





**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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Illustration: Shon Graphics  
ID: 025/167

**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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Illustration: MARINA Chikazawa  
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

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**Boss's Orders** Ghetsis

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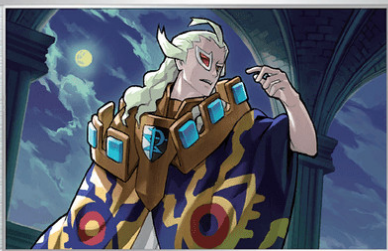
Illustration: NC Empire  
ID: 114/132

Supporter

TRAINER

## Boss's Orders

Ghetsis



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

Illus. NC Empire  
H 114/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

## Brock's Scouting



Search your deck for up to 2 Basic Pokémon or 1 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Tezoro  
H 146/159

You may play only 1 Supporter card during your turn.

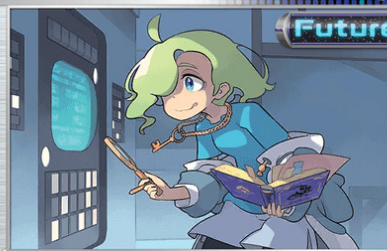
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Supporter

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. Teira Akitsu  
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

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Illus. GIDORA  
H 133/142

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Supporter

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Illus. GIDORA  
H 133/142

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Supporter

TRAINER

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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

## 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

## Energy Switch



Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

Illus. Studio Boro Inc.  
H 115/132

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

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Item

TRAINER

Energy Switch

Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

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

Illus. Studio Boro Inc.

MEG 115/132

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Item

TRAINER

Energy Switch

Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

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

Illus. Studio Boro Inc.

MEG 115/132

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Item

TRAINER

Energy Switch

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Illus. Studio Boro Inc.

MEG 115/132

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Pokémon Tool

TRAINER

Hero's Cape

The Pokémon this card is attached to gets +100 HP.

You can't have more than 1 ACE SPEC card in your deck.

You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

Illus. Toyote Beach

TEF 152/162

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Item

TRAINER

Night Stretcher

Put a Pokémon or a Basic Energy card from your discard pile into your hand.

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

Illus. Toyote Beach

ASC 196/217

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Item

TRAINER

Night Stretcher

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

Illus. Toyote Beach

ASC 196/217

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Item

TRAINER

Special Red Card

You can use this card only if your opponent has 3 or fewer Prize cards remaining.

Your opponent shuffles their hand and puts it on the bottom of their deck. If they put any cards on the bottom of their deck in this way, they draw 3 cards.

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

Illus. Studio Boro Inc.

CRIM 082/086

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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.

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

Illus. Ayaka Yoshida

MEG 131/132

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Item

TRAINER

Ultra Ball

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

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Illus. Ayaka Yoshida

MEG 131/132

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