

Pokémon Card * VS: 1st Step:

“Leaders’ Pokémon”

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DESCRIPTION:

This document contains all the Japanese Pokémon cards in the first-step set of the Pokémon Card * VS series, “Leaders’ Pokémon.” It has translations of the Japanese text as well as otherwise determinable information (*such as Weaknesses*). “Leaders’ Pokémon” is sold only in half-decks, expansion packs containing 30 cards balanced to form a deck that can be played with immediately. These half-decks include Energy cards outside the 142-card set. “Leaders’ Pokémon” was released on July 19, 2001.

NOTES:

- The only aspects of the cards intentionally left off this document are the Pokémon species, height, and weight.
- Keep in mind I may not own some of these cards at the moment. Their translations come from scans at various anonymous locations on the Internet.

CONTACT:

- There may be a few typographical errors in this document. If you see anything at all (*major or minor*), don’t hesitate to e-mail me about it.
- My e-mail address is usagi5886@yahoo.com. (*I don’t have an Internet site of my own.*) I welcome questions, opinions, and requests of any sort you may have. Please, serious e-mails only (*no flaming, viruses, spam, etc.*).
- I am occasionally unable to read and respond to my e-mails for a time, so please be patient if you do not get a response immediately.

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- This document was created entirely by Usagi-chan. Any likeness to other translations is coincidental.
- This translation is unofficially made. There may be errors, and sometimes cards are changed for various reasons.
- Pokémon is a trademark of Nintendo, Creatures, and Game Freak.

Usagi-chan ^.^

Falkner’s Pidgeot 60 HP (C)

Basic Pokémon

(C) Whirlwind 10

Your opponent switches the
Defending Pokémon with 1 of his or
her Benched Pokémon, if any. (*Do
the damage before switching the*

Pokémon.)

(CC) Quick Turn 20x

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

Weakness Resistance Retreat Cost

(L) (F) -30 -(C)

Atsuko Nishida 001/141 Common

Falkner's Fearow 60 HP (C)

Basic Pokémon

(CC) Drill Peck 20

Weakness Resistance Retreat Cost

(L) (F) -30 -(C)

Atsuko Nishida 002/141 Common

Falkner's Farfetch'd 50 HP (C)

Basic Pokémon

(C) Strike 10

(CC) Gust 20

Weakness Resistance Retreat Cost

(L) (F) -30 -(C)

Atsuko Nishida 003/141 Common

Falkner's Dodrio 60 HP (C)

Basic Pokémon

(CCC) Triple Headbutt 20x

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

Weakness Resistance Retreat Cost

(L) (F) -30 -(C)

Atsuko Nishida 004/141 Common

Falkner's Togetic 60 HP (C)

Basic Pokémon

(C) Healing Touch

If you have any Benched Pokémon flip a coin. If heads, choose 1 of them and remove 3 damage counters from it. (If it has less than 3, remove all of them.)

Then, switch that Pokémon with Falkner's Togetic.

(CCC) Agility 20

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

Weakness Resistance Retreat Cost

(L) (F) -30 -(C)

Atsuko Nishida 005/141 Common

Falkner's Delibird 50 HP (C)

Basic Pokémon

(C) Ram 10

(CC) Delivery

Put Falkner's Delibird and all

cards attached to it on top of your deck. Then search your deck for any Trainer card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. *(If you have no Benched Pokémon, this attack does nothing.)*

Weakness Resistance Retreat Cost
(L) (F) -30 -(C)
Atsuko Nishida 006/141 Common

Falkner's Skarmory 60 HP (M)

Basic Pokémon

(C) Peck 10
(CC) Wing Cutter 30

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

Weakness Resistance Retreat Cost
(R) (G) -30 -(C)
Atsuko Nishida 007/141 Holo

Bugsy's Butterfree 60 HP (G)

Basic Pokémon

(C) Whirlwind 10

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any. *(Do the damage before switching the Pokémon.)*

(GCC) Psybeam 20

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

Weakness Resistance Retreat Cost
(R) (F) -30 -(C)
Kyoko Umemoto 008/141 Common

Bugsy's Beedrill 60 HP (G)

Basic Pokémon

(C) Fury Attack 10x

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

(GCC) Twinneedle 30x

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

Weakness Resistance Retreat Cost
(R) (F) -30 -(C)
Kyoko Umemoto 009/141 Common

Bugsy's Pinsir 60 HP (G)

Basic Pokémon

(C) Irongrip 10

(GG) Double Thrust 20x

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

Weakness Resistance Retreat Cost
(R) -(C)
Kyoko Umemoto 010/141 Common

Bugsy's Ledian 60 HP (G)
Basic Pokémon

(C) **Tackle 10**
(GC) **Comet Punch 10x**
Flip 4 coins. This attack does 10
damage times the number of heads.
Weakness Resistance Retreat Cost
(R) (F) -30 -(C)
Kyoko Umemoto 011/141 Common

Bugsy's Yanma 50 HP (G)
Basic Pokémon

(CC) **Supersonic**
Flip a coin. If heads, the
Defending Pokémon is now Confused.
(GC) **Sonicboom 20**
Don't apply Weakness or
Resistance.
Weakness Resistance Retreat Cost
(R) (F) -30 -(C)
Kyoko Umemoto 012/141 Common

Bugsy's Scizor 60 HP (M)
Basic Pokémon

(C) **Slash 10**
(MC) **Steel Headbutt 20+**
Flip a coin. If heads, this
attack does 20 damage plus 10 more
damage.
Weakness Resistance Retreat Cost
(R) (G) -30 -(CC)
Kyoko Umemoto 013/141 Holo

Whitney's Clefable 60 HP (C)
Basic Pokémon

(CC) **Doubleslap 20x**
Flip 2 coins. This attack does 20
damage times the number of heads.
Weakness Resistance Retreat Cost
(F) -(C)
Miki Tanaka 014/141 Common

Whitney's Wigglytuff 60 HP (C)
Basic Pokémon

(C) **Slap 10**
(CCC) **Greatly Expand 20**
Flip a coin. If heads, all damage
done to Whitney's Wigglytuff
during your opponent's next turn
is reduced by 20 (after applying
Weakness and Resistance.)

Weakness Resistance Retreat Cost
(F) -(C)
Miki Tanaka 015/141 Common

Whitney's Persian 60 HP (C)

Basic Pokémon

(C) Scratch 10

(CCC) Fury Swipes 20x

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

Weakness Resistance Retreat Cost
(F) -(C)

Miki Tanaka 016/141 Common

Whitney's Lickitung 70 HP (C)

Basic Pokémon

(C) Lick

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

(CCC) Tail Slap 30

Weakness Resistance Retreat Cost
(F) -(CCC)

Miki Tanaka 017/141 Common

Whitney's Furret 60 HP (C)

Basic Pokémon

(C) Scratch 10

(CC) Slam 20x

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

Weakness Resistance Retreat Cost
(F) -(C)

Miki Tanaka 018/141 Common

Whitney's Miltank 70 HP (C)

Basic Pokémon

(C) Defense Curl

Flip a coin. If heads, prevent
all damage done to Whitney's
Miltank during your opponent's
next turn. (*Any other effects of
attacks still happen.*)

(CC) Rollout 20

Weakness Resistance Retreat Cost
(F) -(CC)

Miki Tanaka 019/141 Common

Morty's Ninetales 60 HP (R)

Basic Pokémon

(R) Call Will-o'-the-wisp

Flip 3 coins. For each heads, put
a (R) Energy card in your discard
pile into your hand. If you don't
have that many (R) Energy cards in
your discard pile, put all of them

into your hand.

(RC) Swaying Flame 20

The Defending Pokémon is now
Asleep.

Weakness Resistance Retreat Cost
(W) -(C)
Naoyo Kimura 020/141 Common

Morty's Gengar 70 HP (P)

Basic Pokémon

(C) Hypnosis

The Defending Pokémon is now
Asleep.

(P) Pain Transfer

Move 1 damage counter from 1 of
your Pokémon that has any on it to
1 of your opponent's Pokémon.

Weakness Resistance Retreat Cost
(D) (F) -30 -(C)
Naoyo Kimura 021/141 Common

Morty's Hypno 60 HP (P)

Basic Pokémon

(C) Pound 10

(PPC) Dark Mind 30

If your opponent has any Benched
Pokémon, choose 1 of them and this
attack does 10 damage to it.

*(Don't apply Weakness or
Resistance for Benched Pokémon.)*

Weakness Resistance Retreat Cost
(P) -(C)
Naoyo Kimura 022/141 Common

Morty's Marowak 60 HP (F)

Basic Pokémon

(FC) Bone Rush 20x

Flip a coin until you get tails.

This attack does 20 damage times
the number of heads.

Weakness Resistance Retreat Cost
(G) (L) -30 -(C)
Naoyo Kimura 023/141 Common

Morty's Noctowl 60 HP (C)

Basic Pokémon

(C) See Through

Look at your opponent's hand.

(CC) Double Peck 20x

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

Weakness Resistance Retreat Cost
(L) (F) -30 -(C)
Naoyo Kimura 024/141 Common

Morty's Murkrow 50 HP (D)

Basic Pokémon

(D) Tempt In

If your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon. The new Defending Pokémon is now Asleep.

(CC) Clutch 20

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

Weakness Resistance Retreat Cost

(F) (P) -30 -(C)

Naoyo Kimura 025/141 Holo

Morty's Misdreavus 50 HP (P)

Basic Pokémon

(PC) Nightmare 20

The Defending Pokémon is now Asleep.

Weakness Resistance Retreat Cost

(D) (F) -30 -(C)

Naoyo Kimura 026/141 Common

Jasmine's Raichu 60 HP (L)

Basic Pokémon

(C) Tail Slap 10

(LL) Thunderbolt 40

Discard all Energy cards attached to Jasmine's Raichu.

Weakness Resistance Retreat Cost

(F) -(C)

Yukiko Baba 027/141 Common

Jasmine's Magnetron 60 HP (L)

Basic Pokémon

(LCC) Sonicboom 30

Don't apply Weakness or Resistance.

Weakness Resistance Retreat Cost

(F) -(C)

Yukiko Baba 028/141 Common

Jasmine's Electabuzz 50 HP (L)

Basic Pokémon

(C) Punch 10

(LL) Thunder Jolt 30

Flip a coin. If tails, Jasmine's Electabuzz does 10 damage to itself.

Weakness Resistance Retreat Cost

(F) -(C)

Yukiko Baba 029/141 Common

Jasmine's Jolteon 60 HP (L)

Basic Pokémon

(LC) Swift 20

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

Weakness Resistance Retreat Cost
(F) -(C)

Yukiko Baba 030/141 Common

Jasmine's Ampharos 70 HP (L)

Basic Pokémon

(LLC) Thunderpunch 30+

Flip a coin. If heads, this attack does 30 damage plus 20 more damage. If tails, Jasmine's Ampharos does 20 damage to itself.

Weakness Resistance Retreat Cost
(F) -(CC)

Yukiko Baba 031/141 Common

Jasmine's Steelix 80 HP (M)

Basic Pokémon

(CC) Bind 10

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

(MC) Iron Tail 20x

Flip a coin until you get tails. This attack does 20 damage times the number of heads.

Weakness Resistance Retreat Cost
(R) (G) -30 -(CCCC)

Yukiko Baba 032/141 Holo

Chuck's Primeape 60 HP (F)

Basic Pokémon

(C) Scratch 10

(FCC) Rage Kick 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage for each damage counter on Chuck's Primeape.

Weakness Resistance Retreat Cost
(P) -(C)

Masako Yamashita 033/141 Common

Chuck's Poliwrath 70 HP (F)

Basic Pokémon

(FCC) Powerful Punch 30

Don't apply Weakness or Resistance.

Weakness Resistance Retreat Cost
(P) -(CC)

Masako Yamashita 034/141 Common

Chuck's Rhydon 60 HP (F)

Basic Pokémon

(FFC) Drill Horn 30

If your opponent has any Benched Pokémon, flip a coin. If heads, choose 1 of them and this attack does 20 damage to it. (*Don't apply Weakness or Resistance for Benched Pokémon.*)

Weakness Resistance Retreat Cost
(G) (L) -30 -(CC)

Masako Yamashita 035/141 Common

Chuck's Tauros 60 HP (C)

Basic Pokémon

(CC) Tackle 20

(CCC) Takedown 40

Chuck's Tauros does 20 damage to itself.

Weakness Resistance Retreat Cost
(F) -(CC)

Masako Yamashita 036/141 Common

Chuck's Granbull 60 HP (C)

Basic Pokémon

(C) Roar

If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches the Defending Pokémon with it.

(CC) Fury Fang 10+

Count the number of damage counters on Chuck's Granbull. Flip that many coins. This attack does 10 damage plus 10 more damage for each heads.

Weakness Resistance Retreat Cost
(F) -(C)

Masako Yamashita 037/141 Common

Chuck's Donphan 60 HP (F)

Basic Pokémon

(C) Fury Attack 10x

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

(FC) Overrun 10

If your opponent has any Benched Pokémon, flip a coin. If heads, choose 1 of them and this attack does 20 damage to it. (*Don't apply Weakness or Resistance for Benched Pokémon.*)

Weakness Resistance Retreat Cost
(G) (L) -30 -(CC)

Masako Yamashita 038/141 Common

Pryce's Dewgong 60 HP (W)

Basic Pokémon

(C) Tail Slap 10x

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

(WCC) Ice Beam 20

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

Weakness Resistance Retreat Cost
(M) -(C)

Mitsuhiro Arita 039/141 Common

Pryce's Cloyster 60 HP (W)

Basic Pokémon

(CC) Shell Grab 10

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

(WC) Shell Attack 20

Weakness Resistance Retreat Cost
(M) -(C)

Mitsuhiro Arita 040/141 Common

Pryce's Lapras 60 HP (W)

Basic Pokémon

(C) Sing

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

(WW) Tsunami 10

Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness or Resistance for Benched Pokémon.)

Weakness Resistance Retreat Cost
(M) -(C)

Mitsuhiro Arita 041/141 Common

Pryce's Articuno 70 HP (W)

Basic Pokémon

(WWW) Frozen Wind 30

The Defending Pokémon is now Asleep.

Weakness Resistance Retreat Cost
(M) (F) -30 -(CC)

Mitsuhiro Arita 042/141 Common

Pryce's Sneasel 50 HP (D)

Basic Pokémon

(C) Scratch 10

(WC) Ice Claws 20+

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

damage and the Defending Pokémon
is now Asleep.

Weakness Resistance Retreat Cost
(F) (P) -30 -(C)

Mitsuhiro Arita 043/141 Holo

Pryce's Piloswine 60 HP (W)

Basic Pokémon

(W) Freeze Wind

Flip a coin. If heads, this
attack does 10 damage to each of
your opponent's Pokémon. Don't
apply Weakness or Resistance.

(WC) Takedown 30

Pryce's Piloswine does 10 damage
to itself.

Weakness Resistance Retreat Cost
(M) -(CC)

Mitsuhiro Arita 044/141 Common

Pryce's Delibird 50 HP (W)

Basic Pokémon

(WC) Ice Toss

For each of your opponent's
Pokémon, flip a coin. If heads,
this attack does 10 damage to that
Pokémon. Don't apply Weakness or
Resistance.

Weakness Resistance Retreat Cost
(M) (F) -30 -(C)

Mitsuhiro Arita 045/141 Common

Clair's Blastoise 70 HP (W)

Basic Pokémon

(CCC) Hydro Blast 20+

Flip a coin for each (W) Energy on
Clair's Blastoise. This attack
does 20 damage plus 10 more damage
for each heads.

Weakness Resistance Retreat Cost
(L) -(CC)

Shin-ichi Yoshida 046/141 Common

Clair's Jynx 50 HP (W)

Basic Pokémon

(C) Pound 10

(WC) Strange Kiss 10+

Flip a coin. If heads, this
attack does 10 damage plus 10 more
damage and the Defending Pokémon
is now Confused.

Weakness Resistance Retreat Cost
(M) -(C)

Shin-ichi Yoshida 047/141 Common

Clair's Gyarados 70 HP (W)

Basic Pokémon

(C) Paralyzing Gaze

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

(WCC) Thrash 30+

Flip a coin. If heads, this
attack does 30 damage plus 10 more
damage. If tails, Clair's
Gyarados does 10 damage to itself.

Weakness Resistance Retreat Cost
(L) (F) -30 -(CCC)

Shin-ichi Yoshida 048/141 Common

Clair's Dragonite 70 HP (C)

Basic Pokémon

(CCC) Body Slam 20

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

Weakness Resistance Retreat Cost
-(CC)

Shin-ichi Yoshida 049/141 Common

Clair's Politoed 60 HP (W)

Basic Pokémon

(WW) Frog Hop 20+

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

Weakness Resistance Retreat Cost
(L) -(C)

Shin-ichi Yoshida 050/141 Common

Clair's Mantine 60 HP (W)

Basic Pokémon

(C) Tackle 10

(WC) Splash 20

Weakness Resistance Retreat Cost
(L) (F) -30 -(CC)

Shin-ichi Yoshida 051/141 Common

Clair's Kingdra 70 HP (W)

Basic Pokémon

(C) Ram 10

(WWC) Fierce Current 30+

Flip 2 coins. This attack does 30
damage plus 10 more damage for
each heads.

Weakness Resistance Retreat Cost
(L) -(CC)

Shin-ichi Yoshida 052/141 Common

Lt. Surge's Raichu 60 HP (L)

Basic Pokémon

(C) Gnaw 10

(LC) Thundershock 20

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

Weakness Resistance Retreat Cost
(F) -(C)
Etsuya Nattari 053/141 Common

Lt. Surge's Lanturn 60 HP (L)

Basic Pokémon

(LL) Spark 20

If your opponent has any Benched
Pokémon, choose 1 of them and this
attack does 10 damage to it.
*(Don't apply Weakness or
Resistance for Benched Pokémon.)*

Weakness Resistance Retreat Cost
(F) -(CC)
Etsuya Nattari 054/141 Common

Sabrina's Xatu 70 HP (P)

Basic Pokémon

(P) Teleport

Switch Sabrina's Xatu with 1 of
your Benched Pokémon, if any.

(CC) Sharp Beak 10+

Flip a coin. If heads, this
attack does 10 damage plus 30 more
damage.

Weakness Resistance Retreat Cost
(P) (F) -30 -(CC)
Asuka Iwashita 055/141 Common

Sabrina's Espeon 60 HP (P)

Basic Pokémon

(C) Sun Flash

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

(P) Psywave 10x

Does 10 damage times the number of
Energy cards on the Defending
Pokémon.

Weakness Resistance Retreat Cost
(P) -(C)
Asuka Iwashita 056/141 Common

Misty's Lapras 60 HP (W)

Basic Pokémon

(C) Healing Song

Flip a coin. If heads, remove 1
damage counter from each of your
Pokémon that has any.

(WW) Giant Wave 30

Misty's Lapras can't attack during your next turn.

Weakness Resistance Retreat Cost
(M) -(C)
Satoshi Ohta 057/141 Common

Misty's Quagsire 60 HP (W)

Basic Pokémon

(C) Headbutt 10

(WC) Hug 20

Flip a coin. If heads, the

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

Weakness Resistance Retreat Cost
(G) -(C)
Satoshi Ohta 058/141 Common

Erika's Bellossom 70 HP (G)

Basic Pokémon

(GGG) Flower Cutter 30x

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

Weakness Resistance Retreat Cost
(R) (W) -30 -(CC)
Matofumi Fujiwara 059/141 Common

Erika's Jumpluff 60 HP (G)

Basic Pokémon

(G) Cotton Absorb 10x

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

Then, remove a number of damage counters from Erika's Jumpluff equal to the damage done to the Defending Pokémon (*after applying Weakness and Resistance*). If Erika's Jumpluff has fewer damage counters than that, remove all of them.

Weakness Resistance Retreat Cost
(R) (F) -30 -(C)
Matofumi Fujiwara 060/141 Common

Janine's Beedrill 60 HP (G)

Basic Pokémon

(CC) Agility 10

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

(GG) Poison Sting 20

Flip a coin. If heads, the

Defending Pokémon is now Poisoned.

Weakness Resistance Retreat Cost
(R) (F) -30 -(C)

Tomokazu Komiya 061/141 Common

Janine's Arbok 60 HP (G)

Basic Pokémon

(GC) Wrap 10

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

Weakness Resistance Retreat Cost
(P) -(C)

Tomokazu Komiya 062/141 Common

Janine's Venomoth 60 HP (G)

Basic Pokémon

(G) Magic Dust

Flip a coin. If heads, the
Defending Pokémon is now either
Asleep, Confused, Paralyzed, or
Poisoned (*your choice*).

(CC) Razor Wind 30

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

Weakness Resistance Retreat Cost
(R) (F) -30 -(

Tomokazu Komiya 063/141 Common

Janine's Weezing 60 HP (G)

Basic Pokémon

(GG) Smog 20

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

Weakness Resistance Retreat Cost
(P) -(C)

Tomokazu Komiya 064/141 Common

Janine's Ariados 60 HP (G)

Basic Pokémon

(C) String Shot

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

(GGC) Poison Fang 20

The Defending Pokémon is now
Poisoned.

Weakness Resistance Retreat Cost
(R) -(C)

Tomokazu Komiya 065/141 Common

Janine's Crobat 60 HP (G)

Basic Pokémon

(G) Supersonic

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

(CCC) Spiral Dive

Does 10 damage to each of your
opponent's Pokémon. Don't apply

Weakness or Resistance.

Weakness Resistance Retreat Cost
(P) (F) -30 -(C)

Tomokazu Komiya 066/141 Common

Janine's Shuckle 50 HP (G)

Basic Pokémon

(C) Headbutt 10

(GG) Sludge Attack 20

Flip a coin. If heads, the

Defending Pokémon is now Poisoned.

Weakness Resistance Retreat Cost
(R) -(C)

Tomokazu Komiya 067/141 Common

Brock's Omastar 70 HP (F)

Basic Pokémon

(C) Stretch Tentacle

If your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon.

(FF) Poison Tentacle 20

Flip a coin. If heads, the

Defending Pokémon is now Poisoned.

Weakness Resistance Retreat Cost
(G) -(CC)

Kei Hoshiba 068/141 Common

Brock's Kabutops 60 HP (F)

Basic Pokémon

(FC) Vacuum Cut 20

Don't apply Weakness or Resistance. If the Defending Pokémon has (F) Resistance, this attack does 40 damage instead of 20.

Weakness Resistance Retreat Cost
(G) -(C)

Kei Hoshiba 069/141 Common

Blaine's Typhlosion 70 HP (R)

Basic Pokémon

(C) Claw Slash 10

(RR) Blast 30

Discard 1 (R) Energy card attached to Blaine's Typhlosion. Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any. *(Do the damage before switching the Pokémon.)*

Weakness Resistance Retreat Cost
(W) -(CC)

Kimiya Masago 070/141 Common

Blaine's Magcargo 60 HP (R)

Basic Pokémon

(R) Firebreathing 10+

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

(RCC) Body Slam 20

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

Weakness Resistance Retreat Cost
(W) -(CCC)

Kimiya Masago 071/141 Common

Will's Slowbro 60 HP (P)

Basic Pokémon

(P) Amnesia

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

(CCC) Body Slam 20

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

Weakness Resistance Retreat Cost
(P) -(C)

Kagemaru Himeno 072/141 Common

Will's Exeggutor 60 HP (P)

Basic Pokémon

(PC) Egg Bomb 40

Flip a coin. If tails, this attack does nothing to the Defending Pokémon and Will's Exeggutor does 20 damage to itself.

Weakness Resistance Retreat Cost
(P) -(C)

Kagemaru Himeno 073/141 Common

Will's Jynx 50 HP (P)

Basic Pokémon

(C) Hypnosis

The Defending Pokémon is now Asleep.

(PC) Meditate 10+

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

Weakness Resistance Retreat Cost
(P) -(C)

Kagemaru Himeno 074/141 Common

Will's Xatu 60 HP (P)

Basic Pokémon

(C) Peck 10

(PP) Pain Amplifier

Put a damage counter on each of your opponent's Pokémon that already has any damage counters on it.

Weakness Resistance Retreat Cost
(P) (F) -30 -(C)

Kagemaru Himeno 075/141 Common

Will's Espeon 60 HP (P)

Basic Pokémon

(C) Tail Slap 10

(PPC) Psybeam 30

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

Weakness Resistance Retreat Cost
(P) -(C)

Kagemaru Himeno 076/141 Common

Will's Slowking 70 HP (P)

Basic Pokémon

(CC) Tackle 20

(PPP) Telekinesis

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. Don't apply Weakness or Resistance.

Weakness Resistance Retreat Cost
(P) -(CC)

Kagemaru Himeno 077/141 Common

Will's Girafarig 50 HP (P)

Basic Pokémon

(C) Gnaw 10

(PP) Psyshock 20

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

Weakness Resistance Retreat Cost
(P) -(C)

Kagemaru Himeno 078/141 Common

Koga's Crobat 60 HP (G)

Basic Pokémon

(C) Wing Attack 10

(GCC) Poison Bite 10

Remove a number of damage counters from Koga's Crobat equal to the damage done to the Defending Pokémon (*after applying Weakness and Resistance*). If Koga's Crobat

has fewer damage counters than that, remove all of them. The Defending Pokémon is now Poisoned.
Weakness Resistance Retreat Cost
(P) (F) -30 -(C)
Toshinao Aoki 079/141 Common

Koga's Forretress 60 HP (G)

Basic Pokémon

(C) Tackle 10

(GCC) Double-edge 40

Koga's Forretress does 20 damage to itself.

Weakness Resistance Retreat Cost
(R) -(CC)

Toshinao Aoki 080/141 Common

Bruno's Machop 80 HP (F)

Basic Pokémon

(FFCC) Double Lariat 50x

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

Weakness Resistance Retreat Cost
(P) -(CCC)

Yuki Morii 081/141 Common

Bruno's Hitmonlee 60 HP (F)

Basic Pokémon

(C) Kick 10

(FCC) Speed Kick 30

Don't apply Weakness or Resistance.

Weakness Resistance Retreat Cost
(P) -(C)

Yuki Morii 082/141 Common

Bruno's Hitmonchan 60 HP (F)

Basic Pokémon

(CC) Comet Punch 10x

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

(FFC) Lucky Punch 20+

Flip a coin. If heads, this attack does 20 damage plus 30 more damage.

Weakness Resistance Retreat Cost
(P) -(C)

Yuki Morii 083/141 Common

Bruno's Steelix 80 HP (M)

Basic Pokémon

(C) Headbutt 10

(FFC) Rock Crush 20+

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

Weakness Resistance Retreat Cost
(R) (G) -30 -(CCCC)
Yuki Morii 084/141 Holo

Bruno's Ursaring 60 HP (C)
Basic Pokémon

(C) Beat 10
(CCC) Torture Defense 10+
Flip a coin. If heads, this attack does 10 damage plus 20 more damage and the Defending Pokémon is now Paralyzed.

Weakness Resistance Retreat Cost
(F) -(CC)
Yuki Morii 085/141 Common

Bruno's Hitmontop 60 HP (F)
Basic Pokémon

(C) Quick Rotation
During your next turn, Bruno's Hitmontop's Spinning Head attack's base damage is 40 instead of 20.
(FC) Spinning Head 20
If you have any Benched Pokémon, flip a coin. If heads, switch Bruno's Hitmontop with 1 of your Benched Pokémon.

Weakness Resistance Retreat Cost
(P) -(C)
Yuki Morii 086/141 Common

Karen's Rapidash 60 HP (R)
Basic Pokémon

(C) Smash Kick 10
(RCC) Agility 20
Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Karen's Rapidash.

Weakness Resistance Retreat Cost
(W) -(C)
Hajime Kusajima 087/141 Common

Karen's Magmar 50 HP (R)
Basic Pokémon

(C) Strike 10
(RC) Ember 30
Discard a (R) Energy card attached to Karen's Magmar.

Weakness Resistance Retreat Cost
(W) -(C)
Hajime Kusajima 088/141 Common

Karen's Flareon 60 HP (R)
Basic Pokémon

(RC) Flare 20

Weakness Resistance Retreat Cost
(W) -(C)
Hajime Kusajima 089/141 Common

Karen's Tyranitar 70 HP (D)

Basic Pokémon

(CC) Stomp 10+

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

(DCC) Hurl 30

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any. (*Do the damage before switching the Pokémon.*)

Weakness Resistance Retreat Cost
(F) (P) -30 -(CC)

Hajime Kusajima 090/141 Holo

Karen's Umbreon 60 HP (D)

Basic Pokémon

(C) Stare

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

(DC) Claw Thrust 20+

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

Weakness Resistance Retreat Cost
(F) (P) -30 -(C)

Hajime Kusajima 091/141 Holo

Karen's Houndoom 60 HP (R)

Basic Pokémon

(C) Roar

If your opponent has any Benched Pokémon, flip a coin. If heads, he or she switches the Defending Pokémon with 1 of them.

(RR) Burning Breath 20+

Flip a coin. If heads, discard 1 (R) Energy card attached to Karen's Houndoom and this attack does 20 damage plus 20 more damage.

Weakness Resistance Retreat Cost
(W) -(C)

Hajime Kusajima 092/141 Common

Rocket's Wobbuffet 70 HP (P)

Basic Pokémon

(P) Clumsy Attack 30

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

Defending Pokémon and does 30 damage to 1 of your Pokémon.
(Don't apply Weakness or Resistance when Rocket's Wobbuffet damages itself with this attack.)
Weakness Resistance Retreat Cost
(P) -(CC)
Hironobu Yoshida 093/141 Holo

Rocket's Raikou 60 HP (L)

Basic Pokémon

(LCC) Rising Thunder 30

Flip a coin. If heads, this attack does 20 damage to 1 of your opponent's Benched Pokémon. If tails, this attack does 20 damage to 1 of your Benched Pokémon.
(Don't apply Weakness or Resistance for Benched Pokémon.)

Weakness Resistance Retreat Cost
(F) -(C)

Hironobu Yoshida 094/141 Holo

Rocket's Entei 70 HP (R)

Basic Pokémon

(RCC) Burning Tackle 40

Discard 1 Energy card attached to Rocket's Entei. Rocket's Entei does 10 damage to itself.

Weakness Resistance Retreat Cost
(W) -(CC)

Hironobu Yoshida 095/141 Holo

Rocket's Suicune 60 HP (W)

Basic Pokémon

(WCC) Quick Stream 40

Unless you have no Benched Pokémon, flip a coin. If tails, shuffle Rocket's Suicune and all Energy cards attached to it into your deck. (Discard all other cards attached to Rocket's Suicune.)

Weakness Resistance Retreat Cost
(L) -(C)

Hironobu Yoshida 096/141 Holo

Lance's Charizard 80 HP (R)

Basic Pokémon

(RRC) Flamethrower 40

Discard 1 (R) Energy card attached to Lance's Charizard.

Weakness Resistance Retreat Cost
(W) (F) -30 -(CCC)

Aya Kusube 097/141 Common

Lance's Gyarados 70 HP (W)

Basic Pokémon

(CC) Wrap 10

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

(WWC) Dragon Storm 30

Flip a coin. If heads, this
attack does 10 damage to each of
your opponent's Benched Pokémon.

*(Don't apply Weakness or
Resistance for Benched Pokémon.)*

Weakness Resistance Retreat Cost
(L) (F) -30 -(CC)

Aya Kusube 098/141 Common

Lance's Aerodactyl 60 HP (F)

Basic Pokémon

(C) Wing Attack 10

(FCC) Steep Dive 40

Flip a coin. If tails, Lance's
Aerodactyl does 20 damage to
itself. *(Don't apply Weakness or
Resistance when Lance's Aerodactyl
damages itself with this attack.)*

Weakness Resistance Retreat Cost
(G) (F) -30 -(CC)

Aya Kusube 099/141 Common

Lance's Dragonite 70 HP (C)

Basic Pokémon

(CCC) Slam 30x

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

Weakness Resistance Retreat Cost
-(CC)

Aya Kusube 100/141 Common

Lance's Kingdra 70 HP (W)

Basic Pokémon

(C) Headbutt 10

(WWC) Aqua Wave 20+

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

Weakness Resistance Retreat Cost
(L) -(CC)

Aya Kusube 101/141 Common

Lance's Ampharos 80 HP (L)

Basic Pokémon

(C) Tackle 10

(LCC) Removal Beam 20

Flip a coin. If heads, discard 1
Energy card attached to the
Defending Pokémon.

Weakness Resistance Retreat Cost
(F) -(CCC)
Aya Kusube 102/141 Common

TRAINER *Technical Machine*
Falkner's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Falkner in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Falkner's Technical Machine 01.

(CC) Quick Dive

Flip a coin. If heads, choose 1 of your opponent's Pokémon and this attack does 30 damage to it. Don't apply Weakness and Resistance.

"Big Mama" Tagawa 103/141 Uncommon

TRAINER *Technical Machine*
Falkner's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Falkner in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Falkner's Technical Machine 02.

(CCC) Slash Turn 40

Flip a coin. If tails, shuffle this Pokémon and all Energy cards attached to it into your deck. *(Discard all other cards attached to this Pokémon.)*

"Big Mama" Tagawa 104/141 Uncommon

TRAINER *Technical Machine*
Bugsy's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Bugsy in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Bugsy's Technical Machine 01.

(GG) Fury Cutter 20+

Flip 4 coins. If you get 1 heads, this attack does 20 damage plus 10 more damage. If you get 2 heads, this attack does 20 damage plus 20 more damage. If you get 3 heads, this attack does 20 damage plus 40 more damage. If you get 4 heads, this attack does 20 damage plus 80 more damage.

"Big Mama" Tagawa 105/141 Uncommon

TRAINER *Technical Machine*
Bugsy's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Bugsy in its name. That Pokémon may use this card's attack instead of its own.

At the end of your turn, discard Bugsy's Technical Machine 02.

(GG) Super Drain 30

Flip a coin. If heads, remove a number of damage counters from this Pokémon equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If this Pokémon has fewer damage counters than that, remove all of them.

"Big Mama" Tagawa 106/141 Uncommon

TRAINER *Technical Machine*
Whitney's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Whitney in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Whitney's Technical Machine 01.

(CC) Super Metronome

Flip a coin. If heads, choose an attack of 1 of your opponent's Pokémon. Super Metronome copies that attack except for its Energy cost. (You must still do anything else in order to use that attack.) (No matter what type the Defending Pokémon is, this Pokémon's type doesn't change.) This Pokémon performs that attack. (This Pokémon can make that attack even if it does not have the appropriate number or type of Energy attached to it necessary to make the attack.)

"Big Mama" Tagawa 107/141 Uncommon

TRAINER *Technical Machine*

Whitney's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Whitney in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Whitney's Technical Machine 02.

(CCC) Tripleslap 30x

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

"Big Mama" Tagawa 108/141 Uncommon

TRAINER *Technical Machine*

Morty's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Morty in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Morty's Technical Machine 01.

(PC) Dream Eater 50

If the Defending Pokémon isn't Asleep, this attack does nothing.

"Big Mama" Tagawa 109/141 Uncommon

TRAINER *Technical Machine*

Morty's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Morty in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Morty's Technical Machine 02.

(PC) Trans Damage

Discard all Energy cards attached to this Pokémon. Move all damage counters from this Pokémon to the Defending Pokémon.

"Big Mama" Tagawa 110/141 Uncommon

TRAINER *Technical Machine*

Jasmine's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Jasmine in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Jasmine's Technical Machine 01.

(LC) Healing Flash

Flip a coin. If heads, remove 3 damage counters from each of your Pokémon that has any on it. If tails, remove 1 damage counter from each of your Pokémon that has any on it. (If a Pokémon has fewer damage counters than that, remove all of them from that Pokémon.)
"Big Mama" Tagawa 111/141 Uncommon

TRAINER *Technical Machine*
Jasmine's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Jasmine in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Jasmine's Technical Machine 02.

(LL) Thunder 40

Flip a coin. If tails, this Pokémon does 30 damage to itself.
"Big Mama" Tagawa 112/141 Uncommon

TRAINER *Technical Machine*
Chuck's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Chuck in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Chuck's Technical Machine 01.

(FF) Detonating Punch 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage and the Defending Pokémon is now Confused.
"Big Mama" Tagawa 113/141 Uncommon

TRAINER *Technical Machine*
Chuck's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Chuck in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Chuck's Technical Machine 02.

(FF) Torture Wheel 40

This Pokémon does 10 damage to itself.
"Big Mama" Tagawa 114/141 Uncommon

TRAINER *Technical Machine*
Pryce's Technical Machine 01

Attach this card to 1 of your

Pokémon in play with Pryce in its name. That Pokémon may use this card's attack instead of its own.

At the end of your turn, discard Pryce's Technical Machine 01.

(WW) Blizzard 30

Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack does 10 damage to each of your Benched Pokémon. (*Don't apply Weakness or Resistance for Benched Pokémon.*)

"Big Mama" Tagawa 115/141 Uncommon

TRAINER *Technical Machine*

Pryce's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Pryce in its name. That Pokémon may use this card's attack instead of its own.

At the end of your turn, discard Pryce's Technical Machine 02.

(WW) Freeze Dry 30

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

"Big Mama" Tagawa 116/141 Uncommon

TRAINER *Technical Machine*

Clair's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Clair in its name. That Pokémon may use this card's attack instead of its own.

At the end of your turn, discard Clair's Technical Machine 01.

(WW) Dragon Breath 50

Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, this attack does nothing (not even damage).

"Big Mama" Tagawa 117/141 Uncommon

TRAINER *Technical Machine*

Clair's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Clair in its name. That Pokémon may use this card's attack instead of its own.

At the end of your turn, discard Clair's Technical Machine 02.

(WW) Twister 40

Flip 3 coins. If exactly 1 is heads, choose 1 Energy card attached to the Defending Pokémon and discard it. If exactly 2 are heads, choose 2 Energy cards attached to the Defending Pokémon and discard them. If exactly 3 are heads this attack does nothing (not even damage). (If the Defending Pokémon has fewer Energy cards than that, discard all of them.)

"Big Mama" Tagawa 118/141 Uncommon

TRAINER *Technical Machine*

Janine's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Janine in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Janine's Technical Machine 01.

(GG) Toxic

The Defending Pokémon is now Poisoned. It takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned).

"Big Mama" Tagawa 119/141 Uncommon

TRAINER *Technical Machine*

Janine's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Janine in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Janine's Technical Machine 02.

(GG) Disappear 30

Shuffle this Pokémon and all Energy cards attached to it into your deck. (Discard all other cards attached to this Pokémon.)

"Big Mama" Tagawa 120/141 Uncommon

TRAINER *Technical Machine*

Will's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Will in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Will's Technical Machine 01.

(PP) Energy Trick 30

If the Defending Pokémon has any Energy cards attached to it, choose 1 of them. If your opponent has any Benched Pokémon, choose 1 of them and attach that Energy to it.

"Big Mama" Tagawa 121/141 Uncommon

TRAINER *Technical Machine*

Will's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Will in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Will's Technical Machine 02.

(PP) Psychic 20+

This attack does 20 damage plus 10 more damage for each Energy card attached to the Defending Pokémon.

"Big Mama" Tagawa 122/141 Uncommon

TRAINER *Technical Machine*

Bruno's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Bruno in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Bruno's Technical Machine 01.

(FF) Drag Off 30

Before doing damage, if your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon. Then do the damage to the new Defending Pokémon.

"Big Mama" Tagawa 123/141 Uncommon

TRAINER *Technical Machine*

Bruno's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Bruno in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Bruno's Technical Machine 02.

(FF) Steady Punch 30+

Flip a coin. If heads, this attack does 30 damage plus 20 more damage.

"Big Mama" Tagawa 124/141 Uncommon

TRAINER *Technical Machine*

Karen's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Karen in its name. That Pokémon may use this card's attack instead of its own.

At the end of your turn, discard Karen's Technical Machine 01.

(CC) Feint Attack

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

"Big Mama" Tagawa 125/141 Uncommon

TRAINER *Technical Machine*

Karen's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Karen in its name. That Pokémon may use this card's attack instead of its own.

At the end of your turn, discard Karen's Technical Machine 02.

(RR) Damage Burner 20+

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

"Big Mama" Tagawa 126/141 Uncommon

TRAINER *Technical Machine*

Rocket's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Rocket in its name. That Pokémon may use this card's attack instead of its own.

At the end of your turn, discard Rocket's Technical Machine 01.

(RWL) Elemental Burn

Discard all Energy cards attached to this Pokémon. Does 20 damage to each of your opponent's Pokémon. Don't apply Weakness or Resistance.

"Big Mama" Tagawa 127/141 Uncommon

TRAINER *Technical Machine*

Lance's Technical Machine 01

Attach this card to 1 of your Pokémon in play with Lance in its name. That Pokémon may use this card's attack instead of its own.

At the end of your turn, discard Lance's Technical Machine 01.

(RW) Dragon Wave 50

Discard a (R) Energy card and a (W) Energy card attached to this Pokémon.

"Big Mama" Tagawa 128/141 Uncommon

TRAINER *Technical Machine*

Lance's Technical Machine 02

Attach this card to 1 of your Pokémon in play with Lance in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Lance's Technical Machine 02.

(CCC) Giant Tail 70

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

"Big Mama" Tagawa 129/141 Uncommon

TRAINER

Potion

Remove 2 damage counters from 1 of your Pokémon (1 if it has only 1).

Keiji Kinebuchi 130/141 Common

TRAINER

Moo-Moo Milk

Choose 1 of your Pokémon. Flip 2 coins. Remove 2 damage counters times the number of heads from that Pokémon. If the Pokémon has fewer damage counters than that, remove all of them.

Tomokazu Kamiya 131/141 Common

TRAINER

Full Heal

Remove all Special Conditions from your Active Pokémon.

Keiji Kinebuchi 132/141 Common

TRAINER

Pokémon Reversal

Choose 1 of your opponent's Benched Pokémon, if any. Flip a coin. If heads, switch that Pokémon with the Defending Pokémon.

"Big Mama" Tagawa 133/141 Common

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

Keiji Kinebuchi 134/141 Common

TRAINER**Warp Point**

Your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any; then you switch your Active Pokémon with 1 of your Benched Pokémon, if any.

Keiji Kinebuchi 135/141 Common

TRAINER**Super Scoop Up**

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

Keiji Kinebuchi 136/141 Common

TRAINER**Energy Flow**

For each of your Pokémon, you may return any number of basic Energy cards attached to it to your hand.

Keiji Kinebuchi 137/141 Common

TRAINER**Energy Charge**

Flip a coin. If heads, shuffle 2 Energy cards from your discard pile into your deck (1 if you have only 1).

Keiji Kinebuchi 138/141 Common

TRAINER**Energy Ark**

Flip 2 coins. For each heads, search your deck for a basic Energy card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.

"Big Mama" Tagawa 139/141 Common

TRAINER**Energy Restore**

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

Hideyoshi Nakajimo 140/141 Common

TRAINER**Master Ball**

Look at 7 cards from the top of your deck. You may choose a Basic Pokémon or Evolution card from those cards, show it your opponent, and put it into your

hand. Shuffle the rest into your
deck.

Keiji Kinebuchi 141/141 Common

Rocket's Tyranitar 80 HP (D)

Basic Pokémon

(D) Destroy Beam

Flip a coin. If heads, discard 1
Energy card attached to the
Defending Pokémon, if any.

(CCC) Slam 30x

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

Weakness Resistance Retreat Cost

(F) (P) -30 -(CCC)

Hirromichi Sugiyama 142/141