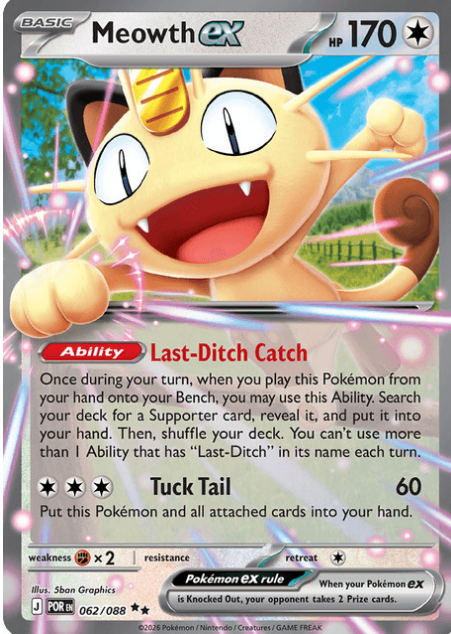






BASIC Teal Mask Ogerpon **ex** HP 210 **Tera**

As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).

Ability **Teal Dance**
Once during your turn, you may attach a Basic Energy card from your hand to this Pokémon. If you attached Energy to a Pokémon in this way, draw a card.

Myriad Leaf Shower 30+
This attack does 30 more damage for each Energy attached to both Active Pokémon.

weakness x2 resistance retreat

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

Illustration: Shon Graphics
ID: 025/167

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Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

Illustration: Shon Graphics
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BASIC Wellspring Mask Ogerpon **ex** HP 210 **Tera**

As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).

Sob 20
During your opponent's next turn, the Defending Pokémon can't retreat.

Torrential Pump 100
You may shuffle 3 Energy attached to this Pokémon into your deck. If you do, this attack also does 120 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness x2 resistance retreat

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

Illustration: Shon Graphics
ID: 064/167

Stadium **TRAINER**

Area Zero Underdepths

Each player who has any Tera Pokémon in play can have up to 8 Pokémon on their Bench.

If a player no longer has any Tera Pokémon in play, that player discards Pokémon from their Bench until they have 5. When this card leaves play, both players discard Pokémon from their Bench until they have 5, and the player who played this card discards first.

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Illustration: MARINA Chikazawa
ID: 131/142

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ID: 131/142

Supporter **TRAINER**

Boss's Orders Ghetsis

Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

You may play only 1 Supporter card during your turn.

Illustration: NC Empire
ID: 114/132

Supporter **TRAINER**

Boss's Orders Ghetsis

Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

You may play only 1 Supporter card during your turn.

Illustration: NC Empire
ID: 114/132

Supporter

TRAINER

CIPHERMANIAC'S CODEBREAKING

Future



Search your deck for 2 cards, shuffle your deck, then put those cards on top of it in any order.

Illus. Taira Akitsu
H 145/162

You may play only 1 Supporter card during your turn.

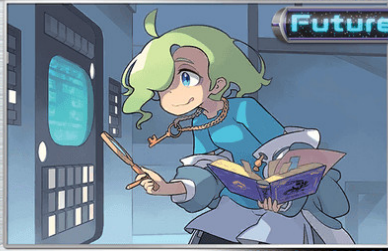
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Supporter

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Supporter

TRAINER

CRISPIN



Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

Illus. GIDORA
H 133/142

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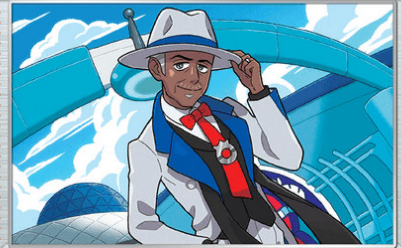
You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

CYRANO



Search your deck for up to 3 Pokémon **EX**, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Akira Komoyama
H 170/191

You may play only 1 Supporter card during your turn.

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Item

TRAINER

DUSK BALL



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

Illus. Studio Boro Inc.
H 175/191

You may play any number of Item cards during your turn.

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Item

TRAINER

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Illus. Studio Boro Inc.
H 175/191

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H 175/191

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Item

TRAINER

Ultra Ball



You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

MEEN

131/132

Illustration credit: Ayaka Yoshida

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131/132

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131/132

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Basic Energy

ENERGY

Basic  Energy 



MEEN

002

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Basic Energy

ENERGY

Basic  Energy 



MEEN

001

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Basic Energy

ENERGY

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MEEN

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MEEN

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