





Zubat **HP 50**



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

Darkness Fang 10

It emits ultrasonic waves from its mouth to track its prey at night. It lives in caves. Zubat flies around with skill.

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

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

Zubat **HP 50** **HOLO**



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Golbat **HP 80**



Speed Dive 30

Pitch-Black Blade 80
During your next turn, this Pokémon can't attack.

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

It loves to drink other creatures' blood. It's said that if it finds others who have been hurt, it sometimes shares the blood it's gathered.

Golbat **HP 80** **HOLO**



Speed Dive 30

Pitch-Black Blade 80
During your next turn, this Pokémon can't attack.

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

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Crobat **HP 130**



Ability Shadowy Evoy
Once during your turn, if you played Janine's Secret Art from your hand this turn, you may draw cards until you have 8 cards in your hand.

Poison Fang 120
Your opponent's Active Pokémon is now Poisoned. During Pokémon Checkup, put 2 damage counters on that Pokémon instead of 1.

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

Both of its legs have turned into wings. Without a wing, Crobat flies weakly toward its prey and catches it using its long, thin, razor-sharp fangs.

Crobat **HP 130** **HOLO**



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Absol **HP 110**



Darkfall 20+
If you have at least 3 Energy in play, this attack does 50 more damage.

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

Swift as the wind, Absol races through fields and mountains. Its curved, horn-like horns are a scary reminder of the swirling, dark, evil of darkness.

Absol **HP 110** **HOLO**



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Zorua **HP 70**



Stampede 10

Double Scratch 20×
Flip 2 coins. This attack does 20 damage for each heads.

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

It keeps itself hidden in the shadows, then hides their true identities by transforming into people and Pokémon.

Zorua **HP 70** **HOLO**



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Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

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Zoroark **HP 120**



Illusory Hijacking 60×
This attack does 60 damage for each of your opponent's Pokémon EX and Pokémon V in play.

Claw Slash 110

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

Each has illusory abilities. Without a large group of people simultaneously, they cannot be seen with the naked eye. They are very cunning.

Zoroark **HP 120** **HOLO**



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Inkay **HP 60**



Mischievous Tentacles
Look at the top card of your opponent's deck. You may have your opponent shuffle their deck.

Peck 10

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

It spins while making its tentacles extend from its head. It uses its tentacles to catch its prey by using different patterns of light.

Inkay **HP 60** **HOLO**



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Peck 10

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

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Malamar **HP 120**



Colluding Tentacles
Switch in 1 of your opponent's Benched Pokémon to the Active Spot. If you do, this attack does 120 damage to the new Active Pokémon. If you didn't play Xeroxis's Machinations from your hand during this turn, this attack does nothing.

Spinning Attack 90

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

Colluding at its tentacles, it spins with quick movements. It uses its tentacles to catch its prey by using different patterns of light.

Malamar **HP 120** **HOLO**



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Yveltal **HP 120**



Corrosive Winds
Put 2 damage counters on each of your opponent's Pokémon that has any damage counters on it.

Destructive Beam 100
Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

When this legendary Pokémon's wings and tail feathers spread wide and glow red, it absorbs the life force of living creatures.

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When this legendary Pokémon's wings and tail feathers spread wide and glow red, it absorbs the life force of living creatures.

Okidogi EX **HP 250**



Poisonous Musculature
Search your deck for up to 2 Basic Energy cards and attach them to this Pokémon. Then, shuffle your deck. If you attached Energy to a Pokémon in this way, this Pokémon is now Poisoned.

Chain-Crazed 130+
If this Pokémon is Poisoned, this attack does 130 more damage.

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Munkidori EX **HP 210**



Ability Oh No You Don't
If this Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, and if you have any Pechaunt EX in play, your opponent takes 1 fewer Prize card.

Dirty Headbutt 190
During your next turn, this Pokémon can't use Dirty Headbutt.

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

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

Fezandipiti EX **HP 210**



Ability Flip the Script
Once during your turn, if any of your Pokémon were Knocked Out during your opponent's last turn, you may draw 3 cards. You can't use more than 1 Flip the Script Ability each turn.

Cruel Arrow
This attack does 100 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

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

Pechaunt EX **HP 190**



Ability Subjugating Chains
Once during your turn, you may switch 1 of your Benched Pokémon, except any Pechaunt EX, with your Active Pokémon. If you do, the new Active Pokémon is now Poisoned. You can't use more than 1 Subjugating Chains Ability each turn.

Irritated Outburst 60×
This attack does 60 damage for each Prize card your opponent has taken.

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

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

Genesect **HP 110**



Ability ACE Nullifier
If this Pokémon has a Pokémon Tool attached, your opponent can't play any ACE SPEC cards from their hand.

Magnetic Blast 100

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

This ancient Bug Pokémon was altered by Team Plasma. The recognizable circuit on its back.

Genesect **HP 110** **HOLO**



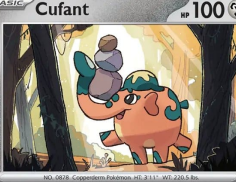
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Cufant **HP 100**



Tackle 30

Confront 70

Weakness: $\times 2$ | Resistance: -30 | Retreat: 1

Carrying its long, thin, glowing horn, it has a head that looks like a giant's head. It is the one that leads the Pokémon herd.



