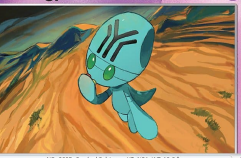


BASIC Elgyem **HP 60**



NO. 0605, Central Pokémon HT: 1.8' - WT: 19.8 lbs.

⊙ **Slight Shift**
Move an Energy from 1 of your opponent's Pokémon to another of their Pokémon.

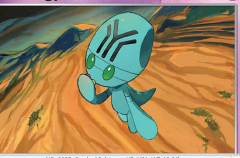
★ ★ ★ **Beam** 40

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Apes
It uses its strong psychic power to squeeze its opponent's brain, causing uncomfortable headaches.

042/086

BASIC Elgyem **HP 60** **HOLO**



NO. 0605, Central Pokémon HT: 1.8' - WT: 19.8 lbs.

⊙ **Slight Shift**
Move an Energy from 1 of your opponent's Pokémon to another of their Pokémon.

★ ★ ★ **Beam** 40

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Apes
It uses its strong psychic power to squeeze its opponent's brain, causing uncomfortable headaches.

042/086

STAGE 1 Beheeyem **HP 90**



NO. 0606, Central Pokémon HT: 2.3' - WT: 26.4 lbs.

⊙ **Calm Mind**
Heal 40 damage from this Pokémon.

★ ★ ★ **Psychic** 80+
This attack does 30 more damage for each Energy attached to your opponent's Active Pokémon.

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Apes
It can manipulate an opponent's emotions. Apparently, it communicates by flailing its three different-colored fingers.

047/086

STAGE 1 Beheeyem **HP 90** **HOLO**



NO. 0606, Central Pokémon HT: 2.3' - WT: 26.4 lbs.

⊙ **Calm Mind**
Heal 40 damage from this Pokémon.

★ ★ ★ **Psychic** 80+
This attack does 30 more damage for each Energy attached to your opponent's Active Pokémon.

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Apes
It can manipulate an opponent's emotions. Apparently, it communicates by flailing its three different-colored fingers.

047/086

BASIC Golett **HP 90**



NO. 0603, Automaton Pokémon HT: 3.3' - WT: 20.8 lbs.

★ ★ **Best Punch** 60
Flip a coin. If tails, this attack does nothing.

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. Use
The energy that burns inside enables it to move, but neither has yet been able to identify this energy.

042/086

BASIC Golett **HP 90** **HOLO**



NO. 0603, Automaton Pokémon HT: 3.3' - WT: 20.8 lbs.

★ ★ **Best Punch** 60
Flip a coin. If tails, this attack does nothing.

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. Use
The energy that burns inside enables it to move, but neither has yet been able to identify this energy.

042/086

STAGE 1 Golurk **HP 160**



NO. 0602, Automaton Pokémon HT: 8.2' - WT: 222.5 lbs.

★ ★ ★ **Double Smash** 80×
Flip 2 coins. This attack does 80 damage for each heads.

⊙ ⊙ ★ ★ ★ **Golurk Hammer** 200

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

Min. Use
It flies across the sky at Mach speeds. Removing the seal on its chest makes its internal energy go out of control.

043/086

STAGE 1 Golurk **HP 160** **HOLO**



NO. 0602, Automaton Pokémon HT: 8.2' - WT: 222.5 lbs.

★ ★ ★ **Double Smash** 80×
Flip 2 coins. This attack does 80 damage for each heads.

⊙ ⊙ ★ ★ ★ **Golurk Hammer** 200

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

Min. Use
It flies across the sky at Mach speeds. Removing the seal on its chest makes its internal energy go out of control.

043/086

BASIC Meloetta **HP 200**



NO. 0604, Melody Pokémon HT: 3' - WT: 10.8 lbs.

Ability Debut Performance
If you go first, this Pokémon can use attacks during your first turn.

⊙ **Echoed Voice** 30
During your next turn, this Pokémon's Echoed Voice attack does 80 more damage (before applying Weakness and Resistance).

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

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Sing
It can sing through the ground at a special strength. It could give a car running aboveground a good scare.

044/086

BASIC Drilbur **HP 70**



NO. 0502, Arm Pokémon HT: 1' - WT: 48.7 lbs.

★ ★ **Mud-Slap** 10

★ ★ **Corkscrew Punch** 30

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Charge
It can dig through the ground at a special strength. It could give a car running aboveground a good scare.

045/086

BASIC Drilbur **HP 70** **HOLO**



NO. 0502, Arm Pokémon HT: 1' - WT: 48.7 lbs.

★ ★ **Mud-Slap** 10

★ ★ **Corkscrew Punch** 30

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Charge
It can dig through the ground at a special strength. It could give a car running aboveground a good scare.

045/086

STAGE 1 Excadrill **HP 270**



NO. 0503, Arm Pokémon HT: 2' - WT: 27.6 lbs.

★ ★ **Piercing Drill** 60
This attack also does 60 damage to 1 of your opponent's Benched Pokémon that has any damage counters on it. (Don't apply Weakness and Resistance for Benched Pokémon.)

★ ★ **Rock Tumble** 200
This attack's damage isn't affected by Resistance.

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

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. Nodig
It can dig through the ground at a special strength. It could give a car running aboveground a good scare.

046/086

BASIC Timburr **HP 70**



NO. 0504, Muscle Pokémon HT: 2' - WT: 27.6 lbs.

★ ★ **Low Kick** 10

★ ★ ★ **Strength** 50

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Heavy Move
It fights by swinging a piece of lumber around. It is slow-swinging when it can handle the lumber without difficulty.

047/086

BASIC Timburr **HP 70** **HOLO**



NO. 0504, Muscle Pokémon HT: 2' - WT: 27.6 lbs.

★ ★ **Low Kick** 10

★ ★ ★ **Strength** 50

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Heavy Move
It fights by swinging a piece of lumber around. It is slow-swinging when it can handle the lumber without difficulty.

047/086

STAGE 1 Gurdurr **HP 100**



NO. 0503, Muscle Pokémon HT: 2' - WT: 27.6 lbs.

★ ★ **Low Kick** 30

★ ★ ★ **Hammer Arm** 60
Discard the top card of your opponent's deck.

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. Heavy Move
This Pokémon is muscular and strongly built, but even a group of weaklings could make it budge on touch.

048/086

STAGE 1 Gurdurr **HP 100** **HOLO**



NO. 0503, Muscle Pokémon HT: 2' - WT: 27.6 lbs.

★ ★ **Low Kick** 30

★ ★ ★ **Hammer Arm** 60
Discard the top card of your opponent's deck.

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. Heavy Move
This Pokémon is muscular and strongly built, but even a group of weaklings could make it budge on touch.

048/086

STAGE 2 Conkeldurr **HP 140**



NO. 0504, Muscle Pokémon HT: 4.2' - WT: 98.4 lbs.

Ability Craftsmanship
This Pokémon gets +40 HP for each ♣ Energy attached to it.

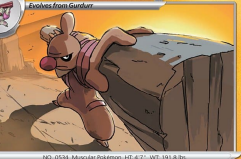
★ ★ ★ ★ **Swing Around** 100+
Flip 2 coins. This attack does 50 more damage for each heads.

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. Heavy Move
It is thought that Conkeldurr taught humans how to make concrete more than 2,000 years ago.

049/086

STAGE 2 Conkeldurr **HP 140** **HOLO**



NO. 0504, Muscle Pokémon HT: 4.2' - WT: 98.4 lbs.

Ability Craftsmanship
This Pokémon gets +40 HP for each ♣ Energy attached to it.

★ ★ ★ ★ **Swing Around** 100+
Flip 2 coins. This attack does 50 more damage for each heads.

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. Heavy Move
It is thought that Conkeldurr taught humans how to make concrete more than 2,000 years ago.

049/086

BASIC Throh **HP 130**



NO. 0504, Arm Pokémon HT: 4.2' - WT: 122.4 lbs.

★ ★ **Shoulder Throw** 120-
This attack does 30 less damage for each ★ in your opponent's Active Pokémon's Retreat Cost.

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. No Negatives
When it tightens its belt, it becomes stronger. Wild Throh use vines to secure their own belts.

050/086

BASIC Throh **HP 130** **HOLO**



NO. 0504, Arm Pokémon HT: 4.2' - WT: 122.4 lbs.

★ ★ **Shoulder Throw** 120-
This attack does 30 less damage for each ★ in your opponent's Active Pokémon's Retreat Cost.

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. No Negatives
When it tightens its belt, it becomes stronger. Wild Throh use vines to secure their own belts.

050/086

BASIC Dwebble **HP 70**



NO. 0503, Rock Pokémon HT: 1' - WT: 32 lbs.

★ **Flail** 10×
This attack does 10 damage for each damage counter on this Pokémon.

★ ★ **Dig Claws** 20

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. No Knapes
This Pokémon can easily melt holes in hard rock with a flail as small as a needle from its mouth.

051/086

BASIC Dwebble **HP 70** **HOLO**



NO. 0503, Rock Pokémon HT: 1' - WT: 32 lbs.

★ **Flail** 10×
This attack does 10 damage for each damage counter on this Pokémon.

★ ★ **Dig Claws** 20

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. No Knapes
This Pokémon can easily melt holes in hard rock with a flail as small as a needle from its mouth.

051/086

STAGE 1 Crustle **HP 150**



NO. 0504, Stone Pokémon HT: 8.2' - WT: 440.5 lbs.

Ability Sturdy
If this Pokémon has full HP and would be Knocked Out by damage from an attack, it is not Knocked Out, and its remaining HP becomes 10.

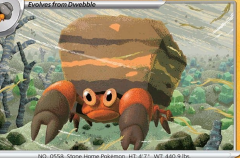
★ ★ ★ **Stone Edge** 80+
Flip a coin. If heads, this attack does 60 more damage.

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. No Knapes
Competing for territory, Crustle fights viciously. The one whose burden is broken is the loser of the battle.

052/086

STAGE 1 Crustle **HP 150** **HOLO**



NO. 0504, Stone Pokémon HT: 8.2' - WT: 440.5 lbs.

Ability Sturdy
If this Pokémon has full HP and would be Knocked Out by damage from an attack, it is not Knocked Out, and its remaining HP becomes 10.

★ ★ ★ **Stone Edge** 80+
Flip a coin. If heads, this attack does 60 more damage.

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. No Knapes
Competing for territory, Crustle fights viciously. The one whose burden is broken is the loser of the battle.

052/086

BASIC Landorus **HP 130**



NO. 0549, Abundance Pokémon HT: 4.11' - WT: 48.9 lbs.

★ **Abundant Harvest**
Attach a Basic ♣ Energy card from your discard pile to this Pokémon.

★ ★ ★ **Earthquake** 110
This attack also does 10 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ♣ × 2 resistance ♣ -30 retreat ★ ★

Min. Knapes
Landus valued by Landorus grant such bountiful crops that that been built as "The Garden of the Gods."

053/086

BASIC Landorus **HP 130** **HOLO**



NO. 0541, Landorus Pokémon HP: 130 / WT: 403.0 lbs.

Abundant Harvest
Attach a Basic Energy card from your discard pile to this Pokémon.

Earthquake 110
This attack also does 10 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: x2 | Resistance: | Retreat:

Max. HP: 130 / Max. Energy: 054/086

Landus visited by Landorus grant each bound of crops that it had been killed as "The Guardian of the Fields."

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BASIC Venipede **HP 80**



NO. 0543, Venipede Pokémon HP: 80 / WT: 13.2 lbs.

Poison Spray
Your opponent's Active Pokémon is now Poisoned.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 80 / Max. Energy: 054/086

Its bite injects a potent poison, enough to paralyze large land Pokémon that try to prey on it.

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BASIC Venipede **HP 100** **HOLO**



NO. 0543, Venipede Pokémon HP: 100 / WT: 13.2 lbs.

Poison Spray
Your opponent's Active Pokémon is now Poisoned.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 100 / Max. Energy: 054/086

Its bite injects a potent poison, enough to paralyze large land Pokémon that try to prey on it.

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STAGE 1 Whirlipede **HP 100**



NO. 0544, Whirlipede Pokémon HP: 100 / WT: 129 lbs.

Venoshock 30+
If your opponent's Active Pokémon is Poisoned, this attack does 60 more damage.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 100 / Max. Energy: 055/086

Protected by a hard shell, it spins its body like a wheel and creates furiously into its enemies.

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STAGE 1 Whirlipede **HP 100** **HOLO**



NO. 0544, Whirlipede Pokémon HP: 100 / WT: 129 lbs.

Venoshock 30+
If your opponent's Active Pokémon is Poisoned, this attack does 60 more damage.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 100 / Max. Energy: 055/086

Protected by a hard shell, it spins its body like a wheel and creates furiously into its enemies.

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STAGE 2 Scolipede **HP 160**



NO. 0545, Scolipede Pokémon HP: 160 / WT: 442 lbs.

Ability: Poison Point
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 Poisoned.

Venoshock 90+
If your opponent's Active Pokémon is Poisoned, this attack does 90 more damage.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 160 / Max. Energy: 056/086

With quick movements, it charges down its foes, attacking relentlessly with its horns until it prevails.

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STAGE 2 Scolipede **HP 160** **HOLO**



NO. 0545, Scolipede Pokémon HP: 160 / WT: 442 lbs.

Ability: Poison Point
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 Poisoned.

Venoshock 90+
If your opponent's Active Pokémon is Poisoned, this attack does 90 more damage.

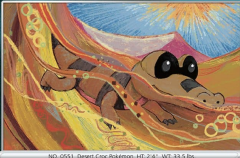
Weakness: x2 | Resistance: | Retreat:

Max. HP: 160 / Max. Energy: 056/086

With quick movements, it charges down its foes, attacking relentlessly with its horns until it prevails.

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BASIC Sandile **HP 70**



NO. 0551, Desert Core Pokémon HP: 70 / WT: 33.5 lbs.

Tighten Up 10
Your opponent discards a card from their hand.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 70 / Max. Energy: 057/086

They live buried in the sands of the desert. The sun-warmed sands prevent their body temperatures from dropping.

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BASIC Sandile **HP 70** **HOLO**



NO. 0551, Desert Core Pokémon HP: 70 / WT: 33.5 lbs.

Tighten Up 10
Your opponent discards a card from their hand.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 70 / Max. Energy: 057/086

They live buried in the sands of the desert. The sun-warmed sands prevent their body temperatures from dropping.

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STAGE 1 Krokorok **HP 100**



NO. 0552, Desert Core Pokémon HP: 100 / WT: 33.6 lbs.

Tighten Up 40
Your opponent discards 2 cards from their hand.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 100 / Max. Energy: 058/086

They live in groups of a few individuals. Protective membranes shield their eyes from landslides.

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STAGE 1 Krokorok **HP 100** **HOLO**



NO. 0552, Desert Core Pokémon HP: 100 / WT: 33.6 lbs.

Tighten Up 40
Your opponent discards 2 cards from their hand.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 100 / Max. Energy: 058/086

They live in groups of a few individuals. Protective membranes shield their eyes from landslides.

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STAGE 2 Krookodile **HP 170**



NO. 0553, Ironside Pokémon HP: 170 / WT: 212.3 lbs.

Tighten Up 60
Your opponent discards 2 cards from their hand.

Cursed Slug 120+
If your opponent has 3 or fewer cards in their hand, this attack does 120 more damage.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 170 / Max. Energy: 059/086

They never allow prey to escape. Their jaws are so powerful, they can crush the body of an automobile.

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STAGE 2 Krookodile **HP 170** **HOLO**



NO. 0553, Ironside Pokémon HP: 170 / WT: 212.3 lbs.

Tighten Up 60
Your opponent discards 2 cards from their hand.

Cursed Slug 120+
If your opponent has 3 or fewer cards in their hand, this attack does 120 more damage.

Weakness: x2 | Resistance: | Retreat:

Max. HP: 170 / Max. Energy: 059/086

They never allow prey to escape. Their jaws are so powerful, they can crush the body of an automobile.

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STAGE 1 Escavalier **HP 130**



NO. 0559, Cavalry Pokémon HP: 130 / WT: 22.8 lbs.

Wild Lances 90
This Pokémon also does 30 damage to itself.

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 130 / Max. Energy: 060/086

They fly around at high speed, striking with their pointed spears. Even when in trouble, they keep opponents at bay.

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STAGE 1 Escavalier **HP 130** **HOLO**



NO. 0559, Cavalry Pokémon HP: 130 / WT: 22.8 lbs.

Wild Lances 90
This Pokémon also does 30 damage to itself.

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 130 / Max. Energy: 060/086

They fly around at high speed, striking with their pointed spears. Even when in trouble, they keep opponents at bay.

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BASIC Klink **HP 60**



NO. 0609, Gear Pokémon HP: 60 / WT: 48.3 lbs.

Hard Gears 10
During your opponent's next turn, this Pokémon takes 10 less damage from attacks (after applying Weakness and Resistance).

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 60 / Max. Energy: 061/086

The two intergears that mesh together are predetermined. Each will rebound from other intergears without touching.

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BASIC Klink **HP 60** **HOLO**



NO. 0609, Gear Pokémon HP: 60 / WT: 48.3 lbs.

Hard Gears 10
During your opponent's next turn, this Pokémon takes 10 less damage from attacks (after applying Weakness and Resistance).

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 60 / Max. Energy: 061/086

The two intergears that mesh together are predetermined. Each will rebound from other intergears without touching.

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STAGE 1 Klang **HP 90**



NO. 0610, Gear Pokémon HP: 90 / WT: 112.4 lbs.

Hard Gears 50
During your opponent's next turn, this Pokémon takes 20 less damage from attacks (after applying Weakness and Resistance).

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 90 / Max. Energy: 062/086

By changing the direction in which it rotates, it communicates its feelings to others. When angry, it rotates faster.

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STAGE 1 Klang **HP 90** **HOLO**



NO. 0610, Gear Pokémon HP: 90 / WT: 112.4 lbs.

Hard Gears 50
During your opponent's next turn, this Pokémon takes 20 less damage from attacks (after applying Weakness and Resistance).

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 90 / Max. Energy: 062/086

By changing the direction in which it rotates, it communicates its feelings to others. When angry, it rotates faster.

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STAGE 2 Klinklang **HP 150**



NO. 0611, Gear Pokémon HP: 150 / WT: 138.6 lbs.

Ability: Gear Coating
All of your Pokémon that have any Energy attached take 20 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

Hammer In 120

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 150 / Max. Energy: 063/086

Its red-hot function is an energy tank. It fires the charged energy through its spiral area.

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STAGE 2 Klinklang **HP 150** **HOLO**



NO. 0611, Gear Pokémon HP: 150 / WT: 138.6 lbs.

Ability: Gear Coating
All of your Pokémon that have any Energy attached take 20 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

Hammer In 120

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 150 / Max. Energy: 063/086

Its red-hot function is an energy tank. It fires the charged energy through its spiral area.

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BASIC Pawniard **HP 60**



NO. 0624, Sharp Blade Pokémon HP: 60 / WT: 22.5 lbs.

Corner 10
During your opponent's next turn, the Defending Pokémon can't retreat.

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 60 / Max. Energy: 064/086

Blades comprise its Pokémon's entire body. It battles dulls the blades, and sharpens them down by the river.

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BASIC Pawniard **HP 60** **HOLO**



NO. 0624, Sharp Blade Pokémon HP: 60 / WT: 22.5 lbs.

Corner 10
During your opponent's next turn, the Defending Pokémon can't retreat.

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 60 / Max. Energy: 064/086

Blades comprise its Pokémon's entire body. It battles dulls the blades, and sharpens them down by the river.

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STAGE 1 Bisharp **HP 120**



NO. 0625, Sharp Blade Pokémon HP: 120 / WT: 154.3 lbs.

Cut Up 40

Finishing Blow 60+
If your opponent's Active Pokémon already has any damage counters on it, this attack does 60 more damage.

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 120 / Max. Energy: 065/086

It leads a group of Pawniard. It battles to become the boss, but will be driven from the group if it loses.

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STAGE 1 Bisharp **HP 120** **HOLO**



NO. 0625, Sharp Blade Pokémon HP: 120 / WT: 154.3 lbs.

Cut Up 40

Finishing Blow 60+
If your opponent's Active Pokémon already has any damage counters on it, this attack does 60 more damage.

Weakness: x2 | Resistance: -30 | Retreat:

Max. HP: 120 / Max. Energy: 065/086

It leads a group of Pawniard. It battles to become the boss, but will be driven from the group if it loses.

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