





BASIC

Mew^{EX}

HP 160

Ability

Memory Helix

This Pokémon can use the attacks of any of your Benched Pokémon. (You still need the necessary Energy to use each attack.)

Teleportation Burst

30

You may switch this Pokémon with 1 of your Benched Pokémon.

weakness

×2

resistance

−30

retreat

*

Pokémon EX rule

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

066/128

BASIC

Unown

HP 80

NO. 0201 Symbol Pokémon. HT. 1'8" WT. 11 lbs.

Mysterious Signal

40

If your opponent's Pokémon is Knocked Out by damage from this attack, take 1 more Prize card.

weakness

×2

resistance

−30

retreat

*

072/128

BASIC

Wellspring Mask Ogerpon^{EX}

HP 210

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

×2

resistance

*

retreat

*

Pokémon EX rule

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

064/167

BASIC

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resistance

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retreat

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Pokémon EX rule

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

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.

131/142

Stadium

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131/142

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131/142

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131/142

Supporter

TRAINER

Boss's Orders

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

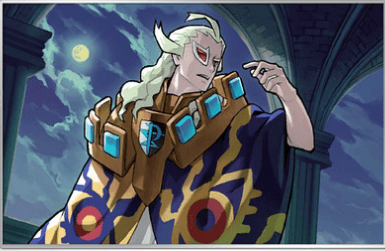
114/132

Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire
H 114/132

You may play only 1 Supporter card during your turn.

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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 Akitzu
H 145/162

You may play only 1 Supporter card during your turn.

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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 Akitzu
H 145/162

You may play only 1 Supporter card during your turn.

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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

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Crispin



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Illus. GIDORA
H 133/142

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Supporter

TRAINER

Crispin



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Illus. GIDORA
H 133/142

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Illus. GIDORA
H 133/142

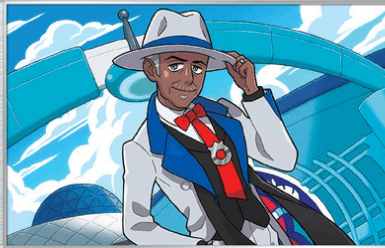
You may play only 1 Supporter card during your turn.

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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 Komayama
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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Special Energy
ENERGY

Telepathic
Energy

As long as this card is attached to a Pokémon, it provides Energy.

When you attach this card from your hand to a Pokémon, search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

088/088

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Telepathic
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088/088

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088/088

Basic Energy
ENERGY

Basic
Energy

011

Basic Energy
ENERGY

Basic
Energy

011