

BLACK & WHITE

EMERGING POWERS

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.

Pansage

HP: 70

Pokémon Energy Type: {G}

Basic Pokémon

{C}

Collect

Draw a card.

{C}{C}

Scratch 20

Illus. Kouki Saitou

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 1/98

Rarity: C

Simisage

HP: 90

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Pansage

{C}{C}

Fire's Power

30

If this Pokémon has any {R} Energy attached to it, the Defending Pokémon is now Burned.

{G}{C}{C}

Seed Bomb

60

Illus. match

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 2/98

Rarity: R

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Sewaddle

HP: 40

Pokémon Energy Type: {G}

Basic Pokémon

{C} **Tackle** 10

{G} **String Shot**

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

Illus. Kagemaru Himeno

Weakness: {R}×2

Retreat Cost: C

Collector Number: 3/98

Rarity: C

Sewaddle

HP: 50

Pokémon Energy Type: {G}

Basic Pokémon

{C} **Gnaw** 10

{G}{C} **Razor Leaf** 20

Illus. Naoki Saito

Weakness: {R}×2

Retreat Cost: C

Collector Number: 4/98

Rarity: C

Swadloon

HP: 80

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Sewaddle

{C} **Gnaw** 20

{G}{C}{C} **Double Razor Leaf** 50×

Flip 2 coins. This attack does 50 damage times the number of heads.

Illus. Naoki Saito

Weakness: {R}×2

Retreat Cost: C

Collector Number: 5/98

Rarity: U

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Swadloon

HP: 70

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Sewaddle

{G} **Grass Cocooning**

Heal 40 damage from this Pokémon.

{G}{C} **Razor Leaf** **20**

Illus. MAHOU

Weakness: {R}×2

Retreat Cost: CC

Collector Number: 6/98

Rarity: U

Leavanny

HP: 130

Pokémon Energy Type: {G}

Stage 2 Pokémon

Evolves from: Swadloon

{C} **Nurturing**

Choose 1 of your Pokémon. Search your deck for a card that evolves from that Pokémon and put it onto that Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.

{G}{C} **X-Scissor** **30+**

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

Illus. Kouki Saitou

Weakness: {R}×2

Retreat Cost: C

Collector Number: 7/98

Rarity: R

Leavanny

HP: 130

Pokémon Energy Type: {G}

Stage 2 Pokémon

Evolves from: Swadloon

{C} **Slash** **30**

{G}{G}{C} **Triple Cutter** **60×**

Flip 3 coins. This attack does 60 damage times the number of heads.

Illus. Masakazu Fukuda

Weakness: {R}×2

Retreat Cost: C

Collector Number: 8/98

Rarity: R

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Cottonee

HP: 40

Pokémon Energy Type: {G}

Basic Pokémon

{G}

Absorb 10

Heal 10 damage from this Pokémon.

Illus. Atsuko Nishida

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 9/98

Rarity: C

Cottonee

HP: 50

Pokémon Energy Type: {G}

Basic Pokémon

{G}

Cotton Guard 10

During your opponent's next turn, any damage done to this Pokémon by attacks is reduced by 10 (after applying Weakness and Resistance).

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 10/98

Rarity: C

Whimsicott

HP: 80

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Cottonee

{C}

Helping Hand

Search your deck for a basic Energy card and attach it to 1 of your Benched Pokémon. Shuffle your deck afterward.

{G}

Cotton Guard 30

During your opponent's next turn, any damage done to this Pokémon by attacks is reduced by 30 (after applying Weakness and Resistance).

Illus. sui

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: 0

Collector Number: 11/98

Rarity: U

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Whimsicott

HP: 80

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Cottonee

{C} Encore 20

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

{G}{G} U-turn 40

Switch this Pokémon with 1 of your Benched Pokémon.

Illus. Mizue

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 12/98

Rarity: R

Petilil

HP: 50

Pokémon Energy Type: {G}

Basic Pokémon

{G} Stun Spore n/a

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

{G}{C} Cut 20

Illus. Sumiyoshi Kizuki

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 13/98

Rarity: C

Lilligant

HP: 90

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Petilil

{G} Bemusing Aroma 20

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

{G}{C}{C} Cut 60

Illus. Shin Nagasawa

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 14/98

Rarity: U

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Deerling

HP: 60

Pokémon Energy Type: {G}

Basic Pokémon

{C} **Tackle** 10

{G}{G} **Wild Kick** 40

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

Illus. sui

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 15/98

Rarity: C

Sawsbuck

HP: 100

Pokémon Energy Type: {G}

Stage 1 Pokémon

Evolves from: Deerling

{C}{C} **Push Down** 30

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

{G}{C} **Take Down** 60

This Pokémon does 20 damage to itself.

Illus. Kagemaru Himeno

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: CC

Collector Number: 16/98

Rarity: R

Virizion

HP: 100

Pokémon Energy Type: {G}

Basic Pokémon

{G}{C} **Giga Drain** 30

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

{G}{G}{C} **Sacred Sword** 100

This Pokémon can't use Sacred Sword during your next turn.

Illus. 5ban Graphics

Weakness: {R}×2

Resistance: {W}-20

Retreat Cost: C

Collector Number: 17/98

Rarity: H

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Pansear

HP: 70

Pokémon Energy Type: {R}

Basic Pokémon

{C} **Collect**

Draw a card.

{C}{C} **Scratch** 20

Illus. Masakazu Fukuda

Weakness: {W}×2

Retreat Cost: C

Collector Number: 18/98

Rarity: C

Simisear

HP: 90

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Pansear

{C}{C} **Water's Power** 30

If this Pokémon has any {W} Energy attached to it, the Defending Pokémon is now Asleep.

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

Discard an Energy attached to this Pokémon.

Illus. Mitsuhiro Arita

Weakness: {W}×2

Retreat Cost: C

Collector Number: 19/98

Rarity: R

Darumaka

HP: 70

Pokémon Energy Type: {R}

Basic Pokémon

{C} **Tackle** 10

{R}{C}{C} **Combustion** 30

Illus. Mitsuhiro Arita

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 20/98

Rarity: C

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Darmanitan

HP: 100

Pokémon Energy Type: {R}

Stage 1 Pokémon

Evolves from: Darumaka

{C}{C} Rock Smash 20+

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

{R}{R}{C}{C} Fire Punch 70

The Defending Pokémon is now Burned.

Illus. Mitsuhiro Arita

Weakness: {W}×2

Retreat Cost: CCC

Collector Number: 21/98

Rarity: R

Panpour

HP: 70

Pokémon Energy Type: {W}

Basic Pokémon

{C} Collect

Draw a card.

{C}{C} Scratch 20

Illus. Kagemaru Himeno

Weakness: {L}×2

Retreat Cost: C

Collector Number: 22/98

Rarity: C

Simipour

HP: 90

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Panpour

{C}{C} Grass' Power 30

If this Pokémon has any {G} Energy attached to it, heal 20 damage from this Pokémon.

{W}{C}{C} Rushing Water 60

Move an Energy attached to the Defending Pokémon to 1 of your opponent's Benched Pokémon.

Illus. Sumiyoshi Kizuki

Weakness: {L}×2

Retreat Cost: C

Collector Number: 23/98

Rarity: R

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Basculin

HP: 80

Pokémon Energy Type: {W}

Basic Pokémon

{C} **Flail** 10×

Does 10 damage times the number of damage counters on this Pokémon.

{W}{C}{C} **Final Gambit** 80

Flip 2 coins. If both of them are tails, this Pokémon does 80 damage to itself.

Illus. match

Weakness: {L}×2

Retreat Cost: C

Collector Number: 24/98

Rarity: C

Basculin

HP: 80

Pokémon Energy Type: {W}

Basic Pokémon

{C} **Tackle** 10

{W}{C} **Splatter** n/a

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

Illus. Akira Komayama

Weakness: {L}×2

Retreat Cost: C

Collector Number: 25/98

Rarity: U

Ducklett

HP: 60

Pokémon Energy Type: {W}

Basic Pokémon

{C} **Roost** n/a

Heal 40 damage from this Pokémon. This Pokémon can't retreat during your next turn.

{W}{W} **Rain Splash** 20

Illus. MAHOU

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 26/98

Rarity: C

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Swanna

HP: 90

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Ducklett

{C}{C} Wing Dance 30

Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

{W}{C}{C} Air Slash 70

Discard an Energy attached to this Pokémon.

Illus. Atsuko Nishida

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 27/98

Rarity: R

Cubchoo

HP: 70

Pokémon Energy Type: {W}

Basic Pokémon

{W} Powder Snow 10

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

{C}{C} Rest

Heal 60 damage from this Pokémon. This Pokémon is now Asleep.

Illus. sui

Weakness: {M}×2

Retreat Cost: CC

Collector Number: 28/98

Rarity: C

Cubchoo

HP: 70

Pokémon Energy Type: {W}

Basic Pokémon

{W}{W} Icicle Punch 30

Illus. Kanako Eo

Weakness: {M}×2

Retreat Cost: CC

Collector Number: 29/98

Rarity: C

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Beartic

HP: 130

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Cubchoo

{W}{C}{C} **Sheer Cold** 50

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

{W}{W}{C}{C} **Icicle Crash** 80

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

Illus. Kouki Saitou

Weakness: {M}×2

Retreat Cost: CCC

Collector Number: 30/98

Rarity: H

Beartic

HP: 130

Pokémon Energy Type: {W}

Stage 1 Pokémon

Evolves from: Cubchoo

{W} **Icy Wind** 30

The Defending Pokémon is now Asleep.

{W}{W}{C} **Superpower** 60+

You may do 20 more damage. If you do, this Pokémon does 20 damage to itself.

Illus. Kagemaru Himeno

Weakness: {M}×2

Retreat Cost: CC

Collector Number: 31/98

Rarity: R

Emolga

HP: 70

Pokémon Energy Type: {L}

Basic Pokémon

{L} **Thundershock** 10

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

{C}{C} **Acrobatics** 10+

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

Illus. Kouki Saitou

Weakness: {F}×2

Retreat Cost: 0

Collector Number: 32/98

Rarity: C

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Joltik

HP: 40

Pokémon Energy Type: {L}

Basic Pokémon

{C} **Gnaw** 10

Illus. Kagemaru Himeno

Weakness: {F}×2

Retreat Cost: C

Collector Number: 33/98

Rarity: C

Galvantula

HP: 80

Pokémon Energy Type: {L}

Stage 1 Pokémon

Evolves from: Joltik

{C} **Gnaw** 20

{L}{C} **Stun Needle** 30

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

Illus. Kagemaru Himeno

Weakness: {F}×2

Retreat Cost: 0

Collector Number: 34/98

Rarity: U

Thundurus

HP: 110

Pokémon Energy Type: {L}

Basic Pokémon

{C} **Charge** n/a

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

{L}{L}{C} **Disaster Volt** 80

Discard an Energy attached to this Pokémon.

Illus. 5ban Graphics

Weakness: {F}×2

Retreat Cost: C

Collector Number: 35/98

Rarity: H

Woobat

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

{P}{C} **Psy Bolt** 20

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

Illus. Masakazu Fukuda

Weakness: {P}×2

Retreat Cost: C

Collector Number: 36/98

Rarity: C

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Swoobat

HP: 90

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Woobat

{P} **Psyshot** 30

{P}{C} **Phat Sound** n/a

Flip 3 coins. This attack does 10 damage times the number of heads to each of your opponent's Pokémon.
(Don't apply Weakness and Resistance for Benched Pokémon.)

Illus. Shigenori Negishi

Weakness: {P}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 37/98

Rarity: R

Venipede

HP: 70

Pokémon Energy Type: {P}

Basic Pokémon

{P} **Poison Sting** n/a

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

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

Illus. Kouki Saitou

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 38/98

Rarity: C

Whirlipede

HP: 90

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Venipede

{P} **Venoshock** 10+

If the Defending Pokémon is Poisoned, this attack does 60 more damage.

{C}{C}{C} **Steamroller** 40

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

Illus. Shin Nagasawa

Weakness: {P}×2

Retreat Cost: CCC

Collector Number: 39/98

Rarity: U

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Scolipede

HP: 140

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Whirlipede

{P}{C} **Toxic Claws** **30**

The Defending Pokémon is now Poisoned. Put 2 damage counters instead of 1 on that Pokémon between turns.

{P}{C}{C} **Wild Horn** **50+**

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

Illus. kawayoo

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 40/98

Rarity: R

Sigilyph

HP: 90

Pokémon Energy Type: {P}

Basic Pokémon

{P} **Reflect** **n/a**

During your opponent's next turn, any damage done to this Pokémon by attacks is reduced by 40 (after applying Weakness and Resistance).

{P}{C}{C} **Telekinesis** **n/a**

Does 50 damage to 1 of your opponent's Pokémon. This attack's damage isn't affected by Weakness or Resistance.

Illus. Midori Harada

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 41/98

Rarity: U

Sigilyph

HP: 90

Pokémon Energy Type: {P}

Basic Pokémon

{P} **Quick Turn** **10×**

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

{C}{C}{C} **Psychic Assault** **40+**

Does 10 more damage for each damage counter on the Defending Pokémon.

Illus. match

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 42/98

Rarity: U

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Gothita

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

{C}

Hypnotic Gaze

The Defending Pokémon is now Asleep.

{C}{C}

Double Slap

20×

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

Illus. MAHOU

Weakness: {P}×2

Retreat Cost: C

Collector Number: 43/98

Rarity: C

Gothita

HP: 60

Pokémon Energy Type: {P}

Basic Pokémon

{C}{C}

Smack

20

Illus. sui

Weakness: {P}×2

Retreat Cost: C

Collector Number: 44/98

Rarity: C

Gothorita

HP: 80

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Gothita

{C}

Double Slap

20×

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

{P}{C}

Psybeam

The Defending Pokémon is now Confused.

Illus. Atsuko Nishida

Weakness: {P}×2

Retreat Cost: C

Collector Number: 45/98

Rarity: U

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Gothorita

HP: 80

Pokémon Energy Type: {P}

Stage 1 Pokémon

Evolves from: Gothita

{P} Deleting Glare n/a

Flip a coin. If heads, discard an Energy attached to 1 of your opponent's Pokémon.

{P}{C}{C} Super Psy Bolt 50

Illus. Naoki Saito

Weakness: {P}×2

Retreat Cost: C

Collector Number: 46/98

Rarity: U

Gothitelle

HP: 130

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Gothorita

[Ability] Magic Room

As long as this Pokémon is your Active Pokémon, your opponent can't play any Item cards from his or her hand.

{C}{C}{C} Madkinesis 30+

Does 20 more damage for each {P} Energy attached to this Pokémon.

Illus. Kagemaru Himeno

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 47/98

Rarity: H

Gothitelle

HP: 120

Pokémon Energy Type: {P}

Stage 2 Pokémon

Evolves from: Gothorita

{P} Smack 30

{P}{C}{C} Mental Shock 60

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

Illus. Kouki Saitou

Weakness: {P}×2

Retreat Cost: C

Collector Number: 48/98

Rarity: R

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Roggenrola

HP: 60

Pokémon Energy Type: {F}

Basic Pokémon

{C}

Harden

During your opponent's next turn, if this Pokémon would be damaged by an attack, prevent that attack's damage done to this Pokémon if that damage is 40 or less.

{F}{C}{C}

Headbutt

40

Illus. Kagemaru Himeno

Weakness: {G}×2

Retreat Cost: CC

Collector Number: 49/98

Rarity: C

Roggenrola

HP: 60

Pokémon Energy Type: {F}

Basic Pokémon

{C}

Headbutt

10

{F}{C}

Reckless Charge

30

This Pokémon does 10 damage to itself.

Illus. Masakazu Fukuda

Weakness: {G}×2

Retreat Cost: CC

Collector Number: 50/98

Rarity: C

Boldore

HP: 90

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Roggenrola

{F}{C}

Smack Down

20+

If the Defending Pokémon has {F} Resistance, this attack does 60 more damage.

{F}{F}{C}{C}

Power Gem

80

Illus. Kouki Saitou

Weakness: {G}×2

Retreat Cost: CCC

Collector Number: 51/98

Rarity: U

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Boldore

HP: 90

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Roggenrola

{C}{C} **Headbutt** 30

{F}{C}{C} **Hard Crash** 60+

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

Illus. Masakazu Fukuda

Weakness: {G}×2

Retreat Cost: CCC

Collector Number: 52/98

Rarity: U

Gigalith

HP: 140

Pokémon Energy Type: {F}

Stage 2 Pokémon

Evolves from: Boldore

{F} **Shear** n/a

Discard the top 5 cards of your deck. If any of those cards are {F} Energy cards, attach them to this Pokémon.

{C}{C}{C}{C} **Rock Bullet** 40+

Does 20 more damage for each {F} Energy attached to this Pokémon.

Illus. Naoki Saito

Weakness: {G}×2

n/a

Retreat Cost: CCCC

Collector Number: 53/98

Rarity: R

Drilbur

HP: 70

Pokémon Energy Type: {F}

Basic Pokémon

{C} **Hone Claws**

During your next turn, each of this Pokémon's attacks does 30 more damage (before applying Weakness and Resistance).

{F} **Scratch** 10

Illus. match

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: CC

Collector Number: 54/98

Rarity: U

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Drilbur

HP: 60

Pokémon Energy Type: {F}

Basic Pokémon

{F}{F}{C}

Mud-Slap

40

Illus. Midori Harada

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: C

Collector Number: 55/98

Rarity: C

Excadrill

HP: 110

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Drilbur

{C}

Metal Claw

30

{F}{F}{F}

Drill Run

80

Discard an Energy attached to the Defending Pokémon.

Illus. 5ban Graphics

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: CC

Collector Number: 56/98

Rarity: H

Excadrill

HP: 120

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Drilbur

{F}{C}

Dig

30

Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

{F}{C}{C}

Earthquake

70

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

Illus. Shin Nagasawa

Weakness: {W}×2

Resistance: {L}-20

Retreat Cost: CC

Collector Number: 57/98

Rarity: R

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Throh

HP: 90

Pokémon Energy Type: {F}

Basic Pokémon

{F}{C} **Scarf Hold** **30**

Flip a coin. If heads, the Defending Pokémon can't attack during your opponent's next turn.

Illus. match

Weakness: {P}×2

Retreat Cost: CC

Collector Number: 58/98

Rarity: U

Sawk

HP: 90

Pokémon Energy Type: {F}

Basic Pokémon

{F}{C} **Five Fierce Chops 20×**

Flip 5 coins. This attack does 20 damage times the number of heads. This Pokémon can't attack during your next turn.

Illus. Kouki Saitou

Weakness: {P}×2

Retreat Cost: C

Collector Number: 59/98

Rarity: U

Sandile

HP: 70

Pokémon Energy Type: {F}

Basic Pokémon

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

Illus. Kagemaru Himeno

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 60/98

Rarity: C

Krokorok

HP: 90

Pokémon Energy Type: {F}

Stage 1 Pokémon

Evolves from: Sandile

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

{F}{C}{C} **Crunch** **40**

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

Illus. Kagemaru Himeno

Weakness: {W}×2

Retreat Cost: CC

Collector Number: 61/98

Rarity: U

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EMERGING POWERS

Krookodile

HP: 140

Pokémon Energy Type: {F}

Stage 2 Pokémon

Evolves from: Krokorok

[Ability] Black Eyes

Once during your turn (before your attack), if this Pokémon is your Active Pokémon, you may flip a coin. If heads, discard an Energy attached to your opponent's Active Pokémon.

{F}{F}{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

Resistance: {L}-20

Retreat Cost: CCC

Collector Number: 62/98

Rarity: R

Terrakion

HP: 120

Pokémon Energy Type: {F}

Basic Pokémon

{F}{C}

Boulder Crush 40

{F}{F}{C}

Sacred Sword 100

This Pokémon can't use Sacred Sword during your next turn.

Illus. 5ban Graphics

Weakness: {G}×2

Retreat Cost: CCCC

Collector Number: 63/98

Rarity: H

Purrloin

HP: 60

Pokémon Energy Type: {D}

Basic Pokémon

{D}{C}

Knock Off 20

Flip a coin. If heads, discard a random card from your opponent's hand.

Illus. Atsuko Nishida

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 64/98

Rarity: C

BLACK & WHITE

EMERGING POWERS

Liepard

HP: 80

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Purrloin

{D} **Feint Attack** **n/a**

Does 30 damage to 1 of your opponent's Pokémon. This attack's damage isn't affected by Weakness, Resistance, or any other effects on that Pokémon.

{D}{C}{C} **Claw Rend** **50+**

If the Defending Pokémon already has any damage counters on it, this attack does 30 more damage.

Illus. Akira Komayama

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 65/98

Rarity: R

Zorua

HP: 50

Pokémon Energy Type: {D}

Basic Pokémon

{D} **Ram** **10**

{D}{C} **Rising Lunge** **20+**

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

Illus. Shin Nagasawa

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 66/98

Rarity: U

Zoroark

HP: 100

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Zorua

{D} **Fury Swipes** **20×**

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

{D}{C}{C} **Night Daze** **80**

Illus. Shin Nagasawa

Weakness: {F}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 67/98

Rarity: H

BLACK & WHITE

EMERGING POWERS

Vullaby

HP: 50

Pokémon Energy Type: {D}

Basic Pokémon

{D} **Rear Guard** **n/a**

During your opponent's next turn, any damage done to this Pokémon by attacks is reduced by 30 (after applying Weakness and Resistance).

{D}{C} **Gust** **20**

Illus. sui

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 68/98

Rarity: C

Mandibuzz

HP: 90

Pokémon Energy Type: {D}

Stage 1 Pokémon

Evolves from: Vullaby

{D} **Bone Rush** **30×**

Flip a coin until you get tails. This attack does 30 damage times the number of heads.

{C}{C} **Dark Pulse** **20+**

Does 10 more damage for each {D} Energy attached to all of your Pokémon.

Illus. Mitsuhiro Arita

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 69/98

Rarity: R

Ferroseed

HP: 60

Pokémon Energy Type: {M}

Basic Pokémon

{M}{C} **Pin Missile** **10×**

Flip 4 coins. This attack does 10 damage times the number of heads.

Illus. Midori Harada

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 70/98

Rarity: C

BLACK & WHITE

EMERGING POWERS

Ferroseed

HP: 50

Pokémon Energy Type: {M}

Basic Pokémon

{M}{M} **Pierce** 20

Illus. MAHOU

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 71/98

Rarity: C

Ferrothorn

HP: 90

Pokémon Energy Type: {M}

Stage 1 Pokémon

Evolves from: Ferroseed

{M} **Steel Feelers** 30×

Flip 3 coins. This attack does 30 damage times the number of heads.

{M}{C}{C} **Gyro Ball** 60

Switch this Pokémon with 1 of your Benched Pokémon. Then, your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon.

Illus. Shin Nagasawa

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 72/98

Rarity: R

Ferrothorn

HP: 90

Pokémon Energy Type: {M}

Stage 1 Pokémon

Evolves from: Ferroseed

{M} **Iron Defense** n/a

Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

{C}{C} **Power Whip** n/a

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

Illus. Masakazu Fukuda

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCC

Collector Number: 73/98

Rarity: U

BLACK & WHITE

EMERGING POWERS

Klink

HP: 60

Pokémon Energy Type: {M}

Basic Pokémon

{C} **Spinning Attack** 10

{M}{C}{C} **Gear Grind** 30×

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

Illus. Kouki Saitou

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 74/98

Rarity: C

Klang

HP: 80

Pokémon Energy Type: {M}

Stage 1 Pokémon

Evolves from: Klink

{C} **Metal Sound** n/a

The Defending Pokémon is now Confused.

{M}{M}{C} **Guard Press** 60

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

Illus. Kouki Saitou

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: C

Collector Number: 75/98

Rarity: U

Klinklang

HP: 150

Pokémon Energy Type: {M}

Stage 2 Pokémon

Evolves from: Klang

{M} **Charge Beam** 30

Attach an Energy card from your discard pile to this Pokémon.

{M}{C}{C} **Zap Cannon** 80

Flip a coin. If tails, this Pokémon can't use Zap Cannon during your next turn.

Illus. Akira Komayama

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CCCC

Collector Number: 76/98

Rarity: R

BLACK & WHITE

EMERGING POWERS

Cobalion

HP: 110

Pokémon Energy Type: {M}

Basic Pokémon

{M}{C} **Metal Horns** **30**

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

{M}{M}{C} **Sacred Sword** **100**

This Pokémon can't use Sacred Sword during your next turn.

Illus. 5ban Graphics

Weakness: {R}×2

Resistance: {P}-20

Retreat Cost: CC

Collector Number: 77/98

Rarity: H

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

n/a

Retreat Cost: C

Collector Number: 78/98

Rarity: C

Watchog

HP: 90

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Patrat

{C} **Watchcheck** **n/a**

Look at the top 5 cards of your opponent's deck and put them back on top of his or her deck in any order.

{C}{C} **Quick Tail Smash 20+**

Before doing damage, you may flip a coin. If heads, this attack does 60 more damage. If tails, this attack does nothing.

Illus. MAHOU

Weakness: {F}×2

Retreat Cost: C

Collector Number: 79/98

Rarity: U

BLACK & WHITE

EMERGING POWERS

Pidove

HP: 50

Pokémon Energy Type: {C}

Basic Pokémon

{C}{C} **Gust** 20

Illus. Naoki Saito

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 80/98

Rarity: C

Tranquill

HP: 70

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Pidove

{C} **Claw** 30

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

{C}{C}{C} **Wing Attack** 50

Illus. Midori Harada

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 81/98

Rarity: U

Unfezant

HP: 120

Pokémon Energy Type: {C}

Stage 2 Pokémon

Evolves from: Tranquill

{C} **Tailwind** n/a

Attach an Energy card from your hand to 1 of your Pokémon.

{C}{C}{C} **Feather Strike** 40+

Flip a coin. If heads, this attack does 40 more damage. If tails, discard an Energy attached to the Defending Pokémon.

Illus. kawayoo

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: 0

Collector Number: 82/98

Rarity: R

BLACK & WHITE

EMERGING POWERS

Audino

HP: 90

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Powerful Slap** 40×

Flip a coin for each Energy attached to this Pokémon. This attack does 40 damage times the number of heads.

{C}{C}{C} **Heal Pulse** n/a

Heal 50 damage from 1 of your Pokémon.

Illus. Kagemaru Himeno

Weakness: {F}×2

Retreat Cost: CC

Collector Number: 83/98

Rarity: U

Minccino

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Last Resort** 30

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

Illus. Atsuko Nishida

Weakness: {F}×2

Retreat Cost: C

Collector Number: 84/98

Rarity: C

Cinccino

HP: 90

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Minccino

{C} **Captivate** n/a

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

{C}{C} **Fluffy Tail** 30

The Defending Pokémon is now Asleep.

Illus. Mizue

Weakness: {F}×2

Retreat Cost: C

Collector Number: 85/98

Rarity: U

BLACK & WHITE

EMERGING POWERS

Rufflet

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Peck** 10

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

Illus. Kouki Saitou

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 86/98

Rarity: C

Rufflet

HP: 60

Pokémon Energy Type: {C}

Basic Pokémon

{C} **Peck** 10

{C}{C} **Claw** 30

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

Illus. Naoyo Kimura

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 87/98

Rarity: C

Braviary

HP: 100

Pokémon Energy Type: {C}

Stage 1 Pokémon

Evolves from: Rufflet

{C}{C} **Wing Attack** 40

{C}{C}{C} **Brave Bird** 90

This Pokémon does 30 damage to itself.

Illus. Masakazu Fukuda

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 88/98

Rarity: H

BLACK & WHITE

EMERGING POWERS

Tornadus

HP: 110

Pokémon Energy Type: {C}

Basic Pokémon

{C}

Energy Wheel

Move an Energy from 1 of your Benched Pokémon to this Pokémon.

{C}{C}{C}

Hurricane

80

Move a basic Energy from this Pokémon to 1 of your Benched Pokémon.

Illus. 5ban Graphics

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 89/98

Rarity: H

Bianca

Supporter

Draw cards until you have 6 cards in your hand.

Illus. Yusuke Ohmura

Collector Number: 90/98

Rarity: U

Cheren

Supporter

Draw 3 cards.

Illus. Yusuke Ohmura

Collector Number: 91/98

Rarity: U

Crushing Hammer

Item

Flip a coin. If heads, discard an Energy attached to 1 of your opponent's Pokémon.

Illus. 5ban Graphics

Collector Number: 92/98

Rarity: U

Great Ball

Item

Look at the top 7 cards of your deck. You may reveal a Pokémon you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. 5ban Graphics

Collector Number: 93/98

Rarity: U

Max Potion

Item

Heal all damage from 1 of your Pokémon. Then, discard all Energy attached to that Pokémon.

Illus. 5ban Graphics

Collector Number: 94/98

Rarity: U

BLACK & WHITE

EMERGING POWERS

Pokémon Catcher

Item

Switch your opponent's Active Pokémon with 1 of his or her Benched Pokémon.

Illus. 5ban Graphics

Collector Number: 95/98

Rarity: U

Recycle

Item

Flip a coin. If heads, put a card from your discard pile on top of your deck.

Illus. Ryo Ueda

Collector Number: 96/98

Rarity: U

Thundurus

HP: 110

Pokémon Energy Type: {L}

Basic Pokémon

{C}

Charge

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

{L}{L}{C}

Disaster Volt

80

Discard an Energy attached to this Pokémon.

Illus. 5ban Graphics

Weakness: {F}×2

Retreat Cost: C

Collector Number: 97/98

Rarity: RU

Tornadus

HP: 110

Pokémon Energy Type: {C}

Basic Pokémon

{C}

Energy Wheel

Move an Energy from 1 of your Benched Pokémon to this Pokémon.

{C}{C}{C}

Hurricane

80

Move a basic Energy from this Pokémon to 1 of your Benched Pokémon.

Illus. 5ban Graphics

Weakness: {L}×2

Resistance: {F}-20

Retreat Cost: C

Collector Number: 98/98

Rarity: RU