

**EX: SandStorm**

**Total:** 100 Cards

**Release Date:** September 22, 2003

*Last Updated March 1, 2004*

1/100

Armaldo

120 HP ⚡

Stage 2 – evolves from Anorith

Poké-BODY: Primal Veil

As long as Armaldo is your Active Pokémon, each player can't play any Supporter cards.

⚡⚡⚡★ Blade Arms (60)

Weakness: ⚡

Resistance:

Retreat Cost: ★★★

2/100

Cacturne

80 HP ⚡

Stage 1 – evolves from Cacnea

Poké-BODY: Poison Payback

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

★★★ Feint Attack

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies or any other effects on that Pokémon.

Weakness: ⚡

Resistance:

Retreat Cost: ★

3/100

Cradily

100 HP ⚡

Stage 2 – evolves from Lileep

Poké-BODY: Super Suction Cups

As long as Cradily is your Active Pokémon, your opponent's Pokémon can't retreat.

★ Lure Poison

Before using this effect, you may switch the Defending Pokémon with 1 of your opponent's Benched Pokémon, if any. The Defending Pokémon is now Poisoned.

⚡★★ Spiral Drain (50)

Remove 2 damage counters from Cradily (remove 1 if there is only 1).

Weakness: ⚡

Resistance:

Retreat Cost: ★★

4/100

Dusclops

70 HP ⚡

Stage 1 – evolves from Dusksull

☉★ Judgement

Flip 2 coins. If both of them are heads, the Defending Pokémon is Knocked Out.

☉★★ Random Curse

Put a total of 5 damage counters on all Defending Pokémon in any way you like.

Weakness: ☹

Resistance: 🗡

Retreat Cost: ★

5/100

Flareon

80 HP 🔥

Stage 1 – evolves from Eevee

🔥★ Super Singe (20)

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

🔥★★★ Flamethrower (70)

Discard a 🔥 Energy card attached to Flareon.

Weakness: ☹

Resistance:

Retreat Cost: ★★

6/100

Jolteon

70 HP ⚡

Stage 1 – evolves from Eevee

★★ Double Kick (20x)

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

⚡★ Lightning Strike (40)

You may discard all ⚡ Energy cards attached to Jolteon. If you do, this attack's base damage is 70 instead of 40.

Weakness: 🗡

Resistance: 🌀

Retreat Cost: ★

7/100

Ludicolo

90 HP ☹

Stage 2 – evolves from Lambre

Poké-BODY: At any time between turns, remove damage counter from Ludicolo.

☹★★ Hydro Punch (50+)

Does 50 damage plus 10 more damage for each ☹ Energy attached to Ludicolo but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

Weakness: ⚡

Resistance:

Retreat Cost: ★★

8/100

Lunatone

60 HP ☉

Basic Pokémon

Poké-POWER; Lunar Eclipse

Once during your turn (*before your attack*), if Solrock is in play, you may use this power. Until the end of your turn, Lunatone's type is ☾. This power can't be used if Lunatone is affected by a Special Condition.

★ Cosmic Draw

If your opponent has any Evolved Pokémon in play, draw 3 cards.

☉★ Lunar Blast (30)

Weakness: ☉

Resistance:

Retreat Cost: ★

9/100

Mawile

60 HP ⚔

Basic Pokémon

★ Scam

Look at your opponent's hand. You may have your opponent shuffle a Supporter card you find there into his or her deck. If you do, your opponent draws a card.

⚔★ Metal Hook (20)

Before doing damage, you may switch 1 of your opponent's Benched Pokémon with 1 of the Defending Pokémon. If you do, this attack does 20 damage to the new Defending Pokémon.

Weakness: ⚔

Resistance:

Retreat Cost: ★

10/100

Sableye

60 HP ☾

Basic Pokémon

★ Supernatural

Look at your opponent's hand. You may use the effect of a Supporter card you find there as the effect of this attack. (The Supporter card remains in your opponent's hand.)

☾★ Dark Bind (20)

You may discard a ☾ Energy card attached to Sableye. If you do, the Defending Pokémon is now Paralyzed.

Weakness: ⚔

Resistance:

Retreat Cost: ★

11/100

Seviper

80 HP ⚡

Basic Pokémon

★ Deadly Poison (10)

You may discard a ⚡ Energy card attached to Seviper. If you do, the Defending Pokémon is now Poisoned.

★★ Extra Poison (20)

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

Weakness: ☀

Resistance:

Retreat Cost: ★★

12/100

Shiftry

120 HP ⚡

Stage 2 – evolves from Nuzleaf

Poké-POWER: Fan Away

Once during your turn (*before your attack*), you may flip a coin. If heads, return 1 Energy card attached to the Defending Pokémon to your opponent's hand. This power can't be used if Shiftry is affected by a Special Condition.

⚡⚡★★ Light Touch Throw (80-)

Does 80 damage minus 10 damage for each Energy attached to the Defending Pokémon.

Weakness: ⚡

Resistance:

Retreat Cost: ★★

13/100

Solrock

70 HP ⚡

Basic Pokémon

Poké-POWER: Solar Eclips

Once during your turn (*before your attack*), if Lunatone is in play, you may use this power. Until the end of your turn, Solrock's type is ⚡. This power can't be used if Solrock is already affected by a Special Condition.

★ Cosmic Draw

If your opponent has any Evolved Pokémon in play, draw 3 cards.

⚡★ Solar Blast (30)

Weakness: ⚡

Resistance:

Retreat Cost: ★

14/100

Zangoose

70 HP ★

Basic Pokémon

Poké-BODY: Poison Resistance

Zangoose can't be Poisoned.

★ Target Slash (10+)

If the Defending Pokémon is Seviper, this attack does 10 damage plus 30 more damage.

\*\*\* Super Slash (30x)

If the Defending Pokémon is an Evolved Pokémon, this attack does 30 damage plus 30 more damage.

Weakness: 雷

Resistance:

Retreat Cost: ★

15/100

Arcanine

80 HP 火

Stage I – evolves from Growlithe

Poké-BODY: Fire Veil

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

火\*\* Burn Up (60)

Flip a coin. If tails, discard all 火 Energy cards attached to Arcanine.

Weakness: 雷

Resistance:

Retreat Cost: ★

16/100

Espeon

80 HP 心

Stage I – evolves from Eevee

★ Confuse Ray (20)

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

\*\*\* Energy Crush (20+)

Does 20 damage plus 10 more damage for each Energy attached to all of your opponent's Pokémon.

Weakness: 心

Resistance:

Retreat Cost: ★

17/100

Golduck

70 HP 水

Stage I – evolves from Psyduck

Poké-POWER: Chaos Flash

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

水心 Special Blow (30+)

If the Defending Pokémon has any Special Energy cards attached to it, this attack does 30 damage plus 40 more damage.

Weakness: 雷

Resistance:

Retreat Cost: ★

18/100  
Kecleon  
60 HP ★  
Basic Pokémon

Poké-BODY: Energy Variation

Kecleon's type is the same as every type of basic Energy card attached to Kecleon.

★★ Double Scratch (20×)

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

Weakness: ♣♣

Resistance:

Retreat Cost: ★

19/100  
Omastar  
110 HP ⚡  
Stage 2 – evolves from Omanyte

★ Pull Down

If your opponent has any Evolved Pokémon in play, remove the highest Stage Evolution card from each of them and put those cards back into his or her hand.

★★ Hydracannon (30+)

Does 30 damage plus 20 more damage for each ⚡ Energy attached to Omastar but not used to pay for this attack's Energy cost. You can't add more than 40 damage in this way.

Weakness: ⚡

Resistance:

Retreat Cost: ★★

20/100  
Pichu  
40 HP ⚡  
Basic Pokémon

Poké-POWER: Baby Evolution

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

⚡ Energy Retrieval

Search your discard pile for up to 2 basic Energy cards and attach them to 1 of your Pokémon. Put 1 damage counter on that Pokémon for each Energy card attached in this way.

Weakness: ♣♣

Resistance:

Retreat Cost: ★

21/100  
Sandlash  
70 HP ♣♣  
Stage 1 – evolves from Sandshrew

**⚡★ Sand Swirl**

Does 20 damage to each Defending Pokémon. The Defending Pokémon can't retreat until the end of your opponent's next turn.

**⚡★★ Earthquake (60)**

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

Weakness: ⚡

Resistance:

Retreat Cost:

22/100

Shiftry

120 HP ⚡

Stage 2 – evolves from Nuzleaf

**★★★ Feint Attack**

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

**⚡★★★★ Slash (60)**

Weakness: ⚡

Resistance:

Retreat Cost: ★★

23/100

Steelix

100 HP ⚡

Stage 1 – evolves from Onix

**⚡★★ Rage (10+)**

Does 10 damage plus 10 more damage for each damage counter on Steelix.

**⚡⚡★★ Spinning Tail**

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

Weakness: ⚡

Resistance: ⚡

Retreat Cost: ★★★★★

24/100

Umbreon

80 HP ⚡

Stage 1 – evolves from Eevee

**★ Confuse Ray (10)**

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

**⚡★★ Moon Impact (40)**

Weakness: ⚡

Resistance: ⚡

Retreat Cost: ★

25/100

Vaporeon

70 HP ⚡

Stage I – evolves from Eevee

⚡★ Aurora Beam (30)

⚡★★ Aqua Sonic (50)

This attack's damage is not affected by Resistance.

Weakness: ⚡

Resistance:

Retreat Cost: ★

26/100

Wobbuffet

80 HP ⚡

Basic Pokémon

Poké-BODY: Safeguard

Prevent all effects of attacks, including damage, done to Wobbuffet by your opponent's Pokémon-ex.

⚡★★ Flip Over (50)

Wobbuffet does 10 damage to itself, and don't apply Weakness and Resistance to this damage.

Weakness: ⚡

Resistance:

Retreat Cost: ★★

27/100

Anorith

80 HP 🗝

Stage I – evolves from Claw Fossil

★ Fast Evolution

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

🗝★ Pierce (30)

Weakness: 🗝

Resistance:

Retreat Cost: ★

28/100

Anorith

80 HP 🗝

Stage I – evolves from Claw Fossil

🗝 Slash (20)

★★★ Double Scratch (40x)

Flip 2 coins. This attack does 40 damage times the number of heads.

Weakness: 🗝

Resistance:

Retreat Cost: ★★

29/100

Arbok

70 HP ⚡

Stage I – evolves from Ekans

Poké-BODY: Intimidating Fang

As long as Arbok is your Active Pokémon, any damage done to your Pokémon by an opponent's attack is reduced by 10 (before applying Weakness and Resistance).

⚡\*\* Toxic (20)

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

Weakness: ☀

Resistance:

Retreat Cost: ★

30/100

Azumarill

70 HP ⚡

Stage I – evolves from Marill

★ Drizzle

If you have ⚡ Energy cards in your hand, attack as many ⚡ Energy cards as you like to any of your Active Pokémon.

⚡★ Max Bubbles (30x)

Flip a coin for each Energy attached to all of your Active Pokémon. This attack does 30 damage times the number of heads.

Weakness: ⚡

Resistance:

Retreat Cost: ★

31/100

Azurill

40 HP ★

Basic Pokémon

Poké-POWER: Baby Evolution

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

★ Jump Catch

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

Weakness: ⚡

Resistance:

Retreat Cost: ★

32/100

Blatoy

50 HP ⚡

Basic Pokémon

★ Rapid Spin (10)

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any. You switch Baltoy with 1 of your Benched Pokémon, if any.

Weakness: ♣

Resistance:

Retreat Cost: ★

33/100

Breloom

70 HP ♣

Stage I – evolves from Shroomish

★ Super Poison Breath

Each Defending Pokémon is now Poisoned.

♣★★ Sky Uppercut (50)

This attack's damage is not affected by Resistance.

Weakness: ♣

Resistance:

Retreat Cost: ★

34/100

Delcatty

80 HP ★

Stage I – evolves from Skitty

★★ Scratch (30)

★★★ Ultra Energy Source (10x)

Does 10 damage times the number of basic Energy cards attached to all of the Active Pokémon (both yours and your opponent's).

Weakness: ♣

Resistance:

Retreat Cost: ★

35/100

Electabuzz

60 HP ⚡

Basic Pokémon

★ Plasma (10)

Flip a coin. If heads, search your discard pile for a ⚡ Energy card and attach it to Electabuzz.

⚡★★ Thunder Spear

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

Weakness: ♣

Resistance: ♣

Retreat Cost: ★

36/100  
Elekid  
40 HP ⚡  
Basic Pokémon

Poké-POWER: Baby Evolution

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

⚡ Gather Energy

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

Weakness: ⚡

Resistance:

Retreat Cost: ★

37/100  
Fearow  
70 HP ★  
Stage I – evolves from Spearow

★★ Double Wing Attack

Does 20 damage to each Defending Pokémon.

★★★ Rend (30+)

If the Defending Pokémon has any damage counters on it, this attack does 30 damage plus 20 more damage.

Weakness: ⚡

Resistance: ⚡

Retreat Cost:

38/100  
Illumise  
60 HP ⚡  
Basic Pokémon

Poké-BODY: Glowing Screen

As long as Volbeat is in play, any damage done to Illumise by attacks from ⚡ Pokémon and ⚡ Pokémon is reduced by 30. You can't reduce more than 30 damage even if there is more than 1 Volbeat in play.

★ Chaotic Noise

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

⚡★ Pester (20+)

If the Defending Pokémon is affected by a Special Condition, this attack does 20 damage plus 20 more damage.

Weakness: ⚡

Resistance:

Retreat Cost: ★

39/100  
Kabuto  
60 HP ⚡  
Stage I – evolves from Mysterious Fossil

Poké-BODY: Exoskeleton

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

★ Team Assembly

Search your deck for Omanyte, Kabuto, or any Basic Pokémon and put as many of them as you like onto your Bench. Shuffle your deck afterward. Treat the new Benched Pokémon as Basic Pokémon.

⚡★ Pierce (20)

Weakness: ⚡

Resistance:

Retreat Cost: ★★

40/100

Kirlia

70 HP ⚡

Stage I – evolves from Ralts

🎲★ Psyshock (20)

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

🎲★★ Link Blast (60)

If Kirlia and the Defending Pokémon have a different amount of Energy attached to them, this attack's base damage is 30 instead of 60.

Weakness: 🎲

Resistance:

Retreat Cost: ★

41/100

Larion

70 HP 🎲

Stage I – evolves from Aron

★ Iron Defense

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

🎲★★ Headbutt (50)

Weakness: 🎲

Resistance: ⚡

Retreat Cost: ★★

42/100

Lileep

80 HP ⚡


Stage I – evolves from Root Fossil

★ Influence

Search your deck for Omanyte, kabuto, Aerodactyl, Lileep, or Anorith and you put up to 2 of them onto your Bench. Shuffle your deck afterward. Treat the new Benched Pokémon as Basic Pokémon.


★★ Time Spiral


If your opponent has any Evolved Pokémon in play, choose 1 of them and flip a coin. If heads, remove the highest Stage Evolution card on that Pokémon and have your opponent shuffle it into his or her deck.

Weakness:   
Resistance:  
Retreat Cost: \*\*

43/100  
Lileep  
80 HP   
Stage I – evolves from Root Fossil

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


\* Headbutt (30)


Weakness:   
Resistance:  
Retreat Cost: \*\*

44/100  
Linoone  
70 HP \*  
Stage I – evolves from Zigagoon


\* Sniff Out  
Put any 1 card from your discard pile into your hand.


\*\* Fury Swipes (20x)  
Flip 3 coins. This attack does 20 damage times the number of heads.


Weakness:   
Resistance:  
Retreat Cost:

45/100  
Lombre  
60 HP   
Stage I – evolves from Lotad

Poké-BODY: Rain Dish  
At any time between turns, remove 1 damage counter from Lombre.

\* Double Scratch (30x)  
Flip 2 coins. This attack does 30 damage times the number of heads.

Weakness:   
Resistance:  
Retreat Cost: \*

46/100  
Lombre  
70 HP   
Stage I – evolves from Lotad

**\* Surprise (10)**

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

**\*\* Fury Swipes (20x)**

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

Weakness: ⚡

Resistance:

Retreat Cost: \*

47/100

Murkrow

60 HP 🐦

Basic Pokémon

**\* Surprise**

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

**🐦\* Dark Mind (20)**

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

Weakness: 🌊

Resistance: 🌀

Retreat Cost: \*

48/100

Nuzleaf

80 HP 🌿

Stage I – evolves from Seedot

**\*\* Steady Punch (20+)**

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

**🌿\*\*\* Razor Leaf (40)**

Weakness: 🔥

Resistance:

Retreat Cost: \*

49/100

Nuzleaf

80 HP 🌿

Stage I – evolves from Seedot

**🌿\* Stun Spore (20)**

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

**\*\*\* Razor Wind (60)**

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

Weakness: 🔥

Resistance:

Retreat Cost: \*

50/100

Pelipper

70 HP ⚡

Stage I – evolves from Wingull

★★ Water Gun (30+)

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

Weakness: ⚡

Resistance: 🍄

Retreat Cost:

51/100

Quilava

80 HP 🔥

Stage I – evolves from Cyndaquil

★★ Slash (20)

🔥★★ Burning Claw (40)

You may discard a 🔥 Energy card attached to Quilava. If you do, the Defending Pokémon is now Burned.

Weakness: ⚡

Resistance:

Retreat Cost: ★★

52/100

Vigoroth

70 HP ★

Stage I – evolves from Slakoth

★ Focus Energy

During your next turn, base damage of Vigoroth's Slash is attack is 90 instead of 40.

★★★ Slash (40)

Weakness: 🍄

Resistance:

Retreat Cost: ★

53/100

Volbeat

60 HP ⚡

Basic Pokémon

Poké-BODY: Uplifting Glow

As long as Illumise is in play, Volbeat's Retreat Cost is 0.

★ Toxic Vibration

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

⚡★ Pester (20+)

If the Defending Pokémon is affected by a Special Condition, this attack does 20 damage plus 20 more damage.

Weakness: ⚡

Resistance:

Retreat Cost: ★

54/100

Wynaut

50 HP ⚡

Basic Pokémon

Poké-POWER: Baby Evolution

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

🔍 Alluring Smile

Search your deck for a Basic Pokémon card or Evolution card for each Energy attached to Wynaut, showt hem to your opponent, and put them into your hand. Shuffle your deck afterward.

Weakness: 🔍

Resistance:

Retreat Cost: ★

55/100

Xatu

70 HP 🔍

Stage I – evolves from Natu

Poké-POWER: Healing Wind

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

🔍★ Psymapact

Put 1 damage counter on each of your opponent's Pokémon.

Weakness: 🔍

Resistance: 🗝️

Retreat Cost:

56/100

Aron

50 HP 🗝️

Basic Pokémon

🗝️★ Steel Headbutt (20+)

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

Weakness: ⚡

Resistance: 🗝️

Retreat Cost: ★

57/100

Cacnea

50 HP ⚡

Basic Pokémon

Poké-BODY: Poison Payback

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

★ Light Punch (10)

Weakness: ⚡

Resistance:

Retreat Cost: ★

58/100

Cacnea

50 HP ⚡

Basic Pokémon

⚡ Poison Sting (10)

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

Weakness: ⚡

Resistance:

Retreat Cost: ★

59/100

Cyndaquil

50 HP ⚡

Basic Pokémon

★ Tackle (10)

⚡ Singe

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

Weakness: ⚡

Resistance:

Retreat Cost: ★

60/100

Dunsparce

50 HP ★

Basic Pokémon

★ Strike and Run

Search your deck for up to 3 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward. You may switch Dunsparce with 1 of your Benched Pokémon.

★ Sudden Flash (10)

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

Weakness: 雷  
Resistance:  
Retreat Cost: ★

61/100  
Duskull  
40 HP 雷  
Basic Pokémon

★ Surprise

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

雷 Confuse Ray

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

Weakness: 火  
Resistance: 雷  
Retreat Cost: ★

62/100  
Duskull  
40 HP 雷  
Basic Pokémon

雷 Haunt

Put 1 damage counter on the Defending Pokémon.

★★ Dark Mind (10)

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

Weakness: 火  
Resistance: 雷  
Retreat Cost: ★

63/100  
Eevee  
50 HP ★  
Basic Pokémon

★ Signs of Evolution

Search your deck for up to 3 cards that evolve from Eevee, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

★ Quick Attack (10+)

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

Weakness: 雷  
Resistance:  
Retreat Cost: ★

64/100

Ekans

50 HP 

Basic Pokémon

★ Bind (10)

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

Weakness: 

Resistance:

Retreat Cost: ★

65/100

Growlithe

50 HP 

Basic Pokémon

Poké-BODY: Fire Veil

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

★ Flare (20)

Weakness: 

Resistance:

Retreat Cost: ★

66/100

Lotad


40 HP 

Basic Pokémon

Poké-BODY: Rain Dish

At any time between turns, remove 1 damage counter from Lotad.

★ Ram (10)

Weakness: 

Resistance:

Retreat Cost: ★

67/100

Lotad

50 HP 

Basic Pokémon

★ Tackle (10)

★★ Blot (20)

Remove 1 damage counter from Lotad.

Weakness: 

Resistance:

Retreat Cost: ★

68/100  
Marill  
50 HP 🍀  
Basic Pokémon

🍀★ Double Bubble (10x)

Flip 2 coins. This attack does 10 damage times the number of heads. If either of the coins is heads, the Defending Pokémon is now Paralyzed.

Weakness: ⚡

Resistance:

Retreat Cost: ★ *\*\*\*In North America, some Marill lack a Retreat Cost, play as written\*\*\**

69/100  
Natu  
50 HP 🌀  
Basic Pokémon

★ Peck (10)

🌀 Soothing Wave

Each Defending Pokémon is now Asleep.

Weakness: 🌀

Resistance:

Retreat Cost: ★

70/100  
Omanyte  
70 HP 🍀  
Stage I – evolves from Mysterious Fossil

★ Team Assembly

Search your deck for Omanyte, Kabuto, or any Basic Pokémon and put as many of them as you like onto your Bench. Shuffle your deck afterward. Treat the new Benched Pokémon as Basic Pokémon.

★★ Bind (20)

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

Weakness: ⚡

Resistance:

Retreat Cost: ★

71/100  
Onix  
80 HP 🗿  
Basic Pokémon

★★ Bind (10)

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

🗿★★ Rage (10+)

Does 10 damage plus 10 more damage for each damage counter on Onix.

Weakness: ⚡  
Resistance:  
Retreat Cost: ★★★

72/100  
Pikachu  
50 HP ⚡  
Basic Pokémon

★ Scratch (10)

⚡★★ Pika Bolt (40)

Weakness: 🍄  
Resistance:  
Retreat Cost: ★

73/100  
Psyduck  
50 HP ⚡  
Basic Pokémon

★ Confusion Wave  
Both Psyduck and the Defending Pokémon are now Confused.

Weakness: ⚡  
Resistance:  
Retreat Cost: ★

74/100  
Ralts  
50 HP 👁  
Basic Pokémon

★ Hypnosis  
The Defending Pokémon is now Asleep

👁 Psychic Boom (10x)  
Does 10 damage times the amount of Energy attached to the Defending Pokémon.

Weakness: 👁  
Resistance:  
Retreat Cost: ★

75/100  
Sandshrew  
50 HP 🍄  
Basic Pokémon

🍄 Poison Needle (10)  
Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Weakness: ⚡  
Resistance:  
Retreat Cost: ★

76/100  
Seedot  
40 HP ⚡  
Basic Pokémon

⚡ Surprise Attack (30)  
Flip a coin. If tails, this attack does nothing.

Weakness: ⚡  
Resistance:  
Retreat Cost: ★

77/100  
Seedot  
40 HP ⚡  
Basic Pokémon

★ Tackle (10)

Weakness: ⚡  
Resistance:  
Retreat Cost: ★

78/100  
Shroomish  
40 HP ⚡  
Basic Pokémon

★ Growth Spurt  
Attach a ⚡ Energy card from your hand to Shroomish.

⚡★ Poisonpowder (10)  
The Defending Pokémon is now Poisoned.

Weakness: ⚡  
Resistance: ⚡  
Retreat Cost: ★

79/100  
Skitty  
50 HP ★  
Basic Pokémon

★ Energy Catch  
Search your discard pile for a basic Energy card, show it to your opponent, and put it into your hand.

★★ Double-edge (30)  
Skitty does 10 damage to itself.

Weakness: 𠄎  
Resistance:  
Retreat Cost: ★

80/100  
Slakoth  
40 HP ★  
Basic Pokémon

★ Lazy Punch (10)  
Slakoth can't attack during your next turn.

Weakness: 𠄎  
Resistance:  
Retreat Cost: ★

81/100  
Spearow  
40 HP ★  
Basic Pokémon

★ Super Speed  
Flip a coin. If heads, prevent all effects of an attack, including damage, done to Spearow during your opponent's next turn.

★ Peck (10)

Weakness: ⚡  
Resistance: 𠄎  
Retreat Cost: ★

82/100  
Trapinch  
40 HP 𠄎  
Basic Pokémon

★ Sand Pit (10)  
The Defending Pokémon can't retreat until the end of your opponent's next turn.

★★ Irongrip (20)

Weakness: 🪙  
Resistance:  
Retreat Cost: ★

83/100  
Wailmer  
80 HP 🐬  
Basic Pokémon

★★ Rollout (20)

🐬★★ Super Hypno Wave (30)  
The Defending Pokémon is now Asleep.

Weakness: ⚡  
Resistance:  
Retreat Cost: ★★★

84/100  
Wingull  
40 HP ⚡  
Basic Pokémon

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

Weakness: ⚡  
Resistance:  
Retreat Cost: ★

85/100  
Zigzagoon  
40 HP ★  
Basic Pokémon

★ Collect  
Draw a card.

★★ Headbutt (20)

Weakness: ⚡  
Resistance:  
Retreat Cost: ★

86/100  
Double Full Heal  
Trainer Card

Remove all Special Conditions from each of your Active Pokémon.

87/100  
Lanette's Net Search  
Trainer – Supporter

You can play only 1 Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for up to 3 different types of Basic Pokémon cards (excluding Baby Pokémon), show them to your opponent, and put them into your hand. Shuffle your deck afterward.

88/100  
Rare Candy  
Trainer Card

Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 cards that evolves from that Pokémon Evolution in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)

89/100

Wally's Training  
Trainer – Supporter

You can play only 1 Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for a card that evolves from your Active Pokémon (choose 1 if there are 2) and put it on your Active Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.

90/100

Claw Fossil  
40 HP  
Trainer Card

Play Claw Fossil as if it were a Basic Pokémon. While in play, Claw Fossil counts as a ★ Pokémon (instead of a Trainer card). Claw Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Claw Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Claw Fossil from play.

Poké-BODY: Jagged Stone

If Claw Fossil is your Active Pokémon and is damaged by an opponent's attack (even if Claw Fossil is Knocked Out), put 1 damage counter on the Attacking Pokémon.

91/100

Mysterious Fossil  
10 HP  
Trainer Card

Play Mysterious Fossil as if it were a Basic Pokémon. While in play, Mysterious Fossil counts as a ★ Pokémon (instead of a Trainer card). Mysterious Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Mysterious Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Mysterious Fossil from play.

92/100

Root Fossil  
40 HP  
Trainer Card

Play Root Fossil as if it were a Basic Pokémon. While in play, Root Fossil counts as a ★ Pokémon (instead of a Trainer card). Root Fossil has no attacks of its own, can't retreat, and can't be affected by any Special Conditions. If Root Fossil is Knocked Out, it doesn't count as a Knocked Out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Root Fossil from play.

Poké-BODY: Spongy Stone

At any time between turns, remove 1 damage counter from Root Fossil.

93/100

Multi Energy  
Special Energy Card

Attach Multi Energy to 1 of your Pokémon. While in play, Multi Energy provides every time of Energy but provides only 1 Energy at a time. (Doesn't count as a basic Energy card when not in play.) Multi Energy provides ★ Energy when attached to a Pokémon that already has Special Energy cards attached to it.

94/100

Aerodactyle ex

100 HP ★

Stage 1 – evolves from Mysterious Fossil

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

Poké-BODY: Primordial Link

As long as Aerodactyle ex is in play, your opponent can't play Pokémon Tool cards. Remove any Pokémon tool cards attached to your opponent's Pokémon and put them into his or her discard pile.

★ Supersonic (10)

The Defending Pokémon is now Confused.

★★★ Wing Attack (60)

Weakness: ⚡

Resistance: 🗡️

Retreat Cost: ★

95/100

Aggron ex

150 HP ⚡

Stage 2 – evolves from Lairon

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

★★★ Rend (30+)

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

⚡🗡️★★★ Metal Surge (50)

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

Weakness: 🗡️

Resistance: ⚡

Retreat Cost: ★★★★★

96/100

Gardevoir ex

150 HP 🌀

Stage 2 – evolves from Kirlia

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

🌀★ Feedback

Count the number of cards in your opponent's hand. Put that many damage counters on the Defending Pokémon.

🌀★★★ Psystorm (10x)

Does 10 damage times the total amount of Energy attached to all Pokémon in play.

Weakness: 🌀🌀

Resistance:

Retreat Cost: ★★

97/100

Kabutops ex

150 HP ⚡

Stage 2 – evolves from Kabuto

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

★ Hydrocutter (40x)

Flip a number of coins equal to the amount of Energy attached to Kabutops ex. This attack does 40 damage times the number of heads. You can't flip more than 3 coins in this way.

⚡⚡⚡ Spiral Drain (70)

Remove 2 damage counters from Kabutops ex (remove 1 if there is only 1).

Weakness: ⚡

Resistance:

Retreat Cost: ★★

98/100

Raichu ex

100 HP ⚡

Stage 1 – evolves from Pikachu

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

⚡ Dazzle Blast (20)

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

⚡⚡⚡ Mega Thunderbolt (120)

Discard all Energy cards attached to Raichu ex.

Weakness: ⚡

Resistance:

Retreat Cost: ★

99/100

Typhlosion ex

160 HP ⚡

Stage 2 – evolves from Quilava

⚡⚡⚡ Ring of Fire (40)

The Defending Pokémon is now Burned, and can't retreat until the end of your opponent's next turn.

⚡⚡⚡⚡ Split Blast (100)

Discard 1 Energy card attached to Typhlosion ex. If your opponent has more than 1 Defending Pokémon, you may do 50 damage to each of them instead.

Weakness: ⚡

Resistance:

Retreat Cost: ★★

100/100

Wailord ex

200 HP ⚡

Stage I – evolves from Wailmer

★ Super Deep Dive

If you don't have any Benched Pokémon, this attack does nothing. Remove 3 damage counters from Wailord ex. Switch Wailord ex with 1 of your Benched Pokémon.

⚡⚡⚡★ Dwindling Wave (100-)

Does 100 damage minus 10 damage for each damage counter on Wailord ex.

Weakness: ⚡

Resistance:

Retreat Cost: ★★★★★