



Guide to Energy Symbols

Throughout this document, when Energy symbols are found in attack cost, Weakness, Resistance, Retreat Cost, and Pokémon type, they will be noted as the following:

G: Grass Energy symbol

R: Fire Energy symbol

W: Water Energy symbol

L: Lightning Energy symbol

P: Psychic Energy symbol

F: Fighting Energy symbol

C: Colorless Energy symbol

D: Darkness Energy symbol

M: Metal Energy symbol

To prevent confusion, within card text itself, the symbols will be contained within brackets. For example, {R} would denote one Fire Energy symbol.

In addition, some attacks use "--" as its Energy cost. This means there is no Energy cost to use that attack.

Guide to Rarity Symbols

Throughout this document, letters have been used to represent rarity symbols.

H: rare Holo

R: rare

U: uncommon

C: common

LV.X: rare Holo LV.X

Thus, a card with the text "Rarity: C" would be a common card.

Absol [G]

LV. 59

HP: 70

Pokémon Energy Type: D

Basic Pokémon

D Feint Attack

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

DCC Doom News

Return all Energy cards attached to Absol [G] to your hand. The Defending Pokémon is Knocked Out at the end of your opponent's next turn.

Illus. Yusuke Ishikawa

Weakness: F×2

Resistance: P-20

Retreat Cost: C

Collector Number: 1/147

Rarity: H

Blaziken [FB]

LV. 50

HP: 80

Pokémon Energy Type: R

Basic Pokémon

R Luring Flame

Switch the Defending Pokémon with 1 of your opponent's Benched Pokémon. The new Defending Pokémon is now Burned.

RC Vapor Kick 30+

If your opponent has any {W} Pokémon in play, this attack does 30 damage plus 30 more damage.

Illus. Motofumi Fujiwara

Weakness: W×2

Retreat Cost: C

Collector Number: 2/147

Rarity: H



Drifblim [FB]

LV. 50

HP: 80

Pokémon Energy Type: P

Basic Pokémon

[Poké-Body] Pump Up

If your opponent has 3 or less Prize cards left, Drifblim [FB] gets +40 HP.

PCC Shadow Ball

Choose 1 of your opponent's Benched Pokémon. This attack does 40 damage to that Pokémon. Apply Weakness and Resistance.

Illus. Lee HyunJung

Weakness: D×2

Resistance: C-20

Retreat Cost: CC

Collector Number: 3/147

Rarity: H

Electivire [FB]

LV. 50

HP: 90

Pokémon Energy Type: L

Basic Pokémon

C Dump and Draw

Discard up to 2 Energy cards from your hand. Then, draw 2 cards for each Energy card you discarded.

LCC Electric Current 40

Move a {L} Energy card attached to Electivire [FB] to 1 of your Benched Pokémon.

Illus. Hironobu Yoshida

Weakness: F×2

Resistance: M-20

Retreat Cost: CCC

Collector Number: 4/147

Rarity: H

Garchomp

LV. 71

HP: 130

Pokémon Energy Type: C

Stage 2 Pokémon

Evolves from: Gabite

[Poké-Body] Dragon Intimidation

If Garchomp is your Active Pokémon and is damaged by an opponent's attack (even if Garchomp is Knocked Out), choose an Energy card attached to the Attacking Pokémon and put it into your opponent's hand.

CC Guard Claw 40

During your opponent's next turn, any damage done to Garchomp by attacks is reduced by 20 (after applying Weakness and Resistance).

CCC Speed Impact 120-

Does 120 damage minus 20 damage for each Energy card attached to the Defending Pokémon.

Illus. Mitsuhiro Arita

Weakness: C+30

Retreat Cost: 0

Collector Number: 5/147

Rarity: H



Magmortar

LV. 54

HP: 110

Pokémon Energy Type: R

Stage 1 Pokémon

Evolves from: Magmar

[Poké-Power] Evolutionary Flame

Once during your turn, when you play Magmortar from your hand to evolve 1 of your Pokémon, you may use this power. Your opponent's Active Pokémon is now Burned and Confused.

RC Fire Arrow

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

RCC Flame Ball 60

You may move a {R} Energy card attached to Magmortar to 1 of your Benched Pokémon.

Illus. Naoyo Kimura

Weakness: W+30

Retreat Cost: CC

Collector Number: 6/147

Rarity: H

Metagross

LV. 68

HP: 130

Pokémon Energy Type: M

Stage 2 Pokémon

Evolves from: Metang

[Poké-Body] Gravitation

Each Pokémon in play (both yours and your opponent's) gets -20 HP. No more than 20 HP can be reduced by all Gravitation Poké-Bodies.

MMC Geo Impact 60

If you have a Stadium card in play, this attack does 20 damage to each of your opponent's Benched Pokémon that is the same type as the Defending Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Kagemaru Himeno

Weakness: R+30

Resistance: P-20

Retreat Cost: CCC

Collector Number: 7/147

Rarity: H

Rayquaza [C]

LV. 73

HP: 100

Pokémon Energy Type: C

Basic Pokémon

C Trash Burst 10+

You may discard up to 5 Energy cards from your hand. If you do, this attack does 10 damage plus 10 more damage for each Energy card you discarded.

CCCC Twister 50

Flip 2 coins. If both are tails, this attack does nothing. For each heads, discard an Energy attached to the Defending Pokémon.

Illus. kawayoo

Weakness: C×2

Resistance: F-20

Retreat Cost: CCC

Collector Number: 8/147

Rarity: H





Regigigas [FB]

LV. 50

HP: 100

Pokémon Energy Type: C

Basic Pokémon

CCC Drain Punch 30

Remove from Regigigas [FB] a number of damage counters equal to the amount of Energy attached to the Defending Pokémon.

CCCC Rainbow Lariat 20×

Does 20 damage times the number of different types of Pokémon SP you have in play.

Illus. Shin Nagasawa

Weakness: F×2

Retreat Cost: CCCC

Collector Number: 9/147

Rarity: H

Rhyperior

LV. 66

HP: 140

Pokémon Energy Type: F

Stage 2 Pokémon

Evolves from: Rhydon

FC Raging Drill 30+

Does 30 damage plus 10 more damage for each damage counter on Rhyperior.

FFCC Deep Scrap 60

If the Defending Pokémon is Knocked Out by this attack, discard the top 3 cards from your opponent's deck.

Illus. Hajime Kusajima

Weakness: W+30

Resistance: L-20

Retreat Cost: CCCC

Collector Number: 10/147

Rarity: H

Staraptor [FB]

LV. 50

HP: 80

Pokémon Energy Type: C

Basic Pokémon

C Quick Attack 10+

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

CCC Whirlwind 30

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

Illus. Hiroki Fuchino

Weakness: L×2

Resistance: F-20

Retreat Cost: C

Collector Number: 11/147

Rarity: H





Swampert

LV. 60

HP: 130

Pokémon Energy Type: W

Stage 2 Pokémon

Evolves from: Marstomp

[Poké-Body] Root Protector

Any damage done to Swampert by attacks from your opponent's Pokémon that isn't an Evolved Pokémon is reduced by 20 (after applying Weakness and Resistance).

WCC

Drag Off 30

Before doing damage, you may choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon.

WCCC

Push Over

60+

Does 60 damage plus 10 more damage for each {F} Energy attached to Swampert.

Illus. Kagemaru Himeno

Weakness: G+30

Retreat Cost: CC

Collector Number: 12/147

Rarity: H

Venusaur

LV. 55

HP: 140

Pokémon Energy Type: G

Stage 2 Pokémon

Evolves from: Ivysaur

[Poké-Body] Green Aroma

Remove any Special Conditions from each of your {G} Pokémon. Each of your {G} Pokémon can't be affected by any Special Conditions.

G

Desperate Pollen 30

If Venusaur already has 8 or more damage counters on it, the Defending Pokémon is now Burned, Confused, and Poisoned.

GGCC

Special Reaction 40+

If the Defending Pokémon is affected by any Special Conditions, this attack does 40 damage plus 40 more damage for each of those Special Conditions.

Illus. Kouki Saitou

Weakness: R+40

Retreat Cost: CCCC

Collector Number: 13/147

Rarity: H



Yanmega

LV. 53

HP: 100

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Yanma

[Poké-Power] Speed Boost

Once during your turn (before your attack), if Yanmega is your Active Pokémon, you may search your discard pile for a {G} Energy card and attach it to Yanmega. This power can't be used if Yanmega is affected by a Special Condition.

CC **Wind Return** **20+**

You may return all {G} Energy attached to Yanmega to your hand. If you do, this attack does 20 damage plus 20 more damage for each Energy card you returned.

GGCC **Speed Dive** **70**

Illus. Masakazu Fukuda

Weakness: L+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 14/147

Rarity: H

Arcanine [G]

LV. 60

HP: 90

Pokémon Energy Type: R

Basic Pokémon

[Poké-Body] Extreme Speed

Arcanine [G]'s Retreat Cost is {C} less for each {R} Energy attached to Arcanine [G].

RCC **Overrun** **40**

Does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Yusuke Ishikawa

Weakness: W×2

Retreat Cost: CC

Collector Number: 15/147

Rarity: R

Articuno

LV. 41

HP: 100

Pokémon Energy Type: W

Basic Pokémon

WCC **Sharp Beak** **30+**

Flip a coin. If heads, this attack does 30 damage plus 10 more damage.

WWCC **Ice Beam****50**

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Illus. Mitsuhiro Arita

Weakness: M+30

Resistance: F-20

Retreat Cost: CC

Collector Number: 16/147

Rarity: R





Butterfree [FB]

LV. 50

HP: 90

Pokémon Energy Type: G

Basic Pokémon

[Poké-Body] Compound Eyes

If your opponent's Active Pokémon has any Poké-Bodies, each of Butterfree [FB]'s attacks does 30 more damage to the Active Pokémon (before applying Weakness and Resistance).

GCC **Select Powder** 30

Choose either Burned or Poisoned. The Defending Pokémon is now affected by that Special Condition.

Illus. Lee HyunJung

Weakness: R×2

Resistance: F-20

Retreat Cost: C

Collector Number: 17/147

Rarity: R

Camerupt

LV. 49

HP: 120

Pokémon Energy Type: R

Stage 1 Pokémon

Evolves from: Numel

CC **Moving Fire** 30

You may move a {R} Energy card attached to 1 of your Benched Pokémon to Camerupt.

RRCC **Volcanic Crash** 100

Flip 3 coins. For each tails, discard the top card of your deck. Ignore this effect if your opponent has any {W} Pokémon in play.

Illus. Yukiko Baba

Weakness: W+30

Retreat Cost: CCCC

Collector Number: 18/147

Rarity: R

Camerupt [G]

LV. 57

HP: 100

Pokémon Energy Type: R

Basic Pokémon

RC **Searing Flame** 20

The Defending Pokémon is now Burned.

CCCC **Earth Power** 60

Flip 2 coins. This attack does 10 damage times the number of heads to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Ryota Saito

Weakness: W×2

Retreat Cost: CCC

Collector Number: 19/147

Rarity: R



Charizard [G]

LV. 65

HP: 100

Pokémon Energy Type: R

Basic Pokémon

RC **Flame Jet**

Choose 1 of your opponent's Pokémon. Flip a coin. If heads, this attack does 40 damage to that Pokémon.

(Don't apply Weakness and Resistance for Benched Pokémon.)

RCC **Heat Blast** **50**

Illus. Wataru Kawahara

Weakness: W×2

Resistance: F-20

Retreat Cost: CCC

Collector Number: 20/147

Rarity: R

Chimecho

LV. 30

HP: 70

Pokémon Energy Type: P

Basic Pokémon

C **Heal Bell**

Remove 3 damage counters from each of your Pokémon.

P **Super Psywave**

Choose 1 of your opponent's Pokémon. Count the amount of Energy attached to that Pokémon. Put that many damage counters on the Pokémon.

Illus. Yukiko Baba

Weakness: P+20

Retreat Cost: C

Collector Number: 21/147

Rarity: R

Claydol

LV. 51

HP: 90

Pokémon Energy Type: P

Stage 1 Pokémon

Evolves from: Baltoy

CC **Antique Magic**

Put 3 damage counters on any Pokémon (both yours and your opponent's) in any way you like.

PP **Synchro Attack** **30**

If the Defending Pokémon has the same remaining HP as Claydol, this attack's base damage is 90 instead of 30.

Illus. Kouki Saitou

Weakness: P+20

Retreat Cost: C

Collector Number: 22/147

Rarity: R



Crawdaunt [G]

LV. 61

HP: 80

Pokémon Energy Type: D

Basic Pokémon

C **Smash Turn** **10**

You may switch Crawdaunt [G] with 1 of your Benched Pokémon.

DCC **Hyper Beam** **40**

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.

Illus. Wataru Kawahara

Weakness: L×2

Retreat Cost: C

Collector Number: 23/147

Rarity: R

Dewgong

LV. 40

HP: 100

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Seel

[Poké-Body] Thick Fat

Any damage done to Dewgong by attacks from {R} Pokémon and {W} Pokémon is reduced by 30 (after applying Weakness and Resistance).

WC **Ice Throw** **30**

If the Defending Pokémon is a {F} Pokémon, this attack's base damage is 80 instead of 30.

WWCC **Aurora Beam** **70**

Illus. Kanako Eo

Weakness: M+20

Retreat Cost: CCC

Collector Number: 24/147

Rarity: R

Dodrio

LV. 32

HP: 80

Pokémon Energy Type: C

Stage 1 Pokémon

Evolves from: Doduo

[Poké-Power] Echo Draw

Once during your turn (before your attack), you may draw a card. This power can't be used if Dodrio is affected by a Special Condition.

CCC **Drill Peck** **50**

Illus. Kouki Saitou

Weakness: L+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 25/147

Rarity: R



Dusknoir [FB]

LV. 50

HP: 90

Pokémon Energy Type: P

Basic Pokémon

PC **Ghost Hand** **30**

Put 1 damage counter on 1 of your Benched Pokémon.

PCC **Cursed Wrath** **10×**

Does 10 damage times the number of Pokémon SP in your discard pile.

Illus. Motofumi Fujiwara

Weakness: D×2

Resistance: C-20

Retreat Cost: CC

Collector Number: 26/147

Rarity: R

Empoleon [FB]

LV. 50

HP: 90

Pokémon Energy Type: W

Basic Pokémon

WC **Rushing Water** **20**

Move an Energy card attached to the Defending Pokémon to another of your opponent's Pokémon.

WCC **Escort** **40+**

If you played any Supporter card from your hand during this turn, this attack does 40 damage plus 20 more damage.

Illus. Hiroki Fuchino

Weakness: L×2

Retreat Cost: CC

Collector Number: 27/147

Rarity: R

Exploud

LV. 60

HP: 130

Pokémon Energy Type: C

Stage 2 Pokémon

Evolves from: Loudred

[Poké-Body] Erasing Sound

Each of your Pokémon has no Weakness.

CC **Knock Back** **40**

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

CCC **Hyper Beam** **60**

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon.

Illus. Masakazu Fukuda

Weakness: F+30

Retreat Cost: CC

Collector Number: 28/147

Rarity: R



Honchkrow

LV. 46

HP: 90

Pokémon Energy Type: D

Stage 1 Pokémon

Evolves from: Murkrow

[Poké-Power] Darkness Restore

Once during your turn (before your attack), if Honchkrow is your Active Pokémon, you may use this power.

If your opponent's Bench isn't full, search your opponent's discard pile for a Basic Pokémon and put it onto his or her Bench. This power can't be used if Honchkrow is affected by a Special Condition.

DCC **Riot 30+**

Does 30 damage plus 10 more damage for each Pokémon that isn't an Evolved Pokémon in play (both yours and your opponent's).

Illus. Mitsuhiro Arita

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 29/147

Rarity: R

Lickilicky [C]

LV. 57

HP: 90

Pokémon Energy Type: C

Basic Pokémon

C **Licking-licking Heal**

Attach a basic Energy card from your hand to 1 of your Pokémon. Then, remove 2 damage counters from that Pokémon.

CCC **Return 40**

Draw cards until you have 6 cards in your hand.

Illus. kawayoo

Weakness: F×2

Retreat Cost: CC

Collector Number: 30/147

Rarity: R

Lucario [C]

LV. 60

HP: 90

Pokémon Energy Type: F

Basic Pokémon

C **Metal Claw 20**

FCC **Mid-air Strike 30+**

Flip a coin. If heads, this attack does 30 damage plus 30 more damage.

Illus. kawayoo

Weakness: P×2

Retreat Cost: CC

Collector Number: 31/147

Rarity: R



Lunatone

LV. 38

HP: 70

Pokémon Energy Type: P

Basic Pokémon

[Poké-Body] Marvel Eyes

If you have Solrock in play, prevent all effects of attacks, including damage, done to your Lunatone or Solrock by your opponent's Pokémon LV.X.

PC Gravity Wave 30

Does 30 damage to each of your opponent's Benched Pokémon that doesn't have a Retreat Cost. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Naoyo Kimura

Weakness: P+20

Retreat Cost: 0

Collector Number: 32/147

Rarity: R

Mawile

LV. 41

HP: 70

Pokémon Energy Type: M

Basic Pokémon

M Turnaround Standby

During your next turn, any damage done by Mawile's Swallow or Bite to your opponent's Active Pokémon is increased by 40 (before applying Weakness and Resistance).

CC Swallow 20

Remove from Mawile the number of damage counters equal to the damage you did to the Defending Pokémon.

CC Bite 30

Illus. Suwama Chiaki

Weakness: R+20

Resistance: P-20

Retreat Cost: C

Collector Number: 33/147

Rarity: R

Medicham

LV. 48

HP: 90

Pokémon Energy Type: P

Stage 1 Pokémon

Evolves from: Meditite

PC Channeling 60

Your opponent draws 2 cards.

PCC Chakra Points 10+

Does 10 damage plus 10 more damage for each card in your opponent's hand.

Illus. Masakazu Fukuda

Weakness: P+20

Retreat Cost: C

Collector Number: 34/147

Rarity: R



Milotic [C]

LV. 58

HP: 90

Pokémon Energy Type: W

Basic Pokémon

C **Aqua Tail** **10+**

Flip a coin for each {W} Energy attached to Milotic [C]. This attack does 10 damage plus 20 more damage for each heads.

WCC **Wrap** **30**

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Illus. kawayoo

Weakness: L×2

Retreat Cost: C

Collector Number: 35/147

Rarity: R

Moltres

LV. 42

HP: 100

Pokémon Energy Type: R

Basic Pokémon

RC **Wing Attack** **20**

RRCC **Sky Attack** **80**

Flip a coin. If tails, this attack does nothing.

Illus. Kouki Saitou

Weakness: W+30

Resistance: F-20

Retreat Cost: CC

Collector Number: 36/147

Rarity: R

Mr. Mime

LV. 40

HP: 70

Pokémon Energy Type: P

Basic Pokémon

[Poké-Body] Focus Wall

If Mr. Mime would be Knocked Out by damage from an attack that does 70 or more damage (after applying Weakness and Resistance), Mr. Mime is not Knocked Out and its remaining HP becomes 10 instead.

PC **Desperate Slap** **20+**

If Mr. Mime has 5 or more damage counters on it, this attack does 20 damage plus 40 more damage.

Illus. Kouki Saitou

Retreat Cost: C

Collector Number: 37/147

Rarity: R

Parasect

LV. 33

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Paras

C **Nutritional Support**

Search your deck for up to 2 {G} Energy cards and attach them to any of your Pokémon in any way you like. Shuffle your deck afterward.

GGC **Hibernation Spore⁴⁰**

The Defending Pokémon is now Asleep. Flip 2 coins instead of 1 between turns. If either of them is tails, the Defending Pokémon is still Asleep.

Illus. Kagamaru Himeno

Weakness: R+20

Retreat Cost: C

Collector Number: 38/147

Rarity: R

Primeape

LV. 45

HP: 90

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Mankey

CC **Top Drop**

Discard the top card from your opponent's deck. If you discarded a Pokémon, this attack does damage equal to the HP of that Pokémon.

FC **Brick Break 40**

This attack's damage isn't affected by Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

Illus. Midori Harada

Weakness: P+20

Retreat Cost: C

Collector Number: 39/147

Rarity: R

Roserade [C]

LV. 58

HP: 90

Pokémon Energy Type: P

Basic Pokémon

[Poké-Body] Natural Cure

When you attach an Energy card from your hand to Roserade [C], remove all Special Conditions from Roserade [C].

PCC **Magical Leaf 40+**

Flip a coin. If heads, this attack does 40 damage plus 20 more damage and remove 2 damage counters from Roserade [C].

Illus. kawayoo

Weakness: P×2

Retreat Cost: CC

Collector Number: 40/147

Rarity: R



Sableye [G]

LV. 58

HP: 70

Pokémon Energy Type: D

Basic Pokémon

-- **Scratch 10**

DC Astonish 20

Choose 1 card from your opponent's hand without looking. Look at that card you chose, then have your opponent shuffle that card into his or her deck.

Illus. Yusuke Ishikawa

Resistance: C-20

Retreat Cost: C

Collector Number: 41/147

Rarity: R

Sandslash

LV. 32

HP: 90

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Sandshrew

[Poké-Power] Bore Down

Once during your turn (before your attack), you may look at the top 5 cards of your deck. Choose as many {F} Energy cards as you like, show them to your opponent, and put them into your hand. Put the other cards back on top of your deck. Shuffle your deck afterward. This power can't be used if Sandslash is affected by a Special Condition.

FCC Needle 40

Flip a coin. If heads, the Defending Pokémon is now Paralyzed and Poisoned.

Illus. Kagemaru Himeno

Weakness: W+20

Resistance: L-20

Retreat Cost: C

Collector Number: 42/147

Rarity: R

Seaking

LV. 43

HP: 90

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Goldeen

C Horn Pierce 90

Flip 2 coins. If either of them is tails, this attack does nothing.

W Endure 30

Flip a coin. If heads, during your opponent's next turn, if Seaking would be Knocked Out by damage from an attack, Seaking is not Knocked Out and its remaining HP becomes 10 instead.

Illus. Suwama Chiaki

Weakness: L+20

Retreat Cost: C

Collector Number: 43/147

Rarity: R





Shedinja

LV. 40

HP: 60

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Nincada

[Poké-Body] Marvel Shell

Prevent all effects of attacks, including damage, done to Shedinja by your opponent's Pokémon that has any Poké-Powers or Poké-Bodies.

C

Spike Wound

Choose 1 of your opponent's Pokémon that has any damage counters on it. This attack does 30 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Mitsuhiro Arita

Weakness: R+20

Retreat Cost: C

Collector Number: 44/147

Rarity: R

Solrock

LV. 41

HP: 80

Pokémon Energy Type: P

Basic Pokémon

[Poké-Power] Sunshine Fate

Once during your turn (before your attack), if you have Lunatone in play, you may look at the top 3 cards of your deck and put them back on top of your deck in any order. This power can't be used if Solrock is affected by a Special Condition.

CC

Luna Turn 30+

If Lunatone is in your discard pile, this attack does 30 damage plus 30 more damage. Then, search your discard pile for Lunatone, show it to your opponent, and shuffle it into your deck.

Illus. Naoyo Kimura

Weakness: G+20

Retreat Cost: C

Collector Number: 45/147

Rarity: R

Spinda

LV. 27

HP: 70

Pokémon Energy Type: C

Basic Pokémon

C

Synchro Removal

If any Energy card attached to Spinda is the same type as any Energy card attached to the Defending Pokémon, discard 1 of those Energy cards from the Defending Pokémon.

C

Pulled Punch 30

If the Defending Pokémon already has any damage counters on it, this attack's base damage is 10 instead of 30.

Illus. Miki Tanaka

Weakness: F+20

Retreat Cost: C

Collector Number: 46/147

Rarity: R



Wailord

LV. 41

HP: 180

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Wailmer

CC **Rest**

Remove all Special Conditions and 4 damage counters from Wailord. Wailord is now Asleep.

WWWCC **Giant Wave** **100**

Wailord can't use Giant Wave during your next turn.

Illus. Midori Harada

Weakness: L×2

Retreat Cost: CCCC

Collector Number: 47/147

Rarity: R

Zapdos

LV. 40

HP: 100

Pokémon Energy Type: L

Basic Pokémon

LCC **Drill Peck** **30**

LLCC **Lightning Wing** **50+**

Flip a coin. If heads, this attack does 50 damage plus 20 more damage.

Illus. Kagemaru Himeno

Weakness: L+30

Resistance: F-20

Retreat Cost: CC

Collector Number: 48/147

Rarity: R

Altaria [C]

LV. 59

HP: 80

Pokémon Energy Type: C

Basic Pokémon

CC **Sing** **20**

The Defending Pokémon is now Asleep.

CC **Sonic Wing** **30**

This attack's damage isn't affected by Resistance.

Illus. kawayoo

Weakness: C×2

Resistance: F-20

Retreat Cost: C

Collector Number: 49/147

Rarity: U



Arcanine

LV. 32

HP: 80

Pokémon Energy Type: R

Stage 1 Pokémon

Evolves from: Growlithe

CC **Overrun 20**

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

RCCC **Combustion 40**

Illus. Atsuko Nishida

Weakness: W+20

Retreat Cost: CCC

Collector Number: 50/147

Rarity: U

Bibarel

LV. 20

HP: 90

Pokémon Energy Type: C

Stage 1 Pokémon

Evolves from: Bidoof

CC **Rolling Tackle 20**

CCC **Tail Rap 30×**

Flip 2 coins. This attack does 30 damage times the number of heads.

Illus. Atsuko Nishida

Weakness: F+20

Retreat Cost: CCC

Collector Number: 51/147

Rarity: U

Breloom

LV. 37

HP: 90

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Shroomish

F **Hover Up 40**

The Retreat Cost for the Defending Pokémon is 0 until the end of your next turn.

CC **Crash Bomber 20+**

If the Defending Pokémon has any Special Energy cards attached to it, this attack does 20 damage plus 40 more damage. Then, discard a Special Energy card attached to the Defending Pokémon.

Illus. Kyoko Umemoto

Weakness: R+20

Retreat Cost: C

Collector Number: 52/147

Rarity: U

Carnivine

LV. 34

HP: 80

Pokémon Energy Type: G

Basic Pokémon

CC **Vine Whip** 20

GGC **Swallow** 30

Flip a coin. If heads, remove from Carnivine the number of damage counters equal to the damage you did to the Defending Pokémon.

Illus. Satoshi Ohta

Weakness: R+20

Resistance: W-20

Retreat Cost: CC

Collector Number: 53/147

Rarity: U

Chatot [G]

LV. 49

HP: 60

Pokémon Energy Type: C

Basic Pokémon

[Poké-Power] Disrupting Spy

Once during your turn, when you put Chatot [G] from your hand onto your Bench, you may look at the top 4 cards of your opponent's deck. Put them back on top of your opponent's deck in any order.

-- **Search and Escape**

Search your deck for a Trainer card, show it to your opponent, and put it into your hand. Put Chatot [G] and all cards attached to it on top of your deck. Shuffle your deck afterward.

Illus. Yusuke Ishikawa

Weakness: L×2

Resistance: F-20

Retreat Cost: C

Collector Number: 54/147

Rarity: U

Cherrim

LV. 29

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Cherubi

-- **Ram** 20

G **Petal Dance** 30×

Flip 3 coins. This attack does 30 damage times the number of heads. Cherrim is now Confused.

Illus. Saya Tsuruta

Weakness: R+20

Resistance: W-20

Retreat Cost: C

Collector Number: 55/147

Rarity: U



Dragonite [FB]

LV. 50

HP: 100

Pokémon Energy Type: C

Basic Pokémon

CCC **Mach Blow** **20**

If the Defending Pokémon is a Pokémon SP, this attack's base damage is 80 instead of 20.

CCCC **Giant Tail** **100**

Flip a coin. If tails, this attack does nothing.

Illus. Shin Nagasawa

Weakness: C×2

Resistance: F-20

Retreat Cost: CCC

Collector Number: 56/147

Rarity: U

Drifblim

LV. 33

HP: 80

Pokémon Energy Type: P

Stage 1 Pokémon

Evolves from: Drifloon

CC **Ram** **20**

CCC **Gust** **40**

Illus. Mitsuhiro Arita

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 57/147

Rarity: U

Floatzel

LV. 27

HP: 70

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Buizel

CC **Razor Fin** **20**

WCC **Jet Screw** **30+**

Flip a coin. If heads, this attack does 30 damage plus 10 more damage.

Illus. Kagemaru Himeno

Weakness: L+20

Retreat Cost: C

Collector Number: 58/147

Rarity: U



Gabite

LV. 36

HP: 80

Pokémon Energy Type: C

Stage 1 Pokémon

Evolves from: Gible

-- **Healing Scale**

Remove 1 damage counter from each of your Pokémon.

CC Sand Tomb 30

The Defending Pokémon can't retreat during your opponent's next turn.

Illus. Tomokazu Komiya

Weakness: C+20

Retreat Cost: C

Collector Number: 59/147

Rarity: U

Garchomp [C]

LV. 62

HP: 80

Pokémon Energy Type: C

Basic Pokémon

CC Claw Swipe 30

CCC Earthquake 50

Does 10 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. kawayoo

Weakness: C×2

Retreat Cost: C

Collector Number: 60/147

Rarity: U

Hippopotas

LV. 29

HP: 70

Pokémon Energy Type: F

Basic Pokémon

CC Double Headbutt 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

FCC Mud Shot 40

Illus. Masakazu Fukuda

Weakness: W+10

Retreat Cost: CC

Collector Number: 61/147

Rarity: U



Ivysaur

LV. 26

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Bulbasaur

[Poké-Power] Evolutionary Pollen

Once during your turn, when you play Ivysaur from your hand to evolve 1 of your Pokémon, you may use this power. Your opponent's Active Pokémon is now Asleep.

GCC **Cut** **50**

Illus. Kanako Eo

Weakness: R+20

Retreat Cost: CC

Collector Number: 62/147

Rarity: U

Lopunny

LV. 34

HP: 80

Pokémon Energy Type: C

Stage 1 Pokémon

Evolves from: Buneary

CC **Ice Beam** **20**

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

CC **Rear Kick** **40**

Illus. Kanako Eo

Weakness: F+20

Retreat Cost: C

Collector Number: 63/147

Rarity: U

Loudred

LV. 35

HP: 80

Pokémon Energy Type: C

Stage 1 Pokémon

Evolves from: Whismur

CC **Smash Kick** **30**

CCC **Stomp Off** **50**

Discard the top card from your opponent's deck.

Illus. Atsuko Nishida

Weakness: F+20

Retreat Cost: CC

Collector Number: 64/147

Rarity: U





Magmar

LV. 28

HP: 70

Pokémon Energy Type: R

Basic Pokémon

C

Smokescreen

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

RC

Fireworks

30

Flip a coin. If tails, discard a {R} Energy attached to Magmar.

Illus. Midori Harada

Weakness: W+20

Retreat Cost: C

Collector Number: 65/147

Rarity: U

Manectric [G]

LV. 58

HP: 80

Pokémon Energy Type: L

Basic Pokémon

--

Energy Absorption

Search your discard pile for up to 2 Energy cards and attach them to Manectric [G].

LC

Thunder Fang

30

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Illus. Ryota Saito

Weakness: F×2

Resistance: M-20

Retreat Cost: C

Collector Number: 66/147

Rarity: U

Marshtomp

LV. 21

HP: 80

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Mudkip

[Poké-Power] Plunge

Once during your turn (before your attack), if Marshtomp is on your Bench, you may flip a coin. If heads, move all Energy cards attached to your Active Pokémon to Marshtomp. If you do, switch Marshtomp with that Active Pokémon.

CCC

Mud Shot

50

Illus. Tomokazu Komiya

Weakness: G+20

Retreat Cost: C

Collector Number: 67/147

Rarity: U





Masquerain

LV. 36

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Surskit

[Poké-Body] Intimidating Pattern

As long as Masquerain is your Active Pokémon, any damage done by an opponent's attack is reduced by 20 (before applying Weakness and Resistance).

G Skim Attack 30

Draw 2 cards.

Illus. Masakazu Fukuda

Weakness: L+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 68/147

Rarity: U

Metang

LV. 28

HP: 80

Pokémon Energy Type: M

Stage 1 Pokémon

Evolves from: Beldum

[Poké-Body] Metallic Lift

If Metang has any {M} Energy attached to it, the Retreat Cost for Metang is 0.

MCC Psychic 40+

Does 40 damage plus 10 more damage for each Energy attached to the Defending Pokémon.

Illus. Kyoko Umemoto

Weakness: R+20

Resistance: P-20

Retreat Cost: CC

Collector Number: 69/147

Rarity: U

Milotic

LV. 49

HP: 90

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Feebas

WC Clearing 20

You may discard 2 cards from your hand. If you do, remove 4 damage counters from 1 of your Pokémon.

WCC Scale Blow 90-

Does 90 damage minus 10 damage for each card in your hand.

Illus. Hajime Kusajima

Weakness: L+20

Retreat Cost: C

Collector Number: 70/147

Rarity: U





Minun

LV. 33

HP: 60

Pokémon Energy Type: L

Basic Pokémon

--

Call for Family

Search your deck for up to 2 Basic {L} Pokémon and put them onto your Bench. Shuffle your deck afterward.

L

Trash Charge 10

Search your discard pile for a {L} Energy card and attach it to 1 of your Pokémon.

Illus. Yuka Morii

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 71/147

Rarity: U

Murkrow

LV. 22

HP: 70

Pokémon Energy Type: D

Basic Pokémon

--

Switcheroo

Move a Pokémon Tool card attached to 1 of your opponent's Pokémon to another of your opponent's Pokémon (excluding Pokémon that already has a Pokémon Tool attached to it). (If an effect of this attack is prevented, this attack does nothing.)

DC

Flap 20

Illus. Yukiko Baba

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 72/147

Rarity: U

Ninjask

LV. 38

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Nincada

C

Circling Dive

This attack does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Switch Ninjask with 1 of your Benched Pokémon.

G

Parallel Drain 30

Remove from 1 of your Pokémon the number of damage counters equal to the damage you did to the Defending Pokémon.

Illus. Kouki Saitou

Weakness: R+20

Resistance: F-20

Retreat Cost: 0

Collector Number: 73/147

Rarity: U





Numel

LV. 21

HP: 70

Pokémon Energy Type: R

Basic Pokémon

C

Draw In

Search your discard pile for up to 2 {R} Energy cards and attach them to Numel.

RCC

Combustion

40

Illus. Kagemaru Himeno

Weakness: W+20

Retreat Cost: CC

Collector Number: 74/147

Rarity: U

Pinsir

LV. 32

HP: 90

Pokémon Energy Type: G

Basic Pokémon

CC

Griphthrow

Flip a coin. If heads, your opponent returns the Defending Pokémon and all cards attached to it to his or her hand.

GCC

Sever 50+

If the Defending Pokémon is a Stage 2 Pokémon, this attack does 50 damage plus 30 more damage.

Illus. Kouki Saitou

Weakness: R+20

Retreat Cost: CC

Collector Number: 75/147

Rarity: U

Plusle

LV. 33

HP: 60

Pokémon Energy Type: L

Basic Pokémon

--

Greedy Draw

If you have the same number of cards or less in your hand as your opponent, draw cards until you have 1 more card than your opponent. (If you have more cards in your hand than your opponent, this attack does nothing.)

L

Hand Charge 10

Attach a {L} Energy card from your hand to 1 of your Pokémon.

Illus. Yuka Morii

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 76/147

Rarity: U



Raichu

LV. 35

HP: 90

Pokémon Energy Type: L

Stage 1 Pokémon

Evolves from: Pikachu

C Quick Attack 10+

Flip a coin. If heads, this attack does 10 damage plus 30 more damage.

LLC Gigashock 60

Does 10 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Takao Unno

Weakness: F+20

Resistance: M-20

Retreat Cost: 0

Collector Number: 77/147

Rarity: U

Raticate [G]

LV. 57

HP: 70

Pokémon Energy Type: C

Basic Pokémon

C Find

Search your discard pile for a Trainer card or a Supporter card, show it to your opponent, and put it into your hand.

C Biting Fang 10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

Illus. Ryota Saito

Weakness: F×2

Retreat Cost: 0

Collector Number: 78/147

Rarity: U

Relicanth

LV. 36

HP: 80

Pokémon Energy Type: F

Basic Pokémon

F Ground Swell

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon for each Pokémon Tool card and Stadium card your opponent has in play. (Don't apply Weakness and Resistance for Benched Pokémon.)

FC Amnesia 30

Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

Illus. Sumiyoshi Kizuki

Weakness: G+20

Retreat Cost: C

Collector Number: 79/147

Rarity: U

Rhydon

LV. 45

HP: 90

Pokémon Energy Type: F

Stage 1 Pokémon

Evolves from: Rhyhorn

F **Fury Attack** **20×**

Flip 3 coins. This attack does 20 damage times the number of heads.

FFC **Rock Tumble** **60**

This attack's damage isn't affected by Resistance.

Illus. Masakazu Fukuda

Weakness: W+20

Resistance: L-20

Retreat Cost: CCC

Collector Number: 80/147

Rarity: U

Roserade

LV. 25

HP: 80

Pokémon Energy Type: G

Stage 1 Pokémon

Evolves from: Roselia

G **Cut** **20**

GCC **Poison Seed** **30**

The Defending Pokémon is now Poisoned.

Illus. Hajime Kusajima

Weakness: R+20

Retreat Cost: CC

Collector Number: 81/147

Rarity: U

Rotom

LV. 40

HP: 70

Pokémon Energy Type: L

Basic Pokémon

L **Discharge** **40×**

Discard all {L} Energy attached to Rotom. Flip a coin for each Energy card you discarded. This attack does 40 damage times the number of heads.

CC **Uproar**

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

Illus. Ken Sugimori

Weakness: D+20

Resistance: C-20

Retreat Cost: C

Collector Number: 82/147

Rarity: U



Skarmory [FB]

LV. 50

HP: 80

Pokémon Energy Type: M

Basic Pokémon

M **Silver Feather** **20**

During your opponent's next turn, when your opponent puts a Basic Pokémon from his or her hand onto his or her Bench, put 2 damage counters on that Pokémon.

CC **Metal Max** **20+**

Discard all {M} Energy attached to Skarmory [FB] . Flip a coin for each Energy card you discarded. This attack does 20 damage plus 40 more damage for each heads.

Illus. Hironobu Yoshida

Weakness: L×2

Resistance: F-20

Retreat Cost: C

Collector Number: 83/147

Rarity: U

Spiritomb [C]

LV. 58

HP: 70

Pokémon Energy Type: P

Basic Pokémon

C **Sharpshooting**

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

PC **Lock Up 20**

The Defending Pokémon can't retreat during your opponent's next turn.

Illus. kawayoo

Resistance: C-20

Retreat Cost: C

Collector Number: 84/147

Rarity: U

Staravia

LV. 16

HP: 70

Pokémon Energy Type: C

Stage 1 Pokémon

Evolves from: Starly

CC **Double Peck** **20×**

Flip 2 coins. This attack does 20 damage times the number of heads.

CCC **Air Crash** **30**

Flip a coin. If heads, discard an Energy attached to the Defending Pokémon.

Illus. Mitsuhiro Arita

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 85/147

Rarity: U



Togekiss [C]

LV. 60

HP: 70

Pokémon Energy Type: C

Basic Pokémon

-- **Collect**

Draw a card.

CC **Reckless Charge 30**

Togekiss [C] does 10 damage to itself.

Illus. kawayoo

Weakness: L×2

Resistance: F-20

Retreat Cost: 0

Collector Number: 86/147

Rarity: U

Wailmer

LV. 10

HP: 80

Pokémon Energy Type: W

Basic Pokémon

WC **Hydro Pump 20+**

Does 20 damage plus 10 more damage for each {W} Energy attached to Wailmer but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

WCC **Take Down 50**

Wailmer does 20 damage to itself.

Illus. Masakazu Fukuda

Weakness: L+20

Retreat Cost: CCC

Collector Number: 87/147

Rarity: U

Yanma

LV. 17

HP: 70

Pokémon Energy Type: G

Basic Pokémon

C **Supersonic**

Flip a coin. If heads, the Defending Pokémon is now Confused.

G **Air Slash20**

Flip a coin. If tails, discard an Energy attached to Yanma.

Illus. Midori Harada

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: 88/147

Rarity: U

Baltoy

LV. 19

HP: 50

Pokémon Energy Type: P

Basic Pokémon

C **Spinning Attack** **10**

CC **Quick Turn** **20×**

Flip 2 coins. This attack does 20 damage times the number of heads.

Illus. Masakazu Fukuda

Weakness: P+10

Retreat Cost: C

Collector Number: 89/147

Rarity: C

Beldum

LV. 10

HP: 50

Pokémon Energy Type: M

Basic Pokémon

C **Pit Search**

Search your deck for a Stadium card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

M **Ram** **10**

Illus. Atsuko Nishida

Weakness: R+10

Resistance: P-20

Retreat Cost: CC

Collector Number: 90/147

Rarity: C

Bidoof

LV. 12

HP: 60

Pokémon Energy Type: C

Basic Pokémon

C **Whimsy Tackle** **20**

Flip a coin. If tails, this attack does nothing.

Illus. Atsuko Nishida

Weakness: F+10

Retreat Cost: CC

Collector Number: 91/147

Rarity: C

Buizel

LV. 7

HP: 50

Pokémon Energy Type: W

Basic Pokémon

C **Tackle** **10**

WC **Wave Splash** **20**

Illus. Kagemaru Himeno

Weakness: L+10

Retreat Cost: C

Collector Number: 92/147

Rarity: C

Bulbasaur

LV. 13

HP: 60

Pokémon Energy Type: G

Basic Pokémon

C **Tackle** **10**

GC **Vine Whip** **20**

Illus. Naoyo Kimura

Weakness: R+10

Retreat Cost: C

Collector Number: 93/147

Rarity: C

Buneary

LV. 9

HP: 50

Pokémon Energy Type: C

Basic Pokémon

C **Bounce**
Switch Buneary with 1 of your Benched Pokémon.

CC **Mini Drain** **20**
Remove 1 damage counter from Buneary.

Illus. Kanako Eo

Weakness: F+10

Retreat Cost: C

Collector Number: 94/147

Rarity: C



Chatot

LV. 28

HP: 60

Pokémon Energy Type: C

Basic Pokémon

C

Call for Family

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

CC

Nosedive 30

Flip a coin. If tails, Chatot does 10 damage to itself.

Illus. Satoshi Ohta

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 95/147

Rarity: C

Cherubi

LV. 10

HP: 50

Pokémon Energy Type: G

Basic Pokémon

--

Growth

Attach a {G} Energy card from your hand to Cherubi.

G

Razor Leaf

10

Illus. Saya Tsuruta

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 96/147

Rarity: C

Chimchar

LV. 11

HP: 50

Pokémon Energy Type: R

Basic Pokémon

R

Chop

10

CC

Jump On

10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

Illus. Masakazu Fukuda

Weakness: W+10

Retreat Cost: C

Collector Number: 97/147

Rarity: C



Chingling

LV. 7

HP: 50

Pokémon Energy Type: P

Basic Pokémon

[Poké-Power] Baby Evolution

Once during your turn (before your attack), you may put Chimecho from your hand onto Chingling (this counts as evolving Chingling) and remove all damage counters from Chingling.

Chime

Search your opponent's discard pile for a Supporter card and use the effect of that card as the effect of this attack. (The Supporter card remains in your opponent's discard pile.)

Illus. Kagemaru Himeno

Weakness: P+10

Retreat Cost: C

Collector Number: 98/147

Rarity: C

Combee

LV. 4

HP: 40

Pokémon Energy Type: G

Basic Pokémon

G

Nap

Remove 2 damage counters from Combee.

CC

Zzzt

20

Illus. Atsuko Nishida

Weakness: R+10

Resistance: F-20

Retreat Cost: C

Collector Number: 99/147

Rarity: C

Corphish

LV. 11

HP: 50

Pokémon Energy Type: W

Basic Pokémon

C

Crabhammer

10

W

Sharp Pincers

10+

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

Illus. Hajime Kusajima

Weakness: L+10

Retreat Cost: C

Collector Number: 100/147

Rarity: C



Croagunk

LV. 10

HP: 60

Pokémon Energy Type: P

Basic Pokémon

C **Hook** **10**

PC **Corkscrew Punch 20**

Illus. Masakazu Fukuda

Weakness: P+10

Retreat Cost: C

Collector Number: 101/147

Rarity: C

Doduo

LV. 12

HP: 50

Pokémon Energy Type: C

Basic Pokémon

C **Take Down** **20**

Doduo does 10 damage to itself.

Illus. Atsuko Nishida

Weakness: L+10

Resistance: F-20

Retreat Cost: 0

Collector Number: 102/147

Rarity: C

Drifloon

LV. 10

HP: 40

Pokémon Energy Type: P

Basic Pokémon

C **Reckless Charge** **20**

Drifloon does 10 damage to itself.

P **Collect**

Draw a card.

Illus. Mitsuhiro Arita

Weakness: D+10

Resistance: C-20

Retreat Cost: C

Collector Number: 103/147

Rarity: C



Feebas

LV. 5

HP: 30

Pokémon Energy Type: W

Basic Pokémon

-- **Surprise Attack 20**
Flip a coin. If tails, this attack does nothing.

W **Count and Draw**
Draw a card for each of your opponent's Pokémon that isn't an Evolved Pokémon.

Illus. Mitsuhiro Arita

Weakness: L+10

Retreat Cost: C

Collector Number: 104/147

Rarity: C

Geodude

LV. 9

HP: 60

Pokémon Energy Type: F

Basic Pokémon

C **Knuckle Punch 10**

FC **Focus Fist 30**
Flip a coin. If tails, this attack does nothing.

Illus. Kouki Saitou

Weakness: W+10

Retreat Cost: CC

Collector Number: 105/147

Rarity: C

Gible

LV. 12

HP: 60

Pokémon Energy Type: C

Basic Pokémon

C **Sand Attack**
If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

C **Bite 10**

Illus. Kanako Eo

Weakness: C+10

Retreat Cost: C

Collector Number: 106/147

Rarity: C

Goldeen

LV. 7

HP: 50

Pokémon Energy Type: W

Basic Pokémon

C **Flail** **10×**

Does 10 damage times the number of damage counters on Goldeen.

W **Fury Attack** **10×**

Flip 3 coins. This attack does 10 damage times the number of heads.

Illus. Kyoko Umemoto

Weakness: L+10

Retreat Cost: C

Collector Number: 107/147

Rarity: C

Growlithe

LV. 15

HP: 60

Pokémon Energy Type: R

Basic Pokémon

C **Smash Kick** **10**

RCC **Fireworks** **30**

Flip a coin. If tails, discard a {R} Energy attached to Growlithe.

Illus. Atsuko Nishida

Weakness: W+10

Retreat Cost: C

Collector Number: 108/147

Rarity: C

Kricketot

LV. 4

HP: 50

Pokémon Energy Type: G

Basic Pokémon

C **Headbutt** **10**

GC **Beat** **20**

Illus. Kouki Saitou

Weakness: R+10

Retreat Cost: C

Collector Number: 109/147

Rarity: C

Magikarp

LV. 9

HP: 30

Pokémon Energy Type: W

Basic Pokémon

C **Flail Around** **10×**

Flip 3 coins. This attack does 10 damage times the number of heads.

Illus. Masakazu Fukuda

Weakness: L+10

Retreat Cost: C

Collector Number: 110/147

Rarity: C

Magnemite

LV. 7

HP: 40

Pokémon Energy Type: L

Basic Pokémon

C **Speed Ball** **10**

CC **Quick Attack** **10+**

Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

Illus. Masakazu Fukuda

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 111/147

Rarity: C

Mankey

LV. 19

HP: 50

Pokémon Energy Type: F

Basic Pokémon

F **Extra Punch** **10+**

If the Defending Pokémon is a Pokémon LV.X, this attack does 10 damage plus 50 more damage.

Illus. Kanako Eo

Weakness: P+10

Retreat Cost: C

Collector Number: 112/147

Rarity: C

Meditite

LV. 22

HP: 60

Pokémon Energy Type: P

Basic Pokémon

C **Psyshot** **10**

PC **Karate Chop** **30-**

Does 30 damage minus 10 damage for each damage counter on Meditite.

Illus. Kagemaru Himeno

Weakness: P+10

Retreat Cost: C

Collector Number: 113/147

Rarity: C



Meowth

LV. 18

HP: 60

Pokémon Energy Type: C

Basic Pokémon

C Scratch 10

CCC Double Kick 20×

Flip 2 coins. This attack does 20 damage times the number of heads.

Illus. Kouki Saitou

Weakness: F+10

Retreat Cost: C

Collector Number: 114/147

Rarity: C

Mime Jr.

LV. 8

HP: 50

Pokémon Energy Type: P

Basic Pokémon

[Poké-Power] Baby Evolution

Once during your turn (before your attack), you may put Mr. Mime from your hand onto Mime Jr. (this counts as evolving Mime Jr.) and remove all damage counters from Mime Jr.

C Encore

Choose 1 of the Defending Pokémon's attacks. That Pokémon can use only that attack during your opponent's next turn.

Illus. Miki Tanaka

Weakness: P+10

Retreat Cost: C

Collector Number: 115/147

Rarity: C

Mudkip

LV. 6

HP: 60

Pokémon Energy Type: W

Basic Pokémon

W Mud Sport 10+

If Mudkip has less Energy attached to it than the Defending Pokémon, this attack does 10 damage plus 10 more damage.

WC Surf 20

Illus. Kouki Saitou

Weakness: G+10

Retreat Cost: C

Collector Number: 116/147

Rarity: C





Nincada

LV. 8

HP: 40

Pokémon Energy Type: G

Basic Pokémon

C

Call for Family

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

C

Dash Attack

Choose 1 of your opponent's Benched Pokémon. This attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Tomokazu Komiya

Weakness: R+10

Retreat Cost: C

Collector Number: 117/147

Rarity: C

Pachirisu

LV. 14

HP: 60

Pokémon Energy Type: L

Basic Pokémon

C

Tail Slap 10

L

Pachi 10+

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

Illus. Kagemaru Himeno

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 118/147

Rarity: C

Paras

LV. 10

HP: 50

Pokémon Energy Type: G

Basic Pokémon

C

Spore

The Defending Pokémon is now Asleep.

G

Stomp 10+

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

Illus. Yukiko Baba

Weakness: R+10

Retreat Cost: C

Collector Number: 119/147

Rarity: C



Pikachu

LV. 11

HP: 50

Pokémon Energy Type: L

Basic Pokémon

C **Gnaw** **10**

LC **Thundershock** **20**

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Illus. Takao Unno

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 120/147

Rarity: C

Piplup

LV. 13

HP: 60

Pokémon Energy Type: W

Basic Pokémon

C **Pound** **10**

WC **Surf** **20**

Illus. Hajime Kusajima

Weakness: L+10

Retreat Cost: C

Collector Number: 121/147

Rarity: C

Rhyhorn

LV. 23

HP: 70

Pokémon Energy Type: F

Basic Pokémon

CC **Stomp** **10+**

Flip a coin. If heads, this attack does 10 damage plus 20 more damage.

FFC **Horn Drill** **50**

Illus. Tomokazu Komiyama

Weakness: W+10

Resistance: L-20

Retreat Cost: CC

Collector Number: 122/147

Rarity: C

Roselia

LV. 17

HP: 60

Pokémon Energy Type: G

Basic Pokémon

C **Vine Slap** **10**

GC **Spit Poison** **10**

Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Illus. Hajime Kusajima

Weakness: R+10

Retreat Cost: C

Collector Number: 123/147

Rarity: C

Sandshrew

LV. 10

HP: 50

Pokémon Energy Type: F

Basic Pokémon

F **Scratch** **20**

Illus. Suwama Chiaki

Weakness: W+10

Resistance: L-20

Retreat Cost: C

Collector Number: 124/147

Rarity: C

Seel

LV. 20

HP: 60

Pokémon Energy Type: W

Basic Pokémon

C **Tail Slap** **10**

WC **Icy Wind** **20**

Flip a coin. If heads, the Defending Pokémon is now Asleep.

Illus. Atsuko Nishida

Weakness: M+10

Retreat Cost: CC

Collector Number: 125/147

Rarity: C

Shinx

LV. 8

HP: 60

Pokémon Energy Type: L

Basic Pokémon

LC **Bite** **20**

Illus. Kouki Saitou

Weakness: F+10

Resistance: M-20

Retreat Cost: C

Collector Number: 126/147

Rarity: C

Shroomish

LV. 11

HP: 60

Pokémon Energy Type: G

Basic Pokémon

C **Stun Spore**

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

CC **Tackle** **20**

Illus. Yuka Morii

Weakness: R+10

Resistance: W-20

Retreat Cost: C

Collector Number: 127/147

Rarity: C

Skorupi

LV. 6

HP: 50

Pokémon Energy Type: P

Basic Pokémon

PC **Poison Sting** **10**

Flip a coin. If heads, the Defending Pokémon is now Poisoned.

PCC **Tail Smash** **40**

Flip a coin. If tails, this attack does nothing.

Illus. Hajime Kusajima

Weakness: P+10

Retreat Cost: CC

Collector Number: 128/147

Rarity: C

Starly

LV. 5

HP: 50

Pokémon Energy Type: C

Basic Pokémon

CC **Peck** **20**

Illus. Mitsuhiro Arita

Weakness: L+10

Resistance: F-20

Retreat Cost: C

Collector Number: 129/147

Rarity: C

Surskit

LV. 9

HP: 50

Pokémon Energy Type: G

Basic Pokémon

C **Quick Attack** **10+**

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

Illus. Miki Tanaka

Weakness: R+10

Retreat Cost: C

Collector Number: 130/147

Rarity: C





Turtwig

LV. 8

HP: 60

Pokémon Energy Type: G

Basic Pokémon

C **Shell Attack** **10**

GCC **Stomp** **20+**

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

Illus. Atsuko Nishida

Weakness: R+10

Resistance: W-20

Retreat Cost: CC

Collector Number: 131/147

Rarity: C

Whismur

LV. 11

HP: 60

Pokémon Energy Type: C

Basic Pokémon

C **Tone-Deaf**

Flip a coin. If heads, the Defending Pokémon is now Confused.

CC **Rollout** **20**

Illus. Yuka Morii

Weakness: F+10

Retreat Cost: C

Collector Number: 132/147

Rarity: C

Zubat

LV. 6

HP: 50

Pokémon Energy Type: P

Basic Pokémon

C **Quick Turn** **10×**

Flip 2 coins. This attack does 10 damage times the number of heads.

Illus. Masakazu Fukuda

Weakness: P+10

Resistance: F-20

Retreat Cost: C

Collector Number: 133/147

Rarity: C

Battle Tower

Stadium

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Whenever any player plays any Pokémon from his or her hand to level up 1 of his or her Pokémon, remove 4 damage counters from that Pokémon.

Illus. Wataru Kawahara

Collector Number: 134/147

Rarity: U





Champion's Room

Stadium

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

The Retreat Cost for each Pokémon SP (both yours and your opponent's) is {C} less.

Illus. Yusuke Ishikawa

Collector Number: 135/147

Rarity: U

Cynthia's Guidance

Supporter

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Look at the top 7 cards of your deck, choose 1 of them, and put it into your hand. Put the other cards back on top of your deck. Shuffle your deck afterward.

Illus. Ken Sugimori

Collector Number: 136/147

Rarity: U

Cyrus's Initiative

Supporter

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Flip 2 coins. If either of them is heads, look at your opponent's hand. For each heads, choose 1 card from your opponent's hand and put it on the bottom of your opponent's deck in any order.

Illus. Ken Sugimori

Collector Number: 137/147

Rarity: U

Night Teleporter

Trainer

Flip a coin. If heads, put all cards in your hand on top of your deck. Then, search your deck for any 1 card and put it into your hand. Shuffle your deck afterward.

Illus. Ryota Saito

Collector Number: 138/147

Rarity: U

Palmer's Contribution

Supporter

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your discard pile for up to 5 in any combination of Pokémon and basic Energy cards, show them to your opponent, and put them on top of your deck. Shuffle your deck afterward.

Illus. Ken Sugimori

Collector Number: 139/147

Rarity: U



VS Seeker

Trainer

Search your discard pile for a Supporter card, show it to your opponent, and put it into your hand.

Illus. Wataru Kawahara

Collector Number: 140/147

Rarity: U

Absol [G]

LV. X

HP: 100

Pokémon Energy Type: D

Level-Up Pokémon

[Poké-Power] Darkness Send

Once during your turn (before your attack), when you put Absol [G] LV. X from your hand onto your Active Absol [G], you may flip 3 coins. For each heads, put the top card from your opponent's deck in the Lost Zone.

DC Darkness Slugger 30+

You may discard a card from your hand. If you do, this attack does 30 damage plus 30 more damage.

[Level-Up Rule]

Put this card onto your Active Absol [G]. Absol [G] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Yusuke Ishikawa

Weakness: F×2

Resistance: P-20

Retreat Cost: C

Collector Number: 141/147

Rarity: LV.X

Blaziken [FB]

LV. X

HP: 110

Pokémon Energy Type: R

Level-Up Pokémon

[Poké-Body] Burning Spirit

Any damage done by attacks to a Burned Pokémon (both yours and your opponent's) is increased by 40 (after applying Weakness and Resistance). You or your opponent can't add more than 40 damage in this way.

RC Jet Shoot80

During your opponent's next turn, any damage done to Blaziken [FB] by attacks is increased by 40 (after applying Weakness and Resistance).

[Level-Up Rule]

Put this card onto your Active Blaziken [FB]. Blaziken [FB] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

Weakness: W×2

Retreat Cost: C

Collector Number: 142/147

Rarity: LV.X



Charizard [G]

LV. X

HP: 120

Pokémon Energy Type: R

Level-Up Pokémon

[Poké-Power] Call for Power

As often as you like during your turn (before your attack), you may move an Energy attached to 1 of your Pokémon to Charizard [G]. This power can't be used if Charizard [G] is affected by a Special Condition.

RRCCC Malevolent Fire 150

Flip a coin. If tails, discard all Energy attached to Charizard [G].

[Level-Up Rule]

Put this card onto your Active Charizard [G]. Charizard [G] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Wataru Kawahara

Weakness: W×2

Resistance: F-20

Retreat Cost: CCC

Collector Number: 143/147

Rarity: LV.X

Electivire [FB]

LV. X

HP: 120

Pokémon Energy Type: L

Level-Up Pokémon

[Poké-Power] Energy Recycle

Once during your turn (before your attack), you may search your discard pile for up to 3 Energy cards and attach them to your Pokémon in any way you like. If you do, your turn ends. This power can't be used if Electivire [FB] is affected by a Special Condition.

LCC Powerful Spark 30+

Does 30 damage plus 10 more damage for each Energy attached to all of your Pokémon.

[Level-Up Rule]

Put this card onto your Active Electivire [FB]. Electivire [FB] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

Weakness: F×2

Resistance: M-20

Retreat Cost: CCC

Collector Number: 144/147

Rarity: LV.X





Garchomp [C]

LV. X

HP: 110

Pokémon Energy Type: C

Level-Up Pokémon

[Poké-Power] Healing Breath

Once during your turn (before your attack), when you put Garchomp [C] LV. X from your hand onto your Active Garchomp [C], you may remove all damage counters from each of your Pokémon SP.

CCC

Dragon Rush

Discard 2 Energy attached to Garchomp [C]. Choose 1 of your opponent's Pokémon. This attack does 80 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Garchomp [C] can't use Dragon Rush during your next turn.

[Level-Up Rule]

Put this card onto your Active Garchomp [C]. Garchomp [C] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Shizurow

Weakness: C×2

Retreat Cost: 0

Collector Number: 145/147

Rarity: LV.X

Rayquaza [C]

LV. X

HP: 120

Pokémon Energy Type: C

Level-Up Pokémon

[Poké-Body] Dragon Spirit

If Rayquaza [C] is your Active Pokémon and is damaged but not Knocked Out by an opponent's attack, search your discard pile for an Energy card and attach it to Rayquaza [C].

WPFC

Final Blowup 200

Discard all Energy attached to Rayquaza [C]. Ignore this effect if you have no cards in your hand.

[Level-Up Rule]

Put this card onto your Active Rayquaza [C]. Rayquaza [C] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Shizurow

Weakness: C×2

Resistance: F-20

Retreat Cost: CCC

Collector Number: 146/147

Rarity: LV.X





Staraptor [FB]

LV. X

HP: 100

Pokémon Energy Type: C

Level-Up Pokémon

[Poké-Power] Fast Call

Once during your turn (before your attack), you may search your deck for a Supporter card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. This power can't be used if Staraptor [FB] is affected by a Special Condition.

CCC Defog 40

Before doing damage, you may discard a Stadium card in play. If you do, this attack's base damage is 70 instead of 40.

[Level-Up Rule]

Put this card onto your Active Staraptor [FB]. Staraptor [FB] LV. X can use any attack, Poké-Power, or Poké-Body from its previous Level.

Illus. Ryo Ueda

Weakness: L×2

Resistance: F-20

Retreat Cost: 0

Collector Number: 147/147

Rarity: LV.X

Articuno

LV. 34

HP: 70

Pokémon Energy Type: W

Basic Pokémon

WWW Diamond Dust 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed and this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Toshinao Aoki

Resistance: F-30

Retreat Cost: C

Collector Number: 148/147

Rarity: H

Moltres

LV. 33

HP: 70

Pokémon Energy Type: R

Basic Pokémon

RRR Hyper Flame 60

Flip a coin. If heads, discard a {R} Energy attached to Moltres. If tails, discard all Energy attached to Moltres.

Illus. Toshinao Aoki

Resistance: F-30

Retreat Cost: C

Collector Number: 149/147

Rarity: H



Zapdos

LV. 30

HP: 70

Pokémon Energy Type: L

Basic Pokémon

LLL Lightning Burn 30

Flip a coin. If heads, this attack does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) If tails, Zapdos does 30 damage to itself.

Illus. Toshinao Aoki

Resistance: F-30

Retreat Cost: C

Collector Number: 150/147

Rarity: H

Milotic

LV. 52

HP: 80

Pokémon Energy Type: W

Stage 1 Pokémon

Evolves from: Feebas

[Poké-Body] Aqua Mirage

If you have no cards in your hand, prevent all damage done to Milotic by attacks from your opponent's Pokémon.

WWC Dwindling Wave 80-

Does 80 damage minus 10 damage for each damage counter on Milotic.

Illus. Hajime Kusajima

Weakness: L+20

Retreat Cost: C

Collector Number: SH7

Rarity: H

Relicanth

LV. 39

HP: 80

Pokémon Energy Type: F

Basic Pokémon

FC Deep Sea Pressure 20

During your opponent's next turn, the Defending Pokémon's Retreat Cost is {C}{C} more.

FCC Aqua Wave 40+

Flip 2 coins. This attack does 40 damage plus 10 more damage for each heads.

Illus. Sumiyoshi Kizuki

Weakness: G+20

Retreat Cost: C

Collector Number: SH8

Rarity: H





Yanma

LV. 22

HP: 70

Pokémon Energy Type: G

Basic Pokémon

C **Sonicboom** **10**

This attack's damage isn't affected by Weakness or Resistance.

GCC **Baton Pass** **30**

You may switch Yanma with 1 of your Benched Pokémon. If you do, move as many Energy cards attached to Yanma as you like to the new Active Pokémon.

Illus. Midori Harada

Weakness: L+20

Resistance: F-20

Retreat Cost: C

Collector Number: SH9

Rarity: H