




Mega Punch TM01

Normal d10 !3 

Deals 3 hits.

PP: ☐ ☐ ☐ ☐ ₪6



Dark Wave TM02

Ghost  d6 

Deals 2 hits.
Darkens the field until the end of the round.

PP: ☐ ☐ ₪6


Swords Dance TM03

Normal  d1 

Double the number of hits inflicted by this Pokémon's next successful Regular Move.

PP: ☐ ☐ ☐ ☐ ☐ ₪4


Whirlwind TM04

Normal d4 !1 

Hit: Pushes each target back 1 space (if that space is open).



PP: ☐ ☐ ☐ ☐ ₪2

Mega Kick TM05

Normal d12 !4 

PP: ☐ ₪6



Toxic TM06

Poison  d6 

Poison, but up the damage dealt by 1 after each time the target takes Poison damage.

PP: ☐ ☐ ₪8


First Aid TM07

Normal  d6 

Recovers HP from the target equal to the result of the Move Die.

PP: ☐ ☐ ☐ ₪4


Body Slam TM08

Normal d10 !3 

4: Paralysis.

PP: ☐ ☐ ☐ ₪8


Take Down TM09

Normal d10 !1 

Hit: This Pokémon loses 1 HP.

PP: ☐ ☐ ☐ ☐ ₪4



Double-Edge TM10

Normal d12 !2 

Hit: This Pokémon loses 1 HP.

PP: ☐ ☐ ☐ ₪8



Bubble Beam TM11

Water  d6 

Deals 3 hits.
1: Paralysis.

PP: ☐ ☐ ☐ ☐ ₪8



Water Gun TM12

Water  d4 

Deals 2 hits.

PP: ☐ ☐ ☐ ☐ ₪2


Ice Beam TM13

Ice  d6 

Deals 3 hits.
1: Sleep.

PP: ☐ ☐ ₪8



Blizzard TM14

Ice  d8 

Deals 4 hits.
1: Sleep.

PP: ☐ ₪10


Hyper Beam TM15

Normal  d8 

Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP: ☐ ₪12


Pay Day TM16

Normal d6 !1 

Hit: Gain 1 Poké.

PP: ☐ ☐ ☐ ☐ ₪10


Submission TM17

Fighting d10 !1 

Hit: This Pokémon loses 1 HP.

PP: ☐ ☐ ☐ ☐ ₪6


Drag Off TM18

Normal d8 !2 

Hit: Pulls the target towards this Pokémon.

PP: ☐ ☐ ☐ ₪6


Seismic Toss TM19

Fighting d8 !2 

Hit: Moves the target to the opposite side of this Pokémon if that space is open.

PP: ☐ ☐ ☐ ☐ ₪8



Rage TM20

Normal d6 !2 

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10.

PP: ☐ ☐ ☐ ☐ ₪4



Mega Drain TM21

Grass  d6 

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ☐ ☐ ₪10



Solar Beam TM22

Grass  d4 

Charge for one round, then try to use this Move on the next.
Deals 5 hits.

PP: ☐ ☐ ₪10



Dragon Rage TM23

Dragon  d8 

Deals 4 hits.

PP: ☐ ☐ ₪10



Thunderbolt TM24

Electric  d6 

Deals 3 hits.
1: Paralysis.

PP: ☐ ☐ ☐ ₪8


Thunder TM25

Electric  d8 

Deals 4 hits.
1: Paralysis.


PP: ☐ ☐ ₪10

Earthquake TM26

Ground d10 !3 

PP: ☐ ☐ ₪8


Fissure TM27

Ground d12 !4 

12: The targets faint.

PP: ☐ ₪10

Dig TM28

Ground d10 !2 

Disappear for one round, reappear in an open space and attack on the next round.

PP: ☐ ☐ ₪4

Psychic TM29

Psychic  d6 

Deals 3 hits.

PP: ☐ ☐ ₪8



Teleport TM30

Psychic  d4 

Move to any open space.

PP: ☐ ☐ ☐ ☐ ☐ ₪2



Mimic TM31

Normal  

When revealed: Treat this Move as a copy of an ally's declared Move.

PP: ☐ ☐ ₪4

Double Team TM32

Normal  d4 

Whenever this Pokémon is targeted, flip a coin: heads = Miss, tails = this effect ends.

PP: ☐ ☐ ☐ ₪2

Reflect

TM33

Psychic

d4

Acts first, but skip movement.
This Pokémon is unaffected by Regular Moves this round.

PP:

₣2

Foul Odour

TM34

Poison

d6

Deals 2 hits.
This Pokémon and each target becomes Confused.

PP:

₣4

Metronome

TM35

Normal

d6

1: Swap spaces. 2: Sleep.
3: 1 hit + Paralysis. 4: 2 hits.
5: 3 hits + Confusion. 6: 4 hits.

PP:

₣4

Flood

TM36

Water

d6

Deals 3 hits.

PP:

₣8

Flamethrower

TM37

Fire

d6

Deals 3 hits.
1: Poison.

PP:

₣8

Fire Blast

TM38

Fire

d8

Deals 4 hits.
1: Poison.

PP:

₣10

Swift

TM39

Normal

Deals 1 hit to any Pokémon in the battle, even if disappeared.
This hit cannot be prevented.

PP:

₣4

Dive Bomb

TM40

Flying

d8 !1

Disappear for one round, reappear in an open space and attack on the next round.

PP:

₣6

Night Shade

TM41

Ghost

d6

Deals 3 hits.

PP:

₣8

Acid

TM42

Poison

d4

Deals 2 hits.

PP:

₣4

Sky Attack

TM43

Flying

d12 !2

Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.

PP:

₣10

Rest

TM44

Psychic

d1

This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP:

₣4

Thunder Wave

TM45

Electric

d4

Inflicts Paralysis.

PP:

₣4

Psywave

TM46

Psychic

d6

Deals hits equal to the result of the Move Die.

PP:

₣8

Overrun

TM47

Normal

d8 !2

Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP:

₣6

Rock Slide

TM48

Rock

d8 !2

PP:

₣8

Tri Attack

TM49

Normal

d10

Use this Move three times against the same target.
Deals 2 hits.

PP:

₣8

Substitute

TM50

Normal

d4

Swap spaces with the target.

PP:

₣4

Fire Stone

Can be use to evolve:

- Vulpix
- Growlithe
- Eevee (to Flareon)

₣4

Thunder Stone

Can be use to evolve:

- Pikachu - Flaaffy
- Eevee (to Jolteon)
- Tyker

₣4

Water Stone

Can be use to evolve:

- Poliwhirl - Staryu
- Shellder - Marill
- Eevee (to Vaporeon)

₣4

Leaf Stone

Can be use to evolve:

- Gloom
- Weepinbell
- Exeggcute

₣4

Moon Stone

Can be use to evolve:

- Nidorino - Jigglypuff
- Nidorina - Clefairy
- Eevee (to Umbreon)

₣6

Heart Stone

Can be use to evolve:

- Farfetch'd (to Luxwan)
- Ditto (to Mimmeeo)
- Eevee (to Espeon)

₣6

Dome Fossil

Can be revived into a Kabuto at a laboratory.

Helix Fossil

Can be revived into an Omanyte at a laboratory.

Old Amber

Can be revived into an Aerodactyl at a laboratory.

Great Ball

Can catch a Pokémon with a Power of 2 or lower.

In bag:

₣1

Elixir

Fully restores the PP of all the moves of one of your Pokémon. (This does not affect TMs. Can't be used in battle.)

₣1

Elixir

Fully restores the PP of all the moves of one of your Pokémon. (This does not affect TMs. Can't be used in battle.)

₣1

Ultra Ball

Can catch a Pokémon with a Power of 3 or lower.

In bag:

₣2

Master Ball


Can catch any Pokémon, regardless of Power.


In bag:

Coldsnap

HM14

Ice

 d10




Deals 2 hits and inflicts Sleep.


PP: ☐ ☐

Thunderstorm

HM25

Electric

 d10




Deals 3 hits and inflicts Paralysis.


PP: ☐ ☐

Wildfire

HM38

Fire

 d10



Deals 3 hits and inflicts Poison.

PP: ☐ ☐