



### Dust Gathering

Draw a card.

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Draw a card.

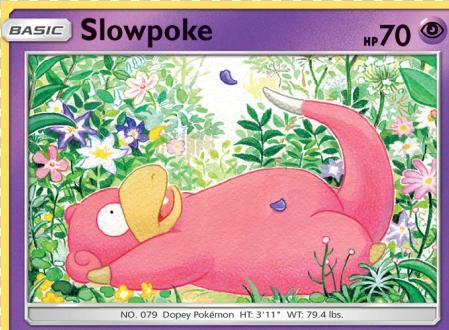
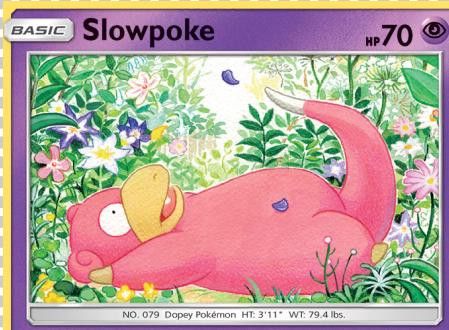
### Steelworker

Your ♀ Pokémon's attacks do 10 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

### Anchor Shot

70

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



### Casual Slap

30

### Headbutt

10

### Headbutt

10

### Whimsy Tackle

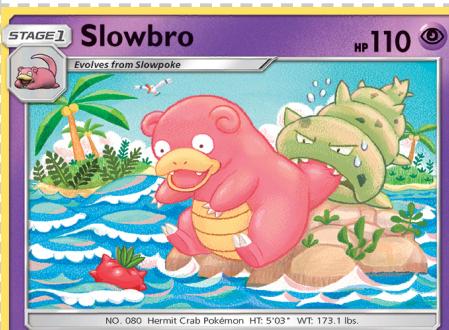
60

### Whimsy Tackle

60

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

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### Teleport

Switch this Pokémon with 1 of your Benched Pokémon.

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### Amnesia

20

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

### Facade

50+

If this Pokémon is Burned or Poisoned, this attack does 80 more damage.

**TRAINER** | **Stadium**

**Altar of the Sunne**



Pokémon and Pokémons (both yours and your opponent's) have no Weakness.

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This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

**TRAINER** | **Stadium**

**Altar of the Sunne**



Pokémon and Pokémons (both yours and your opponent's) have no Weakness.

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**TRAINER** | **Item**

**Big Malasada**



Heal 20 damage and remove a Special Condition from your Active Pokémon.

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You may play as many Item cards as you like during your turn (before your attack).

**TRAINER** | **Item**

**Energy Retrieval**



Put 2 basic Energy cards from your discard pile into your hand.

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You may play as many Item cards as you like during your turn (before your attack).

**TRAINER** | **Supporter**

**Hau**



Draw 3 cards.

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You may play only 1 Supporter card during your turn (before your attack).

**TRAINER** | **Supporter**

**Hau**



Draw 3 cards.

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You may play only 1 Supporter card during your turn (before your attack).

**TRAINER** | **Supporter**

**Hau**



Draw 3 cards.

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You may play only 1 Supporter card during your turn (before your attack).

**TRAINER** | **Item**

**Nest Ball**



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

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You may play as many Item cards as you like during your turn (before your attack).

**TRAINER** | **Item**

**Nest Ball**



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

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You may play as many Item cards as you like during your turn (before your attack).

**TRAINER** | *Supporter*

**Professor Kukui**



Draw 2 cards. During this turn, your Pokémon's attacks do 20 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

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**You may play only 1 Supporter card during your turn (before your attack).**

**TRAINER** | *Supporter*

**Professor Kukui**



Draw 2 cards. During this turn, your Pokémon's attacks do 20 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

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**You may play only 1 Supporter card during your turn (before your attack).**

**TRAINER** | *Item*

**Rescue Stretcher**



Choose 1:

- Put a Pokémon from your discard pile into your hand.
- Shuffle 3 Pokémon from your discard pile into your deck.

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**You may play as many Item cards as you like during your turn (before your attack).**

**TRAINER** | *Item*

**Switch**



Switch your Active Pokémon with 1 of your Benched Pokémon.

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**You may play as many Item cards as you like during your turn (before your attack).**

**TRAINER** | *Item*

**Switch**



Switch your Active Pokémon with 1 of your Benched Pokémon.

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**You may play as many Item cards as you like during your turn (before your attack).**

**TRAINER** | *Item*

**Timer Ball**



Flip 2 coins. For each heads, search your deck for an Evolution Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

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**You may play as many Item cards as you like during your turn (before your attack).**

**TRAINER** | *Item*

**Timer Ball**



Flip 2 coins. For each heads, search your deck for an Evolution Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

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**You may play as many Item cards as you like during your turn (before your attack).**

**ENERGY**



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**ENERGY**



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