air Slash **130**
Discard an Energy from this Pokémon.

weakness  x2 resistance retreat 

Also, **Isolate Wield**
The final factor needed to release this Pokémon's true power was a strong bond with a Trainer it trusts.

FILE 070/084

STAGE-1 **Silvally** **14** **HOLO**



HO-0727, Synthetic Pokémon (HS-6, 107, 203, 213, 6-B)

Ability **Call a Buddy**
Once during your turn, if you have no cards in your hand, you may use this Ability. Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck.

Air Slash **130**
Discard an Energy from this Pokémon.

weakness  x2 resistance retreat 

Also, **Isolate Wield**
The final factor needed to release this Pokémon's true power was a strong bond with a Trainer it trusts.

FILE 070/084

BASIC **Bombirdier** **100** **★**



HO-0962, Item Drop Pokémon (HS-4, 111, 107, 204, 6-B)

Challenging Delivery
Flip 2 coins. If both of them are heads, search your deck for a Pokémon and put it onto your Bench. Then, shuffle your deck.

Speed Wing **100**

weakness  x2 resistance  -30 retreat 

Also, **Wield Wield**
Bombirdier uses the apron on its chest to bundle up food, which it carries back to its nest. It enjoys dropping things that make loud noises.

FILE 071/084

BASIC **Bombirdier** **10** **HOLO**



HO-0963, Item Drop Pokémon (HS-4, 111, 107, 204, 6-B)

Challenging Delivery
Flip 2 coins. If both of them are heads, search your deck for a Pokémon and put it onto your Bench. Then, shuffle your deck.

Speed Wing **100**

weakness  x2 resistance  -30 retreat 

Also, **Wield Wield**
Bombirdier uses the apron on its chest to bundle up food, which it carries back to its nest. It enjoys dropping things that make loud noises.

FILE 071/084

Item **Antique Armor Fossil** **60**



HO-0964, Item Drop Pokémon (HS-4, 111, 107, 204, 6-B)

Play this card as if it were a 60-HP Basic ★ Pokémon. This card can't be affected by any Special Conditions and can't retreat.

Ability **Protective Armor**
As long as this Pokémon is in the Active Spot, all of your Pokémon take 10 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

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

Also, **ARMOR OASISMA**
FILE 072/084

Item **Antique Armor Fossil** **60**



HO-0965, Item Drop Pokémon (HS-4, 111, 107, 204, 6-B)

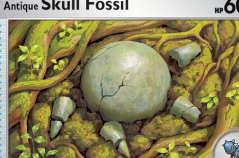
Play this card as if it were a 60-HP Basic ★ Pokémon. This card can't be affected by any Special Conditions and can't retreat.

Ability **Protective Armor**
As long as this Pokémon is in the Active Spot, all of your Pokémon take 10 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

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

Also, **ARMOR OASISMA**
FILE 072/084

Item **Antique Skull Fossil** **60**



HO-0966, Item Drop Pokémon (HS-4, 111, 107, 204, 6-B)

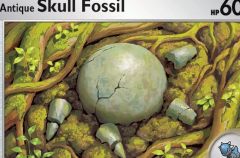
Play this card as if it were a 60-HP Basic ★ Pokémon. This card can't be affected by any Special Conditions and can't retreat.

Ability **Spiny Skull**
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), place 3 damage counters on the Attacking Pokémon.

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

Also, **ARMOR OASISMA**
FILE 073/084

Item **Antique Skull Fossil** **60**



HO-0967, Item Drop Pokémon (HS-4, 111, 107, 204, 6-B)

Play this card as if it were a 60-HP Basic ★ Pokémon. This card can't be affected by any Special Conditions and can't retreat.

Ability **Spiny Skull**
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), place 3 damage counters on the Attacking Pokémon.

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

Also, **ARMOR OASISMA**
FILE 073/084

Pokémon Tool **Backtrack Badge**



HO-0968, Pokémon Tool (HS-4, 111, 107, 204, 6-B)

Once during your turn, after you flip any coins for an attack of the ★ Pokémon this card is attached to, you may ignore all results of those coin flips and begin flipping those coins again.

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.

Also, **Spiny Beach**
FILE 074/084

Pokémon Tool **Backtrack Badge**



HO-0969, Pokémon Tool (HS-4, 111, 107, 204, 6-B)

Once during your turn, after you flip any coins for an attack of the ★ Pokémon this card is attached to, you may ignore all results of those coin flips and begin flipping those coins again.

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.

Also, **Spiny Beach**
FILE 074/084

Item **Dark Bell**



HO-0970, Item (HS-4, 111, 107, 204, 6-B)

Both Active non-♥ Pokémon are now Confused.

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

Also, **Spiny Beach**
FILE 075/084

Item **Dark Bell**



HO-0971, Item (HS-4, 111, 107, 204, 6-B)

Both Active non-♥ Pokémon are now Confused.

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

Also, **Spiny Beach**
FILE 075/084

Stadium **Fossil Quarry**



HO-0972, Stadium (HS-4, 111, 107, 204, 6-B)

Once during each player's turn, that player may search their deck for up to 2 Item cards that have "Antique" in their name and put them onto their Bench. Then, that player shuffles their deck.

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it as soon as Stadium comes into play. A Stadium with the same name can't be played.

Also, **Overlook KATO**
FILE 076/084

Stadium **Fossil Quarry**



HO-0973, Stadium (HS-4, 111, 107, 204, 6-B)

Once during each player's turn, that player may search their deck for up to 2 Item cards that have "Antique" in their name and put them onto their Bench. Then, that player shuffles their deck.

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it as soon as Stadium comes into play. A Stadium with the same name can't be played.

Also, **Overlook KATO**
FILE 076/084

Supporter **Gladion's Final Battle**



HO-0974, Supporter (HS-4, 111, 107, 204, 6-B)

You can use this card only when it is the last card in your hand.

During this turn, attacks used by your Pokémon that don't have a Rule Box do 80 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance). (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

You may play only 1 Supporter card during your turn.

Also, **Legend**
FILE 077/084

Supporter **Gladion's Final Battle**



HO-0975, Supporter (HS-4, 111, 107, 204, 6-B)

You can use this card only when it is the last card in your hand.

During this turn, attacks used by your Pokémon that don't have a Rule Box do 80 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance). (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

You may play only 1 Supporter card during your turn.

Also, **Legend**
FILE 077/084

Supporter **Gwynn**



HO-0976, Supporter (HS-4, 111, 107, 204, 6-B)

Discard up to 2 Pokémon that don't have a Rule Box from your hand, and draw 3 cards for each card you discarded in this way. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

You may play only 1 Supporter card during your turn.

Also, **Legend**
FILE 078/084

Supporter **Gwynn**



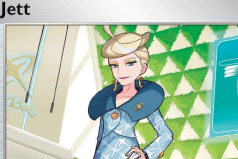
HO-0977, Supporter (HS-4, 111, 107, 204, 6-B)

Discard up to 2 Pokémon that don't have a Rule Box from your hand, and draw 3 cards for each card you discarded in this way. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

You may play only 1 Supporter card during your turn.

Also, **Legend**
FILE 078/084

Supporter **Jett**



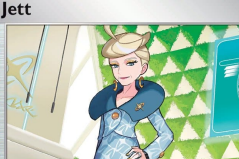
HO-0978, Supporter (HS-4, 111, 107, 204, 6-B)

Draw a card for each of your opponent's Mega Evolution Pokémon **EX** in play.

You may play only 1 Supporter card during your turn.

Also, **GOODRA**
FILE 079/084

Supporter **Jett**



HO-0979, Supporter (HS-4, 111, 107, 204, 6-B)

Draw a card for each of your opponent's Mega Evolution Pokémon **EX** in play.

You may play only 1 Supporter card during your turn.

Also, **GOODRA**
FILE 079/084

Supporter **Misty's Vitality**



HO-0980, Supporter (HS-4, 111, 107, 204, 6-B)

Search your deck for up to 4 Basic ♣ Energy cards and attach them to 1 of your Pokémon. Then, shuffle your deck. Your turn ends.

You may play only 1 Supporter card during your turn.

Also, **EX MELOURA**
FILE 080/084

Supporter **Misty's Vitality**



HO-0981, Supporter (HS-4, 111, 107, 204, 6-B)

Search your deck for up to 4 Basic ♣ Energy cards and attach them to 1 of your Pokémon. Then, shuffle your deck. Your turn ends.

You may play only 1 Supporter card during your turn.

Also, **EX MELOURA**
FILE 080/084

