

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.

Guide to Rarity Symbols

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

H: rare Holo
R: rare
U: Uncommon
C: Common
R-EX: rare Holo ex
R-SH: rare Holo *

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

Azumarill

80 HP
Pokémon Type: W
Stage 1 Pokémon
Evolves from Marill
Illus. Sumiyoshi Kizuki

[Poké-Power] Froth

Once during your turn, when you play Azumarill from your hand to evolve 1 of your Active Pokémon, you may use this power. Each Defending Pokémon is now Paralyzed.

WC Water Punch 20+

Flip a coin for each {W} Energy attached to Azumarill. This attack does 20 damage plus 20 more damage for each heads.

Weakness: L

Retreat Cost: C
Collector Number: 1/109
Rarity: H

Dark Ampharos

120 HP
Pokémon Type: LD
Stage 2 Pokémon
Evolves from Dark Flaaffy
Illus. Emi Miwa

[Poké-Body] Darkest Impulse

As long as Dark Ampharos is in play, whenever your opponent plays an Evolution card from his or her hand to evolve 1 of his or her Pokémon, put 2 damage counters on that Pokémon. You can't use more than 1 Darkest Impulse Poké-Body each turn.

CC Ram 30

LCC Shock Bolt 70

Discard all {L} Energy attached to Dark Ampharos.
Weakness: F
Retreat Cost: CC
Collector Number: 2/109
Rarity: H

Dark Crobat

90 HP
Pokémon Type: GD
Stage 2 Pokémon
Evolves from Dark Golbat
Illus. Kyoko Koizumi

[Poké-Power] Black Beam

Once during your turn (before your attack), if Dark Crobat is your Active Pokémon, you may choose 1 of the Defending Pokémon. That Pokémon is now Poisoned. This power can't be used if Dark Crobat is affected by a Special Condition.

GC Dark Drain

Does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Remove from Dark Crobat a number of damage counters equal to the number of your opponent's Pokémon in play.

GC Skill Dive

Does 30 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
Weakness: L
Resistance: F
Retreat Cost: C
Collector Number: 3/109
Rarity: H

Dark Electrode

70 HP

Pokémon Type: LD

Stage 1 Pokémon

Evolves from Voltorb

Illus. Kouki Saitou

[Poké-Power] Darkness Navigation

Once during your turn (before your attack), if Dark Electrode has no Energy attached to it, you may search your deck for a {D} or Dark Metal Energy and attach it to Dark Electrode. Shuffle your deck afterward. This power can't be used if Dark Electrode is affected by a Special Condition.

L Energy Bomb 30

You may move all Energy cards attached to Dark Electrode to your Benched Pokémon in any way you like.

Weakness: F

Retreat Cost: C

Collector Number: 4/109

Rarity: H

Dark Houndoom

70 HP

Pokémon Type: RD

Stage 1 Pokémon

Evolves from Houndour

Illus. Mitsuhiro Arita

DC Shakedown 20

Choose a card from your opponent's hand without looking and discard it.

RCC Dark Fire 40+

You may discard a {R} Energy or {D} Energy attached to Dark Houndoom. If you do, this attack does 40 damage plus 20 more damage.

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 5/109

Rarity: H

Dark Hypno

70 HP

Pokémon Type: PD

Stage 1 Pokémon

Evolves from Drowzee

Illus. Kouki Saitou

C Dark Link

Flip a coin. If heads, choose an attack on 1 of your Pokémon in play that has Dark in its name (excluding this one). Dark Link copies that attack except for its Energy cost. (You

must still do anything else required for that attack.) (No matter what type that Pokémon is, Dark Hypno's type is still {P}{D}.) Dark Hypno performs that attack.

PC **Black Magic** 20×

Does 20 damage times the number of your opponent's Benched Pokémon.

Weakness: P

Retreat Cost: C

Collector Number: 6/109

Rarity: H

Dark Marowak

70 HP

Pokémon Type: FD

Stage 1 Pokémon

Evolves from Cubone

Illus. Mitsuhiro Arita

CC **Brick Smash** 30

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

FFC **Hard Bone** 70

Discard a Basic Pokémon or Evolution card from your hand or this attack does nothing.

Weakness: G

Retreat Cost: C

Collector Number: 7/109

Rarity: H

Dark Octillery

70 HP

Pokémon Type: WD

Stage 1 Pokémon

Evolves from Remoraid

Illus. Mitsuhiro Arita

W **Black Suction Cups**

Does 10 damage to each Defending Pokémon. Flip a coin. If heads, each Defending Pokémon is now Paralyzed.

CC **Ink Blast** 30+

Does 30 damage plus 10 more damage for each Energy attached to Dark Octillery but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

Weakness: L

Retreat Cost: C

Collector Number: 8/109

Rarity: H

Dark Slowking

80 HP

Pokémon Type: PD

Stage 1 Pokémon

Evolves from Slowpoke

Illus. Kouki Saitou

[Poké-Power] Cunning

Once during your turn (before your attack), you may look at the top card of your opponent's deck. Then, you may shuffle his or her deck. This power can't be used if Dark Slowing is affected by a Special Condition.

PC Litter 20+

You may discard a combination of up to 2 Pokémon Tool cards and Rocket's Secret Machine cards from your hand, and then do 20 damage plus 30 more damage for each card you discarded.

Weakness: G

Retreat Cost: C

Collector Number: 9/109

Rarity: H

Dark Steelix

110 HP

Pokémon Type: DM

Stage 1 Pokémon

Evolves from Onix

Illus. Kyoko Koizumi

CC Energy Link 20

Search your discard pile for an Energy card and attach it to Dark Steelix.

FCCC Heavy Impact 60

Weakness: R

Resistance: G

Retreat Cost: CCCC

Collector Number: 10/109

Rarity: H

Jumpluff

90 HP

Pokémon Type: G

Stage 2 Pokémon

Evolves from Skiploom

Illus. Kyoko Umemoto

[Poké-Body] Buffer

If Jumpluff would be Knocked Out by an opponent's attack, flip a coin. If heads, Jumpluff is not Knocked Out and its remaining HP becomes 10 instead.

C Energy Crush 10+

Does 10 damage plus 10 more damage for each Energy attached to all of your opponent's Pokémon.

Weakness: R

Resistance: W

Retreat Cost: 0

Collector Number: 11/109

Rarity: H

Kingdra

120 HP

Pokémon Type: W

Stage 2 Pokémon

Evolves from Seadra

Illus. Kagemaru Himeno

[Poké-Body] Dragon Veil

As long as Kingdra is in play, each of your Active Pokémon has no Weakness.

CC Hyper Whirlpool 20

Flip a coin until you get tails. For each heads, discard an Energy card attached to the Defending Pokémon.

WCC Aqua Sonic 50

This attack's damage is not affected by Resistance.

Weakness: L

Retreat Cost: CC

Collector Number: 12/109

Rarity: H

Piloswine

100 HP

Pokémon Type: F

Stage 1 Pokémon

Evolves from Swinub

Illus. Tomokazu Komiya

CC Sheer Cold 20

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

FFCC Tonnage 60+

You may do 60 damage plus 40 more damage. If you do, Piloswine does 30 damage to itself.

Weakness: G

Retreat Cost: CC

Collector Number: 13/109

Rarity: H

Togetic

70 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Togepi

Illus. Sumiyoshi Kizuki

[Poké-Body] Holy Shield

Prevent all effects of attacks, including damage, done to Togetic by your opponent's Pokémon that has Dark in its name.

CC **Dive** 30

CCC **Rainbow Moves**

Choose 1 of your opponent's Benched Pokémon's attacks. Rainbow Moves copies that attack except for its Energy cost. (You must still do anything else required for that attack.) (No matter what type that Pokémon is, Togetic's type is still {C}.) Togetic performs that attack.

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 14/109

Rarity: H

Dark Dragonite

120 HP

Pokémon Type: D

Stage 2 Pokémon

Evolves from Dark Dragonair

Illus. Nakaoka

[Poké-Power] Dark Trance

As often as you like during your turn (before your attack), you may move a {D} Energy card attached to 1 of your Pokémon to another of your Pokémon. This power can't be used if Dark Dragonite is affected by a Special Condition.

WL Double Wing Attack

Does 30 damage to each Defending Pokémon.

CCC **Claw Swipe** 50

Weakness: C

Resistance: GF

Retreat Cost: CC

Collector Number: 15/109

Rarity: R

Dark Muk

70 HP

Pokémon Type: GD

Stage 1 Pokémon

Evolves from Grimer

Illus. Mitsuhiro Arita

[Poké-Body] Sticky Goo

As long as Dark Muk is your Active Pokémon, your opponent pays {C}{C} more to retreat his or her Active Pokémon.

CC **Slimy Water** 10×

Does 10 damage times the number of {C} Energy in the Defending Pokémon's Retreat Cost (after applying effects to the Retreat Cost).

GC **Acidic Poison** 10

The Defending Pokémon is now Burned and Poisoned.

Weakness: P

Retreat Cost: C

Collector Number: 16/109

Rarity: R

Dark Raticate

70 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Rattata

Illus. Kouki Saitou

D Dark Seed

The Defending Pokémon can't retreat during your opponent's next turn. Put 5 damage counters on the Defending Pokémon at the end of your opponent's next turn.

CC Spread Poison 10

The Defending Pokémon is now Poisoned. This attack does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: F

Retreat Cost: 0

Collector Number: 17/109

Rarity: R

Dark Sandslash

70 HP

Pokémon Type: FD

Stage 1 Pokémon

Evolves from Sandshrew

Illus. Masakazu Fukuda

[Poké-Body] Poison Payback

If Dark Sandslash is your Active Pokémon and is damaged by an opponent's attack (even if Dark Sandslash is Knocked Out), the Attacking Pokémon is now Poisoned.

CCC Swift 50

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

Weakness: G

Retreat Cost: 0

Collector Number: 18/109

Rarity: R

Dark Tyranitar

120 HP

Pokémon Type: D

Stage 2 Pokémon

Evolves from Dark Pupitar

Illus. Nakaoka

C Grind 10+

Does 10 damage plus 10 more damage for each Energy attached to Dark Tyranitar.

DCC Spinning Tail

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

DDCCC Bite Off 70+

If the Defending Pokémon is Pokémon-ex, this attack does 70 damage plus 50 more damage.

Weakness: F

Resistance: P

Retreat Cost: CC

Collector Number: 19/109

Rarity: R

Dark Tyranitar

120 HP

Pokémon Type: FD

Stage 2 Pokémon

Evolves from Dark Pupitar

Illus. Kyoko Koizumi

[Poké-Body] Sand Damage

As long as Dark Tyranitar is your Active Pokémon, put 1 damage counter on each of your opponent's Benched Basic Pokémon between turns. You can't use more than 1 Sand Damage Poké-Body between turns.

FCC Second Strike 50+

If the Defending Pokémon already has at least 2 damage counters on it, this attack does 50 damage plus 20 more damage.

Weakness: G

Retreat Cost: CCC

Collector Number: 20/109

Rarity: R

Delibird

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Yuka Morii

[Poké-Power] Gift Exchange

Once during your turn (before your attack), if Delibird is your Active Pokémon, you may shuffle 1 card from your hand into your deck. Then, draw a card. This power can't be used if Delibird is affected by a Special Condition.

CC Souvenir

Flip 3 coins. If 1 of them is heads, put 4 damage counters on the Defending Pokémon. If 2 of them are heads, remove 1 damage counter from the Defending Pokémon. If all of

them are heads, put 10 damage counters on the Defending Pokémon. If all of them are tails, remove all damage counters from the Defending Pokémon.

Weakness: M

Retreat Cost: C

Collector Number: 21/109

Rarity: R

Furret

80 HP

Pokémon Type: C

Stage 1 Pokémon

Evolves from Sentret

Illus. Yuka Morii

C Quick Change

Choose up to 3 cards in your hand and put them on top of your deck. Then, search your deck for that many cards and put them into your hand. Shuffle your deck afterward.

CC Quick Tail Smash 30

Before doing damage, you may flip a coin. If heads, this attack does 80 damage instead. If tails, this attack does nothing.

Weakness: F

Retreat Cost: C

Collector Number: 22/109

Rarity: R

Ledian

70 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Ledyba

Illus. Kagemaru Himeno

[Poké-Body] Powder Protection

Any damage done to Ledian by attacks from Pokémon that has an owner in its name is reduced by 40.

CC Split Spiral Punch 20

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

GCC Tackle 50

Weakness: R

Retreat Cost: C

Collector Number: 23/109

Rarity: R

Magby

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Yukiko Baba

[Poké-Power] Baby Evolution

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

C Detour

If you have a Supporter card in play, use the effect on that card as the effect of this attack..

Weakness: W

Retreat Cost: C

Collector Number: 24/109

Rarity: R

Misdreavus

60 HP

Pokémon Type: P

Basic Pokémon

Illus. Aya Kusube

[Poké-Power] Dark Spell

Once during your turn (before your attack), if Misdreavus is your Active Pokémon, you may flip a coin. If heads, put 1 damage counter on 1 of your opponent's Pokémon. This power can't be used if Misdreavus is affected by a Special Condition or if your other Active Pokémon is not Misdreavus.

PC Hide in Shadows 20

Switch Misdreavus with 1 of your Benched Pokémon.

Weakness: D

Resistance: F

Retreat Cost: C

Collector Number: 25/109

Rarity: R

Quagsire

80 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Wooper

Illus. Miki Tanaka

[Poké-Body] Saturation

When you attach a {W} Energy card from your hand to Quagsire, remove all Special Conditions and 2 damage counters from Quagsire.

W Hyper Pump 20+

Does 20 damage plus 20 more damage for each basic Energy card attached to Quagsire but not used to pay for this attack's Energy cost. You can't add more than 60 damage in this way.

Weakness: G

Retreat Cost: CC

Collector Number: 26/109

Rarity: R

Qwilfish

60 HP

Pokémon Type: W

Basic Pokémon

Illus. Aya Kusube

[Poké-Body] Spiny

If Qwilfish is your Active Pokémon and is damaged by an opponent's attack (even if Qwilfish is Knocked Out), flip a coin until you get tails. For each heads, put 1 damage counter on the Attacking Pokémon.

WC Stun Poison 10

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

Weakness: L

Retreat Cost: C

Collector Number: 27/109

Rarity: R

Yanma

70 HP

Pokémon Type: G

Basic Pokémon

Illus. Tomokazu Komiya

C Quick Charge

Search your deck for up to 4 different types of basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

C Swift 20

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

Weakness: L

Resistance: F

Retreat Cost: C

Collector Number: 28/109

Rarity: R

Dark Arbok

90 HP

Pokémon Type: GD

Stage 1 Pokémon

Evolves from Ekans

Illus. Nakaoka

G Swallow Up 10+

Before doing damage, count the remaining HP of the Defending Pokémon and Dark Arbok. If the Defending Pokémon has fewer remaining HP than Dark Arbok's, this attack does 10 damage plus 30 more damage.

CC Extra Poison 30

If the Defending Pokémon is Pokémon-ex, the Defending Pokémon is now Asleep and Poisoned.

Weakness: P

Retreat Cost: C

Collector Number: 29/109

Rarity: U

Dark Ariados

70 HP

Pokémon Type: GD

Stage 1 Pokémon

Evolves from Spinarak

Illus. Kyoko Koizumi

C Super Poison Breath

Each Defending Pokémon is now Poisoned.

GCC Breaking Impact

Choose 1 of your opponent's Pokémon. This attack does 20 damage for each {C} Energy in that Pokémon's Retreat Cost (after applying effects to the Retreat Cost). (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: R

Retreat Cost: C

Collector Number: 30/109

Rarity: U

Dark Dragonair

70 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Dratini

Illus. Emi Miwa

[Poké-Power] Evolutionary Light

Once during your turn (before your attack), if Dark Dragonair is your Active Pokémon, you may search your deck for an Evolution card. Show it to your opponent and put it into your hand. Shuffle your deck afterward. This power can't be used if Dark Dragonair is affected by a Special Condition.

WL Dragon Rage 30

Weakness: C

Resistance: GF

Retreat Cost: C

Collector Number: 31/109

Rarity: U

Dark Dragonair

80 HP

Pokémon Type: D

Stage 1 Pokémon

Evolves from Dratini

Illus. Tomoaki Imakuni

WC Double Tackle

Does 20 damage to each Defending Pokémon.

LCC Crushing Blow 40

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

Weakness: C

Resistance: GF

Retreat Cost: C

Collector Number: 32/109

Rarity: U

Dark Flaaffy

80 HP

Pokémon Type: LD

Stage 1 Pokémon

Evolves from Mareep

Illus. Masakazu Fukuda

C Thunder Slash 10

If the Defending Pokémon is a Basic Pokémon, the Defending Pokémon is now Paralyzed. Dark Flaaffy can't use Thunder Slash during your next turn.

LC Headbutt 20

Weakness: F

Retreat Cost: C

Collector Number: 33/109

Rarity: U

Dark Golbat

70 HP

Pokémon Type: GD

Stage 1 Pokémon

Evolves from Zubat

Illus. Masakazu Fukuda

G Night Ambush

Does 30 damage to 1 of your opponent's Pokémon. Dark Golbat can't attack during your next turn. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: P

Retreat Cost: 0

Collector Number: 34/109

Rarity: U

Dark Golduck

70 HP

Pokémon Type: WD

Stage 1 Pokémon

Evolves from Psyduck

Illus. Nakaoka

WC Darkness Shield 20

Flip a coin. If heads, prevent all effects of an attack, including damage, done to each of your Active Pokémon during your opponent's next turn.

WCC Cold Crush 40

You may discard an Energy card attached to Dark Golduck. If you do, discard an Energy attached to the Defending Pokémon.

Weakness: L

Retreat Cost: C

Collector Number: 35/109

Rarity: U

Dark Gyarados

80 HP

Pokémon Type: WD

Stage 1 Pokémon

Evolves from Magikarp

Illus. Nakaoka

[Poké-Body] Dark Scale

If Dark Gyarados is your Active Pokémon and is Knocked Out by damage by an opponent's attack, put 3 damage counters on the Attacking Pokémon.

WC Sharp Fang 30

WCC Dark Streak 40

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

Weakness: L

Resistance: F

Retreat Cost: CC

Collector Number: 36/109

Rarity: U

Dark Houndoom

70 HP

Pokémon Type: RD

Stage 1 Pokémon

Evolves from Houndour

Illus. Nakaoka

[Poké-Power] Fire Breath

Once during your turn (before your attack), if Dark Houndoom is your Active Pokémon, you may flip a coin. If heads, the Defending Pokémon (choose 1 if there are 2) is now Burned. This power can't be used if Dark Houndoom is affected by a Special Condition.

RCC Fire Payback 40+

If you have less Benched Pokémon than your opponent, this attack does 40 damage plus 20 more damage.

Weakness: W

Retreat Cost: C
Collector Number: 37/109
Rarity: U

Dark Magcargo

80 HP
Pokémon Type: RD
Stage 1 Pokémon
Evolves from Slugma
Illus. Nakaoka
C Energy Press 10+
Does 10 damage plus 10 more damage for each basic Energy card attached to all of your Active Pokémon.

FCC Linear Attack

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: W

Retreat Cost: CC
Collector Number: 38/109
Rarity: U

Dark Magnetron

70 HP
Pokémon Type: LD
Stage 1 Pokémon
Evolves from Magnemite
Illus. Emi Miwa

LC Magnetic Lines 20

If your opponent has at least 2 Pokémon in play, move a basic Energy card from the Defending Pokémon to another of your opponent's Pokémon.

LCC Poison Pulse 40

The Defending Pokémon is now Poisoned.

Weakness: F

Retreat Cost: C
Collector Number: 39/109
Rarity: U

Dark Pupitar

70 HP
Pokémon Type: FD
Stage 1 Pokémon
Evolves from Larvitar
Illus. Tomoaki Imakuni
C Explosive Evolution

Flip a coin. If heads, this attack does 10 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance.) Then, search your deck for a card that evolves from Dark Pupitar and put it on Dark Pupitar. (This counts as evolving Dark Pupitar.) Shuffle your deck afterward.

FC Double Tackle

Does 20 damage to each Defending Pokémon.

Weakness: G

Retreat Cost: C

Collector Number: 40/109

Rarity: U

Dark Pupitar

80 HP

Pokémon Type: FD

Stage 1 Pokémon

Evolves from Larvitar

Illus. Emi Miwa

CC Dark Streak 20

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

FCC Rock Tumble 40

This attack's damage is not affected by Resistance.

Weakness: G

Retreat Cost: CC

Collector Number: 41/109

Rarity: U

Dark Weezing

80 HP

Pokémon Type: GD

Stage 1 Pokémon

Evolves from Koffing

Illus. Mitsuhiro Arita

[Poké-Body] Methane Leak

As long as Dark Weezing is your Active Pokémon, put 1 damage counter on each Pokémon that remains Poisoned between turns.

C Smog

The Defending Pokémon is now Poisoned.

GCC Darkness Charge 50

Put 2 damage counters on Dark Weezing.

Weakness: P

Retreat Cost: CC

Collector Number: 42/109

Rarity: U

Heracross

70 HP

Pokémon Type: F

Basic Pokémon

Illus. Tomokazu Komiya

[Poké-Body] Crust

Any damage done to Heracross by attacks from your opponent's Basic Pokémon is reduced by 20 (after applying Weakness and Resistance).

FC Get Even 20+

If you have more Prize cards left than your opponent, this attack does 20 damage plus 10 more damage for each Prize card more than your opponent.

Weakness: P

Retreat Cost: C

Collector Number: 43/109

Rarity: U

Magmar

70 HP

Pokémon Type: R

Basic Pokémon

Illus. Yukiko Baba

C Dump and Draw

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

RCC Flame Tail 40

Weakness: W

Retreat Cost: C

Collector Number: 44/109

Rarity: U

Mantine

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Miki Tanaka

[Poké-Power] Ripples

Once during your turn (before your attack), if Mantine is your Active Pokémon, you may remove 1 damage counter from 1 of your Pokémon (excluding Mantine). This power can't be used if Mantine is affected by a Special Condition.

WC Aqua Slash 30

Mantine can't attack during your next turn.

Weakness: L

Retreat Cost: C

Collector Number: 45/109

Rarity: U

Rocket's Meowth

60 HP

Pokémon Type: D

Basic Pokémon

Illus. Mitsuhiro Arita

C Snatch and Run

Search your deck for a Pokémon Tool card or Rocket's Secret Machine card, show it to your opponent, and put it into your hand. If you do, you may switch Rocket's Meowth with 1 of your Benched Pokémon. Shuffle your deck afterward.

CC Miraculous Comeback 10×

Flip a coin for each Pokémon in play (both yours and your opponent's). This attack does 10 damage times the number of heads. Rocket's Meowth does 10 damage times the number of tails to itself.

Weakness: F

Retreat Cost: C

Collector Number: 46/109

Rarity: U

Rocket's Wobbuffet

70 HP

Pokémon Type: D

Basic Pokémon

Illus. Mitsuhiro Arita

C Dark Aid

Search your discard pile for Pokémon Tool cards and Rocket's Secret Machine cards. You may either show 1 Pokémon Tool card or Rocket's Secret Machine card to your opponent and put it into your hand, or show a combination of 3 Pokémon Tool cards or Rocket's Secret Machine cards to your opponent and shuffle them into your deck.

PC Amnesia 10

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

Weakness: P

Retreat Cost: C

Collector Number: 47/109

Rarity: U

Seadra

70 HP

Pokémon Type: W

Stage 1 Pokémon

Evolves from Horsea

Illus. Kagemaru Himeno

WC Confuse Ray 10

The Defending Pokémon is now Confused.

WCC Aqua Trick 30

If your opponent has any Benched Pokémon, move 1 Energy card attached to the Defending Pokémon to 1 of your opponent's Benched Pokémon. If your opponent has no Benched Pokémon, this effect does nothing.

Weakness: L

Retreat Cost: C

Collector Number: 48/109

Rarity: U

Skiploom

60 HP

Pokémon Type: G

Stage 1 Pokémon

Evolves from Hoppip

Illus. Kyoko Umemoto

[Poké-Body] Buffer

If Skiploom would be Knocked Out by an opponent's attack, flip a coin. If heads, Skiploom is not Knocked Out and its remaining HP becomes 10 instead.

C Miracle Powder 10

Flip a coin. If heads, choose 1 Special Condition. The Defending Pokémon is now affected by that Special Condition.

Weakness: R

Resistance: W

Retreat Cost: 0

Collector Number: 49/109

Rarity: U

Togepi

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Sumiyoshi Kizuki

C Yawn

The Defending Pokémon is now Asleep.

CC Mini-Metronome

Flip a coin. If heads, choose 1 of the Defending Pokémon's attacks. Mini-Metronome copies that attack except for its Energy cost. (You must still do anything else required for that attack.) (No matter what type that Pokémon is, Togepi's type is still {C}.) Togepi performs that attack.

Weakness: F

Retreat Cost: C

Collector Number: 50/109

Rarity: U

Cubone

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Kouki Saitou

C Look for Friends

Reveal cards from your deck until you reveal a Basic Pokémon. Show that card to your opponent and put it into your hand. Shuffle the other revealed cards into your deck. (If you don't reveal a Basic Pokémon, shuffle all the revealed cards back into your deck.)

F Bonemerang 10×

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

Weakness: G

Retreat Cost: C

Collector Number: 51/109

Rarity: C

Dratini

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Sachiko Adachi

C Pound 10

Weakness: Retreat Cost: C

Collector Number: 52/109

Rarity: C

Dratini

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Atsuko Nishida

C Dragon Song

Each Defending Pokémon is now Asleep.

WL Tail Strike 20+

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

Weakness: C

Resistance: GF

Retreat Cost: C

Collector Number: 53/109

Rarity: C

Drowzee

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Midori Harada

[Poké-Body] Insomnia

Drowzee can't be Asleep.

C Soothing Wave 10

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

Weakness: P

Retreat Cost: C

Collector Number: 54/109

Rarity: C

Ekans

60 HP

Pokémon Type: G

Basic Pokémon

Illus. Atsuko Nishida

C Tail Wrap

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

Weakness: P

Retreat Cost: C

Collector Number: 55/109

Rarity: C

Grimer

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Aya Kusube

C Taunt

Choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

CC Spit Poison 10

The Defending Pokémon is now Poisoned.

Weakness: P

Retreat Cost: C

Collector Number: 56/109

Rarity: C

Hoppip

30 HP

Pokémon Type: G

Basic Pokémon

Illus. Kyoko Umemoto

[Poké-Body] Buffer

If Hoppip would be Knocked Out by an opponent's attack, flip a coin. If heads, Hoppip is not Knocked Out and its remaining HP becomes 10 instead.

C Miracle Powder

Flip a coin. If heads, choose 1 Special Condition. The Defending Pokémon is now affected by that Special Condition.

Weakness: R

Resistance: W

Retreat Cost: C

Collector Number: 57/109

Rarity: C

Horsea

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Kagemaru Himeno

C Water Plant

Search your discard pile for up to 2 {W} Energy cards, show them to your opponent, and put them into your hand.

WW Swift 30

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

Weakness: L

Retreat Cost: C

Collector Number: 58/109

Rarity: C

Houndour

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Naoyo Kimura

C Rear Kick 10

RC Smokescreen 20

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

Weakness: W

Retreat Cost: C

Collector Number: 59/109

Rarity: C

Houndour

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Tomokazu Komiyama

[Poké-Body] Dark Lift

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

R Firebreathing 10+

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

Weakness: W

Retreat Cost: C

Collector Number: 60/109

Rarity: C

Koffing

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Midori Harada

[Poké-Body] Knockout Gas

If Koffing is your Active Pokémon and is Knocked Out by an opponent's attack, the Attacking Pokémon is now Confused and Poisoned.

C Gnaw 10

Weakness: P

Retreat Cost: C

Collector Number: 61/109

Rarity: C

Larvitar

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Atsuko Nishida

F Fury Attack 10×

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

Weakness: G

Retreat Cost: C

Collector Number: 62/109

Rarity: C

Larvitar

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Midori Harada

C Light Punch 10

FC Dig Drain 20

Remove 1 damage counter from Larvitar.

Weakness: G

Retreat Cost: C

Collector Number: 63/109

Rarity: C

Ledyba

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Kagemaru Himeno

C Call for Family

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

GC Beat 20

Weakness: R

Retreat Cost: C

Collector Number: 64/109

Rarity: C

Magikarp

30 HP

Pokémon Type: W

Basic Pokémon

Illus. Yukiko Baba

W Call for Friends

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

Weakness: L

Retreat Cost: C

Collector Number: 65/109

Rarity: C

Magnemite

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Sachiko Adachi

C Sonicboom 10

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

Weakness: F

Retreat Cost: C

Collector Number: 66/109

Rarity: C

Mareep

50 HP

Pokémon Type: L

Basic Pokémon

Illus. Naoyo Kimura

C Minor Errand-Running

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

LC **Quick Attack** 10+

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

Weakness: F

Retreat Cost: C

Collector Number: 67/109

Rarity: C

Marill

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Sumiyoshi Kizuki

C **Minor Errand-Running**

Search your deck for up to 2 basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Weakness: L

Retreat Cost: C

Collector Number: 68/109

Rarity: C

Onix

80 HP

Pokémon Type: F

Basic Pokémon

Illus. Atsuko Nishida

C **Horn Rush** 10

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

FC **Granite Head** 20

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

Weakness: W

Retreat Cost: CCC

Collector Number: 69/109

Rarity: C

Psyduck

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Miki Tanaka

C **Gentle Slap** 10

W **Headache**

Flip a coin. If heads, your opponent can't play a Trainer card from his or her hand until the end of your opponent's next turn.

Weakness: L

Retreat Cost: C

Collector Number: 70/109

Rarity: C

Rattata

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Aya Kusube

[Poké-Body] Scramble

As long as your opponent has any Pokémon-ex as his or her Active Pokémon, the Retreat Cost for Rattata is 0.

C Fury Swipes 10×

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

Weakness: F

Retreat Cost: C

Collector Number: 71/109

Rarity: C

Rattata

40 HP

Pokémon Type: C

Basic Pokémon

Illus. Naoyo Kimura

C Call for Family

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

C Snarl

Flip a coin. If heads, this attack does 10 damage to the Defending Pokémon. If tails, the Defending Pokémon is now Paralyzed.

Weakness: F

Retreat Cost: C

Collector Number: 72/109

Rarity: C

Remoraid

50 HP

Pokémon Type: W

Basic Pokémon

Illus. Midori Harada

C Energy Draw

Flip a coin. If heads, search your deck for a basic Energy card and attach it to Remoraid. Shuffle your deck afterward.

W Razor Fin 10

Weakness: L

Retreat Cost: C

Collector Number: 73/109

Rarity: C

Sandshrew

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Atsuko Nishida

C Rear Kick 10

CC Swift 20

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

Weakness: G

Retreat Cost: C

Collector Number: 74/109

Rarity: C

Sentret

50 HP

Pokémon Type: C

Basic Pokémon

Illus. Yuka Morii

C Friend Search

Look at the top 5 cards of your deck. Choose a Basic Pokémon or Evolution card you find there, show it to your opponent, and put it into your hand. Put the 4 other cards back on top of your deck. Shuffle your deck afterward.

C Surprise Attack 20

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

Weakness: F

Retreat Cost: C

Collector Number: 75/109

Rarity: C

Slowpoke

50 HP

Pokémon Type: P

Basic Pokémon

Illus. Atsuko Nishida

[Poké-Body] Dense

Any damage done to Slowpoke by attacks from your opponent's Evolved Pokémon is reduced by 10 (after applying Weakness and Resistance).

C Bite 10

Weakness: P

Retreat Cost: C

Collector Number: 76/109

Rarity: C

Slugma

50 HP

Pokémon Type: R

Basic Pokémon

Illus. Kouki Saitou

R Singe

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

CC Heat Tackle 30

Slugma does 10 damage to itself.

Weakness: W

Retreat Cost: CC

Collector Number: 77/109

Rarity: C

Spinarak

50 HP

Pokémon Type: G

Basic Pokémon

Illus. Yuka Morii

C Collect

Draw a card.

GC Rising Lunge 20+

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

Weakness: R

Retreat Cost: C

Collector Number: 78/109

Rarity: C

Swinub

50 HP

Pokémon Type: F

Basic Pokémon

Illus. Tomokazu Komiya

C Tackle 10

CC Rest

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

Weakness: G
Retreat Cost: C
Collector Number: 79/109
Rarity: C

Voltorb

40 HP
Pokémon Type: L
Basic Pokémon
Illus. Sachiko Adachi

C Psycho Waves

Discard an Energy card attached to Voltorb. The Defending Pokémon is now Confused.

C Thunder Wave 10

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

Weakness: F
Retreat Cost: C
Collector Number: 80/109
Rarity: C

Wooper

50 HP
Pokémon Type: W
Basic Pokémon
Illus. Kouki Saitou

[Poké-Body] Saturation

When you attach a {W} Energy card from your hand to Wooper, remove all Special Conditions and 1 damage counter from Wooper.

W Wave Splash 10

Weakness: G
Retreat Cost: C
Collector Number: 81/109
Rarity: C

Zubat

50 HP
Pokémon Type: G
Basic Pokémon
Illus. Miki Tanaka

C Dark Streak

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

G C Ambush 20+

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

Weakness: P
Retreat Cost: C
Collector Number: 82/109

Rarity: C

Copycat

Trainer card [Supporter]

Illus. Ken Sugimori

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.

Shuffle your hand into your deck. Then, count the number of cards in your opponent's hand and draw that many cards.

Collector Number: 83/109

Rarity: U

Pokémon Retriever

Trainer card [Rocket's Secret Machine]

Illus. Katsura Tabata

Search your discard pile for Basic Pokémon and Evolution cards. You may either show 1 Basic Pokémon or Evolution card to your opponent and put it into your hand, or show a combination of 3 Basic Pokémon or Evolution cards to your opponent and shuffle them into your deck.

Collector Number: 84/109

Rarity: U

Pow! Hand Extension

Trainer card [Rocket's Secret Machine]

Illus. Katsura Tabata

You may use this card only if you have more Prize cards left than your opponent. Move 1 Energy card attached to the Defending Pokémon to another of your opponent's Pokémon. Or, switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

Collector Number: 85/109

Rarity: U

Rocket's Admin.

Trainer card [Supporter]

Illus. Ken Sugimori

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.

Each player shuffles his or her hand into his or her deck. Then, each player counts his or her Prize cards left and draws up to that many cards. (You draw your cards first.)

Collector Number: 86/109

Rarity: U

Rocket's Hideout

Trainer card [Stadium]

Illus. Ryo Ueda

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Each Pokémon with Dark or Rocket's in its name (both yours and your opponent's) gets +20 HP.

Collector Number: 87/109

Rarity: U

Rocket's Mission

Trainer card [Supporter]

Illus. Ken Sugimori

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.

Discard a card from your hand. Then, draw 3 cards. If you discarded a Pokémon that has Dark or Rocket's in its name, draw 4 cards instead.

Collector Number: 88/109

Rarity: U

Rocket's Poké Ball

Trainer card

Illus. Ryo Ueda

Search your deck for a Pokémon with Dark in its name, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Collector Number: 89/109

Rarity: U

Rocket's Tricky Gym

Trainer card [Stadium]

Illus. Ryo Ueda

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Each Pokémon with Dark or Rocket's in its name (both yours and your opponent's) can use attacks on this card instead of its own.

C Feint Attack

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

Collector Number: 90/109

Rarity: U

Surprise! Time Machine

Trainer card [Rocket's Secret Machine]

Illus. Katsura Tabata

Choose 1 of your Evolved Pokémon, remove the highest Stage Evolution card from it, and shuffle it into your deck (this counts as devolving that Pokémon).

If that Pokémon remains in play, search your deck for an Evolution card that evolves from that Pokémon and put it onto that Pokémon (this counts as evolving that Pokémon). Shuffle your deck afterward.

Collector Number: 91/109

Rarity: U

Swoop! Teleporter

Trainer card [Rocket's Secret Machine]

Illus. Katsura Tabata

Search your deck for a Basic Pokémon (excluding Pokémon-ex) and switch it with 1 of your Basic Pokémon (excluding Pokémon-ex) in play. (Any cards attached to that Pokémon, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) Place the first Basic Pokémon in the discard pile. Shuffle your deck afterward.

Collector Number: 92/109

Rarity: U

Venture Bomb

Trainer card [Rocket's Secret Machine]

Illus. Katsura Tabata

Flip a coin. If heads, put 1 damage counter on 1 of your opponent's Pokémon. If tails, put 1 damage counter on 1 of your Pokémon.

Collector Number: 93/109

Rarity: U

Dark Metal Energy

Special Energy card

Illus. Takumi Akabane

Attach Dark Metal Energy to 1 of your Pokémon. While in play, Dark Metal Energy provides {D} Energy and {M} Energy, but provides only 1 Energy at a time. (Doesn't count as a basic Energy card when not in play and has no effect other than providing Energy.)

Collector Number: 94/109

Rarity: U

R Energy

Special Energy card

Illus. Takumi Akabane

Attach R Energy to a Pokémon that has Dark or Rocket's in its name. While in play, R Energy provides 2 {D} Energy. (Doesn't count as a basic Energy card.) If the Pokémon R Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon (before applying Weakness and Resistance). When your turn ends, discard R Energy.

Collector Number: 95/109

Rarity: U

Rocket's Articuno ex

100 HP

Pokémon Type: D

Basic Pokémon

Illus. Ryo Ueda

Pokémon-ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Darkness Veil

As long as Rocket's Articuno ex has any {D} Energy attached to it, prevent all effects, except damage, by an opponent's attack done to Rocket's Articuno ex.

C Freeze Solid 10

Search your discard pile for a {W} Energy card and attach it to Rocket's Articuno ex.

WWC Ice Wing 50

Weakness: M

Retreat Cost: C

Collector Number: 96/109

Rarity: R-EX

Rocket's Entei ex

100 HP

Pokémon Type: D

Basic Pokémon

Illus. Ryo Ueda

Pokémon ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Dark Condition

As long as Rocket's Entei ex has any {D} Energy attached to it, Rocket's Entei ex has no Weakness.

C Energy Link 10

Search your discard pile for an Energy card and attach it to Rocket's Entei ex.

R R C Volcanic Ash

Discard 2 Energy attached to Rocket's Entei ex and then choose 1 of your opponent's Pokémon. This attack does 60 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: W

Retreat Cost: C

Collector Number: 97/109

Rarity: R-EX

Rocket's Hitmonchan ex

100 HP

Pokémon Type: D

Basic Pokémon

Illus. Mitsuhiro Arita

Pokémon ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Strikes Back

If Rocket's Hitmonchan ex is your Active Pokémon and is damaged by an opponent's attack (even if Rocket's Hitmonchan ex is Knocked Out), put 2 damage counters on the Attacking Pokémon.

F Mach Punch 10

Does 10 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

FFC Magnum Punch 60

Weakness: P

Retreat Cost: C

Collector Number: 98/109

Rarity: R-EX

Rocket's Mewtwo ex

100 HP

Pokémon Type: D

Basic Pokémon

Illus. Mitsuhiro Arita

Pokémon ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

P Darkness Switch

Discard an Energy card attached to Rocket's Mewtwo ex, and then switch all damage counters on Rocket's Mewtwo ex with those on the Defending Pokémon. (If an effect of this attack is prevented, this attack does nothing.)

PCC Hypnoblast 40

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

PCCC Psyburn 70

Weakness: P

Retreat Cost: CC

Collector Number: 99/109

Rarity: R-EX

Rocket's Moltres ex

100 HP

Pokémon Type: D

Basic Pokémon

Illus. Ryo Ueda

Pokémon ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Dark Lift

If Rocket's Moltres ex has any {D} Energy attached to it, the Retreat Cost for Rocket's Moltres ex is 0.

RC Fire Dance 30

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

RRC Combustion 50

Weakness: W
Retreat Cost: CC
Collector Number: 100/109
Rarity: R-EX

Rocket's Scizor ex

120 HP
Pokémon Type: D
Stage 1 Pokémon
Evolves from Rocket's Scyther ex
Illus. Hikaru Koike

Pokémon ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Dual Armor

As long as Rocket's Scizor ex has any {M} Energy attached to it, Rocket's Scizor ex is both {D} and {M} type.

CCC Rotating Claws 50

You may discard an Energy card attached to Rocket's Scizor ex. If you do, search your discard pile for an Energy card (excluding the one you discarded) and attach it to Rocket's Scizor ex.

Weakness: R
Resistance: G
Retreat Cost: C
Collector Number: 101/109
Rarity: R-EX

Rocket's Scyther ex

80 HP
Pokémon Type: D
Basic Pokémon
Illus. Hikaru Koike

Pokémon ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Dual Armor

As long as Rocket's Scyther ex has any {G} Energy attached to it, Rocket's Scyther ex is both {G} and {D} type.

C Bounce 10

After your attack, you may switch Rocket's Scyther ex with 1 of your Benched Pokémon.

CCC Slashing Strike 40

Rocket's Scyther ex can't use Slashing Strike during your next turn.

Weakness: R
Resistance: F
Retreat Cost: C
Collector Number: 102/109
Rarity: R-EX

Rocket's Sneasel ex

90 HP

Pokémon Type: D

Basic Pokémon

Illus. Ryo Ueda

Pokémon ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

D Drag Off 10

Before doing damage, you may switch 1 of your opponent's Benched Pokémon with the Defending Pokémon. If you do, this attack does 10 damage to the new Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

DDC Dark Ring 30+

Does 30 damage plus 10 more damage for each of your {D} Pokémon in play.

Weakness: F

Resistance: P

Retreat Cost: C

Collector Number: 103/109

Rarity: R-EX

Rocket's Snorlax ex

100 HP

Pokémon Type: D

Basic Pokémon

Illus. Mitsuhiro Arita

Pokémon ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Dark Healer

As long as Rocket's Snorlax ex has any {D} Energy attached to it, remove 1 damage counter from Rocket's Snorlax ex between turns.

CC Poison Claws 20

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

CCCC Collapse 60

Rocket's Snorlax ex is now Asleep.

Weakness: F

Retreat Cost: CCC

Collector Number: 104/109

Rarity: R-EX

Rocket's Suicune ex

100 HP

Pokémon Type: D

Basic Pokémon

Illus. Ryo Ueda

Pokémon ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

Dark and Clear

As long as Rocket's Suicune ex has any {D} Energy attached to it, Rocket's Suicune ex can't be affected by any Special Conditions.

C Icy Wind 10

The Defending Pokémon is now Asleep.

WWC Hyper Splash 50+

If the Defending Pokémon is a Stage 2 Evolved Pokémon, this attack does 50 damage plus 40 more damage.

Weakness: L

Retreat Cost: C

Collector Number: 105/109

Rarity: R-EX

Rocket's Zapdos ex

100 HP

Pokémon Type: D

Basic Pokémon

Illus. Ryo Ueda

Pokémon ex rule

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

[Poké-Body] Darkness Guard

As long as Rocket's Zapdos ex has any {D} Energy attached to it, damage done to Rocket's Zapdos ex by an opponent's attack is reduced by 10 (after applying Weakness and Resistance).

C Plasma 10

Search your discard pile for a {L} Energy card and attach it to Rocket's Zapdos ex.

LLC Raging Thunder 60

This attack does 30 damage to 1 of your Pokémon.

Weakness: L

Retreat Cost: C

Collector Number: 106/109

Rarity: R-EX

Mudkip [star]

70 HP

Pokémon Type: W

Basic Pokémon

Illus. Masakazu Fukuda

Pokémon [star] Rule

You can put only 1 Pokémon [star] per deck.

W Whirlpool

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

WW Spring Back 20+

If your opponent has only 1 Prize card left, this attack does 20 damage plus 50 more damage and the Defending Pokémon is now Asleep.

Weakness: L
Retreat Cost: C
Collector Number: 107/109
Rarity: R-HS

Torchic [star]

70 HP
Pokémon Type: R
Basic Pokémon
Illus. Masakazu Fukuda

Pokémon [star] Rule

You can put only 1 Pokémon [star] per deck.

R **Fireworks** 20

Flip a coin. If tails, discard a {R} Energy card attached to Torchic *.

R R **Spring Back** 20+

If your opponent has only 1 Prize card left, this attack does 20 damage plus 50 more damage and the Defending Pokémon is now Confused.

Weakness: W
Retreat Cost: C
Collector Number: 108/109
Rarity: R-HS

Trecko [star]

70 HP
Pokémon Type: G
Basic Pokémon
Illus. Masakazu Fukuda

Pokémon [star] Rule

You can put only 1 Pokémon [star] per deck.

C **Tackle** 10

G G **Spring Back** 20+

If your opponent has only 1 Prize card left, this attack does 20 damage plus 50 more damage and the Defending Pokémon is now Poisoned.

Weakness: R
Resistance: W
Retreat Cost: C
Collector Number: 109/109
Rarity: R-HS

Charmeleon

70 HP
Pokémon Type: R
Stage 1 Pokémon
Evolves from Charmander
Illus. Ken Sugimori

R Smokescreen 10

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 40

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

Weakness: W

Retreat Cost: C

Collector Number: 110/109

Rarity: H

Here Comes Team Rocket!

Trainer card [Supporter]

Illus. Ken Sugimori

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.

Each player plays with his or her Prize Cards face up for the rest of the game.

Collector Number: 111/109

Rarity: H