**Pokémon TCG Generations**

Version: **1.7**

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[Flower Power Deck: 160](#_Toc205891671)

[PSYCHIC Club 161](#_Toc205891672)

[Ghost Deck: 161](#_Toc205891673)

[Nap Time Deck: 161](#_Toc205891674)

[Strange Power Deck: 161](#_Toc205891675)

[Strange Psyshock Deck: 162](#_Toc205891676)

[SCIENCE Club 162](#_Toc205891677)

[Flying Pokémon Deck: 162](#_Toc205891678)

[Lovely Imp's Deck: 162](#_Toc205891679)

[Poison Deck: 162](#_Toc205891680)

[Wonders of Science Deck: 163](#_Toc205891681)

[FIRE Club 163](#_Toc205891682)

[Anger Deck: 163](#_Toc205891683)

[Flamethrower Deck: 163](#_Toc205891684)

[Reshuffle Deck: 164](#_Toc205891685)

[Fire Charge Deck: 164](#_Toc205891686)

[Grand Masters 164](#_Toc205891687)

[Legendary Entei Deck: 164](#_Toc205891688)

[Legendary Raikou Deck: 164](#_Toc205891689)

[Legendary Suicune Deck: 165](#_Toc205891690)

[Legendary Lugia Deck: 165](#_Toc205891691)

[Ronald Decks: 165](#_Toc205891692)

[I’m Ronald Deck: 165](#_Toc205891693)

[Powerful Ronald Deck: 166](#_Toc205891694)

[Invincible Ronald Deck: 166](#_Toc205891695)

[Legendary Ronald Deck: 166](#_Toc205891696)

[Imakuni? 167](#_Toc205891697)

[Imakuni Deck: 167](#_Toc205891698)

# Summary

This **Document** is a list of all the **cards** in the game, what they do and where to find them. All the **Sprites** were made by me ([**PaperFire88**](https://bsky.app/profile/paperfire88.bsky.social)), most cards are either based on **IRL** cards or stuff of my own creation. I talk a little about what each type is about, and what Cards I Recommend on a general sense.

**----------------------------------------------------------------**

## Abbreviations and Terminology:

**( )** is used the clarify or add information, **[ ]** is used to refer to names of Pokémon, Attacks or Poke Powers.

**RET** (retreat): When you switch your Active Pokémon with one of your Benched Pokémon. To retreat, you must discard Energy from the retreating Pokémon equal to the Retreat Cost of the Pokémon.

**WK** (Weakness): A Pokémon with Weakness takes double the damage when attacked by Pokémon of a certain type.

**RS** (Resistance): A Pokémon with Resistance takes 30 less damage when attacked by Pokémon of a certain type.

**Rarity (****)**:

A simple system used to represent the rarity or stage of a card, most Basic Pokémon are **Common**, Most Stage 1 are **Uncommon** and Most Stage 2 are **Rare**.

All Promo Cards are categorized in the Promo Rarity, regardless of their Stage.

**Common**=Circle Rarity 

**Uncommon**= Diamond Rarity 

**Rare**= Star Rarity 

**Promo**= Promo Rarity 

**PKMN**= Pokémon

### PKMN PWR (Pokémon Power):

A special Ability some Pokémon have. Depending on their conditions you can use them only Once per turn or as many times as you like. These powers stop working if the Pokémon is affected by a [Status Condition](#_Status_Condition) (Asleep, Confused or Paralyzed).

**Attach**: When you take a card from your hand and put it on one of your Pokémon in play.

**Active Pokémon**: Your Pokémon that is not on the Bench. Only the Active Pokémon can attack.

**Attacking Pokémon**: The Active Pokémon, as it performs an attack.

**Defending Pokémon**: The Pokémon that receives an attack.

**Attack**:

**1)** When your Active Pokémon fights your opponent’s Pokémon.

**2)** The text written on each Pokémon card that shows what it does when it attacks (a Pokémon can have several attacks on it).

**Damage counter**: A counter put on your Pokémon to show it has taken 10 damage. It stays on your Pokémon even if the Pokémon is Benched or evolved. Although 50- and 100-damage counters are sometimes used for convenience, if a card refers to a “damage counter,” it means the standard 10-damage counter. ()

**Damage**: What usually happens when one Pokémon attacks another. If a Pokémon has total damage greater than or equal to its Hit Points, it is Knocked Out.

**Hit Points (HP)**: A number every Pokémon has, telling you how much damage it can take before it is Knocked Out. ()

**Knocked Out**: A Pokémon is Knocked Out if it has damage greater than or equal to its Hit Points. That Pokémon goes to the discard pile along with all cards attached to it. When one of your opponent’s Pokémon is Knocked Out, take one of your Prize cards.

**Discard pile**: The cards you have discarded. These cards are always face up. Anyone can look at these cards at any time. ()

**Prize cards**: The 6 cards you put face down while setting up to play. Every time one of your opponent’s Pokémon is Knocked Out, you take 1 of your Prize cards and put it into your hand. When you take your last Prize card, you win! ()

**Hand**: Each player draws 7 cards at the beginning of the game and keeps their own hand hidden. Cards you draw go into your hand. Players may not look at their opponent’s hand unless a card says so. ()

**Deck**: Each player starts with their own deck of 60 cards to play the game. While both players know how many cards are in each deck, no one can look at or change the order of the cards in either player’s deck unless a card says so. ()

**In play**: Your cards are in play when they are on the table. Basic Pokémon cards, Evolution cards, and Energy cards cannot be used unless they are in play. (Your deck, your discard pile, and your Prize cards are not in play, but your Benched Pokémon are.)

**Bench**: The place for your Pokémon that are in play but are not actively **FIGHTING**. Each player may have up to 5 Pokémon on the Bench at any one time. Any Pokémon in play other than the Active Pokémon must be put on the Bench. They come out and fight if the Active Pokémon retreats or is Knocked Out. When Benched Pokémon take damage, do not apply Weakness or Resistance.

**Basic Pokémon card**: A card you can play directly from your hand on your turn. ()

**Evolution card**: A card you play on top of a Basic Pokémon card (or on top of another Evolution card) to make it stronger. ( or )

**Evolved Pokémon**: A Pokémon in play that has another Pokémon under it. ( or )

**Devolve**: Certain cards can devolve an evolved Pokémon, which is the opposite of evolving your Pokémon. When a Pokémon is devolved, it also loses Special Conditions and any other effects.

**Energy card**: Cards that power your Pokémon so they can attack. ()

**Between-turns step**: The part of each turn when the game shifts from one player to the other. Here the [Status Condition](#_Status_Condition) effects take place.

### Status Condition

**Asleep**, **Burned**, **Confused**, **Paralyzed**, and **Poisoned** are called **Status Conditions**. The ones on this game are the same as the original game.

* **Poisoned **: During Between Turns, a damage counter is given to the Poisoned Pokémon.
* **Badly Poisoned **: Some attacks or Effects may inflict this variant of Poison; it works exactly the same but this time you put 2 damage counters in Between Turns. (You can’t be Poisoned and Badly Poisoned at the same time, Badly Poisoned always replaces poison.)
* **Burned **: During Between Turns, the turn duelist with a Burned Pokémon Flips a Coin. if Heads, 2 damage counters are given to that Pokémon. If tails, that Pokémon is cured.
* **Asleep :** If a Pokémon is Asleep, it cannot attack or retreat. During Between Turns, the turn duelist with an Asleep Pokémon Flips a Coin. if Heads, that Pokémon is cured. If tails, that Pokémon remains Asleep
* **Confused **: If a Pokémon is Confused, their duelist has to Flip a coin for the declaration of an Attack or a Retreat. If heads, the action takes play as normal. If Tails, the Confused Pokémon takes 20 Damage and that action fails.
* **Paralyzed :** If a Pokémon is Asleep, it cannot attack or retreat. The Affected Pokémon is cured at the end of their duelist turn.

A Pokémon can only be affected be 1 of either **Asleep**, **Confused** or **Paralyzed** at the same time and they all share the extra propertyto make all [PKMN POWER](#_PKMN_Power:) stop working if the active Pokémon is affected by either one of them.

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# GRASS

**GRASS groups GRASS and Insect type Pokémon into 1. They have a focus on Inflicting Special Conditions, Healing and applying extra effects with an x amount of energy on them.**

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## Chikorita (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **FIRE** () **RS**: **WATER** ()

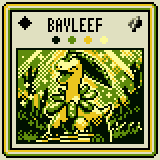
**-Sleep Powder-** 1 **GRASS** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Asleep.”

**-Leech Seed-** 1 **GRASS** () 1 **COLORLESS** () **DMG**: 20

“If this attack deals damage, Heal 10 damage from this PKMN.”

## Bayleef (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **FIRE** () **RS**: **WATER** ()

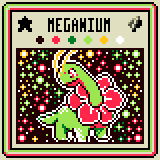
-**Sunshine Call**- 1 **GRASS** () **DMG**: 20

“Search your deck for a <**GRASS**> PKMN and put it into your hand. Then, shuffle your deck.”

-**Sun** **Absorb**- 2 **GRASS** () 1 **COLORLESS** () **DMG**: 30

“Heal damage from this PKMN equal to half the damage done (Rounded Up). If this PKMN has 3 or more <**GRASS**> energy attached, Draw a card.”

## Meganium (COLOSSEUM/Rare)

 **HP** 100

**RET**: 2 **WK**: **FIRE** () **RS**: **WATER** ()

**PKMN POWER: Leaf Trans**

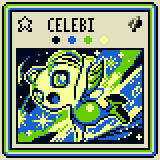
**“During your turn, You may move 1 <GRASS> Energy card attached to 1 of your PKMN to another of your own.”**

-**Giant Bloom**- 2 **GRASS** () 1 **COLORLESS** () **DMG**: 50

“Heal damage from this PKMN equal to half the damage done (Rounded Up). If this PKMN has 4 or more <**GRASS**> energies attached, Flip a coin. If heads, the Defending PKMN is now Paralyzed. If tails, the Defending PKMN is now Asleep.”

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## Celebi (PROMO/Rare)

 **HP** 60

**RET**: 1 **WK**: **DARKNESS** () **RS**: **LIGHTNING** ()

**PKMN POWER: Natural Cure**

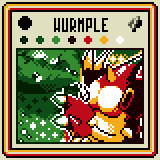
**“Once per turn, you may use this PKMN Power. Both Active PKMN recover from all Special Conditions.”**

-**PSYCHIC**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 20+

“Does 10 Damage +10 More for each damage Counter on the Defending PKMN.”

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## Wurmple (EVOLUTION/Common)

 **HP** 40

**RET**: 1 **WK**: **FIRE** () **RS**:

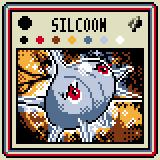
-**Poison Sting**- 1 **GRASS** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Poisoned.”

-**Cry For Help**- 1 **GRASS** () 2 **COLORLESS** () **DMG**: 0

“Each player randomly selects Basic PKMN from their deck to fill their Bench (If Any). Each Player shuffles their deck afterwards.”

## Silcoon (EVOLUTION/Common)

 **HP** 60

**RET**: 2 **WK**: **FIRE** () **RS**:

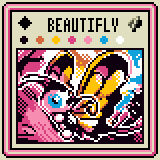
-**Stiffen**- 1 **COLORLESS** () **DMG**: 0

“Flip a Coin. If Heads, Prevent All damage done during your Opponent’s Next Turn. Either Way, Draw a card.”

-**Stun Spore**- 2 **GRASS** () **DMG**: 20

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

## Beautifly (EVOLUTION/Uncommon)

 **HP** 90

**RET**: 0 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

**PKMN POWER: Miracle Scales**

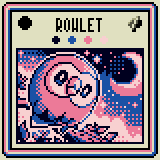
**“As long as this PKMN is on play, Heal 10 more damage each time you heal a PKMN with a card or effect. Only 1 [MIRCACLE SCALES] can be activated at the same time.”**

-**Strange Pollen**- 2 **GRASS** () 1 **COLORLESS** () **DMG**: 40

“Heal 20 damage from this PKMN. If it has full HP , the Defending PKMN is now Burned and Asleep.”

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## Rowlet (EVOLUTION/Common)

 **HP** 50

**RET**: 0 **WK**: **FIRE** () **RS**: **FIGHTING** ()

-**Lucky Find**- 1 **GRASS** () **DMG**:

“Flip a coin. If heads, search your deck for a Trainer Card and put it into your hand. Then, shuffle your deck.”

-**Razor Leaf**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 20

## Dartrix (EVOLUTION/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **FIRE** () **RS**: **FIGHTING** ()

-**Agility**- 2 **COLORLESS** () **DMG**: 10

“Flip a Coin. If Heads, during your Opponent’s Next Turn, Prevent All Effects of Attacks, Including Damage, done to this PKMN.”

-**Skill Dive**- 2 **GRASS** () 1 **COLORLESS** () **DMG**: 30

“If your Opponent has any Benched PKMN, Choose 1 of them and deal 10 Damage to it. (Don’t apply Weakness/Resistance.).”

## Decidueye (EVOLUTION/Rare)

 **HP** 100

**RET**: 1 **WK**: **FIRE** () **RS**: **FIGHTING** ()

-**Leaf Arrow**- COSTLESS () **DMG**: 0

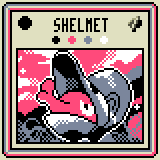
“Draw a card and do 10 damage to the opponent's PKMN with the lowest remaining HP.”

-**Hunting Arrow**- 2 **GRASS** () 1 **COLORLESS** () **DMG**: +40

“If the Defending PKMN has any  damage counters on it, this attack does +20 damage. If your opponent has any Benched PKMN, choose 1 of them and this attack does 20 damage to it (Don't apply Weakness and/or Resistance for Benched Pokémon.)”

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## Shelmet (COLOSSEUM/Common)

 **HP** 60

**RET**: 2 **WK**: **FIRE** () **RS**:

-**Call for Family**- 1 **GRASS** () **DMG**: 0

“If your Bench isn't full: Search your deck for a <**GRASS**> Basic PKMN and put it onto your Bench. Shuffle your deck.”

-**Leech Life**- 1 **GRASS** () **DMG**: 10

“Heal damage from this PKMN equal to the damage done.”

## Accelgor (COLOSSEUM/Uncommon)

 **HP** 80

**RET**: 0 **WK**: **FIRE** () **RS**: **GRASS** ()

-**Dark Mist**- 1 **GRASS** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Poisoned; If Tails, it is now Paralyzed.”

-**Ninja Tornado**- 1 **GRASS** () 2 **COLORLESS** () **DMG**: 20

“Discard an Energy from the Defending PKMN (If any). If an **[**[**ESCAVALIER**](#_Escavalier_(COLOSSEUM/Uncommon))**]** is in play, this attack does +20 damage.”

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## Karrablast (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **FIRE** () **RS**:

**PKMN POWER: Step In**

**“Once per turn, if this PKMN is on your Bench, you may switch it with your Active PKMN.”**

-**Surprise Attack**- 1 **GRASS** () **DMG**: 30

“Flip a Coin. If Tails, this Attack Fails.”

## Escavalier (COLOSSEUM/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **FIRE** () **RS**: **GRASS** ()

-**Twineedle**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 30x

“Flip 2 coins. do 30 damage for each heads, If both of them were heads, the Defending PKMN is now Poisoned.”

-**Iron Tackle**- 1 **FIGHTING** () 2 **COLORLESS** () **DMG**: 50

“If an **[**[**ACCELGOR**](#_Accelgor_(COLOSSEUM/Uncommon))**]** is in play, prevent all damage done to this PKMN that is 30 or less during the next turn. (after applying Weakness/Resistance)” **----------------------------------------------------------------**

## Illumise (MYSTERY/Uncommon)

 **HP** 60

**RET**: 1 **WK**: **FIRE** () **RS**: **GRASS** ()

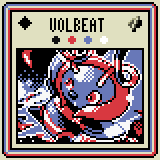
-**Chaotic Noise**- 1 **GRASS** () **DMG**:

“Flip a coin. If heads, the Defending PKMN is now Confused. If tails, the Defending PKMN is now Asleep.”

-**Boyfriends**- 2 **GRASS** () 1 **COLORLESS** () **DMG**: 30+

“Does +20 damage for each **[VOLBEAT]** you have in play.”

## Volbeat (MYSTERY/Uncommon)

 **HP** 60

**RET**: 1 **WK**: **FIRE** () **RS**: **GRASS** ()

-**Toxic Vibration**- 1 **GRASS** () **DMG**:

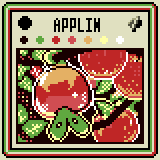
“Flip a coin. If heads, the Defending PKMN is now Poisoned. If tails, the Defending PKMN is now Asleep.”

-**Pester**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 10

“This Attack does +30 damage if the Defending PKMN is Affected by a Status Condition.”

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## Applin (MYSTERY/Common)

 **HP** 40

**RET**: 1 **WK**: **WATER** () **RS**:

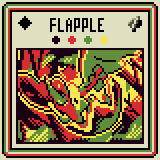
-**Trade**- 1 **GRASS** () **DMG**: 0

“Discard 1 card from your hand; Draw 2 cards.”

-**Continuous Tumble**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 10x

“Flip a Coin until you get Tails. Do 10 damage for each Heads.”

## Flapple (MYSTERY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **WATER** () **RS**: **GRASS** ()

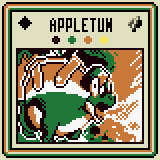
-**Energy Absorption**- 1 **COLORLESS** () **DMG**: 0

“Attach up to 2 Energy cards from your discard pile to this PKMN.”

-**Apple Fall**- 2 **GRASS** () 1 **COLORLESS** () **DMG**: 40+

“After doing damage, Both Active PKMN are now Confused. If this PKMN has any <**FIRE**> energy attached to it, this attack does +20 more damage.”

## Appletun (MYSTERY/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **WATER** () **RS**: **FIRE** ()

**PKMN POWER: Delicious Aroma**

**“Once per turn, you may flip a coin. If heads, heal 10 damage from 1 of your PKMN.”**

-**Sweet Impact**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 20+

“If this attack deals damage, Heal 10 damage from this PKMN. If this PKMN has any <**FIRE**> energy attached, this attack does +20 damage.”

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## Shroomish (COLOSSEUM/Common)

 **HP** 40

**RET**: 1 **WK**: **FIRE** () **RS**:

-**Energy Boost**- 1 **GRASS** () **DMG**: 0

“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

-**Spore**- 1 **COLORLESS** () **DMG**: 0

“The Defending PKMN is now Asleep.”

## Breloom (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **PSYCHIC** () **RS**: **DARKNESS** ()

-**Toxic Spore**- 1 **GRASS** () **DMG**: 10

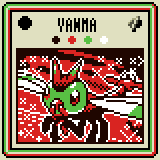
“The Defending PKMN is now Asleep. If the Defending PKMN is an Evolved PKMN, it is also Poisoned.”

-**Battle Blast**- 1 **GRASS** () 2 **COLORLESS** () **DMG**: 30+

“Does damage +10 for each <**FIGHTING**> Energy attached to this PKMN.”

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## Yanma (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

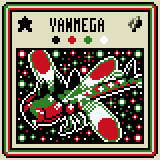
-**U-Turn**- 1 **GRASS** () **DMG**: 10

“You can Switch this PKMN with 1 of your Benched PKMN.”

-**Agility**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, during your Opponent’s Next Turn, Prevent All Effects of Attacks, Including Damage, done to this PKMN.”

## Yanmega (MYSTERY/Rare)

 **HP** 70

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

-**Linear Attack**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 0

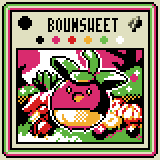
“If your opponent has any Benched PKMN, choose 1 of them, this attack does 30 damage to it. (Don't apply Weakness/Resistance)”

-**Sonic Boom**- 2 **GRASS** () 2 **COLORLESS** () **DMG**: 40+

“Don't apply Weakness/Resistance for this attack. If both players have the same hand size, this this attack does +30 more damage.”

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## Bounsweet (LABORATORY/Common)

 **HP** 50

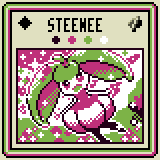
**RET**: 1 **WK**: **FIRE** () **RS**:

-**Tackle**- 1 **COLORLESS** () **DMG**: 10

-**Energy Search**- 1 **GRASS** () **DMG**: 0

“Search your Deck for a Basic Energy Card and put it in your Hand. Shuffle your Deck afterward.”

## Steenee (LABORATORY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **FIRE** () **RS**: **WATER** ()

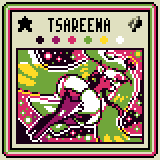
-**Leaf Guard**- 1 **GRASS** () **DMG**: 10

“During your opponent's next turn, this PKMN takes -10 less damage after Weakness/Resistance).”

-**Worry Seed**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 30

“Flip a coin. If heads, the Defending PKMN is now Confused.”

## Tsareena (LABORATORY/Rare)

**** **HP** 100

**RET**: 1 **WK**: **FIRE** () **RS**: **WATER** ()

-**Attract**- 1 **GRASS** () **DMG**: 30

“After doing damage, Switch in 1 of your opponent's Benched PKMN to the Active Spot. Then, that Active PKMN is now Confused.”

-**Jumping Side Kick**- 2 **GRASS** () 1 **COLORLESS** () **DMG**: 50+

“This Attack does +30 damage if the Defending PKMN is Affected by a Status Condition.”

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## Phantump (LABORATORY/Common)

 **HP** 50

**RET**: 1 **WK**: **PSYCHIC** () **RS**:

-**Astonish**- 1 **GRASS** () **DMG**: 0

“Choose a random card from your opponent's hand. they reveal it and shuffles it back into their deck.”

-**Vanish**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 10

“During your opponent's next turn, this PKMN takes -20 less damage after Weakness/Resistance).”

## Trevenant (LABORATORY/Rare)

 **HP** 70

**RET**: 2 **WK**: **PSYCHIC** () **RS**: **FIGHTING** ()

**PKMN POWER: Forest’s Curse**

**“As long as this PKMN is in play, Neither player can use or activate the effect of any other PKMN Power.”**

-**Shadow Claw**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 20+

“If this PKMN has any <**PSYCHIC**> energy attached, this attack does +20 damage. “

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## Snover (LABORATORY/Common)

 **HP** 60

**RET**: 2 **WK**: **FIGHTING** () **RS**: **WATER** ()

-**Powder Snow**- 1 **GRASS** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Asleep.”

-**Mega Drain**- 2 **GRASS** () 1 **COLORLESS** () **DMG**: 40

“Heal damage from this PKMN equal to half the damage done (rounded up).”

## Abomasnow (LABORATORY/Uncommon)

 **HP** 90

**RET**: 3 **WK**: **FIGHTING** () **RS**: **WATER** ()

-**Blizzard**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 20

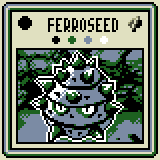
“Flip a coin. If heads, do 10 damage to each of your opponent's Benched PKMN (Don't apply Weakness or Resistance). If tails, Draw 1 card.”

-**Wood Hammer**- 2 **GRASS** () 1 **COLORLESS** () **DMG**: 50+

“It does 30 damage to itself. If you healed HP this turn, this attack does +20 damage.”

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## Ferroseed (EVOLUTION/Common)

 **HP** 60

**RET**: 2 **WK**: **FIRE** () **RS**: **DARKNESS** ()

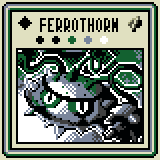
-**Rolling Tackle**- 1 **COLORLESS** () **DMG**: 10

“After doing damage, Flip a coin. If heads, Switch in 1 of your opponents Benched PKMN to the Active Spot.”

-**Pin Missile**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 20x

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

## ­Ferrothorn (EVOLUTION/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **FIRE** () **RS**: **DARKNESS** ()

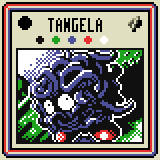
**PKMN POWER: Spikes**

**“Each time an Active PKMN retreats, the new Active PKMN takes 10 damage. Only 1 [SPIKES] can be activated at the same time.”**

-**Gyro Ball**- 2 **GRASS** () 1 **COLORLESS** () **DMG**:30

“After Doing Damage, Switch out this PKMN with 1 of your Benched PKMN at random. your opponent does the same.”

## Tangela (MYSTERY/Common)

 **HP** 60

**RET**: 2 **WK**: **FIRE** () **RS**:

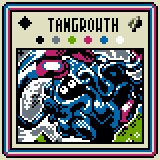
-**Vine Invite**- 1 **GRASS** () **DMG**: 10

“After doing damage, Switch in 1 of your opponent's Benched PKMN to the Active Spot. Then, during your Opponent's next Turn, The Defending PKMN Retreat cost is 1 <**COLORLESS**> More.”

-**Grass Knot**- 1 **GRASS** () 1 **COLORLESS** () **DMG**: 20+

“Does +10 damage for each <**COLORLESS**> in the Defending PKMN Retreat Cost.”

## ­Tangrowth (MYSTERY/Uncommon)

 **HP** 100

**RET**: 4 **WK**: **FIRE** () **RS**: **WATER** ()

-**Power Whip**- 1 **GRASS** () **DMG**:20x

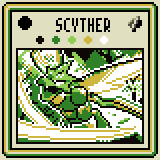
“Flip a coin for each Energy attached to this PKMN. This attack does 20 damage for each heads.”

-**Stick and Absorb**- 3 **GRASS** () **DMG**:40

“The Defending PKMN can't retreat during your opponent's next turn. If this PKMN has 4 or more <**GRASS**> energy attached, and it deals damage, heal 30 damage from it.”

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## Scyther (LABORATORY/Uncommon)

 **HP** 60

**RET**: 0 **WK**: **LIGHTNING** () **RS**:

-**Helpful Slash**- 1 **GRASS** () **DMG**: 0

“Attach 1 <**GRASS**> Energy card from your discard pile to 1 of your PKMN.”

-**Slash**- 1 **GRASS** () 2 **COLORLESS** () **DMG**: 30

“Don't apply Weakness/Resistance for this attack.”

## ­Leafeon (EVOLUTION/Rare)

 **HP** 80

**RET**: 1 **WK**: **FIRE** () **RS**: **LIGHTNING** ()

**PKMN POWER: Greening Cells**

**“When you play this PKMN from your hand, Search your deck for up to 2 <GRASS> Energy and put them into your hand. Shuffle your deck afterward.”**

-**Leaf Guard**- 1 **GRASS** () 2 **COLORLESS** () **DMG**: 30

“During your opponent's next turn, this PKMN takes -20 less damage after Weakness/Resistance).”

(Evolves from [Eevee](#_Eevee_(MYSTERY/Common)))

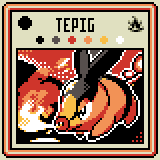
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# FIRE

**FIRE groups FIRE and Dragon type Pokémon into 1. They focus on high damage for discarding energy, Mill and Inflicting the Burn status.**

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## Tepig (COLOSSEUM/Common)

 **HP** 50

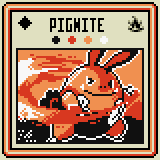
**RET**: 1 **WK**: **WATER** () **RS**: **GRASS** ()

-**Tackle**- 1 **COLORLESS** () **DMG**: 10

-**Ember**- 1 **FIRE** () 1 **COLORLESS** () **DMG**: 20

“You can discard 1 <**FIRE**> Energy Card attached to this PKMN; the defending PKMN is now burned.”

## Pignite (COLOSSEUM/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **WATER** () **RS**: **GRASS** ()

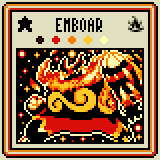
-**Take Down**- 1 **FIRE** () 1 **COLORLESS** () **DMG**: 20+

“Flip a coin. If heads, it does +10 damage; if tails, take 10 damage.”

-**Flamethrower**- 2 **FIRE** () 1 **COLORLESS** () **DMG**: 30

“Discard 1 <**FIRE**> Energy Card from this PKMN; this attack does +20 damage.”

## Emboar (COLOSSEUM/Rare)

 **HP** 120

**RET**: 3 **WK**: **WATER** () **RS**: **GRASS** ()

**PKMN POWER: FIRE Starter**

**“Once per turn, you can Attach 1 <FIRE> Energy card from your discard pile to one of your Benched PKMN. then, Put 1 damage counter on it.”**

-**Flareblitz**- 2 **FIRE** () 1 **COLORLESS** () **DMG**: 40+

“Discard 1 Energy card attached to this PKMN; this attack. Does +10 damage for each <HP\_NOK> damage counter on this PKMN.”

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## Houndour (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **FIGHTING** () **RS**:

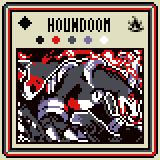
-**Smog**- 1 **FIRE** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Poisoned.”

-**Entrap**- 1 **FIRE** () 1 **COLORLESS** () **DMG**: 20

“The Defending PKMN Retreat cost is 1 <**COLORLESS**> More until the end of the next turn. If your opponent has the most Benched PKMN in play, Draw 2 cards.”

## Houndoom (MYSTERY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

-**Fire Fang**- 1 **FIRE** () **DMG**: 20

“The defending PKMN is now burned.”

-**Fire Payback**- 1 **FIRE** () 2 **COLORLESS** () **DMG**: 40+

“If your opponent has more Benched PKMN in play than you do, this attack does +20 damage for each fewer PKMN that you have.”

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## Sizzlipede (COLOSSEUM/Common)

 **HP** 40

**RET**: 1 **WK**: **WATER** () **RS**:

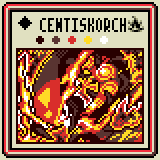
-**Energy Boost**- 1 **FIRE** () **DMG**: 0

“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

-**Searing Flame**- 1 **FIRE** () 1 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, the Defending PKMN is Now Burned.”

## Centiskorch (COLOSSEUM/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **FIGHTING** () **RS**: **GRASS** ()

-**Punishing Embers**- 1 **FIRE** () **DMG**: 20

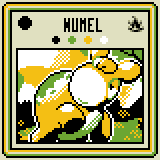
“If the Defending PKMN is Burned, Discard the top 3 cards from your Opponent's Deck.”

-**Bursting Inferno**- 2 **FIRE** () 1 **COLORLESS** () **DMG**: 30+

“Discard any Number of <**FIRE**> Energies from this PKMN (Min 1). This Attack does 20 more Damage for each <**FIRE**> Energy Discarded in this way.”

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## Numel (LABORATORY/Common)

 **HP** 50

**RET**: 1 **WK**: **WATER** () **RS**:

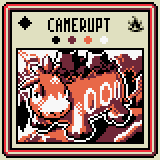
-**Fetch**- 1 **COLORLESS** () **DMG**: 0

“Draw a Card.”

-**Collect FIRE**- 1 **FIRE** () 1 **COLORLESS** () **DMG**: 30

**“**If you have any Energy cards in yourdiscard pile, you can Put up to 2 ofthem into your hand. take 10 damage.**”**

## Camerupt (LABORATORY/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **WATER** () **RS**: **LIGHTNING** ()

**PKMN POWER: Volcanic Eruption**

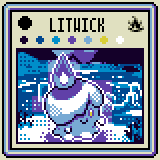
**“When you play this PKMN from your hand, add 1 to 4 <FIRE> Energy cards from your deck at random. Then, Shuffle your deck.”**

-**Cinder Cannon**- 2 **FIRE** () 1 **COLORLESS** () **DMG**: 30+

“If this PKMN has any <**FIGHTING**> energy attached to it, this attack does +20 more damage and After attacking, Discard the Top 3 cards from Your Opponent's Deck.”

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## Litwick (LABORATORY/Common)

 **HP** 40

**RET**: 0 **WK**: **PSYCHIC** () **RS**:

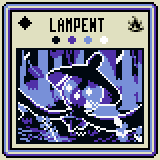
-**Kindling Panic**- 1 **COLORLESS** () **DMG**: 0

“Discard the top card of your Opponent’s deck.”

-**Will-o-Wisp**- 1 **FIRE** () **DMG**: 0

“The Defending PKMN is Now Burned.”

## Lampent (LABORATORY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **PSYCHIC** () **RS**:

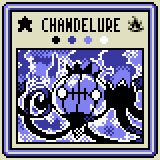
-**Luring Glow**- 1 **FIRE** () 1 **COLORLESS** () **DMG**: 20

“After doing damage, Switch in 1 of your opponent's Benched PKMN to the Active Spot. Then, the Active PKMN is now Burned.”

-**Punishing Embers**- 2 **FIRE** () **DMG**: 30

“If the Defending PKMN is Burned, Discard the top 3 cards from your Opponent's Deck.”

## Chandelure (LABORATORY/Rare)

 **HP** 100

**RET**: 2 **WK**: **PSYCHIC** () **RS**: **FIGHTING** ()

**PKMN POWER: Burning Down**

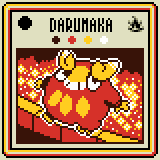
**“When you play this PKMN from your hand, Discard the top 3 cards of your opponent's Deck.”**

-**Soul Burner**- 2 **FIRE** () 1 **COLORLESS** () **DMG**: 30+

“It does +10 damage for each PKMN in your Opp. discard pile (up to 10).”

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## Darumaka (EVOLUTION/Common)

 **HP** 60

**RET**: 2 **WK**: **WATER** () **RS**:

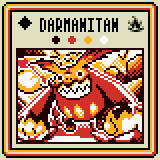
-**Call for Family**- 1 **FIRE** () **DMG**: 0

“If your Bench isn't full: Search your deck for a <**FIRE**> Basic PKMN and put it onto your Bench. Shuffle your deck.”

-**Reckless Charge**- 1 **FIRE** () 2 **COLORLESS** () **DMG**: 40

“Flip a Coin. If Tails, take 10 damage.”

## Darmanitan (EVOLUTION/Uncommon)

 **HP** 90

**RET**: 2 **WK**: **WATER** () **RS**: **GRASS** ()

-**FIRE Punch**- 1 **FIRE** () 2 **COLORLESS** () **DMG**: 30+

“Flip a Coin. If Heads, this Attack does +10 damage; If tails, the Defending PKMN is Now Burned.”

-**Damage Counterpunch**- 2 **FIRE** () 2 **COLORLESS** () **DMG**: 40+

“If this PKMN has any Damage counters on it, this attack does +30 damage.”

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## Litleo (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

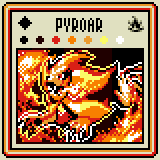
-**Roar**- 1 **COLORLESS** () **DMG**: 10

“After doing damage, Flip a coin. If heads, Switch in 1 of your opponents Benched PKMN to the Active Spot.”

-**Ember**- 1 **FIRE** () 1 **COLORLESS** () **DMG**: 20+

“You can Discard 1 <**FIRE**> Energy card attached to This PKMN; this attack does +10 damage.”

## Pyroar (MYSTERY/Uncommon)

 **HP** 70

**RET**: 2 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

**PKMN POWER: Flare Command**

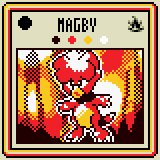
**“Once per turn, you may discard a <FIRE> Energy from your Active PKMN, then, Switch in 1 of your opponent's Benched PKMN to the Active Spot.”**

-**Flamethrower**- 1 **FIRE** () 2 **COLORLESS** () **DMG**: +30

“You can Discard 1 <**FIRE**> Energy card attached to This PKMN; this attack does +20 damage.”

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## Magby (EVOLUTION/Common)

 **HP** 30

**RET**: 0 **WK**: **RS**:

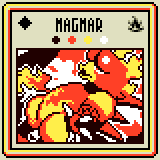
-**Strange Evolution**- COSTLESS () **DMG**: 0

“Heal all damage, Status Conditions and/or Effects affecting this PKMN. then, until the end of this Duel, replace this card with a copy of [MAGMAR] from your deck.

-**Ignite**- 1 **COLORLESS** () **DMG**: 10

“If the Defending PKMN has a PKMN PWR, it's now Burned.”

## Magmar (EVOLUTION/Uncommon)

 **HP** 60

**RET**: 2 **WK**: **WATER** () **RS**:

-**Live Coal**- 1 **FIRE** () **DMG**: 0

“Attach 1 <**FIRE**> Energy card from your discard pile to 1 of your PKMN.”

-**FIRE Punch**- 1 **FIRE** () 2 **COLORLESS** () **DMG**: +30

“Flip a coin. If heads, this attack does +10 damage; if tails, the Defending PKMN is now Burned.”

## Magmortar (EVOLUTION/Rare)

** HP** 90

**RET**: 3 **WK**: **WATER** () **RS**: **GRASS** ()

-**Smoke Screen**- 1 **FIRE** **DMG**: 10

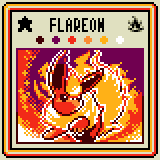
“If the Defending PKMN attacks during your opponent's next turn, they flip a coin. If tails, that attack fails.”

-**Boltplosion** - 1 **FIRE** () 2 **COLORLESS** () **DMG**: 40

“If [[ELECTIVIRE](#_Electivire_(LABORATORY/Rare))] or [MAGBY] are on play, this attack does 10 damage to each of your opponent's Benched PKMN (Don't apply Weakness/Resistance).”

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## Flareon (EVOLUTION/Rare)

 **HP** 80

**RET**: 1 **WK**: **WATER** () **RS**: **GRASS** ()

**PKMN POWER: Evolutionary Flame**

**“If you play this PKMN from your hand the Defending PKMN is now Burned.”**

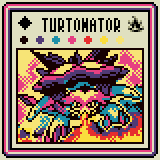
-**Destructive Flame**- 1 **FIRE** () 2 **COLORLESS** () **DMG**: 40

“If the Defending PKMN is Burned, Discard an Energy (If any) from it. Otherwise, Discard the Top card of Your Opponent's Deck.”

(Evolves from [Eevee](#_Eevee_(MYSTERY/Common)))

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## Turtonator (LABORATORY/Uncommon)

 **HP** 80

**RET**: 3 **WK**: **FIGHTING** () **RS**: **LIGHTNING** ()

-**Spit-Out Shot**- 1 **FIRE** () **DMG**:

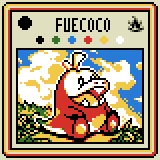
“If your Opponent has any Benched PKMN, Choose 1 of them and deal 20 Damage to it. (Don’t apply Weakness/Resistance.)”

-**Explosive Jet**- 3 **FIRE** () **DMG**: 20+

“Discard any number of <**FIRE**> energy from this PKMN (Min 1). it does +20 damage for each <**FIRE**> Energy Discarded.”

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## Fuecoco (EVOLUTION/Common)

 **HP** 50

**RET**: 1 **WK**: **WATER** () **RS**: **GRASS** ()

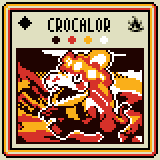
-**Trade**- 1 **FIRE** () **DMG**: 0

“Discard 1 card from your hand; Draw 2 cards.”

-**Ember**- 1 **FIRE** () 1 **COLORLESS** () **DMG**: 20+

“Discard 1 <**FIRE**> Energy Card from this PKMN; this attack does +10 damage.”

## Crocalor (EVOLUTION/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **WATER** () **RS**: **GRASS** ()

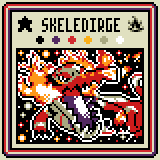
-**Confusion Song**- 1 **FIRE** () **DMG**: 30

“Both Active PKMN are now Confused (After Doing Damage).”

-**Flamethrower**- 2 **FIRE** () 1 **COLORLESS** () **DMG**: 50

“Discard 1 <**FIRE**> Energy Card from this PKMN in order to use This Attack.”

## Skeledirge (EVOLUTION/Rare)

 **HP** 110

**RET**: 3 **WK**: **WATER** () **RS**: **GRASS** ()

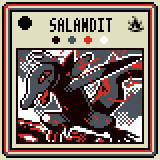
**PKMN POWER: Spectral Flames**

**“As long as this PKMN is on Play, If another PKMN is Burned, it's also Confused as long as it is burned.”**

-**Burning Voice**- 2 **FIRE** () 1 **COLORLESS** () **DMG**: +30

“It does +30 damage if the Defending PKMN is Burned. After doing damage: If the Defending PKMN has a PKMN PWR, it's now Burned.”

## Salandit (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **PSYCHIC** () **RS**:

-**Smog**- 1 **FIRE** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Poisoned.”

-**Venoshock**- 1 **FIRE** () 1 **COLORLESS** () **DMG**: +10

“It does +30 damage if the Defending PKMN is Poisoned.”

## Salazzle (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **PSYCHIC** () **RS**: **DARKNESS** ()

-**Burning Poison**- 1 **FIRE** () **DMG**: 0

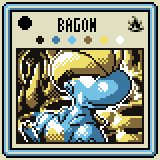
“Discard 1 <**FIRE**> Energy card attached to This PKMN; the Defending PKMN is now Poisoned and Burned.”

-**Derisive Roasting**- 2 **FIRE** () 1 **COLORLESS** () **DMG**: +20

“It does +20 damage for each Status Condition on the Defending PKMN.”

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## Bagon (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **WATER** () **RS**:

-**Tackle**- 1 **COLORLESS** () **DMG**: 10

-**Draconic Dreams**- 1 **FIRE** () 1 **WATER** () **DMG**: 0

“Search your deck for a PKMN, reveal it, and put it into your hand. Then, shuffle your deck.”

## Shelgon (MYSTERY/Uncommon)

**HP** 80

**RET**: 2 **WK**: **WATER** () **RS**: **GRASS** ()

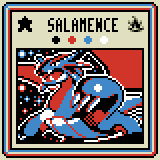
-**Protect Charge**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, Prevent All damage done during your Opponent’s Next Turn. Either Way, Draw a card.”

-**Dragonbreath**- 1 **FIRE** () 2 **COLORLESS** () **DMG**: 40

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

## Salamence (MYSTERY/Rare)

 **HP** 110

**RET**: 3 **WK**: **WATER** () **RS**: **FIGHTING** ()

-**Shoottrough**- 1 **FIRE** () 1 **WATER** () **DMG**: 40

“If your Opponent has any Benched PKMN, Choose 1 of them and deal 10 Damage to it. (Don’t apply Weakness/Resistance.).”

-**Dragon Rage**- 2 **FIRE** () 2 **WATER**() **DMG**: 70

“Don't apply Weakness/Resistance for this attack.”

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## Druddigon (LABORATORY/Rare)

 **HP** 80

**RET**: 2 **WK**: **WATER** () **RS**: **LIGHTNING** ()

-**Revenge**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 10+

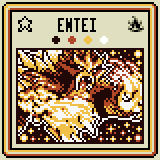
“Does +10 damage per each of your Damaged PKMN.”

-**Dragon Claw**- 1 **FIRE** () 2 **COLORLESS** () **DMG**: 40

“Don't apply Weakness/Resistance for this attack.”

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## Entei (PROMO/RARE)

 **HP** 80

**RET**: 2 **WK**: **RS**:

**PKMN POWER: Volcanic Eruption**

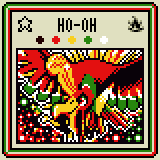
**“When you play this PKMN from your hand, add 1 to 4 <FIRE> Energy cards from your deck at random. Then, Shuffle your deck.”**

-**Volcanic Claw**- 2 **FIRE** () 1 **COLORLESS** () **DMG**: 60

“Discard 2 Energy cards attached to this PKMN to use this attack. [If your opponent has 3 or less Prizes remaining, Discard the top 5 cards of their deck].”

**----------------------------------------------------------------**

## HO-OH (PROMO/Rare)

**** **HP** 100

**RET**: 3 **WK**: **RS**:

-**Revival Blessing**- 1 **FIRE** () **DMG**: 0

“Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its **HP** (rounded down to the nearest 10). (You can't use this effect if your Bench is full.)”

-**Rainbow Burn**- 4 **COLORLESS** () **DMG**: 30+

“Does +10 damage for each different type of Energy attached to this PKMN (<**WATER**><**FIRE**><**GRASS**><**LIGHTNING** ><**FIGHTING**><**PSYCHIC**><**DARKNESS**>).”

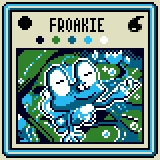
**----------------------------------------------------------------**

# WATER

**WATER groups Water and Ice type Pokémon into 1. They focus on searching Energies, Dealing More Damage with Extra Energies, and Spread Damage.**

**----------------------------------------------------------------**

## Froakie (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **GRASS** () **RS**: **FIRE** ()

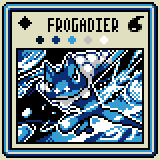
-**Bubble**- 1 **WATER** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Water Drip**- 1 **WATER** () **DMG**: 10

“Bounce 1 <**WATER**> Energy card attached to this PKMN to your hand; Draw 1 card.”

## Frogadier (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **GRASS** () **RS**: **FIRE** ()

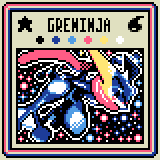
-**Water Duplicate**- 1 **WATER** () **DMG**: 10

“If your Bench isn't full: Search your deck for a [[SUBSTITUTE DOLL](#_Substitute_Doll_(EVOLUTION/Rare))] or a [FROAKIE] and put it onto your Bench. Then, Shuffle your deck. You can Switch-out this PKMN.”

-**Water Splash**- 1 **WATER** () **DMG**: 10+

“You can Bounce 1 <**WATER**> Energy card attached to this PKMN to your hand; this attack does +20 damage.”

## Greninja (COLOSSEUM/Rare)

** HP 90**

**RET**: 1 **GRASS** () **RS**: **FIRE** ()

**PKMN POWER: Rain Dance**

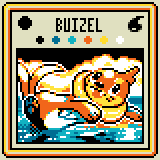
**“During your turn, you may attach any number of <WATER> Energy from your hand to 1 of your <WATER> PKMN (This doesn't use your 1 Energy attachment).”**

-**Coordinated Shuriken**- 2 **WATER** () 1 **COLORLESS** () **DMG**: 40+

“Does +10 damage for each extra <**WATER**> energy attached to this PKMN (in addition to its attack cost and up to +30 damage). after doing damage, choose up to 3 of your opponent's Benched PKMN, and put 1 <HP\_NOK> damage counter on each of them.”

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## Buizel (COLOSSEUM/Common)

 **HP** 40

**RET**: 0 **WK**: **LIGHTNING** () **RS**:

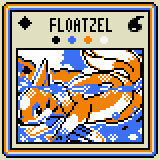
-**Push Aside**- 1 **COLORLESS** () **DMG**: 10

“After doing damage, Flip a coin. If heads, Switch in 1 of your opponents Benched PKMN to the Active Spot.”

-**Agility**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, during your Opponent’s Next Turn, Prevent All Effects of Attacks, Including Damage, done to this PKMN.”

## Floatzel (COLOSSEUM/Uncommon)

**HP** 70

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **WATER** ()

-**Aquatic Rescue**- 1 **WATER** () **DMG**: 20

“Shuffle up to 3 PKMN and/or Basic Energy cards from your discard pile into your deck.”

-**Aqua Jet**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 30

“Bounce 1 <**WATER**> Energy card attached to this PKMN to your hand; do 10 damage to each of your opponent's Benched PKMN (Don't apply Weakness or Resistance).”

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## Bruxish (COLOSSEUM/Uncommon)

 **HP** 60

**RET**: 1 **WK**: **DARKNESS** () **RS**:

-**Confuse Ray**- 1 **WATER** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Confused.”

-**PSYCHIC Fangs**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 30+

“Don't apply Weakness/Resistance for this attack. If the defending PKMN has a <**PSYCHIC**> Weakness, this attack does +30 damage.”

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## Tympole (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **GRASS** () **RS**:

-**Bubble**- 1 **WATER** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Flail**- 1 **FIGHTING** **DMG**: 10x

“Does 10 Damage for each Damage Counteron this PKMN.”

## Palpitoad (MYSTERY/Uncommon)

**HP** 70

**RET**: 2 **WK**: **GRASS** () **RS**: **LIGHTNING** ()

-**Rage**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 10+

“Does +10 damage for each Damage Counter on this PKMN.”

-**Bulldoze**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 40

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

## Seismitoad (MYSTERY/Rare)

 **HP** 110

**RET**: 3 **WK**: **GRASS** () **RS**: **LIGHTNING** ()

-**Quaking Punch**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 30

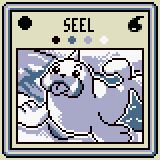
“Does 10 damage to itself. Your opponent can't play Trainer cards during their next turn.”

-**Tremulous Fist**- 2 **FIGHTING** () 2 **COLORLESS** () **DMG**: 50+

“Does +10 damage for each of your Damaged PKMN.”

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## Seel (COLOSSEUM/Common)

**HP** 60

**RET**: 1 **WK**: **LIGHTNING** () **RS**:

-**Headbutt**- 1 **COLORLESS** () **DMG**: 10

-**Finding Friends**- 1 **WATER** () **DMG**: 0

“If your Bench isn't full: Put 1 random Basic PKMN from your deck onto your Bench.”

## Dewgong (COLOSSEUM/Uncommon)

**HP** 80

**RET**: 2 **WK**: **FIGHTING** () **RS**: **WATER** ()

-**Find Ice**- 1 **WATER** () **DMG**: 0

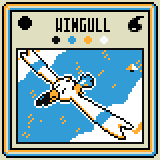
“Search your deck for up to 2 <**WATER**> Energy and put them into your hand. Shuffle your deck afterward.”

-**Ice Pillar**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 30

“Until the end of your opponent’s turn, as long as this is your Active PKMN, prevent all damage dealt to your Benched PKMN by attacks or Effects.”

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## Wingull (EVOLUTION/Common)

 **HP** 50

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

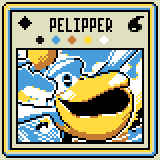
-**Fetch**- 1 **WATER** () **DMG**: 0

“Draw a Card.”

-**Dive**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 10

“Flip a Coin. If Heads, Prevent All damage done during your Opponent’s Next Turn. Either Way, Draw a card.”

## Pelipper (EVOLUTION/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

**PKMN POWER: Healing Wind**

**“Wh**en you put this PKMN into play **during your turn (not during** **set-up), Heal 20 Damage from each of your Own PKMN (If Any).”**

-**Aqua Wind**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 20

“If you healed HP this turn, Draw 3 cards.”

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## Clauncher (EVOLUTION/Common)

 **HP** 50

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIRE** ()

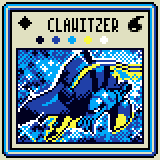
-**Lock-On**- 1 **COLORLESS** () **DMG**: 0

“Flip a Coin. If heads, during your opponent’s next turn the defending PKMN can’t retreat.”

-**Water Gun**- 1 **WATER** () **DMG**: 10+

“This attack does +10 damage for each extra <**WATER**> energy attached to this PKMN (in addition to its attack cost and up to +30 damage).”

## Clawitzer (EVOLUTION/Uncommon)

**HP** 80

**RET**: 2 **WK**: **LIGHTNING** () **RS**: **FIRE** ()

-**Salt WATER**- 1 **WATER** () **DMG**: 0

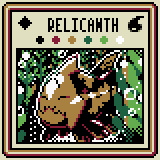
“Flip a coin. If heads, search your deck for up to 2 <**WATER**> Energy cards and attach them to this PKMN. Then, shuffle your deck. If the Defending PKMN is an Evolved PKMN, you can use this effect without flipping a coin.”

-**Sharpshooting**- 3 **WATER** () **DMG**: 30+

“This attack does +10 damage for each extra <**WATER**> energy attached to this PKMN (in addition to its attack cost and up to +30 damage). This attack also does 20 damage to 1 of your opponent's Benched PKMN. (If any.) (Don't apply Weakness/Resistance)”

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## Relicanth (LABORATORY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **GRASS** () **RS**: **FIRE** ()

-**Fossil Search**- 1 **COLORLESS** () **DMG**:

“Search your deck for up to 2 [MYSTERIOUS FOSSIL] and put them into your hand. Shuffle your deck.”

-**Amnesia**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 20

“Select 1 of the defending PKMN attacks. it can’t use that selected attack during the next turn.”

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## Horsea (LABORATORY/Common)

**HP** 40

**RET**: 1 **WK**: **LIGHTNING** () **RS**:

-**Energy Boost**- 1 **WATER** () **DMG**: 0

“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

-**Smokescreen**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 20

“If the Defending PKMN attacks during your opponent's next turn, they flip a coin. If tails, that attack fails.”

## Seadra (LABORATORY/Uncommon)

**HP** 70

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIRE** ()

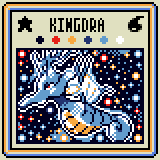
-**WATER Arrow**- 1 **WATER** () **DMG**:

“If your Opponent has any Benched PKMN, Choose 1 of them and deal 20 Damage to it. (Don’t apply Weakness/Resistance.)”

-**Rapids**- 1 **WATER** () 2 **COLORLESS** () **DMG**: 40+

“Flip a Coin. If Heads, Discard an Energy from the Defending PKMN (If any).”

## Kingdra (LABORATORY/Rare)

 **HP** 100

**RET**: 1 **WK**: **LIGHTNING** () **RS** 1 **WATER** ()

-**Dragon Tornado**- 1 **WATER** () **DMG**: 30

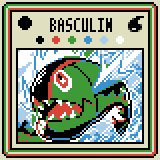
“After doing damage, Switch in 1 of your opponent's Benched PKMN to the Active Spot.”

-**Hydro Pump**- 3 **WATER** () **DMG**: 40+

“This attack does +20 damage for each extra <**WATER**> energy attached to this PKMN (in addition to its attack cost and up to +60 damage).”

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## Basculin (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **LIGHTNING** () **RS**:

-**Flail**- 1 **WATER** () **DMG**: 10+

“Does +10 Damage for each Damage Counteron this PKMN.”

-**Swarm the Wound**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 10+

“Does +10 More for each damage Counter on the Defending PKMN.”

## Basculegion (MYSTERY/Uncommon)

 **HP** 70

**RET**: 2 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

-**Flail**- 1 **WATER** () **DMG**: 10+

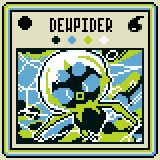
“Does +10 Damage for each Damage Counteron this PKMN.”

-**Last Respects**- 1 **WATER** () 1 **PSYCHIC** () **DMG**: 20+

“Does +10 damage per each PKMN in your Discard Pile. (Up to 5.)”

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## Dewpider (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **LIGHTNING** () **RS**:

-**Bubble**- 1 **WATER** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Sticky Web**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 20

“During your Opponent's Turn, The Defending PKMN retreat cost is 1 <**COLORLESS**> More.”

## Araquanid (MYSTERY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

-**Hydro Drain**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 20+

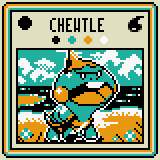
“This attack does +10 damage for each extra <**WATER**> energy attached to this PKMN (in addition to its attack cost and up to +30 damage). Then, Heal from this PKMN half the amount of Damage you Did to your Opponent Active PKMN.”

-**Liquidation**- 3 **WATER** () **DMG**: 30+

“The Defending PKMN Retreat cost is 1 <**COLORLESS**> More until the end of the next turn. Then, this attack does +10 damage for each <**COLORLESS**> on it.”

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## Chewtle (MYSTERY/Common)

 **HP** 60

**RET**: 2 **WK**: **GRASS** () **RS**: **FIRE** ()

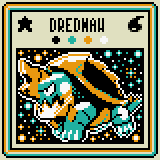
-**Call for Family**- 1 **WATER** () **DMG**: 0

“If your Bench isn't full: Search your deck for a <**WATER**> Basic PKMN and put it onto your Bench. Shuffle your deck.”

-**Reckless Charge**- 1 **WATER** () 2 **COLORLESS** () **DMG**: 40

“Flip a coin. If tails, take 10 damage.”

## Drednaw (MYSTERY/Rare)

 **HP** 100

**RET**: 3 **WK**: **GRASS** () **RS**: **FIRE** ()

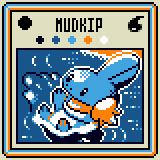
-**Vise Bite**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 20+

“Does +10 damage for each <**COLORLESS**> in the Defending PKMN Retreat Cost. If it has a Retreat cost of 2 or more <**COLORLESS**>, draw 2 cards.”

-**Jaw Lock**- 2 **FIGHTING** () 2 **COLORLESS** () **DMG**: 60

“During your opponent's next turn the Defending PKMN can't retreat. If it has a Retreat cost of 2 or more <**COLORLESS**>, Discard an Energy (If any), from it.”

## Mudkip (EVOLUTION/Common)

 **HP** 50

**RET**: 1 **WK**: **GRASS** () **RS**:

-**Water Gun**- 1 **WATER** () **DMG**: 10+

“This attack does +10 damage for each extra <**WATER**> energy attached to this PKMN (in addition to its attack cost and up to +30 damage).”

-**Mud Slap**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 20

“If the Defending PKMN attacks during your opponent's next turn, they flip a coin. If tails, that attack fails.”

## Marshtomp (EVOLUTION/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **GRASS** () **RS**: **FIRE** ()

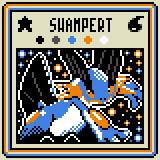
-**Mudslide**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 30

“Discard the top 3 cards from your deck.”

-**Bulldoze**- 3 **WATER** () **DMG**: 50

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

## Swampert (EVOLUTION/Rare)

** HP 110**

**RET**: 3 **GRASS** () **RS**: **FIRE** ()

**PKMN POWER: Energy Draw**

**“Once per turn, you may discard 1 basic energy from your hand. and if you do, draw 3 cards.”**

-**Tidal Clash**- 3 **WATER** () **DMG**: 40+

“Return up to 6 Energies from your discard pile into your Deck. It Does +10 damage for each card returned.”

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## Vaporeon (EVOLUTION/Rare)

 **HP** 80

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIRE** ()

**PKMN POWER: Evolutionary Swirl**

**“When you play this PKMN from your hand, You can make Each player shuffle their hand into their deck and draw 4 cards.”**

-**Hydro Pump**- 3 **WATER** () **DMG**: 30+

“This attack does +20 damage for each extra <**WATER**> energy attached to this PKMN (in addition to its attack cost and up to +60 damage).”

(Evolves from [Eevee](#_Eevee_(MYSTERY/Common)))

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## Glaceon (EVOLUTION/Rare)

 **HP** 80

**RET**: 1 **WK**: **FIRE** () **RS**: **WATER** ()

**PKMN POWER: Freezing Glare**

**“When you play this PKMN from your hand, If the Defending PKMN attacks on your opponent's next turn, your opponent flips a coin. If tails, that attack fails.”**

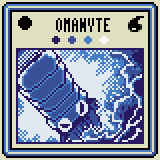
-**Ice Pillar**- 2 **WATER** () 1 **COLORLESS** () **DMG**: 40

“Until the end of your opponent’s turn, as long as this is your Active PKMN, prevent all damage dealt to your Benched PKMN by attacks or Effects.”

(Evolves from [Eevee](#_Eevee_(MYSTERY/Common)))

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## Omanyte (LABORATORY/Common)

 **HP** 60

**RET**: 1 **WK**: **GRASS** () **RS**: **FIRE** ()

**PKMN POWER: Clairvoyance**

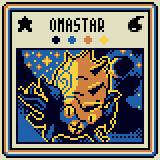
**“Your opponent plays with his or her hand face up. This power stops working while Omanyte is Asleep, Confused, or Paralyzed.”**

-**Fast Evolution**- 1 **COLORLESS** () **DMG**: 10

“Search your deck for an Evolution PKMN and put it into your hand. Then, shuffle your deck.”

(Evolves from [Mysterious Fossil](#_Mysterious_Fossil_(MYSTERY/Common)))

## Omastar (LABORATORY/Rare)

 **HP** 110

**RET**: 2 **WK**: **GRASS** () **RS**: **FIRE** ()

**PKMN POWER: Primal Guidance**

**“When you play this PKMN from your hand, put a card from your discard pile into your hand.”**

-**Time Stream**- 2 **WATER** () 1 **COLORLESS** () **DMG**: 50

“Devolve 1 evolved PKMN on Play by putting the highest Stage Evolution card on it into their owner's hand. If [MYSTERIOUS FOSSIL] is in play, your opponent shuffles their hand into their deck, then draws 4 cards.”

## Suicune (PROMO/Rare)

 **HP** 80

**RET**: 2 **WK**: **RS**:

**PKMN POWER: Quickfreeze**

**“Wh**en you put this PKMN into play **during your turn (not during** **set-up), flip a coin. If heads, the** **Defending Pokémon is now Paralyzed.”**

-**Crystal Stream**- 2 **WATER** () 1 **COLORLESS** () **DMG**: 40

“[If your opponent has 3 or less Prizes remaining, during their next turn, This PKMN takes Half the damage done from attacks (after Weakness/Resistance) (rounded down)].”

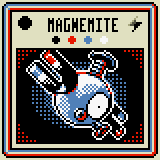
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# LIGHTNING

**LIGHTNING groups Electric type Pokémon. They focus on Accelerating Energy, Filling the bench and dealing damage to it.**

**----------------------------------------------------------------**

## Magnemite (LABORATORY/Common)

 **HP** 40

**RET**: 1 **WK**: **FIRE** () **RS**:

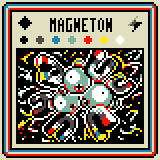
-**Metal Sound-** 1 **LIGHTNING** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Confused.”

-**Magnetism**- 1 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 10x

“This attack does 10 damage for each [MAGNEMITE], [MAGNETON] and/or [MAGNEZONE] in play.”

## Magneton (LABORATORY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **FIRE** () **RS**: **DARKNESS** ()

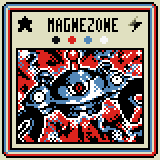
-**Thunder wave**- 1 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Magnetic Release**- 2 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 30+

“Does +10 damage for each Energy attached on the Defending PKMN.”

## Magnezone (LABORATORY /Rare)

 **HP** 110

**RET**: 2 **WK**: **FIRE** () **RS**: **DARKNESS** ()

**PKMN POWER: Magnetic Circuit**

**“Once per turn, if your active PKMN is a <LIGHTNING> PKMN, You can Attach 1 Basic Energy From your hand to 1 of your PKMN.”**

-**Magnetic Bomb**- 3 **LIGHTNING** () **DMG**: 50+

“The Defending PKMN is Now Confused. If this PKMN has more Energy attach than it, this attack does +20 damage.”

**---------------------------------------------------------------**

## Blitzle (COLOSSEUM/Common)

 **HP** 40

**RET**: 1 **WK**: **FIGHTING** () **RS**:

-**Energy Boost**- 1 **LIGHTNING** () **DMG**: 0

“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

-**Spark**- 2 **LIGHTNING** () **DMG**: 20

“If your Opponent has any Benched PKMN, Choose 1 of them and deal 10 Damage to it. (Don’t apply Weakness/Resistance.).”

## Zebstrika (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **FIGHTING** () **RS**: **GRASS** ()

**PKMN POWER: Sprint**

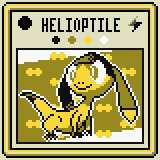
**“Once per turn, Discard your hand and Draw 3 cards.”**

-**Burst of LIGHTNING**- 1 **LIGHTNING** () 2 **COLORLESS** () **DMG**: 20+

“Put up to 2 Basic energy cards from your Discard Pile to your hand. This attack does +20 damage for each card returned. Then, take 10 damage.”

**----------------------------------------------------------------**

## Helioptile (COLOSSEUM/Common)

**HP** 50

**RET**: 1 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

-**Tackle**- 1 **COLORLESS** () **DMG**: 10

-**Finding Friends**- 1 **LIGHTNING** () **DMG**: 0

“If your Bench isn't full: Put 1 random Basic PKMN from your deck onto your Bench.”

## Heliolisk (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

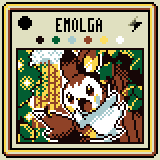
-**Draw-Chain**- 1 **LIGHTNING** () **DMG**: 0

“Flip a coin for each of your Benched <**LIGHTNING**> PKMN. for each Heads, draw 1 card”

-**Discharge**- 1 **LIGHTNING** () 2 **COLORLESS** () **DMG**: 40

“You can Discard 1 <**LIGHTNING**> Energy card attached to This PKMN; do 10 damage to each of your opp. Benched PKMN (Don't apply Weakness/Resistance).”

## Emolga (MYSTERY/Common)

 **HP** 50

**RET**: 0 **WK**: **WATER** () **RS**: **FIGHTING** ()

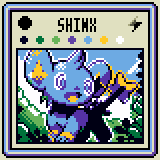
-**Call for Family**- 1 **LIGHTNING** () **DMG**: 0

“If your Bench isn't full: Search your deck for a <**LIGTHNING**> Basic PKMN and put it onto your Bench. Shuffle your deck.”

-**Nuzzle**- 1 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed. Either way, Draw a card.”

## Shinx (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **FIGHTING** () **RS**:

-**Roar**- 1 **LIGHTNING** () **DMG**: 10

“Flip a Coin. If Heads, and if your Opponent has any Benched PKMN, Your Opponent switches their Active PKMN with 1 of their Benched PKMN.”

-**Spark**- 1 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 20

“If your Opponent has any Benched PKMN, Choose 1 of them and deal 10 Damage to it. (Don’t apply Weakness/Resistance.).”

## Luxio (MYSTERY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **FIGHTING** () **RS**: **LIGHTNING** ()

-**Thunder Fang**- 1 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Energy Raid**- 1 **LIGHTNING** () 2 **COLORLESS** () **DMG**: +30

“If the Defending PKMN has the same amount or more Energy attached than this PKMN, this does +20 damage.”

## Luxray (MYSTERY/Rare)

 **HP** 100

**RET**: 1 **WK**: **FIGHTING** () **RS**: **LIGHTNING** ()

**PKMN POWER: Step In**

**“Once per turn, if this PKMN is on your Bench, you may switch it with your Active PKMN.”**

-**Energy Crush**- 2 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 40+

“Does +10 damage for each Energy attached to the Defending PKMN. Then, you can Switch this PKMN with 1 of your Benched PKMN.”

**----------------------------------------------------------------**

## Pichu (COLOSSEUM/Common)

 **HP** 30

**RET**: 0 **WK**: **RS**:

-**Strange Evolution**- COSTLESS () **DMG**: 0

“Heal all damage, Status Conditions and/or Effects affecting this PKMN. then, until the end of this Duel, replace this card with a copy of [PIKACHU] from your deck.

-**Zzzap**- 1 **COLORLESS** () **DMG**: 10

“If the Defending PKMN has a PKMN PWR, do 10 damage to each of your opponent's Benched PKMN (Don't apply Weakness or Resistance).”

## Pikachu (COLOSSEUM/Uncommon)

 **HP** 50

**RET**: 1 **WK**: **FIGHTING** () **RS**:

-**Thundershock**- 1 **LIGHTNING** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Volt Tackle**- 2 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 40+

“This PKMN takes 20 Damage. If you have 3 or more [PIKACHU] and/or [RAICHU] in Play, this attack does +20 damage.”

## Raichu (COLOSSEUM/Rare)

 **HP** 70

**RET**: 2 **WK**: **FIGHTING** () **RS**:

-**Energize**- 1 **LIGHTNING** () **DMG**: 0

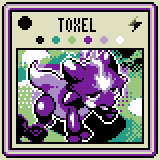
“Attach 1 <**LIGHTNING**> Energy card from your discard pile to 1 of your PKMN. If [PICHU] is in your Bench, attach up to 2 to This PKMN instead.”

-**Circle Circuit** - 3 **LIGHTNING** () 1 **COLORLESS** () () **DMG**: 20x

“This attack does 20 damage for each of your Benched <**LIGHTNING**> PKMN.”

**----------------------------------------------------------------**

## Toxel (EVOLUTION/Common)

** HP** 40

**RET**: 1 **WK**: **PSYCHIC** () **RS**:

-**Thundershock**- 1 **LIGHTNING** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Acid**- 1 **DARKNESS** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Poisoned.”

## Toxtricity (EVOLUTION/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **PSYCHIC** () **RS**: **DARKNESS** ()

-**Energy Boost**- 1 **LIGHTNING** () **DMG**: 20

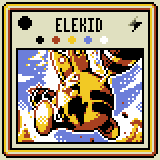
“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

-**Punk Rock**- 2 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 30

“Flip a Coin. If Heads, the Defending PKMN is Now Poisoned; If Tails, it is now Paralyzed.”

**----------------------------------------------------------------**

## Elekid (EVOLUTION/Common)

 **HP** 30

**RET**: 0 **WK**: **RS**:

-**Strange Evolution**- COSTLESS () **DMG**: 0

“Heal all damage, Status Conditions and/or Effects affecting this PKMN. then, until the end of this Duel, replace this card with a copy of [ELECTABUZZ] from your deck.

-**Gather Energy**- 1 **COLORLESS** () **DMG**: 10

“If the Defending PKMN has a PKMN PWR, search your deck for a basic Energy and attach it to 1 of your PKMN. Then, shuffle your deck.”

## Electabuzz (EVOLUTION/Uncommon)

 **HP** 60

**RET**: 2 **WK**: **FIGHTING** () **RS**:

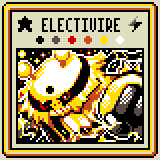
-**Plasma**- 1 **LIGHTNING** () **DMG**: 0

“Attach 1 <**LIGHTNING**> Energy card from your discard pile to 1 of your PKMN.”

-**Thunderpunch**- 1 **LIGHTNING** () 2 **COLORLESS** () **DMG**: 30+

“Flip a Coin. If Heads, this Attack does +10 more damage; If tails, it does 10 damage to itself.”

## Electivire (EVOLUTION/Rare)

** HP** 90

**RET**: 3 **WK**: **FIGHTING** () **RS**:

-**Double Shock**- 1 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 20

“If [ELEKID] or [[MAGMORTAR](#_Magmortar_(EVOLUTION/Rare))] are on play, Flip 2 coins. If either of them is heads, the Defending PKMN is now Paralyzed.”

-**Static Overload**- 2 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 40+

“It does +10 damage for each of your Opponents Damaged PKMN.”

**----------------------------------------------------------------**

## Pincurchin (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 2 **WK**: **FIGHTING** () **RS**:

-**Stunt Needle**- 1 **LIGHTNING** () **DMG**: 10

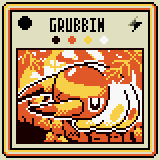
“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Cry For Help** - 2 **LIGHTNING** () **DMG**: 0

“Each player randomly selects Basic PKMN from their deck to fill their Bench (If Any). Each Player shuffles their deck afterwards.”

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## Grubbin (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **FIRE** () **RS**:

-**Iron Grip**- 1 **LIGHTNING** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Energy Boost**- 1 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 10

“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

## Charjabug (MYSTERY/Uncommon)

 **HP** 70

**RET**: 2 **WK**: **FIRE** () **RS**: **GRASS** ()

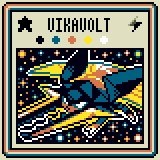
-**Energy Boost**- 1 **COLORLESS** () **DMG**: 10

“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

-**Magnetic Storm**- 2 **LIGHTNING** () **DMG**: 20

“After doing damage, choose up to 3 of your opponent's Benched PKMN, and put 1 <HP\_NOK> damage counter on each of them.”

## Vikavolt (MYSTERY/Rare)

 **HP** 100

**RET**: 2 **WK**: **FIRE** () **RS**: **GRASS** ()

-**U-Turn**- 1 **LIGHTNING** () **DMG**: 30

“You can Switch this PKMN with 1 of your Benched PKMN.”

-**Zap Cannon**- 4 **LIGHTNING** () **DMG**: 120

“Discard 3 Energy cards attached to this PKMN to use this attack.”

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## Electrike (LABORATORY/Common)

 **HP** 50

**RET**: 1 **WK**: **FIGHTING** () **RS**:

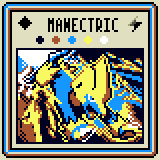
-**Fetch**- 1 **LIGHTNING** () **DMG**: 0

“Draw a Card.”

-**Thunder Fang**- 1 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

## Manectric (LABORATORY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **FIGHTING** () **RS**: **LIGHTNING** ()

**PKMN POWER: Switch Current**

**“If you Retreat a PKMN by paying its retreat cost: You can Attach 1 <LIGHTNING> Energy from your Discard pile to your Active PKMN. Only 1 [Switch Current] can be activated at the same time.”**

-**Disconnect**- 3 **LIGHTNING** () **DMG**: 30

“Does 10 damage to itself. Your opponent can't play Trainer cards during their next turn.”

## Wattrel (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **WATER** () **RS**:

-**Volt Switch**- 1 **LIGHTNING** () **DMG**: 10

“You can Switch this PKMN with 1 of your Benched PKMN.”

-**Static Buildup**- 1 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 20

“During your Opponent's Turn, The Defending PKMN retreat cost is 1 <**COLORLESS**> More.”

## Kilowattrel (COLOSSEUM/Uncommon)

** HP** 70

**RET**: 0 **WK**: **WATER** () **RS**: **FIGHTING** ()

-**Whirlwind**- 1 **LIGHTNING** () **DMG**: 10

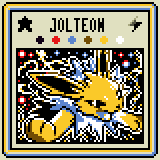
“After doing damage, your opponent Switches out their Active PKMN to the Bench.”

-**Flash Pressure**- 2 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 30

“If the defending PKMN has a Retreat cost of 3 or more <**COLORLESS**>, Discard an Energy, from the Defending PKMN.”

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## Jolteon (EVOLUTION/Rare)

 **HP** 80

**RET**: 1 **WK**: **FIGHTING** () **RS**: **WATER** ()

**PKMN POWER: Evolutionary Thunder**

**“When you play this PKMN from your hand, Do 10 damage to 1 of your opponent's Pokémon chosen at random. (Weakness and/or Resistance are not applied).”**

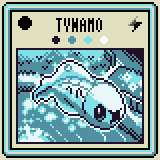
-**Follow-Up Bolt**- 3 **LIGHTNING** () **DMG**: +30

“Does +10 More for each damage Counter on the Defending PKMN.”

(Evolves from [Eevee](#_Eevee_(MYSTERY/Common)))

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## Tynamo (LABORATORY/Common)

 **HP** 30

**RET**: 0 **WK**: **RS**: **FIGHTING** ()

**PKMN POWER: Cowardice**

**“Once per turn, If this PKMN wasn't played this turn, you can return it to your hand. (discard all cards attached to it).”**

-**Thundershock**- 1 **LIGHTNING** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

## Eelektrik (LABORATORY/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **RS**: **FIGHTING** ()

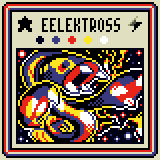
**PKMN POWER: Ad Hoc Shock**

**“Wh**en you put this PKMN into play **during your turn (not during** **set-up), flip a coin. If heads, the** **Defending Pokémon is now Paralyzed.”**

-**Suction Heal**- 1 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 20

“The Defending PKMN Retreat cost is 1 <**COLORLESS**> More until the end of the next turn. Heal damage equal to half the damage done from this PKMN.”

## Eelektross (LABORATORY/Rare)

 **HP** 110

**RET**: 3 **WK**: **RS**: **FIGHTING** ()

-**Suction Heal**- 2 **LIGHTNING** () **DMG**: 30

“The Defending PKMN Retreat cost is 1 <**COLORLESS**> More until the end of the next turn. Heal damage equal to half the damage done from this PKMN.”

-**Electrical Rend**- 2 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 60+

“This Attack does 30 more damage if the Defending PKMN is Affected by a Status Condition.”

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## Zeraora (MYSTERY/Rare)

 **HP** 80

**RET**: 1 **WK**: **FIGHTING** () **RS**:

-**Energy Absorption**- 1 **LIGHTNING** () **DMG**: 0

“Choose up to 2 Energy cards from your discard pile and attach them to this PKMN.”

-**Plasma Fist**- 3 **LIGHTNING** () **DMG**: 60

“Discard 2 Energy Cards attached to this PKMN in order to use this attack. Then, Flip a Coin If heads, the defending PKMN is now Paralyzed.”

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## Raikou (PROMO/Rare)

 **HP** 80

**RET**: 2 **WK**: **RS**:

**PKMN POWER: Peal of Thunder**

**“When you put this PKMN into play during your turn (not during set-up) do 30 damage to a Pokémon other than This PKMN chosen at random. (Don't apply Weakness and Resistance.)”**

-**Lightning Park**- 2 **LIGHTNING** () 1 **COLORLESS** () **DMG**: 30

“If your opponent has any Benched PKMN, choose 1 of them and flip a coin. If heads, this attack does 30 damage to it. (Don't apply Weakness or Resistance.) [If your opponent has 3 or less Prize cards remaining, deal 60 Damage instead].”

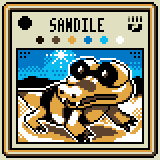
**----------------------------------------------------------------**

# FIGHTING

**FIGHTING groups FIGHTING, Rock, Ground and Steel type Pokémon into 1. They focus on Increasing or Reducing Damage, and Mill.**

**----------------------------------------------------------------**

## Sandile (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **WATER** () **RS**:

-**Bite**- 1 **FIGHTING** () **DMG**: 10

-**Mud Slap**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 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.”

## Krokorok (COLOSSEUM/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **WATER** () **RS**: **PSYCHIC** ()

-**Torment**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 20

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

-**Dredge Up**- 2 **FIGHTING** () 1 **COLORLESS** () **DMG**: 40

“If the Defending PKMN has any Damage Counters on it, Discard the Top 3 cards of Your Opponent's Deck.”

## Krookodile (COLOSSEUM/Rare)

 **HP** 110

**RET**: 3 **WK**: **WATER** () **RS**: **PSYCHIC** ()

**PKMN POWER: Bite’s Back**

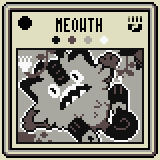
**“If this PKMN is your Active PKMN and is damaged by an opponent's attack, put 2 <HP\_NOK> damage counters on the Attacking PKMN.”**

-**Obsidian Fangs**- 2 **FIGHTING** () 1 **COLORLESS** () **DMG**: 30+

“Does +10 damage for each <HP\_NOK> damage counter on the Defending PKMN.”

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## Meowth (MYSTERY/Common)

 **HP** 40

**RET**: 1 **WK**: **FIRE** () **RS**:

-**Pay Day**- 1 **COLORLESS** () **DMG**: 10

“Flip a coin. If heads, draw a card.”

-**Fasten Claws**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 20+

“Flip a Coin. If Heads, this Attack does +10 more damage; If tails, it does 10 damage to itself.”

## Perrserker (MYSTERY/Uncommon)

 **HP** 70

**RET**: 2 **WK**: **FIRE** () **RS**: **GRASS** ()

-**Coin Gamble**- 1 **FIGHTING** () **DMG**: 10

“Flip 3 coins. For each Heads, draw 1 card.”

-**Treasure Rush**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 10+

“Does Damage +10 more Damage for Each Card in your hand. Then, take 20 Damage.”

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## Silicobra (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **GRASS** () **RS**:

-**Sand Tomb**- 1 **FIGHTING** () **DMG**: 10

“During your Opponent's Turn, The Defending PKMN retreat cost is 1 <**COLORLESS**> More.”

-**Dredge Up**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 20

“After attacking, Discard the Top 3 cards from Your Opponent's Deck.”

## Sandaconda (MYSTERY/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **GRASS** () **RS**: **LIGHTNING** ()

**PKMN POWER: Sand Pit**

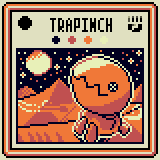
**“During your Opponents turn, EACH TIME an ACTIVE PKMN RETREATS or Switches out, Discard the top card of your Opponents deck.”**

-**Sand Cannon**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 20

“If the Defending PKMN attacks during your opponent's next turn, they flip a coin. If tails, that attack fails.”

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## Trapinch (EVOLUTION/Common)

 **HP** 50

**RET**: 1 **WK**: **WATER** () **RS**:

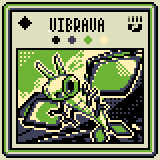
-**Surprise Attack**- 1 **FIGHTING** () **DMG**: 30

“Flip a Coin. If Tails, this Attack Fails.”

-**Bulldoze**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 30

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

## Vibrava (EVOLUTION/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **WATER** () **RS**: **LIGHTNING** ()

-**Dragonbreath**- 1 **FIGHTING** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Hyper Beam**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 30

“Choose and Discard 1 Energy Card Attached to the Defending PKMN (If any.)”

## Flygon (EVOLUTION/Rare)

 **HP** 100

**RET**: 1 **WK**: **WATER** () **RS**: **LIGHTNING** ()

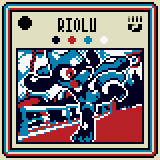
**PKMN POWER: Irritating Buzz**

**“Whenever you attach an Energy From your Hand to This PKMN, put 1 <HP\_NOK> damage counter on the defending PKMN.”**

-**Dusty Pillar**- 2 **FIGHTING** () 1 **COLORLESS** () **DMG**: 20+

“Does +20 damage for each <**COLORLESS**> in the Defending PKMN Retreat Cost.”

## Riolu (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **PSYCHIC** () **RS**:

-**Vacuum Wave**- 1 **FIGHTING** () **DMG**: 0

“Attach 1 <**FIGHTING**> Energy card from your discard pile to 1 of your PKMN.”

-**Quick Attack**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: +20

“Flip a coin. If heads, this attack does +10 damage.”

## Lucario (COLOSSEUM/Rare)

 **HP** 80

**RET**: 2 **WK**: **FIGHTING** () **RS**: **DARKNESS** ()

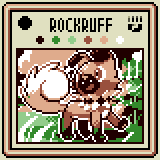
**PKMN POWER: Precognitive Aura**

**“Once per turn, Look at the top 4 cards of your Deck: Attach 1 Basic Energy you find to 1 of your PKMN. Then, shuffle your deck.”**

-**Aura Sphere**- 2 **FIGHTING** () 1 **COLORLESS** () **DMG**: +30

“Does +10 damage for each Energy attached on the Defending PKMN.”

## Rockruff (COLOSSEUM/Common)

 **HP** 40

**RET**: 1 **WK**: **GRASS** () **RS**:

-**Energy Boost**- 1 **FIGHTING** () **DMG**: 0

“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

-**Roar**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, and if your Opponent has any Benched PKMN, Your Opponent switches their Active PKMN with 1 of their Benched PKMN.”

## Lycanroc (COLOSSEUM/Uncommon)

 **HP** 70

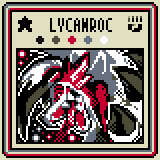
**RET**: 1 **WK**: **GRASS** () **RS**: **FIRE** ()

-**Crunch**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 20

“If the Defending PKMN is an Evolved PKMN, Discard an Energy from it.”

-**Accelrock**- 1 **FIGHTING** () 2 **COLORLESS** () **DMG**: 50

## Lycanroc (COLOSSEUM/Rare)

 **HP** 80

**RET**: 2 **WK**: **GRASS** () **RS**: **FIRE** ()

-**Bloodthirsty Claws**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 20

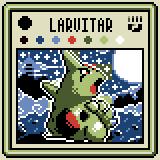
“Before Doing Damage, choose 1 of your opponent's Benched PKMN and switch it with his Active Pokémon. Your Opponent Must have a PKMN in his Bench in Order to use this Attack.”

-**Dangerous Rogue**- 2 **FIGHTING** () 2 **COLORLESS** () **DMG**: 80

“In order to Use this Attack, you Must Choose a Pokémon on your Bench. Shuffle it and any cards attached to it into your deck.”

**----------------------------------------------------------------**

## Larvitar (MYSTERY/Common)

 **HP** 50

**RET**: 1 **WK**: **GRASS** () **RS**:

-**Mountain Eater**- 1 **FIGHTING** () **DMG**: 0

“Discard the top card of your opponent's deck. Then, heal 10 damage from this PKMN (if able).”

-**Rock Throw**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 20

## Pupitar (MYSTERY/Uncommon)

 **HP** 70

**RET**: 2 **WK**: **GRASS** () **RS**: **LIGHTNING** ()

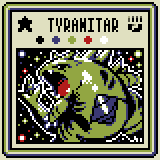
-**Rage**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 10+

“Does +10 damage for each Damage Counter on this PKMN.”

-**Explosive Evolution**- 1 **FIGHTING** () 2 **COLORLESS** () **DMG**: 0

“This attack does 10 damage to each of your opponent's benched PKMN. (Don't apply Weakness/Resistance.) Then, search your deck for an [TYRANITAR] and put it on [PUPITAR] (This counts as evolving PUPITAR).“

## Tyranitar (MYSTERY/Rare)

 **HP** 120

**RET**: 4 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

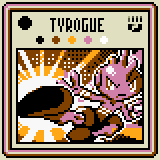
-**Merciless**- 1 **FIGHTING** () **DMG**: 10

“Also, Do 20 damage to the opponent's PKMN with the lowest remaining HP.”

-**Mountain Clash**- 3 **FIGHTING** () 1 **COLORLESS** () **DMG**: 10x

“Does 10 damage for each <**COLORLESS**> in each of your PKMN Retreat Cost.”

## Tyrogue (EVOLUTION/Common)

 **HP** 30

**RET**: 0 **WK**: **RS**:

-**Strange Evolution**- COSTLESS () **DMG**: 0

“Heal all damage, Status Conditions and/or Effects affecting this PKMN. then, until the end of this Duel, replace this card with a copy of [HITMONCHAN], [HITMONLEE] or [HITMONTOP] from your deck.”

-**Gut Blow**- 1 **COLORLESS** () **DMG**: +10

“If the Defending PKMN has a PKMN PWR, this attack does +20 more damage.”

## Hitmonchan (EVOLUTION/Rare)

 **HP** 60

**RET**: 2 **WK**: **PSYCHIC** () **RS**: **DARKNESS** ()

-**Mach Punch**- 1 **FIGHTING** () **DMG**: 10

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

-**Special Punch**- 2 **FIGHTING** () 1 **COLORLESS** () **DMG**: 40

“Don't apply Weakness/Resistance for this attack. If [TYROGUE] is in your bench, Heal 20 damage from this PKMN.”

## Hitmonlee (EVOLUTION/Rare)

 **HP** 60

**RET**: 1 **WK**: **PSYCHIC** () **RS**:

-**Stretch Kick**- 1 **FIGHTING** () **DMG**:

“If your Opponent has any Benched PKMN, Choose 1 of them and deal 20 Damage to it. (Don’t apply Weakness/Resistance.)”

-**High Jump Kick**- 2 **FIGHTING** () 1 **COLORLESS** () **DMG**: 30+

“Flip a coin. If heads, this attack does +10 damage; if tails, take 10 damage. If [TYROGUE] is in your Bench, this attack does +20 damage.”

## Hitmontop (EVOLUTION/Rare)

 **HP** 60

**RET**: 1 **WK**: **PSYCHIC** () **RS**: **DARKNESS** ()

-**Rapid Spin**- 1 **FIGHTING** () **DMG**: 10

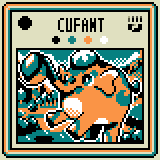
“You can Switch this PKMN with 1 of your Benched PKMN.”

-**Triple Kick**- 2 **FIGHTING** () 1 **COLORLESS** () **DMG**: x30

“Flip 3 coins. This attack does 30 damage for each heads. If [TYROGUE] is in your Bench, Draw 2 cards.”

**----------------------------------------------------------------**

## Cufant (LABORATORY/Common)

 **HP** 60

**RET**: 2 **WK**: **FIRE** () **RS**:

-**Call for Friend**- 1 **FIGHTING** () **DMG**: 0

“If your Bench isn't full: Search your deck for a <**FIGHTING**> Basic PKMN and put it onto your Bench. Shuffle your deck.”

-**Gyro Ball**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 30

“After Doing Damage, Switch out this PKMN with 1 of your Benched PKMN at random. your opponent does the same.”

## Copperajah (LABORATORY/Rare)

 **HP** 100

**RET**: 3 **WK**: **FIRE** () **RS**: **GRASS** ()

-**Dig Drain**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 30

“Heal damage from this PKMN equal to half the damage done (rounded up).”

-**Adamantine Press**- 2 **FIGHTING** () 2 **COLORLESS** () **DMG**: 60

“During your opponent’s next turn, this PKMN takes -10 less damage (after Weakness/Resistance). If it’s Affected by a Status Condition, it also takes -20 less damage next turn.”

## Jangmo-o (LABORATORY/Common)

 **HP** 50

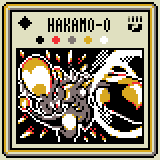
**RET**: 1 **WK**: **PSYCHIC** () **RS**:

-**Tackle**- 1 **COLORLESS** () **DMG**: 10

-**Rage**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 20

“Does +10 Damage for each Damage Counteron this PKMN.”

## Hakamo-o (LABORATORY/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **PSYCHIC** () **RS**: **LIGHTNING** ()

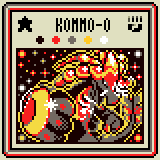
-**Challenging Roar**- 1 **FIGHTING** () **DMG**: 20

“Search your deck for a <**FIGHTING**> PKMN and put it into your hand. Then, shuffle your deck.”

-**Dragon Claw**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 30

“Don't apply Weakness/Resistance for this attack.”

## Kommo-o (LABORATORY/Rare)

 **HP** 110

**RET**: 3 **WK**: **PSYCHIC** () **RS**: **LIGHTNING** ()

**PKMN POWER: Clangorous Soul**

**“Attacks used by Your <FIGHTING> PKMN do +10 more damage to your opponent’s Active PKMN (before applying Weakness or Resistance).”**

-**Clanging Scales**- 2 **FIGHTING** () 2 **COLORLESS** () **DMG**: 70

“Unless this PKMN has a <**LIGHTNING**> Energy attached, this PKMN takes +30 more damage from attacks (before applying Weakness and Resistance), During your opponent's next turn.”

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## Hawlucha (MYSTERY/Uncommon)

 **HP** 60

**RET**: 1 **WK**: **LIGHTNING** () **RS**:

-**Fast Attack**- 1 **FIGHTING** () **DMG**: 10

“Flip a coin. If heads, draw a card.”

-**Sky Drop**- 2 **FIGHTING** () 1 **COLORLESS** () **DMG**: -40

“Does -10 damage for each <**COLORLESS**> in the Defending PKMN Retreat Cost.”

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## Kabuto (LABORATORY/Common)

 **HP** 60

**RET**: 1 **WK**: **GRASS** () **RS**: **FIRE** ()

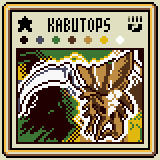
**PKMN POWER: Kabuto Armor**

**“This PKMN takes Half the damage done from attacks (after Weakness and Resistance). (rounded down).”**

-**Team Assembly**- 1 **FIGHTING** () **DMG**: 10

“Flip a coin. If heads, you may search your deck for any Basic Pokémon or Evolution card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.”

## Kabutops (LABORATORY/Rare)

 **HP** 100

**RET**: 1 **WK**: **GRASS** () **RS**: **FIRE** ()

**PKMN POWER: Primal Aura**

**“When you play this PKMN from your hand, your opponent cannot play any trainer cards during their Next Turn.”**

-**Sharp Sickle**- 2 **FIGHTING** () 1 **COLORLESS** () **DMG**: 50+

“If the Defending PKMN has a PKMN PWR, it does +30 more Damage.”

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## Tyrunt (LABORATORY/Common)

 **HP** 60

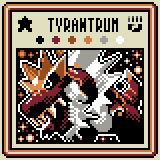
**RET**: 2 **WK**: **WATER** () **RS**: **FIRE** ()

-**Crunch**- 2 **FIGHTING** () **DMG**: 10

“Choose and Discard 1 Energy Card Attached to the Defending PKMN (If any.)”

-**Strength**- 2 **FIGHTING** () 2 **COLORLESS** () **DMG**: 30

## Tyrantrum (LABORATORY/Rare)

 **HP** 100

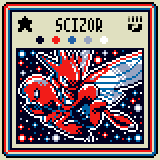
**RET**: 3 **WK**: **WATER** () **RS**: **FIRE** ()

**PKMN POWER: Tyrannical Heart**

**“No more Evolution cards can be played. This power stops working while is Asleep, Confused, or Paralyzed.”**

-**Dragon Impact**- 2 **FIGHTING** () 2 **COLORLESS** () **DMG**: 60

## Scizor (LABORATORY/Rare)

 **HP** 80

**RET**: 2 **WK**: **FIRE** () **RS**: **GRASS** ()

-**Steel Wing**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG­**:20

“During your opponent’s next turn, this PKMN takes -20 less damage (after Weakness/Resistance).”

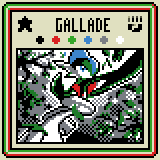
-**X-Scissor**- 1 **GRASS** () 2 **COLORLESS** () **DMG**: 30+

“If the Defending PKMN has a PKMN PWR, this attack does +40 more damage.”

(Evolves from [Scyther](#_Scyther_(LABORATORY/Uncommon)))

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## Gallade (EVOLUTION/Rare)

 **HP** 110

**RET**: 2 **WK**: **PSYCHIC** () **RS**: **DARKNESS** ()

**PKMN POWER: Rising Sword**

**“Once per turn, search your deck for 1 PLUSPOWER. Show it to your opponent and put it into your hand. Then, put 1 damage counter on your active PKMN. then, Shuffle your deck.”**

-**Cut to Size**- 1 **FIGHTING** () 2 **COLORLESS** () **DMG**: +40

“Does +10 damage for each of your own Evolved PKMN in play.”

(Evolves from Kirlia)

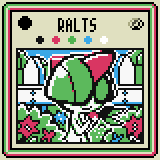
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# PSYCHIC

**PSYCHIC groups PSYCHIC, Ghost, and Fairy type Pokémon into 1. They focus on Inflicting Sleep or Confusion and Placing or Controlling Damage Counters.**

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## Ralts (EVOLUTION/Common)

** HP** 50

**RET**: 1 **WK**: **DARKNESS** () **RS**:

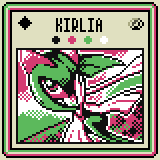
-**Future Sight**- 1 **COLORLESS** () **DMG**: 0

“Look at the top 3 cards of either player's deck and put them back in any order.”

-**Confuse Ray**- 1 **PSYCHIC** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Confused.”

## Kirlia (EVOLUTION/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **DARKNESS** () **RS**:

-**PSYCHIC Research**- 1 **COLORLESS** () **DMG**: 10

“Search your deck for an Evolution PKMN and put it into your hand. Then, shuffle your deck.”

-**Draining Kiss**- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 30

“Heal Damage from this PKMN equal to half the damage done (Rounded Up).”

## Gardevoir (EVOLUTION/Rare)

 **HP** 100

**RET**: 2 **WK**: **DARKNESS** () **RS**: **FIGHTING** ()

**PKMN POWER: Psy Shadow**

**“Once per turn, search your deck for a <PSYCHIC> Energy card and attach it to 1 of your PKMN. Put 2 <HP\_NOK> damage counters on it. shuffle your deck.”**

-**Moonblast**- 2 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 50

“During your opponent's next turn, the Defending PKMN attacks does -20 less damage. (before Weakness or Resistance).”

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## Inkay (LABORATORY/Common)

 **HP** 50

**RET**: 1 **WK**: **GRASS** () **RS**:

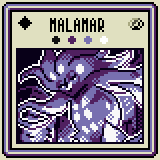
-**Rip Off**- 1 **PSYCHIC** () **DMG**: 0

“Choose a random card from your opponent's hand. they reveal it and shuffles it back into their deck.”

-**Confusion Wave**- 1 **PSYCHIC** () **DMG**: 10

“Both Active PKMN are now Confused (After Doing Damage).”

## Malamar (LABORATORY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **GRASS** () **RS**: **PSYCHIC** ()

**PKMN POWER: Contrary Behavior**

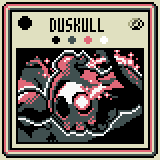
**“During your turn, You may move 1 <HP\_NOK> damage counter from 1 of your PKMN to this PKMN. You can't Knock Out this PKMN with this effect.”**

-**Malice Tentacle**- 2 **PSYCHIC** () **DMG**: 20

“If this PKMN is at full HP <HP\_OK>, the Defending PKMN is now Confused. Otherwise, Heal 20 Damage From this PKMN.”

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## Duskull (MYSTERY/Common)

 **HP** 40

**RET**: 0 **WK**: **RS**: **FIGHTING** ()

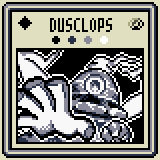
-**Haunt**- 1 **COLORLESS** () **DMG**: 0

“Put 1 <HP\_NOK> damage counter on 1 of your Opponent's PKMN.”

-**Dark Revival**- 1 **PSYCHIC** () **DMG**: 30

“If your opponent's Bench isn't Full: Choose 1 Basic PKMN from your opponent's discard pile and put it on their Bench.”

## Dusclops (MYSTERY/Uncommon)

 **HP** 70

**RET**: 2 **WK**: **PSYCHIC** () **RS**: **FIGHTING** ()

-**Will-o-Wisp**- 1 **PSYCHIC** () **DMG**: 10

“The Defending PKMN is Now Burned.”

-**Call Back**- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 40

“If your opponent's Bench isn't full: Choose 1 Basic PKMN from your opponent’s discard pile and put it on their Bench. Put <HP\_NOK> damage counters on that PKMN equal to half of its original HP (rounded down).”

## Dusclops (MYSTERY/Rare)

 **HP** 100

**RET**: 3 **WK**: **PSYCHIC** () **RS**: **FIGHTING** ()

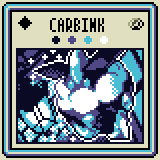
**PKMN POWER: Sinister Hand**

**“Once per turn, You may move 1 <HP\_NOK> damage counter from 1 of your opp. PKMN to another (even if it would Knock it Out).”**

-**Phantom Pain**- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 0

“Put damage counters on 1 of your Opponent's PKMN for each damage counter on this PKMN.”

## Carbink (MYSTERY/Uncommon)

 **HP** 60

**RET**: 1 **WK**: **WATER** () **RS**:

-**Lucky Find**- 1 **COLORLESS** () **DMG**:

“Flip a coin. If heads, search your deck for a Trainer Card and put it into your hand. Then, shuffle your deck.”

-**Power Gem**- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 20

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## Tinkatink (COLOSSEUM/Common)

 **HP** 50

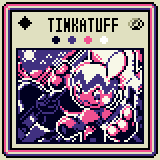
**RET**: 1 **WK**: **FIRE** () **RS**:

-**Pound**- 1 **COLORLESS** () **DMG**: 10

-**Scavenge**- 1 **PSYCHIC** () **DMG**: 0

“Discard 1 <**PSYCHIC**> Energy card attached to this PKMN in order to use this attack. Put a Trainer card from your discard pile into your hand.”

## Tinkatuff (COLOSSEUM/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **FIRE** () **RS**: **DARKNESS** ()

-**Smack Down**- 1 **PSYCHIC** () **DMG**: +10

“If the defending PKMN has a <FIGHTNING> Resistance, this attack does +30 damage.”

-**Pulverizing Press**- 1 **PSYCHIC** () 2 **COLORLESS** () **DMG**: 40

“Don't apply Weakness/Resistance for this attack.”

## Tinkaton (COLOSSEUM/Rare)

 **HP** 100

**RET**: 2 **WK**: **FIRE** () **RS**: **DARKNESS** ()

-**Knock Off**- 2 **PSYCHIC** () **DMG**: 20

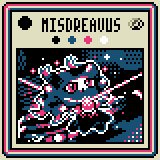
“Choose and Discard 1 Energy Card Attached to the Defending PKMN (If any.)”

-**Megaton Hammer**- 3 **PSYCHIC** () **DMG**: +60

“It does 20 damage to itself. Flip a Coin. if heads, This Attack does +40 damage. If tails, this PKMN is now Confused.”

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## Misdreavus (COLOSSEUM/Common)

**** **HP** 50

**RET**: 1 **WK**: **PSYCHIC** () **RS**:

-**Lullaby**- 1 **COLORLESS** () **DMG**: 0

“The Defending PKMN is now Asleep.”

-**Hex**- 1 **PSYCHIC** () **DMG**: 10+

“It does +20 damage if the Defending PKMN is Affected By a Status Condition.”

## Mismagius (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **PSYCHIC** () **RS**: **FIGHTING** ()

-**Sleeping Magic**- 1 **PSYCHIC** () **DMG**: 10

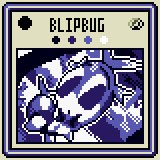
“After doing damage, Switch in 1 of your opponent's Benched PKMN to the Active Spot. Then, the Active PKMN is now Asleep.”

-**Horror Chant**- 3 **PSYCHIC** () **DMG**: 30

“If your opponent has 4 or more Benched PKMN, choose 1 of them and return that PKMN and all cards attached to it to their Deck.”

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## Blipbug (EVOLUTION/Common)

 **HP** 50

**RET**: 1 **WK**: **FIRE** () **RS**:

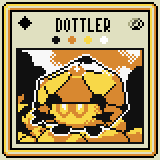
-**Call for Family**- 1 **PSYCHIC** () **DMG**: 0

“If your Bench isn't full: Search your deck for a <**PSYCHIC**> Basic PKMN and put it onto your Bench. Shuffle your deck.”

-**Mysterious Spore**- 1 **PSYCHIC** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Confused.”

## Dottler (EVOLUTION/Uncommon)

**** **HP** 70

**RET**: 1 **WK**: **FIRE** () **RS**: **FIGHTING** ()

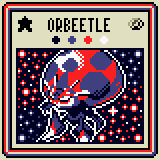
-**Bug’s Radar**- 1 **PSYCHIC** () **DMG**: 10

“Look at up to 3 cards from the top of either player's deck and rearrange them as you like. Then, Draw 1 card.”

-**Disruptive Signal**- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 20

“If the Defending PKMN is Confused, Discard an Energy (If any), from it.”

## Orbeetle (EVOLUTION/Uncommon)

 **HP** 90

**RET**: 1 **WK**: **FIRE** () **RS**: **FIGHTING** ()

-**Brain Shake**- 2 **PSYCHIC** () **DMG**: 20

“The Defending PKMN is now Confused. If it was Already Confused, Discard an Energy (If any), from it.”

-**Satellite Beam**- 2 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 30+

“It does +10 damage for each Basic Energy in your opponent's discard pile (Up to +120).”

## Spiritomb (EVOLUTION/Uncommon)

 **HP** 50

**RET**: 2 **WK**: **RS**:

**PKMN POWER: Spirit Wall**

**“If an attack (including your own) does 30 or more damage to this Card (after Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.)”**

-Hex- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 20+

“This Attack does 30 more damage if the Defending PKMN is Affected By a Status Condition.”

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## Munna (COLOSSEUM/Common)

 **HP** 60

**RET**: 2 **WK**: **DARKNESS** () **RS**:

-**Dreamy Wish**- 1 **PSYCHIC** () **DMG**: 0

“Attach 1 <**PSYCHIC**> Energy card from your discard pile to 1 of your PKMN.”

-**Dream Sphere**- 2 **PSYCHIC** () **DMG**: 20

“The Defending PKMN is Now Asleep.”

## Musharna (COLOSSEUM/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **DARKNESS** () **RS**: **FIGHTING** ()

**PKMN POWER: Dream Mist**

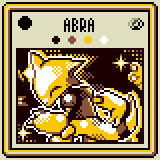
**“Once per turn, You can Flip a Coin. If Heads, The Defending PKMN is now Asleep.”**

-**Sleep Drain**- 2 **PSYCHIC** () **DMG**: +20

“If the Defending PKMN is Asleep, This Attack does +20 Damage and Heal damage from this PKMN equal to half the damage done (rounded up).”

**----------------------------------------------------------------**

## Abra (LABORATORY/Common)

 **HP** 40

**RET**: 1 **WK**: **DARKNESS** () **RS**:

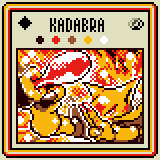
-**Teleport Blast**- 1 **PSYCHIC** () **DMG**: 10

“You can Switch this PKMN with 1 of your Benched PKMN.”

-**Confusion**- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 20

“If this PKMN is at full HP, the Defending PKMN is now Confused.”

## Kadabra (LABORATORY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **DARKNESS** () **RS**:

-**Kinesis**- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 20

“If the Defending PKMN attacks during your opponent's next turn, they flip a coin. If tails, that attack fails.”

-**Super Psy**- 2 **PSYCHIC** () 1 **COLORLESS** () **DMG**: +30

“If this PKMN is at full HP <HP\_OK>, the Defending PKMN is now Confused. If it has 3 or more <HP\_NOK> Damage Counters on it, this attack does +20 damage.”

## Alakazam (LABORATORY/Rare)

 **HP** 90

**RET**: 2 **WK**: **DARKNESS** () **RS**: **FIGHTING** ()

**PKMN POWER: Dark Impulse**

**“During your turn, You may move 1 <HP\_NOK> damage counter from 1 of your PKMN to another as long as it doesn't Knock it out. “**

-**Psychic Zen**- 2 **PSYCHIC** () 1 **COLORLESS** () **DMG**: +40

“If this PKMN is at full HP <HP\_OK>, this attack does +30 more damage. if it has any <HP\_NOK> Damage Counters on it, the Defending PKMN is now Confused.”

**----------------------------------------------------------------**

## Mimikyu (MYSTERY/Uncommon)

 **HP** 50

**RET**: 1 **WK**: **RS**:

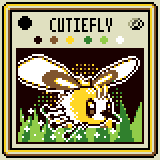
**PKMN POWER: Dummy Doll**

**“Prevent all effects of attacks, including damage, done by evolved Pokémon (excluding your own).”**

-**Jealous Eyes**- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 0

“If your opponent has any Benched PKMN, choose 1 of them, this attack does 20 damage to it. If [[PIKACHU](#_Pikachu_(EVOLUTION/Uncommon))] and/or [[Substitute Doll](#_Substitute_Doll_(EVOLUTION/Rare))] are in play instead, this Attack does 40 damage and this PKMN takes 10 damage.”

## Cutiefly (MYSTERY/Common)

 **HP** 30

**RET**: 0 **WK**: **FIRE** () **RS**: **DARKNESS** ()

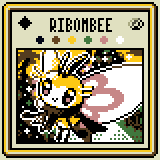
-**Energy Boost**- 1 **PSYCHIC** () **DMG**: 0

“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

-**Fairy Wind**- 1 **PSYCHIC** () **DMG**: 10

“During your opponent's next turn, the Defending PKMN attacks does -10 less damage. (before Weakness or Resistance).”

## Ribombee (MYSTERY/Uncommon)

 **HP** 70

**RET**: 0 **WK**: **FIRE** () **RS**: **DARKNESS** ()

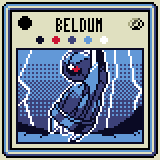
-**Fairy Pollen**- 1 **PSYCHIC** () **DMG**: 10

“The Defending PKMN is now Asleep. If your opponent has 3 or more basic Energies in the Discard Pile, The Defending PKMN is also Burned.”

-**Draining Kiss**- 2 **PSYCHIC** () **DMG**: 30

“Heal Damage from this PKMN equal to half the damage done (Rounded Up).”

## Beldum (LABORATORY/Common)

 **HP** 50

**RET**: 1 **WK**: **DARKNESS** () **RS**:

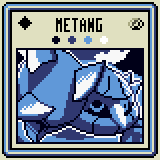
-**Allure**- 1 **COLORLESS** () **DMG**: 0

“Draw a Card.”

-**Take Down**- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**: 30

“Flip a Coin. If tails, does 10 damage to itself.”

## Metang (LABORATORY/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **DARKNESS** () **RS**: **PSYCHIC** ()

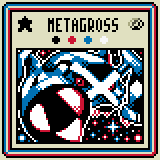
-**Computing Prowess**- 1 **PSYCHIC** () **DMG**: 0

“Look at the top 3 cards of your Deck Choose 1 of them, and add it to your Hand. Then, shuffle your deck.”

-**PSYCHIC**- 1 **PSYCHIC** () 2 **COLORLESS** () **DMG**: 30+

“Does +10 damage for each Energy attached on the Defending PKMN.”

## Metagross (LABORATORY/Uncommon)

 **HP** 120

**RET**: 3 **WK**: **DARKNESS** () **RS**: **PSYCHIC** ()

-**Metal Reversal**- 1 **PSYCHIC** () 1 **COLORLESS** **DMG**: 30

“Before Doing Damage, choose 1 of your opponent's Benched PKMN and switch it with his Active Pokémon. Your Opponent Must have a PKMN in his Bench in Order to use this Attack.”

-**Meteor Mash**- 1 **PSYCHIC** 2 **COLORLESS** **DMG**: 50+

“Does damage +10 more for each <**FIGHTING**> Energy attached to this PKMN.”

## Espeon (EVOLUTION/Rare)

 **HP** 80

**RET**: 1 **WK**: **DARKNESS** () **RS**: **FIGHTING** ()

**PKMN POWER: Devo Flash**

**“When you play this PKMN from your hand and the opponent has an Evolved PKMN in play, Devolve 1 evolved PKMN on Play by putting the highest Stage card on it into their owner's hand.”**

-**Psy Report**- 1 **PSYCHIC** () 2 **COLORLESS** () **DMG**: 20+

“Your opponent reveals their hand. If your opponent has 5 or more cards in their hand, shuffle their hand into their deck, then they draw 4 cards.”

(Evolves from [Eevee](#_Eevee_(MYSTERY/Common)))

**----------------------------------------------------------------**

## Cresselia (Promo /Rare)

 **HP** 80

**RET**: 2 **WK**: **DARKNESS** () **RS**:

-**Lunar Dreams**- 1 **PSYCHIC** () **DMG**:

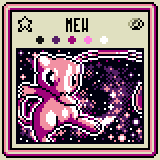
“The Defending PKMN is now Asleep. If it was already Asleep, heal 20 damage from all of your damaged PKMN.”

-**Lunar Cress**- 3 **PSYCHIC** () **DMG**: 40

“Attach 1 <**PSYCHIC**> Energy card from your discard pile to 1 of your PKMN.”

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## Mew (Promo/Rare)

 **HP** 60

**RET**: 1 **WK**: **DARKNESS** () **RS**:

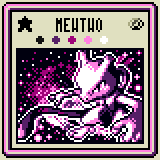
-**Psywave**- 1 **PSYCHIC** () **DMG**: 10X

“Does 10 damage times the number of Energy cards attached to the Defending Pokémon.”

-**Devolution Beam**- 1 **PSYCHIC** () 1 **COLORLESS** () **DMG**:

“Choose an evolved Pokémon (Your own or your opponent's). return the highest stage evolution card on that Pokémon to Its player's hand.”

## Mewtwo (Laboratory/Rare)

 **HP** 70

**RET**: 1 **WK**: **PSYCHIC** () **RS**:

**PKMN POWER: Mind Report**

**“When you play this PKMN from your hand (not during set-up), Flip a Coin. if heads, Put a Trainer card from your discard pile into the top of your deck. if (MEW) is in play; put it in your hand instead.”**

-**Psychic**- 2 **PSYCHIC** () 1 **COLORLESS** () **DMG**: +30

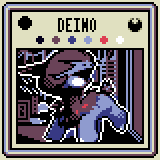
“Does +10 damage for each Energy attached on the Defending PKMN.”

# DARKNESS

**DARKNESS groups Dark and Poison** **types in 1. They have a focus on Inflicting Poison, Discarding and Disruption.**

**Notable DARKNESS Pokémon:**

## Deino (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **WATER** () **RS**:

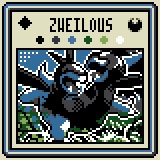
-**Deep Growl**- 1 **DARKNESS** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Take Down**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 30

“Flip a Coin. If Tails, take 10 damage.”

## Zweilous (COLOSSEUM/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **WATER** () **RS**: **FIRE** ()

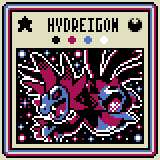
-**Stomp Off**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 30

“Discard the top 2 cards of each player’s deck. Then, take 10 damage.”

-**Take Down**- 2 **DARKNESS** () 2 **COLORLESS** () **DMG**: 60

“Take 30 Damage.”

## Hydreigon (COLOSSEUM/Rare)

 **HP** 100

**RET**: 3 **WK**: **WATER** () **RS**: **FIRE** ()

**PKMN POWER: Dark Impulse**

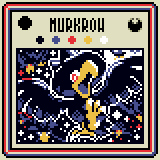
**“Once per Turn, you may put 1 Damage counter on your active PKMN and Attach a <DARKNESS> Energy From your Discard pile to it.”**

-**Dark Destruction**- 2 **DARKNESS** () 1 **COLORLESS** () **DMG**: 20+

“Does +10 damage for each damage counter on this PKMN. If this PKMN has 4 or more <**DARKNESS**> energy attached to it; Discard the top 3 cards of each player's deck.”

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## Murkrow (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **LIGHTNING** () **RS**:

-**Flock Peck**- 1 **DARKNESS** () **DMG**: 10

“If you have a benched [MURKROW] in play, Draw a Card. If you have a benched [HONCHKROW] in play, draw another one.”

-**Resentful Wings**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 20

“If this PKMN has any damage counters on it, Your Opponent Can't play any trainer cards during their next turn.”

## Honchkrow (COLOSSEUM/Rare)

 **HP** 80

**RET**: 2 **WK**: **LIGHTNING** () **RS**: **PSYCHIC** ()

**PKMN POWER: Night Syndicate**

**“Once per turn, If your Bench isn't full: Search your deck for a <DARKNESS> Basic PKMN and put it on your Bench. then, Put 1 damage counter on it. Shuffle your deck afterward.”**

-**Blackwing Raid**- 3 **DARKNESS** () **DMG**: 20+

“Does +20 damage for each [**MURKROW**] in your Bench.”

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## Cascoon (EVOLUTION/Common)

 **HP** 70

**RET**: 2 **WK**: **FIRE** () **RS**:

-**Stiffen**- 1 **COLORLESS** () **DMG**: 0

“Flip a Coin. If Heads, Prevent All damage done during your Opponent’s Next Turn. Either Way, Draw a card.”

-**Poison Powder**- 2 **GRASS** () **DMG**: 20

“Flip a Coin. If Heads, the Defending PKMN is Now Poisoned.”

## Dustox (EVOLUTION/Uncommon)

 **HP** 80

**RET**: 0 **WK**: **PSYCHIC** () **RS**: **GRASS** ()

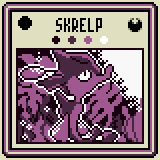
-**Smogscreen**- 1 **GRASS** () **DMG**: 10

“The Defending PKMN is now Poisoned. If the Defending PKMN tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.”

-**Chemical Scale**- 1 **GRASS** () 2 **COLORLESS** () **DMG**: 40

“If the Defending PKMN has a PKMN PWR it's now Burned and Confused.”

## Skrelp (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **PSYCHIC** () **RS**:

-**Acid**- 1 **DARKNESS** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Poisoned.”

-**Smokescreen**- 1 **DARKNESS** () **DMG**: 10

“If the Defending PKMN attacks during your opponent's next turn, they flip a coin. If tails, that attack fails.”

## Dragalge (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **PSYCHIC** () **RS**: **GRASS** ()

**PKMN POWER: Poison Reef**

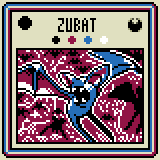
**“As long as this PKMN is in play, Your opponent's Poisoned PKMN can't retreat.”**

-**Dragon’s Venom**- 2 **DARKNESS** () **DMG**: 20

“Flip a Coin. If heads, the Defending PKMN is now Burned and Poisoned.”

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## Zubat (MYSTERY/Common)

 **HP** 40

**RET**: 0 **WK**: **PSYCHIC** () **RS**: **FIGHTING** ()

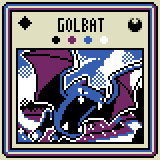
-**Leech Life**- 1 **COLORLESS** () **DMG**: 10

“Heal damage from this PKMN equal to the damage done.”

-**Skill Dive**- 1 **DARKNESS** () **DMG**: 10

“If your Opponent has any Benched PKMN, Choose 1 of them and deal 10 Damage to it. (Don’t apply Weakness/Resistance.).”

## Golbat (MYSTERY/Uncommon)

 **HP** 60

**RET**: 0 **WK**: **PSYCHIC** () **RS**: **FIGHTING** ()

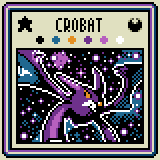
**PKMN POWER: Sneak Attack**

**“When you play this PKMN from your hand, Do 10 damage to 1 of your opponent's Pokémon chosen at random. (Weakness and/or Resistance are not applied).”**

-**Leech Life**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 20

“Heal damage from this PKMN equal to the damage done.”

## Crobat (MYSTERY/Rare)

 **HP** 90

**RET**: 0 **WK**: **PSYCHIC** () **RS**: **FIGHTING** ()

**PKMN POWER: Surprise Bite**

**“When you play this PKMN from your hand, Do 20 damage to 1 of your opponent's Pokémon chosen at random. (Weakness and/or Resistance are not applied).”**

-**Toxic**- 1 **DARKNESS** () 2 **COLORLESS** () **DMG**: 30

“The Defending PKMN is now Badly Poisoned.”

## Toxtricity (EVOLUTION/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **PSYCHIC** () **RS**: **GRASS** ()

-**Thunder Punch**- 1 **LIGHTNING** () **DMG**: 20

“Flip a Coin. If Heads, this Attack does +10 more damage; If tails, it does 10 damage to itself.”

-**Electrical Riot**- 1 **LIGHTNING** () 2 **COLORLESS** () **DMG**: 30+

“If your opponent's Active PKMN is affected by a Special Condition, Your Opponent Can't play trainer cards during their next turn. If this PKMN has any <**DARKNESS**> energy attached to it, this attack does +20 more damage.”

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## Skorupi (LABORATORY/Common)

 **HP** 60

**RET**: 2 **WK**: **FIRE** () **RS**:

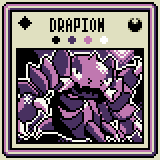
-**Dark Charge**- 1 **DARKNESS** () **DMG**: 0

“Attach 1 <**DARKNESS**> Energy card from your discard pile to 1 of your PKMN.”

-**Dangerous Claw**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, the Defending PKMN is Now Poisoned; If Tails, it is now Confused.”

## Drapion (LABORATORY/Uncommon)

 **HP** 80

**RET**: 3 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

-**Wrack Down**- 1 **DARKNESS** () 2 **COLORLESS** () **DMG**: 40

“The Defending PKMN Retreat cost is 1 <**COLORLESS**> More until the end of the next turn. Also, if it had any <HP\_NOK> damage counters on it, Your opponent's can't play Trainer cards during their next turn.”

-**Hazardous Claws**- 2 **DARKNESS** () 2 **COLORLESS** () **DMG**: 50

“Discard 2 Energy from this PKMN. Your opponent's Active PKMN is now Paralyzed and Poisoned.”

## Croagunk (MYSTERY/Common)

 **HP** 40

**RET**: 0 **WK**: **PSYCHIC** () **RS**: **GRASS** ()

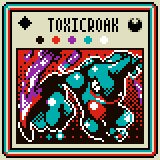
-**Poison Sting**- 1 **DARKNESS** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Poisoned.”

-**Low Kick**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 10+

“Does +10 damage for each <**COLORLESS**> in the Defending PKMN Retreat Cost.”

## Toxicroak (MYSTERY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **PSYCHIC** () **RS**: **GRASS** ()

-**Corner**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 10

“The Defending PKMN Retreat cost is 1 <**COLORLESS**> More until the end of the next turn. Then, Flip a Coin. If Heads, it is also Badly Poisoned.”

-**Toxic Rend**- 2 **DARKNESS** () 1 **COLORLESS** () **DMG**: 30+

“It does +30 damage if the Defending PKMN is Poisoned.”

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## Impidimp (EVOLUTION/Common)

 **HP** 40

**RET**: 1 **WK**: **GRASS** () **RS**:

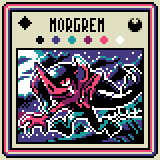
-**Energy Boost**- 1 **DARKNESS** () **DMG**: 0

“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

-**Scout**- 1 **COLORLESS** () **DMG**: 10

“Your Opponent Reveals their Hand.”

## Morgrem (EVOLUTION/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **GRASS** () **RS**: **PSYCHIC** ()

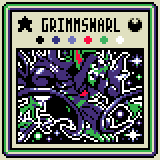
-**Thief**- 1 **DARKNESS** () **DMG**: 10

“Choose a random card from your opponent's hand. they reveal it and shuffles it back into their deck.”

-**False Surrender**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 30

“Don't apply Weakness/Resistance for this attack.”

## Grimmsnarl (EVOLUTION/Rare)

 **HP** 110

**RET**: 3 **WK**: **GRASS** () **RS**: **PSYCHIC** ()

**PKMN POWER: Dark Oath**

**“Once per turn, The Defending PKMN Retreat cost is 1 <COLORLESS> More until the end of the next turn.if its Retreat becomes 3 or more, Draw a card.”**

-**Spirit Break**- 2 **DARKNESS** () 1 **COLORLESS** () **DMG**: 50

“If the defending PKMN has a Retreat cost of 3 or more <**COLORLESS**>, Discard an Energy, from the Defending PKMN.”

## Wooper (MYSTERY/Common)

 **HP** 60

**RET**: 2 **WK**: **FIGHTING** () **RS**:

-**Call for Family**- 1 **DARKNESS** () **DMG**: 0

“If your Bench isn't full: Search your deck for a <**DARKNESS**> Basic PKMN and put it onto your Bench. Shuffle your deck.”

-**Poison Spit**- 1 **DARKNESS** () **DMG**: 0

“The Defending PKMN is Now Poisoned.”

## Clodsire (MYSTERY/Rare)

 **HP** 90

**RET**: 3 **WK**: **FIGHTING** () **RS**: **LIGHTNING** ()

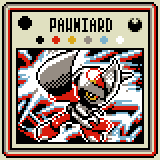
-**Poison Ring**- 1 **DARKNESS** () **DMG**: 10

“The Defending PKMN is now Poisoned. During your opponent's next turn, that PKMN can't retreat.”

-**Mud Hammer**- 1 **DARKNESS** () 2 **COLORLESS** () **DMG**: 30

“Discard the top card of your opponent's deck. If the defending PKMN is Poisoned, Discard the top 3 cards instead.”

## Pawniard (LABORATORY/Common)

 **HP** 50

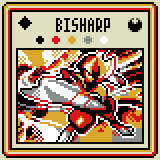
**RET**: 1 **WK**: **FIGHTING** () **RS**:

-**Sharpen**- 1 **COLORLESS** () **DMG**: 0

“Flip a coin. If heads, draw a card. If tails, your opponent draws a card. Either way, during your next turn, this PKMN attack deals double damage”

-**Slash**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 20

## Bisharp (LABORATORY/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **FIGHTING** () **RS**: **DARKNESS** ()

-**Metallic Sound**- 1 **DARKNESS** () **DMG**: 10

“The Defending PKMN is now Confused. If the Defending PKMN is an Evolved PKMN, Draw a Card.”

-**Sucker Punch**- 1 **DARKNESS** () 2 **COLORLESS** () **DMG**: +40

“If your opponent has 5 or more cards in their hand, this attack does +20 more damage.”

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## Gastly (MYSTERY/Common)

 **HP** 40

**RET**: 0 **WK**: **PSYCHIC** () **RS**:

-**Sleep Poison**- 1 **DARKNESS** () **DMG**: 0

“Flip a coin. If heads, the defending PKMN is now Asleep and Poisoned. If it was already Asleep, it is now Also Poisoned.”

-**Spookify**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 10

“If the defending PKMN is affected by a status Condition, Your Opponent Can't play trainer cards during their next turn.”

## Haunter (MYSTERY/Uncommon)

 **HP** 60

**RET**: 0 **WK**: **PSYCHIC** () **RS**:

-**Dark Slumber**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 10

“The Defending PKMN is now Sleep. If it was already Asleep, it's now also Poisoned.”

-**Poltergeist**- 2 **DARKNESS** () **DMG**: +20

“Your opponent reveals their hand, this attack does +10 damage for each Trainer card you find there.”

## Gengar (MYSTERY/Rare)

 **HP** 100

**RET**: 2 **WK**: **PSYCHIC** () **RS**: **FIGHTING** ()

**PKMN POWER: Deep Sleep**

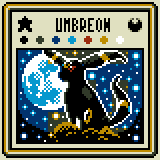
**“If another PKMN is Asleep, its owner flips 2 coins instead of 1 during between turns. If either of them is tails, that PKMN is still Asleep.”**

-**Poltergeist**- 2 **DARKNESS** () 1 **COLORLESS** () **DMG**: +40

“Your opponent reveals their hand, this attack does +10 damage for each Trainer card you find there.”

**----------------------------------------------------------------**

## Umbreon (EVOLUTION/Rare)

 **HP** 80

**RET**: 1 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

**PKMN POWER: Darker Ring**

**“When you play this PKMN from your hand, Switch in 1 of your opponent's Benched PKMN to the Active Spot.”**

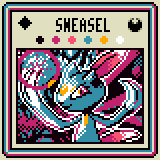
-**Toxic**- 1 **DARKNESS** () 1 **COLORLESS** () **DMG**: 20

“The Defending PKMN is now Badly Poisoned.”

(Evolves from [Eevee](#_Eevee_(MYSTERY/Common)))

**----------------------------------------------------------------**

## Sneasel (LABORATORY/Uncommon)

 **HP** 50

**RET**: 1 **WK**: **FIGHTING** () **RS**:

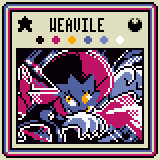
-**Fury Swipes**- 1 **COLORLESS** () **DMG**: 10x

“Flip 3 Coins. This Attack does 10 Damage per Heads.”

-**Knock Off**- 2 **DARKNESS** () **DMG**: 10

“Choose and Discard 1 Energy Card Attached to the Defending PKMN (If any.)”

## Weavile (LABORATORY/Rare)

 **HP** 70

**RET**: 1 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

-**Merciless**- 1 **DARKNESS** () **DMG**: 10

“Also, Do 20 damage to the opponent's PKMN with the lowest remaining HP.”

-**Dark Pulse**- 2 **DARKNESS** () 1 **COLORLESS** () **DMG**: 10x

“Does 10 damage for each <**DARKNESS**> Energy attached to all of your PKMN.”

**----------------------------------------------------------------**

## Nihilego (PROMO/Rare)

 **HP** 60

**RET**: 1 **WK**: **FIGHTING** () **RS**: **DARKNESS** ()

-**Void Tentacles**- 1 **DARKNESS** () **DMG**: 10

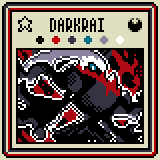
“If the Defending PKMN has a PKMN PWR, its now Confused and Poisoned.”

-**Lock Up**- 1 **DARKNESS** () **DMG**: 10x

“The Defending PKMN can’t retreat during your opponent’s next turn.”

**----------------------------------------------------------------**

## Darkrai (PROMO/Rare)

 **HP** 80

**RET**: 2 **WK**: **FIGHTING** () **RS**:

-**Dark Void**- 1 **DARKNESS** () **DMG**: 0

“The Defending PKMN is now Asleep. If it was already Asleep, deal 20 damage Instead.”

-**Night Spear**- 3 **DARKNESS** () **DMG**: 40

“Attach 1 <**DARKNESS**> Energy card from your discard pile to 1 of your PKMN.”

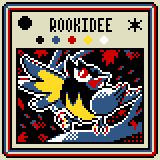
**----------------------------------------------------------------**

# COLORLESS

**Colorless groups Normal, Flying and Dragon** **types in 1. They on support with low damage but generic attacks.**

**----------------------------------------------------------------**

## Rookidee (COLOSSEUM/Common)

 **HP** 50

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

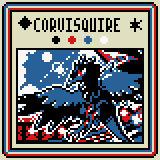
-**Energy Search**- 1 **COLORLESS** () **DMG**: 10

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

-**Whirlwind**- 2 **COLORLESS** () **DMG**: 20

“After doing damage, your opponent Switches out their Active PKMN to the Bench.”

## Corvisquire (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

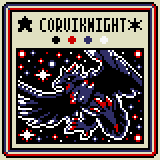
-**Messenger**- 1 **COLORLESS** () **DMG**: 10

“Look at the top 3 cards of your Deck, choose 1 of them, and add it to your Hand. Shuffle your Deck afterwards.”

-**Whirlwind**- 3 **COLORLESS** () **DMG**: 30

“After doing damage, your opponent Switches out their Active PKMN to the Bench.”

## Corviknight (COLOSSEUM/Rare)

 **HP** 100

**RET**: 2 **WK**: **FIRE** () **RS**: **FIGHTING** ()

-**Steel Wing**- 2 **COLORLESS** () **DMG**: 30

“During your opponent’s next turn, this PKMN takes -20 less damage (after Weakness/Resistance).”

-**Hurricane**- 4 **COLORLESS** () **DMG**: 50

“Put your opponent's Active PKMN and all attached cards into their hand.”

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## Zigzagoon (COLOSSEUM/Common)

 **HP** 40

**RET**: 0 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

-**Team Assembly**- 1 **COLORLESS** () **DMG**: 10

“Flip a coin. If heads, search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.”

-**Pin Missile**- 3 **COLORLESS** () **DMG**: 20x

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

## Linoone (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

-**Sniff Out**- COSTLESS () **DMG**: 0

“Put 1 Trainer from your discard pile into your hand.”

-**Quick Attack**- 1 **COLORLESS** () **DMG**: 20+

“Flip a coin. If heads, this attack does +20 damage.”

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## Tailow (COLOSSEUM/Common)

 **HP** 50

**RET**: 0 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

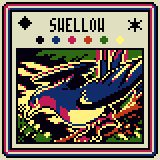
-**Scout**- 1 **COLORLESS** () **DMG**: 10

“Your Opponent Reveals their Hand.”

-**Agility**- 2 **COLORLESS** () **DMG**: 20

“Flip a Coin. If Heads, during your Opponent’s Next Turn, Prevent All Effects of Attacks, Including Damage, done to this PKMN.”

## Swellow (COLOSSEUM/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

**PKMN POWER: Drive Off**

**“Once per turn, you may flip a coin. If Heads, Switch in 1 of your Opp. Benched PKMN to the Active Spot.“**

-**Brave Bird**- 3 **COLORLESS** () **DMG**: 50

“Does 20 damage to itself.”

## Cyclizar (COLOSSEUM/Uncommon)

 **HP** 60

**RET**: 1 **WK**: **WATER** () **RS**: **FIRE** ()

-**Explore**- 1 **COLORLESS** () **DMG**: 10

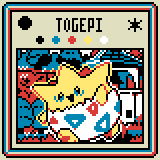
“Look at up to 5 cards from the top of your deck and rearrange them as you like.”

-**Energy Boost**- 2 **COLORLESS** () **DMG**: 10

“Search your Deck for a Basic Energy and Attach it to 1 of your PKMN. Shuffle your Deck.”

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## Togepi (MYSTERY/Common)

 **HP** 40

**RET**: 1 **WK**: **DARKNESS** () **RS**:

-**Finding Friends**- 1 **COLORLESS** () **DMG**:

“If your Bench isn't full: Put 1 random Basic PKMN from your deck onto your Bench.”

-**Metronome**- 3 **COLORLESS** () **DMG**:

“Choose 1 Attack from the Defending PKMN and use it as this attack. (Ignoring its Energy Cost.)”

## Togetic (MYSTERY/Uncommon)

 **HP** 70

**RET**: 1 **WK**: **DARKNESS** () **RS**:

**PKMN POWER: Evolutionary Light**

**“Once per turn, search your deck for an Evolution card. Show it to your opponent and put it into your hand. Shuffle your deck afterward.”**

-**Metronome**- 2 **COLORLESS** () **DMG**:

“Choose 1 Attack from the Defending PKMN and use it as this attack. (Ignoring its Energy Cost.)”

## Togekiss (MYSTERY/Rare)

 **HP** 100

**RET**: 1 **WK**: **DARKNESS** () **RS**: **FIGHTING** ()

-**Metronome**- 1 **COLORLESS** () **DMG**:

“Choose 1 Attack from the Defending PKMN and use it as this attack. (Ignoring its Energy Cost.)”

-**Blessed Wings**- 2 **COLORLESS** () **DMG**: 30

“If you have 3 or more Evolved PKMN in play, put your opponent's Active PKMN and all attached cards into their hand (Unless it is KO).”

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## Stufful (EVOLUTION/Uncommon)

 **HP** 60

**RET**: 1 **WK**: **PSYCHIC** () **RS**:

-**Call for Family**- 1 **COLORLESS** () **DMG**: 0

“If your Bench isn't full: Search your deck for a <**COLORLESS**> Basic PKMN and put it onto your Bench. Shuffle your deck.”

-**Pound**- 2 **COLORLESS** () **DMG**: 20

## Bewear (EVOLUTION/Rare)

 **HP** 80

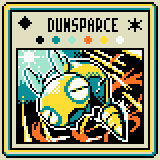
**RET**: 2 **WK**: **PSYCHIC** () **RS**:

-**Sky Uppercut**- 1 **FIGHTING** () 1 **COLORLESS** () **DMG**: 30

-**Do the Wear**- 3 **COLORLESS** () **DMG**: 10+

“Does +10 more damage for each Benched PKMN you control.”

## Dunsparce (MYSTERY/Uncommon)

 **HP** 50

**RET**: 1 **WK**: **FIGHTING** **RS**:

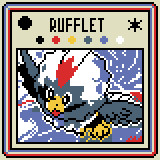
-**Down Draw**- 1 **COLORLESS** () **DMG**: 0

“Draw 2 cards, then, switch this PKMN with 1 of your Benched PKMN (You Can't use this Attack if your bench is Empty).”

-**Glare**- 2 **COLORLESS** () **DMG**: 30

“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

## Rufflet (EVOLUTION/Common)

 **HP** 50

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

-**Fury Attack**- 1 **COLORLESS** () **DMG**: 10x

“Flip 2 Coins. This Attack does 10 Damage per Heads.”

-**Whirlwind**- 2 **COLORLESS** () **DMG**: 20

“After doing damage, your opponent Switches out their Active PKMN to the Bench.”

## Braviary (EVOLUTION/Uncommon)

 **HP** 80

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

**PKMN POWER: Retreat Aid**

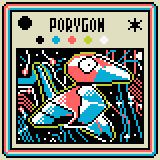
**“As long as this PKMN is Benched, pay <COLORLESS> less to Retreat your Active PKMN.”**

-**Sky Drop**- 3 **COLORLESS** () **DMG**: -50

“Does -10 damage for each <**COLORLESS**> in the Defending PKMN Retreat Cost.”

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## Porygon (LABORATORY/Common)

 **HP** 50

**RET**: 1 **WK**: **FIGHTING** () **RS**:

-**Beam**- 1 **COLORLESS** () **DMG**: 10

-**Data Retrieval**- 1 **COLORLESS** () **DMG**:

“Shuffle your hand into your deck, then draw 5 cards.”

## Porygon 2 (LABORATORY/Uncommon)

 **HP** 70

**RET**: 2 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

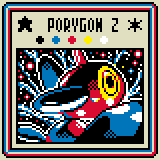
-**Spatial Distortion**- COSTLESS () **DMG**: 0

“Flip a coin. If heads, search your deck for a Trainer Card and put it into your hand. Then, shuffle your deck.”

-**3D Command**- 3 **COLORLESS** () **DMG**: +10

“If you have 3 or more Trainers In your discard pile, it does +30 damage.”

## Porygon Z (LABORATORY/Rare)

 **HP** 100

**RET**: 1 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

-**Downgrading Beam**- 2 **COLORLESS** () **DMG**: 20

“Choose an evolved Pokémon (Your own or your opponent's). return the highest stage evolution card on that Pokémon to Its player's hand.”

-**Z Command**- 4 **COLORLESS** () **DMG**: +10

“It does +10 damage for each Trainers in your discard pile (Up to +110).”

## Stantler (MYSTERY/Uncommon)

 **HP** 60

**RET**: 1 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

-**Mystifying Horns**- 1 **COLORLESS** () **DMG**: 10

“Flip a Coin. If Heads, the Defending PKMN is Now Asleep.”

-**Rampage**- 3 **COLORLESS** () **DMG**: 20+

“Does 10 more damage for each damage counter on this PKMN. Flip a coin. If tails, This PKMN is now Confused (after doing damage).”

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## Bidoof (EVOLUTION/Common)

 **HP** 50

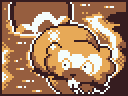
**RET**: 1 **WK**: **FIGHTING** **RS**: **PSYCHIC**

-Bite- 1 **COLORLESS** **DMG**: 10

-Recycle- 2 **COLORLESS** **DMG**: 10

“Flip a coin. If heads, put a card in your discard pile on top of your deck. If Tails, Draw 1 card.”

## Bibarel (EVOLUTION/Common)

 **HP** 70

**RET**: 2 **WK**: **GRASS** **RS**: **WATER**

-Rescue- 1 **COLORLESS** **DMG**: 20

“In order to use this attack you must Put up to 2 Energy cards from your discard pile into your hand.”

-Crunch- 1 **WATER** 2 **COLORLESS** **DMG**: 30

“Choose and Discard 1 Energy Card Attached to the Defending PKMN (If any.)”

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## Chatot (LABORATORY/Uncommon)

 **HP** 50

**RET**: 1 **WK**: **LIGHTNING** () **RS**: **FIGHTING** ()

-**Mimic**- 1 **COLORLESS** () **DMG**: 0

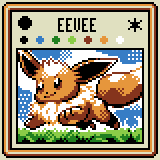
“Shuffle your hand into your deck. then, draw a card for each card in your opponent's hand.”

-**Mirror Move**- 1 **COLORLESS** () **DMG**:

“Flip a coin. If heads, the Defending PKMN is now Confused. If tails, during your opponent's next turn the Defending PKMN can't retreat.”

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## Eevee (EVOLUTION /Common)

 **HP** 50

**RET**: 1 **WK**: **FIGHTING** () **RS**:

-**Quick Attack**- 1 **COLORLESS** () **DMG**: 10

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

-**Signs of Evolutions**- 2 **COLORLESS** () **DMG**: 0

“Search your deck for any Basic Pokémon or Evolution card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.”

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## Sylveon (EVOLUTION /Rare)

 **HP** 70

**RET**: 1 **WK**: **FIGHTING** () **RS**: **DARKNESS** ()

**PKMN POWER: Magical Ribbon**

**“When you play this PKMN from your hand, put up to 3 PKMN from your discard pile into your hand.”**

-**Disarming Voice**- 2 **COLORLESS** () **DMG**: 20+

“Your opponent reveals their hand. If your opponent has 5 or more cards in their hand, shuffle their hand into their deck, then they draw 4 cards.”

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## Ditto (LABORATORY/Rare)

 **HP** 50

**RET**: 1 **WK**: **FIGHTING** () **RS**:

-**Pound**- 1 **COLORLESS** () **DMG**: 10

-**Morph**- 1 **COLORLESS** () **DMG**:

“Heal all damage, Status Conditions and/or Effects affecting this PKMN. then, until the end of the Duel, replace This card with a copy of a Random Basic PKMN from your deck. (Except DITTO.)”

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## Audino (LABORATORY/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **FIGHTING** () **RS**: **PSYCHIC** ()

**PKMN POWER: Heal**

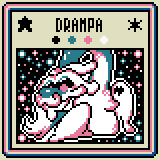
**“Once per turn, you may flip a coin. If heads, heal 10 damage from 1 of your PKMN.“**

-**Drain Slap**- 2 **COLORLESS** () **DMG**: 20

“Heal from this PKMN the Same amount of Damage you Did to your Opponent Active PKMN.”

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## Drampa (MYSTERY/Rare)

 **HP** 80

**RET**: 2 **WK**: **FIGHTING** () **RS**: **FIRE** ()

-**Dragonbreath**- 2 **COLORLESS** () **DMG**: 10

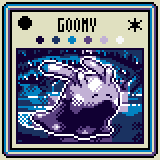
“Flip a Coin. If Heads, the Defending PKMN is Now Paralyzed.”

-**Rage**- 1 **FIRE** () 2 **COLORLESS** () **DMG**: 10+

“Does damage +10 damage for each Damage Counter on this PKMN.”

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## Goomy (LABORATORY/Common)

 **HP** 50

**RET**: 1 **WK**: **RS**:

-**Pound**- 1 **COLORLESS** () **DMG**: 10

-**Gooey**- 1 **COLORLESS** () 1 **WATER** () **DMG**: 10

“If this attack deals damage, Heal 30 damage from this PKMN.”

## Sliggoo (LABORATORY/Uncommon)

 **HP** 80

**RET**: 2 **WK**: **RS**:

-**Recover**- 1 **WATER** () **DMG**:

“Discard 1 <**WATER**> Energy attached to this card in order to use this attack. Remove all damage counters from this card.”

-**Slimy Water**- 1 **WATER** () 1 **COLORLESS** () **DMG**: 30+

“Does Damage +10 more damagefor each <**COLORLESS**> in the Defending PKMN’s Retreat Cost.”

## Goodra (LABORATORY/Rare)

 **HP** 100

**RET**: 3 **WK**: **RS**:

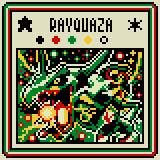
**PKMN POWER: Slimmy Room**

**“Whenever you attach an Energy Card From your Hand to This PKMN, Heal 20 damage from it.”**

-**Double-Edge**- 2 **WATER** () 2 **COLORLESS** () **DMG**: 50

“Flip a Coin. If tails, does 30 damage to itself.”

## Rayquaza (PROMO/Rare)

 **HP** 80

**RET**: 2 **WK**: **RS**:

-**Dragon Pulse**- 1 **COLORLESS** () **DMG**: +10

“Discard the top 3 cards from your Deck. If the defending PKMN is an Evolved PKMN, instead, it does +10 Damage and your opponent discards the top 5 cards from their deck.”

-**Emerald Break**- 4 **COLORLESS** () **DMG**: +10

“Does +10 damage for each of your Benched PKMN.”

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## Lugia (PROMO/Legendary Card)

 **HP** 120

**RET**: 3 **WK**: **RS**:

**PKMN POWER: Healing Wind**

**“Wh**en you put this PKMN into play **during your turn (not during** **set-up),Heal 20 Damage from each of your Own PKMN (If Any).”**

-**Aeroblast**- 4 **COLORLESS** () **DMG**: 50

“If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)”

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# TRAINERS

## Professor Oak (COLOSSEUM/Uncommon)

****

“Discard your hand and draw 5 cards. [If your opponent has 3 or less Prizes remaining, Draw 7 instead].”

## Imposter Oak’s Revenge (EVOLUTION/Uncommon)



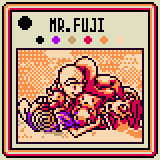
“Discard 1 card from your hand, your opponent shuffles their hand into their deck, then draws 4 cards.”

## Bill (COLOSSEUM/Common)



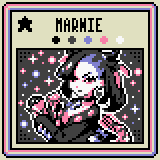
“Draw 2 Cards.”

## Mr. Fuji (EVOLUTION /Common)



“Choose a Pokémon on your Bench. Shuffle it and any cards attached to it into your deck.”

## Marnie (MYSTERY/Rare)



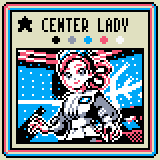
“Discard 2 cards from your hand, Both Players show their hand; shuffle all Trainer cards in their hands into their decks.”

## Imakuni? (PROMO/Rare)



“Your Active Pokémon is now Confused. *Imakuni wants you to play him as a Basic Pokémon, but you can't. A mysterious creature not listed in the Pokédex. He asks kids around the world, “Who is cuter-Pikachu or me?”*”

## Pokémon Center Lady (MYSTERY/Rare)



“Heal all damage from all of your damaged PKMN, then discard all Energy attached to those PKMN.”

## Copycat (EVOLUTION/Uncommon)



“Shuffle your hand into your deck. Then, draw a card for each card in your opponent's hand.”

## Boss's Orders (LABORATORY/Rare)



“Flip a Coin. if heads, Switch in 1 of your opponent's Benched PKMN to the Active Spot. [If your opponent has 3 or less Prizes remaining, you can use this card without flipping a coin].”

## Energy Search (COLOSSEUM/Common)



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

## Moon Stone (EVOLUTION/Common)



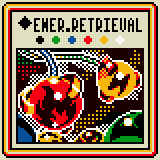
“Search your deck for a <COLORLESS> Evolution card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.”

## Pokémon Communication (LABORATORY/Uncommon)



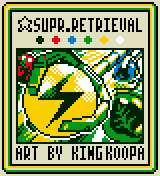
“Reveal a PKMN from your hand and put it into your deck. Then, search your deck for a PKMN, reveal it, and put it into your hand. Then, shuffle your deck.”

## Energy Retrieval (EVOLUTION/Uncommon)



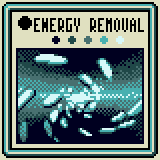
“Discard 1 card from your hand; put up to 2 basic Energies from your discard pile into your hand.”

## Super Energy Retrieval (LABORATORY/Rare)



“Discard 2 cards from your hand; put up to 4 basic Energies from your discard pile into your hand.”

## Energy Removal (LABORATORY/Common)



“Flip a coin. If heads, discard an Energy from 1 of your opponent PKMN. [If your opponent has 3 or less Prizes remaining, you can use this card without flipping a coin].”

## Substitute Doll (MYSTERY/Common)



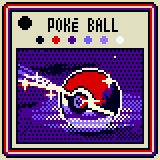
“Play this card as if it were a 30-HP <COLORLESS> Basic PKMN. this card has no attacks, and can't retreat. If this card is KO, your opponent can't take any Prize cards for it. On your turn, you may discard this card. (Use the PKMN Power menu.)”

## Mysterious Fossil (LABORATORY/Common)



“Play this card as if it were a 30-HP <COLORLESS> Basic PKMN. this card has no attacks, and can't retreat. If this card is KO, your opponent can't take any Prize cards for it. On your turn, you may discard this card. (Use the PKMN Power menu.)”

## Poke Ball (COLOSSEUM/Common)



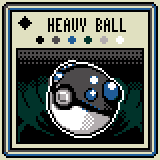
“Flip a coin. If heads, you may search your deck for any Basic Pokémon or Evolution card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.”

## Quick Ball (MYSTERY/Uncommon)



“Discard 1 card from your hand, search your deck for a PKMN with 0 retreat cost on it, reveal it, and add it to your hand. then, Shuffle your deck.”

## Heavy Ball (MYSTERY/Uncommon)



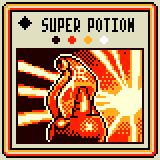
“Discard 1 card from your hand, search your deck for a PKMN with 3 or more retreat cost on it, reveal it, and add it to your hand. then, Shuffle your deck.”

## Potion (COLOSSEUM/Common)



“Heal 30 damage from 1 of your PKMN.”

## Super Potion (EVOLUTION/Uncommon)



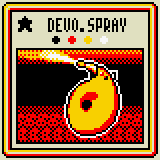
“Discard an Energy attached 1 of your PKMN. If you do, Heal 60 damage from that PKMN.”

## Full Heal (COLOSSEUM/Uncommon)



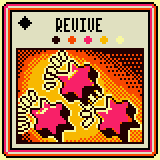
“Your Active PKMN Recovers from all Status Condition. then, Draw 1 card.”

## Devolution Spray (LABORATORY/Rare)



“Devolve 1 evolved PKMN on Play by putting the highest Stage Evolution card on it into their owner's hand.”

## Revive (COLOSSEUM/Uncommon)



“If your Bench isn't full: Put 1 Basic PKMN from your discard pile onto your Bench. then, put damage counters on that PKMN equal to half its HP (rounded down).”

## Rare Candy (LABORATORY/Rare)



“Choose 1 Stage 2 PKMN from your hand that evolves from 1 of your Basic PKMN in play, put it on that Basic PKMN and Put 2 damage counters on that played PKMN. You can only use this card if you are allowed evolve it this turn.”

## Pluspower (MYSTERY/Uncommon)



“Attach this card to your Active PKMN Discard this card at the end of your turn. If this PKMN attacks, it does +10 damage to the Defending PKMN (before Weakness/Resistance).”

## Defender (MYSTERY/Uncommon)



“Attach this card to 1 of your PKMN Discard this card at the end of your opponent's turn. the PKMN takes -20 less damage from attacks. (after Weakness/Resistance)”

## Recycle (LABORATORY/Common)



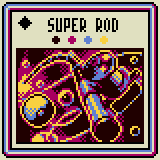
“Flip a coin. If heads, put a card from your discard pile into your hand. If Tails, put it in the top of your deck.”

## Pokémon Flute (EVOLUTION/Uncommon)



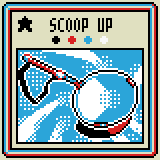
“Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. (You can't play a PKMN if your opponent's Bench is full.)”

## Super Rod (MYSTERY/Uncommon)



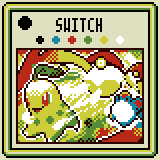
“Shuffle up to 3 PKMN and/or Basic Energy cards from your discard pile into your deck.”

## Scoop Up (MYSTERY/Rare)



“Choose 1 of your Pokémon in play and Return its Basic Pokémon card to your hand. (Discard all cards attached to that card.)”

## Switch (COLOSSEUM/Common)



“Switch your Active PKMN with 1 of your Benched PKMN.”

## Item Finder (LABORATORY/Rare)



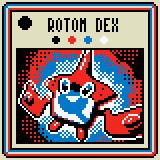
“Discard 2 cards from your hand; Put a Trainer card from your discard pile into your hand.”

## Computer Search (PROMO/Rare)



“Discard 2 cards from your hand; Search your deck for any card and put it into your hand. Shuffle your deck afterward. (You can only use this effect once per Duel.)”

## Rotom Dex (EVOLUTION/Common)



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

# DECK LIST

These are the Decks that the NPCS use, for now there will only be the Decks of the Club Masters and Grand Masters.

## Stater Decks:

At the start of the game, you can choose either of these for your initial deck.

### Tepig and Friends:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Tepig  2x Pignite  1x Emboar  2x Darumaka  2x Houndour  1x Litleo  2x Sizzlipede  2x Numel  2x Zigzagoon  2x Rookidee  2x Bidoof  2x Togepi  Total: 23 | 1x Prof.Oak  2x Bill  2x Potion  2x Full Heal  2x Poke Ball  1x Recycle  1x Pokémon Flute  1x Energy Retrieval  1x Energy Search  1x Revive  2x Pokedex  1x Switch  Total: 17 | 20x Fire Energy |

### Chikorita and Friends:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Chikorita  2x Bayleef  1x Meganium  2x Shelmet  2x Karrablast  1x Tangela  2x Shroomish  2x Wurmple  2x Zigzagoon  2x Rookidee  2x Bidoof  2x Togepi  Total: 23 | 1x Prof.Oak  2x Bill  2x Potion  2x Full Heal  2x Poke Ball  1x Recycle  1x Pokémon Flute  1x Energy Retrieval  1x Energy Search  1x Revive  2x Pokedex  1x Switch  Total: 17 | 20x Grass Energy |

### Froakie and Friends:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Froakie  2x Frogadier  1x Greninja  2x Chewtle  2x Seel  1x Buizel  2x Horsea  2x Dewpider  2x Zigzagoon  2x Rookidee  2x Bidoof  2x Togepi  Total: 23 | 1x Prof.Oak  2x Bill  2x Potion  2x Full Heal  2x Poke Ball  1x Recycle  1x Pokémon Flute  1x Energy Retrieval  1x Energy Search  1x Revive  2x Pokedex  1x Switch  Total: 17 | 20x Water Energy |

### Deino and Friends:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Deino  2x Zweilous  1x Hydreigon  2x Wooper  2x Zubat  1x Pawniard  2x Impidimp  2x Skrelp  2x Zigzagoon  2x Rookidee  2x Bidoof  2x Togepi  Total: 23 | 1x Prof.Oak  2x Bill  2x Potion  2x Full Heal  2x Poke Ball  1x Recycle  1x Pokémon Flute  1x Energy Retrieval  1x Energy Search  1x Revive  2x Pokedex  1x Switch  Total: 17 | 20x Darkness Energy |

### Magnemite and Friends:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Magnemite  2x Magneton  1x Magnezone  2x Emolga  2x Tynamo  1x Shinx  2x Blitzle  2x Grubbin  2x Zigzagoon  2x Rookidee  2x Bidoof  2x Togepi  Total: 23 | 1x Prof.Oak  2x Bill  2x Potion  2x Full Heal  2x Poke Ball  1x Recycle  1x Pokémon Flute  1x Energy Retrieval  1x Energy Search  1x Revive  2x Pokedex  1x Switch  Total: 17 | 20x Lightning Energy |

### Trapinch and Friends:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Trapinch  2x Vibrava  1x Flygon  2x Cufant  2x Meowth  1x Jangmo-o  2x Rockruff  2x Silicobra  2x Zigzagoon  2x Rookidee  2x Bidoof  2x Togepi  Total: 23 | 1x Prof.Oak  2x Bill  2x Potion  2x Full Heal  2x Poke Ball  1x Recycle  1x Pokémon Flute  1x Energy Retrieval  1x Energy Search  1x Revive  2x Pokedex  1x Switch  Total: 17 | 20x Fighting Energy |

### Ralts and Friends:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Ralts  2x Kirlia  1x Gardevoir  2x Blipbug  2x Abra  1x Duskull  2x Cutiefly  2x Munna  2x Zigzagoon  2x Rookidee  2x Bidoof  2x Togepi  Total: 23 | 1x Prof.Oak  2x Bill  2x Potion  2x Full Heal  2x Poke Ball  1x Recycle  1x Pokémon Flute  1x Energy Retrieval  1x Energy Search  1x Revive  2x Pokedex  1x Switch  Total: 17 | 20x Psychic Energy |

## FIGHTING Club

### Muscles for Brains Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Hitmonchan  3x Hitmonlee  3x Hitmontop  4x Sandile  4x Stufful  3x Bewear | 3x Bill  3x Prof.Oak  2x Energy Search  2x Poke Ball  1x Energy Removal  2x Pluspower  2x Potion  1x Super Potion  1x Full Heal  2x Boss Orders  1x Revive | 16x Fighting Energy  4x Double Colorless Energy |

### Love to Battle Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Hitmonchan  3x Hitmonlee  3x Hitmontop  3x Hawlucha  4x Riolu  3x Zigzagoon | 4x Bill  3x Prof.Oak  3x Energy Search  2x Energy Removal  4x Pluspower  3x Defender  2x Potion  1x Full Heal  1x Revive | 18x Fighting Energy |

### Heated Battle Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Hitmonchan  3x Chatot  3x Tepig  2x Pignite  4x Jangmo-o  3x Hakamo-o  3x Hawlucha | 3x Bill  3x Prof.Oak  3x Energy Search  2x Scoop Up  2x Pluspower  2x Defender  2x Potion  1x Full Heal  1x Revive | 12x Fighting Energy  6x Fire Energy |

### First Strike Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Hitmonchan  3x Hitmonlee  3x Hitmontop  4x Jango-o  3x Hakamo-o  3x Kommo-o  Total: 16 | 3x Prof.Oak  4x Bill  3x Rare Candy  2x Energy Search  2x Energy Removal  2x Switch  3x Pluspower  2x Defender  3x Boss Orders  1x Copycat | 16x Fighting Energy |

## ROCK Club

### Excavation Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Silicobra  3x Sandaconda  4x Larvitar  3x Pupitar  1x Tyranitar  2x Hitmonchan  4x Trapinch  3x Vibrava  3x Flygon | 3x Prof.Oak  4x Bill  3x Rare Candy  2x Defender  2x Potion  1x Full Heal  2x Pokémon Flute | 16x Fighting Energy |

### Blistering Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Sandile  3x Krokorok  2x Krookodile  4x Rockruff  3x Lycanroc (day)  4x Trapinch | 3x Prof.Oak  3x Bill  3x Pokémon Communication  2x Energy Retrieval  2x Mr.Fuji  2x Switch  3x Defender  2x Energy Search  2x Boss’s Orders | 17x Fighting Energy |

### Hard Pokémon Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Rockruff  2x Lycanroc (Midnight)  4x Cufant  3x Copperajah  4x Larvitar  3x Pupitar  2x Tyranitar | 3x Prof.Oak  4x Bill  4x Poke Ball  3x Heavy Ball  2x Switch  2x Potion  2x Boss’s Orders  2x Defender | 16x Fighting Energy |

### Rock Crusher Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Rockruff  3x Lycanroc (Day)  4x Larvitar  2x Pupitar  3x Tyranitar  3x Meowth  3x Perrserker  Total: 21 | 3x Prof.Oak  4x Bill  4x Energy Search  2x Energy Removal  1x Switch  2x Potion  2x Full Heal  2x Defender  1x Item Finder  2x Gust of Wind  1x Gambler  1x Recycle | 14x Fighting Energy |

## WATER Club

### Water Front Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Dewpider  3x Araquanid  3x Basculin  4x Buizel  3x Floatzel  4x Horsea  3x Seadra | 3x Bill  3x Prof.Oak  2x Energy Search  2x Poke Ball  2x Energy Retrieval  2x Switch  1x Rotom Dex  2x Potion  1x Super Potion  1x Boss Orders | 17x Water Energy |

### Lovely Friends Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Stufful  3x Bewear  4x Chewtle  3x Drednaw  4x Tympole  3x Palpitoad | 3x Bill  3x Prof.Oak  2x Substitute Doll  2x Energy Search  2x Poke Ball  2x Energy Retrieval  2x Switch  3x Potion  1x Super Potion | 12x Water Energy  6x Fighting Energy |

### Sound of the Waves Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Seel  3x Dewgong  3x Wingull  2x Pelipper  4x Horsea  3x Seadra  3x Kingdra | 4x Bill  3x Copycat  4x Energy Search  3x Pokémon Communication  2x Energy Removal  2x Pluspower  2x Potion  2x Full Heal | 16x Water Energy |

### Go Go Rain Dance Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Froakie  3x Frogadier  4x Greninja  4x Horsea  3x Seadra  3x Kingdra  2x Wingull | 3x Prof.Oak  4x Bill  3x Rare Candy  2x Energy Retrieval  3x Energy Search  3x Energy Removal  1x Pluspower  1x Item Finder  1x Boss Orders  2x Copycat | 16x Water Energy |

## LIGHTNING Club

### Pikachu Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Pikachu  3x Raichu  3x Pichu  4x Tynamo  4x Emolga  4x Blitzle  3x Zebstrika | 4x Bill  4x Prof.Oak  4x Switch  4x Poke Ball  3x Potion  1x Super Potion  2x Full Heal | 17x Lightning Energy |

### Rapid Current Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Shinx  3x Luxio  3x Luxray  4x Tynamo  3x Eelektrik  2x Eelektross  4x Emolga  3x Blitzle | 3x Bill  3x Prof.Oak  3x Energy Search  3x Poke Ball  2x Defender  2x Potion  2x Boss Orders | 16x Lightning Energy |

### Power Generator Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Blitzle  3x Zebstrika  4x Helioptile  3x Heliolisk  4x Electrike  3x Manectric | 3x Bill  3x Prof.Oak  3x Energy Search  3x Pokémon Communication  2x Defender  2x Pluspower  2x Potion  1x Full Heal  2x Boss Orders  2x Switch | 16x Lightning Energy |

### Zapping Static Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Magnemite  3x Magneton  3x Magnezone  4x Blitzle  2x Zebstrika  3x Electabuzz  2x Electivire | 4x Prof.Oak  4x Bill  3x Rare Candy  1x Energy Retrieval  3x Energy Search  2x Pokémon Communication  3 Energy Removal  2x Pluspower  2x Boss Orders | 16x Lightning Energy |

## GRASS Club

### Jungle Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Wurmple  3x Silcoon  3x Beautifly  4x Rowlet  3x Dartrix  4x Decidueye  4x Shelmet | 3x Bill  3x Rare Candy  2x Energy Retrieval  4x Energy Search  4x Poke Ball  2x Pokémon Center  1x Plus Power  1x Defender  2x Potion | 15x Grass Energy |

### Flower Garden Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Chikorita  3x Bayleef  2x Meganium  3x Tangela  3x Applin  2x Flapple  2x Appletun  3x Karrablast | 3x Bill  3x Professor Oak  3x Rare Candy  3x Energy Search  3x Pokémon Communication  2x Switch  1x Full Heal  2x Potion | 16x Grass Energy  2x Double Colorless Energy |

### Kaleidoscope Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Yanma  3x Yanmega  4x Bounsweet  3x Steenee  3x Tsareena  4x Shelmet  3x Accelgor | 3x Bill  3x Professor Oak  2x Mr Fuji  3x Energy Search  1x Pokémon Center  1x Defender  2x Full Heal  2x Potion  2x Boss Orders | 14x Grass Energy  3x Double Colorless Energy |

### Flower Power Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Chikorita  3x Bayleef  4x Meganium  4x Tangela  4x Tangrowth | 3x Professor Oak  4x Bill  3x Rare Candy  1x Energy Retrieval  4x Energy Search  3x Energy Removal  2x Pokémon Center  2x Plus Power  2x Boss Orders  2x Potion | 15x Grass Energy |

## PSYCHIC Club

### Ghost Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Misdreavus  3x Mismagius  4x Duskull  3x Dusclops  3x Dusknoir  2x Zigzagoon  4x Beldum | 3x Prof.Oak  3x Bill  2x Rare Candy  2x Potion  3x Pokémon Flute  1x Full Heal  2x Recycle  1x Boss’s Orders  2x Defender | 17x Psychic Energy  3x Double Colorless Energy |

### Nap Time Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Misdreavus  4x Cutiefly  3x Ribombee  4x Munna  3x Musharna  4x Abra  3x Kadabra | 3x Prof.Oak  3x Bill  2x Potion  2x Pokémon Ball  2x Energy Search  2x Full Heal  2x Pluspower  2x Boss’s Orders | 17x Psychic Energy |

### Strange Power Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Ralts  3x Kirlia  3x Gardevoir  3x Inkay  2x Malamar  4x Blipbug  3x Dottler  3x Orbeetle | 3x Prof.Oak  3x Bill  3x Potion  2x Energy Search  2x Energy Removal  1x Full Heal  2x Pluspower  2x Defender  1x Boss’s Orders | 16x Psychic Energy |

### Strange Psyshock Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Inkay  2x Malamar  2x Spiritomb  4x Abra  3x Kadabra  4x Alakazam  4x Cutiefly  2x Ribombee | 3x Prof.Oak  4x Bill  3x Energy Search  3x Energy Removal  3x Potion  1x Pluspower  2x Boss Orders  2x Copycat | 15x Psychic Energy |

## SCIENCE Club

### Flying Pokémon Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Zubat  3x Golbat  3x Crobat  4x Rookidee  3x Corvisquire  2x Corviknight  4x Murkrow  3x Honchkrow | 3x Bill  3x Professor Oak  2x Imposter Professor Oak  3x Energy Search  1x Plus Power  1x Defender  2x Full Heal  4x Potion  2x Energy Removal | 16x Darkness Energy |

### Lovely Imp's Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Impidimp  3x Morgrem  4x Sneasel  3x Weavile  4x Pawniard  3x Bisharp | 3x Bill  3x Professor Oak  1x Switch  3x Energy Search  3x Poke Ball  2x Energy Retrieval  1x Defender  1x Full Heal  2x Potion | 18x Darkness Energy |

### Poison Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Wooper  3x Clodsire  4x Croagunk  3x Toxicroak  4x Impidimp  3x Skorupi  2x Drapion | 3x Bill  3x Professor Oak  3x Energy Search  2x Boss Orders  2x Energy Retrieval  1x Copycat  2x Full Heal  2x Potion  1x Super Potion | 17x Darkness Energy |

### Wonders of Science Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Gastly  4x Haunter  4x Gengar  2x Nihilego  3x Wooper  2x Clodsire  3x Impidimp | 3x Prof.Oak  4x Bill  1x Potion  1x Full Heal  4x Rare Candy  3x Energy Removal  1x Pluspower  1x Boss Orders  1x Copycat  3x Energy Search | 16x Darkness Energy |

## FIRE Club

### Anger Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Sizzlipede  3x Centiskorch  4x Darumaka  3x Darmanitan  3x Houndour  2x Houndoom  3x Zigzagoon | 3x Bill  3x Professor Oak  4x Energy Search  2x Boss Orders  2x Energy Retrieval  2x Pluspower  2x Defender | 16x Fire Energy  4x Double Colorless Energy |

### Flamethrower Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Tepig  3x Pignite  2x Emboar  4x Houndour  3x Houndoom  3x Magmar  2x Magmortar  3x Eevee  2x Flareon | 4x Bill  3x Professor Oak  4x Energy Search  2x Boss Orders  2x Energy Retrieval  2x Pluspower  1x Switch | 16x Fire Energy |

### Reshuffle Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Fuecoco  3x Crocalor  2x Skeledirge  3x Numel  4x Chatot  1x Stantler | 2x Bill  4x Copycat  4x Imposter Professor Oak  4x Energy Search  1x Pokémon Center  2x Energy Retrieval  2x Potion | 15x Fire Energy  2x Double Colorless Energy |

### Fire Charge Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Houndour  3x Houndoom  1x Turtonator  4x Litwick  3x Lampent  3x Chandelure | 4x Bill  3x Professor Oak  3x Energy Search  2x Boss Orders  1x Energy Retrieval  1x Super Energy Retrieval  1x Copycat  2x Potion  2x Pluspower  3x Energy Removal  3x Rare Candy | 17x Fire Energy |

## Grand Masters

### Legendary Entei Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Salandit  3x Salazzle  3x Litwick  4x Sizzlipede  3x Centiskorch  4x Entei | 3x Prof.Oak  4x Bill  2x Energy Retrieval  4x Energy Removal  1x Scoop Up  2x Boss Orders  2x Copycat  3x Potion  1x Full Heal | 18x Fire Energy |

### Legendary Raikou Deck:

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| **Pokémon** | **Trainers** | **Energies** |
| 4x Shinx  3x Luxio  3x Luxray  4x Emolga  4x Blitzle  3x Zebstrika  4x Raikou | 3x Prof.Oak  3x Bill  3x Energy Removal  1x Boss Orders  1x Copycat  3x Potion  3x Energy Search  2x Poke Ball | 16x Lightning Energy |

### Legendary Suicune Deck:

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| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Seel  3x Dewgong  3x Suicune  4x Eevee  2x Glaceon  1x Vaporeon  4x Horsea | 3x Prof.Oak  4x Bill  3x Energy Removal  1x Boss Orders  2x Copycat  1x Scoop up  1x Item Finder  2x Potion  3x Energy Search  2x Poke Ball | 18x Water Energy |

### Legendary Lugia Deck:

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| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 3x Zigzagoon  3x Horsea  4x Goomy  3x Sliggoo  3x Goodra  4x Lugia | 4x Prof.Oak  4x Bill  4x Energy Removal  2x Copycat  3x Energy Search  3x Poke Ball  3x Rare Candy | 13x Water Energy  4x Double Colorless |

## Ronald Decks:

### I’m Ronald Deck:

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| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Tepig  3x Pignite  4x Sizzlipede  2x Centiskorch  3x Drampa  4x Zigzagoon  2x Linoone | 3x Professor Oak  2x Imposter Oak  3x Bill  2x Energy Removal  2x Energy Search  1x Switch  1x Pluspower  1x Defender  2x Boss Orders  2x Potion  1x Full Heal | 17x Fire Energy |

### Powerful Ronald Deck:

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| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Dewpider  3x Araquanid  4x Basculin  3x Basculegion  2x Bruxish  4x Horsea  2x Seadra | 3x Professor Oak  3x Imposter Oak  3x Bill  3x Energy Removal  3x Energy Search  1x Pluspower  1x Defender  2x Boss Orders  3x Potion  1x Full Heal | 11x Water Energy  4x Psychic Energy |

### Invincible Ronald Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Phantump  3x Trevenant  4x Illumise  4x Volbeat  4x Shelmet  2x Accelgor | 3x Professor Oak  2x Imposter Oak  2x Lass  3x Bill  4x Energy Removal  3x Energy Search  1x Pluspower  2x Boss Orders  2x Potion  1x Super Potion  1x Full Heal | 15x Grass Energy |

### Legendary Ronald Deck:

|  |  |  |
| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 2x Zigzagoon  1x Entei  1x Raikou  1x Suicune  2x Rayquaza  3x Chatot  1x Lugia | 4x Prof.Oak  4x Bill  4x Energy Removal  1x Boss Orders  3x Copycat  1x Scoop up  2x Potion  4x Poke Ball  2x LASS | 10x Fire Energy  3x Water Energy  3x Lightning Energy  4x Double Colorless |

## Imakuni?

### Imakuni Deck:

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| --- | --- | --- |
| **Pokémon** | **Trainers** | **Energies** |
| 4x Buizel  3x Floatzel  2x Bruxish  4x Inkay  3x Malamar  3x Munna  2x Musharna  4x Ditto | 4x Imakuni  2x Bill  2x Pokémon Flute  1x Copycat | 16x Psychic Energy  10x Water Energy |