

BLACK & WHITE

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

RU: rare Ultra

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

Snivy

HP: 60

Pokémon Energy Type: {G}

Basic Pokémon

{G} **Tackle** 10

{G}{C} **Vine Whip** 20

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 1/114

Rarity: C

Snivy

HP: 60

Pokémon Energy Type: {G}

Basic Pokémon

{G}{C} **Leaf Blade** 10+

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

Illus. 5ban Graphics

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 2/114

Rarity: C

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Servine

HP: 80

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Snivy

{C} **Wrap** 20

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

{G}{C} **Tackle** 30

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 3/114

Rarity: U

Servine

HP: 80

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Snivy

{G}{C} **Wring Out** 30

Flip a coin. If heads, the Defending Pokémon is now Paralyzed and discard an Energy attached to the Defending Pokémon.

Illus. 5ban Graphics

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 4/114

Rarity: U

Serperior

HP: 130

Pokémon Energy Type: {G}

Stage 2 Pokémon

Evolves from: Servine

{C}{C} **Vine Whip** 40

{G}{G} **Leaf Storm** 60

Heal 20 damage from each of your {G} Pokémon.

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: 0

Collector Number: 5/114

Rarity: H

BLACK & WHITE

Serperior

HP: 130

Pokémon Energy Type: {G}

Stage 2 Pokémon

Evolves from: Servine

[Ability] **Royal Heal**

At any time between turns, heal 10 damage from each of your Pokémon.

{G}{C} **Leaf Tornado** 60

Move as many {G} Energy attached to your Pokémon to your other Pokémon in any way you like.

Illus. 5ban Graphics

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 6/114

Rarity: H

Pansage

HP: 60

Pokémon Energy Type: {G}

Basic Pokémon

{C} **Scratch** 10

{G}{C}{C} **Vine Whip** 30

Illus. sui

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 7/114

Rarity: C

Simisage

HP: 90

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Pansage

{G} **Seed Bomb** 30

{C}{C}{C} **Fury Swipes** 40×

Flip 3 coins. This attack does 40 damage times the number of heads.

Illus. Masakazu Fukuda

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 8/114

Rarity: U

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Petilil

HP: 50

Pokémon Energy Type: {G}

Basic Pokémon

{G} **Magical Leaf** 10+

Flip a coin. If heads, this attack does 10 more damage and heal 10 damage from this Pokémon.

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 9/114

Rarity: C

Lilligant

HP: 80

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Petilil

{G} **Petal Dance** 30×

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

{G}{C} **Leaf Storm** 30

Heal 20 damage from each of your {G} Pokémon.

Illus. Atsuko Nishida

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 10/114

Rarity: R

Maractus

HP: 80

Pokémon Energy Type: {G}

Basic Pokémon

{G} **Mega Drain** 20

Heal 20 damage from this Pokémon.

{G}{G}{C} **Pin Missile** 20×

Flip 4 coins. This attack does 20 damage times the number of heads.

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 11/114

Rarity: U

BLACK & WHITE

Maractus

HP: 90

Pokémon Energy Type: {G}

Basic Pokémon

{G} **Constant Rattle**

Flip 3 coins. If 1 of them is heads, this attack does 10 damage. If 2 of them are heads, this attack does 30 damage. If all of them are heads, this attack does 60 damage.

{G}{G}{G} **Giga Drain** 50

Heal from this Pokémon the same amount of damage you did to the Defending Pokémon.

Illus. Kouki Saitou

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 12/114

Rarity: R

Deerling

HP: 60

Pokémon Energy Type: {G}

Basic Pokémon

{C} **Double Kick** 10×

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

{G}{C} **Leech Seed** 20

Heal 10 damage from this Pokémon.

Illus. Atsuko Nishida

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 13/114

Rarity: C

Sawsbuck

HP: 90

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Deerling

{C} **Nature Power** 20+

Does 10 more damage for each {G} Energy attached to both your and your opponent's Pokémon.

{G}{C}{C} **Horn Leech** 60

Heal 20 damage from this Pokémon.

Illus. Naoyo Kimura

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 14/114

Rarity: R

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Tepig

HP: 60

Pokémon Energy Type: {R}

Basic Pokémon

{R} **Tackle** 10

{R}{C} **Rollout** 20

Illus. Kouki Saitou

Weakness: {W}×2

Retreat Cost: C

Collector Number: 15/114

Rarity: C

Tepig

HP: 70

Pokémon Energy Type: {R}

Basic Pokémon

{R}{C} **Take Down** 30

This Pokémon does 10 damage to itself.

Illus. 5ban Graphics

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 16/114

Rarity: C

Pignite

HP: 100

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Tepig

{C} **Flame Charge**

Search your deck for a {R} Energy card and attach it to this Pokémon. Shuffle your deck afterward.

{R}{R}{C} **Heat Crash** 50

Illus. Kouki Saitou

Weakness: {W}×2

Retreat Cost: CCC

Collector Number: 17/114

Rarity: U

BLACK & WHITE

Pignite

HP: 100

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Tepig

{C}{C} **Rollout** 20

{R}{R}{C} **Flamethrower** 70

Discard an Energy attached to this Pokémon.

Illus. 5ban Graphics

Weakness: {W}×2

Retreat Cost: CCC

Collector Number: 18/114

Rarity: U

Emboar

HP: 150

Pokémon Energy Type: {R}

Stage 2 Pokémon

Evolves from: Pignite

{R}{C}{C} **Heat Crash** 50

{R}{R}{C}{C} **Flare Blitz** 150

Discard all {R} Energy attached to this Pokémon.

Illus. Kouki Saitou

Weakness: {W}×2

Retreat Cost: CCCC

Collector Number: 19/114

Rarity: H

Emboar

HP: 150

Pokémon Energy Type: {R}

Stage 2 Pokémon

Evolves from: Pignite

[Ability] **Inferno Fandango**

As often as you like during your turn (before your attack), you may attach a {R} Energy card from your hand to 1 of your Pokémon.

{R}{R}{C}{C} **Heat Crash** 80

Illus. 5ban Graphics

Weakness: {W}×2

Retreat Cost: CCCC

Collector Number: 20/114

Rarity: H

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Pansear

HP: 60

Pokémon Energy Type: {R}

Basic Pokémon

{C} **Scratch** 10

{R}{C}{C} **Live Coal** 30

Illus. match

Weakness: {W}×2

Retreat Cost: C

Collector Number: 21/114

Rarity: C

Simisear

HP: 90

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Pansear

{R} **Flame Burst** 20

Does 20 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

{C}{C}{C} **Fury Swipes** 40×

Flip 3 coins. This attack does 40 damage times the number of heads.

Illus. Shin Nagasawa

Weakness: {W}×2

Retreat Cost: C

Collector Number: 22/114

Rarity: U

Darumaka

HP: 70

Pokémon Energy Type: {R}

Basic Pokémon

{R} **Firebreathing** 10+

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

Illus. Kouki Saitou

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 23/114

Rarity: C

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Darumaka

HP: 70

Pokémon Energy Type: {R}

Basic Pokémon

{R} **Singe**

The Defending Pokémon is now Burned.

{C}{C} **Rollout 20**

Illus. Masakazu Fukuda

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 24/114

Rarity: U

Darmanitan

HP: 120

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Darumaka

{R}{C} **Fire Fang 20**

The Defending Pokémon is now Burned.

{R}{C}{C} **Thrash 70+**

Flip a coin. If heads, this attack does 20 more damage. If tails, this Pokémon does 20 damage to itself.

Illus. Naoki Saito

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 25/114

Rarity: R

Reshiram

HP: 130

Pokémon Energy Type: {R}

Basic Pokémon

{C}{C} **Outrage 20+**

Does 10 more damage for each damage counter on this Pokémon.

{R}{R}{C} **Blue Flare 120**

Discard 2 {R} Energy attached to this Pokémon.

Illus. 5ban Graphics

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 26/114

Rarity: H

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Oshawott

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{W} **Tackle** 10

{W}{C} **Water Gun** 20

Illus. Masakazu Fukuda

Weakness: {L}×2

Retreat Cost: C

Collector Number: 27/114

Rarity: C

Oshawott

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{W}{C} **Razor Shell** 20+

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

Illus. 5ban Graphics

Weakness: {L}×2

Retreat Cost: C

Collector Number: 28/114

Rarity: C

Dewott

HP: 90

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Oshawott

{C}{C} **Water Gun** 30

{W}{W}{C} **Razor Shell** 40+

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

Illus. Masakazu Fukuda

Weakness: {L}×2

Retreat Cost: C

Collector Number: 29/114

Rarity: U

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Dewott

HP: 80

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Oshawott

{C}{C} **Aqua Tail** 30+

Flip a coin for each {W} Energy attached to this Pokémon. This attack does 10 more damage for each heads.

Illus. 5ban Graphics

Weakness: {L}×2

Retreat Cost: C

Collector Number: 30/114

Rarity: U

Samurott

HP: 140

Pokémon Energy Type: {W}

Stage 2 Pokémon

Evolves from: Dewott

{C}{C} **Pike** 30

Does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

{W}{W}{C} **Surf** 80

Illus. Masakazu Fukuda

Weakness: {L}×2

Retreat Cost: CC

Collector Number: 31/114

Rarity: H

Samurott

HP: 140

Pokémon Energy Type: {W}

Stage 2 Pokémon

Evolves from: Dewott

[Ability] **Shell Armor**

Any damage done to this Pokémon by attacks is reduced by 20 (after applying Weakness and Resistance).

{C}{C}{C} **Hydro Pump** 70+

Does 10 more damage for each {W} Energy attached to this Pokémon.

Illus. 5ban Graphics

Weakness: {L}×2

Retreat Cost: CC

Collector Number: 32/114

Rarity: H

BLACK & WHITE

Panpour

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{C} **Scratch** 10

{W}{C}{C} **Water Gun** 30

Illus. Atsuko Nishida

Weakness: {L}×2

Retreat Cost: C

Collector Number: 33/114

Rarity: C

Simipour

HP: 90

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Panpour

{W} **Scald** 20

The Defending Pokémon is now Burned.

{C}{C}{C} **Fury Swipes** 40×

Flip 3 coins. This attack does 40 damage times the number of heads.

Illus. Kagemaru Himeno

Weakness: {L}×2

Retreat Cost: C

Collector Number: 34/114

Rarity: U

Basculin

HP: 70

Pokémon Energy Type: {W}

Basic Pokémon

{W}{W} **Crunch** 30

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

Illus. Naoyo Kimura

Weakness: {L}×2

Retreat Cost: C

Collector Number: 35/114

Rarity: U

Ducklett

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{W} **Water Gun** 10

Illus. Kagemaru Himeno

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 36/114

Rarity: C

BLACK & WHITE

Swanna

HP: 90

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Ducklett

{C} **Feather Dance**

During your next turn, each of this Pokémon's attacks does 40 more damage (before applying Weakness and Resistance).

{W}{C} **Aqua Ring** 40

Switch this Pokémon with 1 of your Benched Pokémon.

Illus. Naoyo Kimura

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 37/114

Rarity: R

Alomomola

HP: 100

Pokémon Energy Type: {W}

Basic Pokémon

{C}{C} **Pound** 20

{W}{W}{C}{C} **Wave Splash** 60

Illus. sui

Weakness: {L}×2

Retreat Cost: CC

Collector Number: 38/114

Rarity: U

Alomomola

HP: 100

Pokémon Energy Type: {W}

Basic Pokémon

{W}{C} **Water Pulse** 20

The Defending Pokémon is now Asleep.

{C}{C}{C} **Hydro Pump** 40+

Does 10 more damage for each {W} Energy attached to this Pokémon.

Illus. Naoyo Kimura

Weakness: {L}×2

Retreat Cost: CCC

Collector Number: 39/114

Rarity: R

BLACK & WHITE

Blitzle

HP: 60

Pokémon Energy Type: {L}

Basic Pokémon

{L}{C} **Rear Kick** 20

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: C

Collector Number: 40/114

Rarity: C

Blitzle

HP: 60

Pokémon Energy Type: {L}

Basic Pokémon

{C} **Stomp** 10+

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

Illus. Kagemaru Himeno

Weakness: {F}×2

Retreat Cost: C

Collector Number: 41/114

Rarity: C

Zebstrika

HP: 90

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Blitzle

{C}{C} **Stomp** 20+

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

{L}{L}{C} **Wild Charge** 70

This Pokémon does 10 damage to itself.

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: C

Collector Number: 42/114

Rarity: U

Zebstrika

HP: 90

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Blitzle

{C} **Rear Kick** 30

{L}{L}{L} **Electrispark** 70

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

Illus. Masakazu Fukuda

Weakness: {F}×2

Retreat Cost: C

Collector Number: 43/114

Rarity: R

BLACK & WHITE

Joltik

HP: 40

Pokémon Energy Type: {L}

Basic Pokémon

{L} **Stun Needle** 10

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

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: C

Collector Number: 44/114

Rarity: C

Joltik

HP: 30

Pokémon Energy Type: {L}

Basic Pokémon

{C} **Leech Life** 10

Heal from this Pokémon the same amount of damage you did to the Defending Pokémon.

Illus. Masakazu Fukuda

Weakness: {F}×2

Retreat Cost: C

Collector Number: 45/114

Rarity: C

Galvantula

HP: 80

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Joltik

{L} **Electroweb** 20

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

{C}{C} **Leech Life** 40

Heal from this Pokémon the same amount of damage you did to the Defending Pokémon.

Illus. Mitsuhiro Arita

Weakness: {F}×2

Retreat Cost: C

Collector Number: 46/114

Rarity: R

Zekrom

HP: 130

Pokémon Energy Type: {L}

Basic Pokémon

{C}{C} **Outrage** 20+

Does 10 more damage for each damage counter on this Pokémon.

{L}{L}{C} **Bolt Strike** 120

This Pokémon does 40 damage to itself.

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Weakness: {F}×2

Retreat Cost: CC

Collector Number: 47/114

Rarity: H

BLACK & WHITE

Munna

HP: 70

Pokémon Energy Type: {P}

Basic Pokémon

{C} **Hypnosis**

The Defending Pokémon is now Asleep.

{P}{P} **Dream Eater** **60**

If the Defending Pokémon is not Asleep, this attack does nothing.

Illus. Atsuko Nishida

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 48/114

Rarity: U

Musharna

HP: 90

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Munna

{P} **Hypnotic Ray** **20**

The Defending Pokémon is now Asleep.

{P}{P} **Dream Eater** **90**

If the Defending Pokémon is not Asleep, this attack does nothing.

Illus. Masakazu Fukuda

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 49/114

Rarity: R

Woobat

HP: 50

Pokémon Energy Type: {P}

Basic Pokémon

{C} **Gust** **10**

Illus. MAHOU

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 50/114

Rarity: C

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Swoobat

HP: 80

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Woobat

{C} **Attract**

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

{P}{C} **Heart Stamp** 40

Illus. Kouki Saitou

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 51/114

Rarity: U

Venipede

HP: 70

Pokémon Energy Type: {P}

Basic Pokémon

{P} **Ram** 10

{C}{C}{C} **Rollout** 30

Illus. Masakazu Fukuda

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 52/114

Rarity: C

Whirlipede

HP: 90

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Venipede

{P}{C} **Poison Sting** 20

The Defending Pokémon is now Poisoned.

{P}{C}{C} **Rollout** 50

Illus. Masakazu Fukuda

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 53/114

Rarity: U

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Scolipede

HP: 150

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Whirlipede

{C}{C}{C} **Steamroller** 60

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

{P}{P}{C}{C} **Poison Claws** 80

The Defending Pokémon is now Poisoned.

Illus. Masakazu Fukuda

Weakness: {P}×2

Retreat Cost: CCC

Collector Number: 54/114

Rarity: R

Solosis

HP: 30

Pokémon Energy Type: {P}

Basic Pokémon

{P} **Cell Culture**

Search your deck for Solosis and put it onto your Bench. Shuffle your deck afterward.

{P}{C} **Rollout** 20

Illus. MAHOU

Weakness: {P}×2

Retreat Cost: C

Collector Number: 55/114

Rarity: C

Duosion

HP: 60

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Solosis

{C} **Recover**

Discard an Energy attached to this Pokémon and heal all damage from this Pokémon.

{P}{C} **Rollout** 30

Illus. Shin Nagasawa

Weakness: {P}×2

Retreat Cost: C

Collector Number: 56/114

Rarity: U

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Reuniclus

HP: 90

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Duosion

[Ability] **Damage Swap**

As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Pokémon to another of your Pokémon.

{P}{P}{P} **Psywave 30+**

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

Illus. 5ban Graphics

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 57/114

Rarity: H

Timburr

HP: 60

Pokémon Energy Type: {F}

Basic Pokémon

{F}{F} **Pound 30**

Illus. match

Weakness: {P}×2

Retreat Cost: C

Collector Number: 58/114

Rarity: C

Timburr

HP: 70

Pokémon Energy Type: {F}

Basic Pokémon

{C} **Low Kick 10**

{F}{C} **Pound 20**

Illus. Masakazu Fukuda

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 59/114

Rarity: C

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Gurdurr

HP: 80

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Timburr

{C} **Bulk Up 20**

During your next turn, each of this Pokémon's attacks does 20 more damage (before applying Weakness and Resistance).

{F}{F}{C} **Pound 60**

Illus. Naoki Saito

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 60/114

Rarity: U

Throh

HP: 100

Pokémon Energy Type: {F}

Basic Pokémon

{F}{C} **Circle Throw 30**

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

{F}{F}{C} **Storm Throw 80**

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

Illus. Mitsuhiro Arita

Weakness: {P}×2

Retreat Cost: CCC

Collector Number: 61/114

Rarity: R

Sawk

HP: 90

Pokémon Energy Type: {F}

Basic Pokémon

{F} **Low Sweep 20**

{F}{F} **Beatdown 40**

Illus. Naoki Saito

Weakness: {P}×2

Retreat Cost: C

Collector Number: 62/114

Rarity: R

BLACK & WHITE

Sandile

HP: 70

Pokémon Energy Type: {F}

Basic Pokémon

{F} **Sand Tomb** 10

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

{F}{C}{C} **Bite** 30

Illus. Naoyo Kimura

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: CC

Collector Number: 63/114

Rarity: C

Krokorok

HP: 90

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Sandile

{C} **Torment 10**

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

{F}{C}{C} **Bite** 50

Illus. Kouki Saitou

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: CC

Collector Number: 64/114

Rarity: U

Krookodile

HP: 140

Pokémon Energy Type: {F}

Stage 2 Pokémon

Evolves from: Krokorok

{C}{C} **Torment 30**

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

{F}{F}{C}{C} **Krookoroll** 60+

If the Defending Pokémon already has any damage counters on it, this attack does 40 more damage.

Illus. Masakazu Fukuda

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: CCC

Collector Number: 65/114

Rarity: H

BLACK & WHITE

Purrloin

HP: 60

Pokémon Energy Type: {D}

Basic Pokémon

{C} **Scratch** 10

{C}{C} **Slash** 20

Illus. Kagemaru Himeno

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 66/114

Rarity: C

Liepard

HP: 80

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Purrloin

{C} **Taunt**

Switch the Defending Pokémon with 1 of your opponent's Benched Pokémon.

{C}{C} **Sucker Punch** 30+

If this Pokémon has any {D} Energy attached to it, this attack does 30 more damage.

Illus. Mitsuhiro Arita

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 67/114

Rarity: R

Scraggy

HP: 60

Pokémon Energy Type: {D}

Basic Pokémon

{C} **Headbutt** 10

Illus. Masakazu Fukuda

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 68/114

Rarity: C

BLACK & WHITE

Scrafty

HP: 90

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Scraggy

{D} **Spit Acid** 20

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

{D}{D}{C} **High Jump Kick** 70

Illus. Shin Nagasawa

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 69/114

Rarity: R

Zorua

HP: 60

Pokémon Energy Type: {D}

Basic Pokémon

{C}{C} **Lunge** 30

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

Illus. Kouki Saitou

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 70/114

Rarity: C

Zoroark

HP: 100

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Zorua

{D} **Nasty Plot**

Search your deck for a card and put it into your hand. Shuffle your deck afterward.

{C}{C} **Foul Play**

Choose 1 of the Defending Pokémon's attacks and use it as this attack.

Illus. Naoki Saito

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 71/114

Rarity: H

BLACK & WHITE

Vullaby

HP: 60

Pokémon Energy Type: {D}

Basic Pokémon

{D} **Surprise Attack** 20

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

Illus. Kagemaru Himeno

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 72/114

Rarity: U

Mandibuzz

HP: 90

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Vullaby

{D} **Blindside**

Does 50 damage to 1 of your opponent's Pokémon that has any damage counters on it. (Don't apply Weakness and Resistance for Benched Pokémon.)

{D}{C}{C} **Punishment** 40+

If the Defending Pokémon is a Stage 2 Pokémon, this attack does 60 more damage.

Illus. Kouki Saitou

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 73/114

Rarity: R

Klink

HP: 60

Pokémon Energy Type: {M}

Basic Pokémon

{M} **Bind** 10

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

Illus. Masakazu Fukuda

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 74/114

Rarity: C

BLACK & WHITE

Klang

HP: 80

Pokémon Energy Type: {M}

Stage 1 Pokémon

Evolves from: Klink

{M} **Bind** 10

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

{M}{C}{C} **Gear Grind** 60×

Flip 2 coins. This attack does 60 damage times the number of heads.

Illus. Naoki Saito

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 75/114

Rarity: U

Klinklang

HP: 140

Pokémon Energy Type: {M}

Stage 2 Pokémon

Evolves from: Klang

[Ability] **Shift Gear**

As often as you would like during your turn (before your attack), you may move a {M} Energy attached to 1 of your Pokémon to another of your Pokémon.

{M}{C}{C} **Gear Grind** 80×

Flip 2 coins. This attack does 80 damage times the number of heads.

Illus. 5ban Graphics

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 76/114

Rarity: H

Patrat

HP: 50

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Tackle** 10

{C}{C} **Bite** 20

Illus. Kagamaru Himeno

Weakness: {F}×2

Retreat Cost: C

Collector Number: 77/114

Rarity: C

BLACK & WHITE

Patrat

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Hyper Fang** 30

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

Illus. Masakazu Fukuda

Weakness: {F}×2

Retreat Cost: C

Collector Number: 78/114

Rarity: C

Watchog

HP: 90

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Patrat

{C}{C} **Confuse Ray**

The Defending Pokémon is now Confused.

{C}{C} **Hyper Fang** 60

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

Illus. match

Weakness: {F}×2

Retreat Cost: C

Collector Number: 79/114

Rarity: U

Lillipup

HP: 50

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Pickup**

Put an Item card from your discard pile into your hand.

{C} **Bite** 10

Illus. Masakazu Fukuda

Weakness: {F}×2

Retreat Cost: C

Collector Number: 80/114

Rarity: C

Lillipup

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Collect**

Draw a card.

{C}{C} **Tackle** 20

Illus. sui

Weakness: {F}×2

Retreat Cost: C

Collector Number: 81/114

Rarity: C

BLACK & WHITE

Herdier

HP: 80

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Lillipup

{C}{C} **Collect**

Draw 3 cards.

{C}{C}{C} **Bite** 50

Illus. Midori Harada

Weakness: {F}×2

Retreat Cost: C

Collector Number: 82/114

Rarity: U

Stoutland

HP: 140

Pokémon Energy Type: {C}

Stage 2 Pokémon

Evolves from: Herdier

{C}{C} **Odor Sleuth**

Flip 3 coins. For each heads, put a card from your discard pile into your hand.

{C}{C}{C}{C} **Giga Impact** 90

This Pokémon can't attack during your next turn.

Illus. match

Weakness: {F}×2

Retreat Cost: CCC

Collector Number: 83/114

Rarity: R

Pidove

HP: 50

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Quick Attack** 10+

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

Illus. Masakazu Fukuda

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 84/114

Rarity: C

BLACK & WHITE

Tranquill

HP: 70

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Pidove

{C} **Gust** 20

{C}{C} **Quick Attack** 20+

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

Illus. Kouki Saitou

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 85/114

Rarity: U

Unfezant

HP: 120

Pokémon Energy Type: {C}

Stage 2 Pokémon

Evolves from: Tranquill

{C}{C} **Fly** 50

Flip a coin. If tails, this attack does nothing. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

{C}{C}{C} **Cutting Wind** 70

Illus. Kagamaru Himeno

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 86/114

Rarity: R

Audino

HP: 80

Pokémon Energy Type: {C}

Basic Pokémon

{C}{C} **Doubleslap** 30×

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

Illus. MAHOU

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 87/114

Rarity: U

BLACK & WHITE

Mincino

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Tail Slap 10×**

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

Illus. sui

Weakness: {F}×2

Retreat Cost: C

Collector Number: 88/114

Rarity: C

Cinccino

HP: 90

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Mincino

{C} **Tail Slap 20×**

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

{C}{C} **Do the Wave 20×**

Does 20 damage times the number of your Benched Pokémon.

Illus. Kagemaru Himeno

Weakness: {F}×2

Retreat Cost: C

Collector Number: 89/114

Rarity: R

Bouffalant

HP: 90

Pokémon Energy Type: {C}

Basic Pokémon

{C}{C} **Horn Attack 20**

{C}{C}{C} **Double Stomp 30+**

Flip 2 coins. This attack does 20 more damage for each heads.

Illus. Naoki Saito

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 90/114

Rarity: U

BLACK & WHITE

Bouffalant

HP: 100

Pokémon Energy Type: {C}

Basic Pokémon

{C}{C}

Revenge 20+

If any of your Pokémon were Knocked Out by damage from an opponent's attack during his or her last turn, this attack does 70 more damage.

{C}{C}{C}{C}

Head Charge 80

Flip a coin. If tails, this Pokémon does 20 damage to itself.

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 91/114

Rarity: R

Energy Recovery

Item

Put 2 basic Energy cards from your discard pile into your hand.

Illus. Kent Kanetsuna

Collector Number: 92/114

Rarity: U

Energy Search

Item

Search your deck for a basic Energy card, reveal it, and put it into your hand. Shuffle your deck afterward.

Illus. Ryo Ueda

Collector Number: 93/114

Rarity: C

Energy Switch

Item

Move a basic Energy from 1 of your Pokémon to another of your Pokémon.

Illus. Kent Kanetsuna

Collector Number: 94/114

Rarity: U

Full Heal

Item

Remove all Special Conditions from your Active Pokémon.

Illus. 5ban Graphics

Collector Number: 95/114

Rarity: U

PlusPower

Item

During this turn, your Pokémon's attacks do 10 more damage to the Active Pokémon (before applying Weakness and Resistance).

Illus. 5ban Graphics

Collector Number: 96/114

Rarity: U

BLACK & WHITE

Poké Ball

Item

Flip a coin. If heads, search your deck for a Pokémon, reveal it, and put it into your hand. Shuffle your deck afterward.

Illus. Yuri Umemura

Collector Number: 97/114

Rarity: U

Pokédex

Item

Look at the top 5 cards of your deck and put them back on top of your deck in any order.

Illus. Noriko Hotta

Collector Number: 98/114

Rarity: U

Pokémon Communication

Item

Reveal a Pokémon in your hand and put it on top of your deck. If you do, search your deck for a Pokémon, reveal it, and put it into your hand. Shuffle your deck afterward.

Illus. 5ban Graphics

Collector Number: 99/114

Rarity: U

Potion

Item

Heal 30 damage from 1 of your Pokémon.

Illus. Ayaka Yoshida

Collector Number: 100/114

Rarity: C

Professor Juniper

Supporter

Discard your hand and draw 7 cards.

Illus. Ken Sugimori

Collector Number: 101/114

Rarity: U

Revive

Item

Put a Basic Pokémon from your discard pile onto your Bench.

Illus. 5ban Graphics

Collector Number: 102/114

Rarity: U

BLACK & WHITE

Super Scoop Up

Item

Flip a coin. If heads, put 1 of your Pokémon and all cards attached to it into your hand.

Illus. Daisuke Iwamoto

Collector Number: 103/114

Rarity: U

Switch

Item

Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Ayaka Yoshida

Collector Number: 104/114

Rarity: C

Reshiram

HP: 130

Pokémon Energy Type: {R}

Basic Pokémon

{C}{C} **Outrage 20+**

Does 10 more damage for each damage counter on this Pokémon.

{R}{R}{C} **Blue Flare 120**

Discard 2 {R} Energy attached to this Pokémon.

Illus. 5ban Graphics

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 113/114

Rarity: RU

Zekrom

HP: 130

Pokémon Energy Type: {L}

Basic Pokémon

{C}{C} **Outrage 20+**

Does 10 more damage for each damage counter on this Pokémon.

{L}{L}{C} **Bolt Strike 120**

This Pokémon does 40 damage to itself.

Illus. 5ban Graphics

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 114/114

Rarity: RU

BLACK & WHITE

Pikachu

HP: 60

Pokémon Energy Type: {L}

Basic Pokémon

{L} **Energize**

Attach a {L} Energy card from your discard pile to this Pokémon.

{L}{C}{C} **Thunderbolt** **80**

Discard all Energy attached to this Pokémon.

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: C

Collector Number: 115/114

Rarity: H