

Bulbasaur

Grass Poison ▶ Ivysaur at :L3

HP: 5



Abilities: Cut
Size: Small

No. 001

Attack d6
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire x2 Ice x2 Psychic x2

Water -1 Fighting -1 Bug x2

Electric -1 Ground Poison x2

Grass -1 Flying x2

Rock Ghost Dragon

Tackle

Normal d4



Leech Seed

Grass d6



Vine Whip

Grass d6 !1



Strange Powder

Grass d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 0000

Healing Pollen

Grass d6



Recovers 2 HP from this Pokémon and each target.

PP: 00

Razor Leaf

Grass d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 0000

Foul Odour

Poison d6



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

PP: 00

Solar Beam

Grass d4



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

PP: 00

Mega Drain

Grass d6



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

PP: 00

Attack d8
Defence 4
Speed 3
Special d10

Weaknesses & Resistances:

Normal Fire x2 Ice x2 Psychic x2

Water -1 Fighting -1 Bug x2

Electric -1 Ground Poison x2

Grass -1 Flying x2

Rock Ghost Dragon

Tackle

Normal d4



Leech Seed

Grass d6



Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: 00

Vine Whip

Grass d6 !1



PP: 00

Strange Powder

Grass d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 0000

Healing Pollen

Grass d6



Recovers 2 HP from this Pokémon and each target.

PP: 00

Razor Leaf

Grass d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 0000

Foul Odour

Poison d6



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

PP: 00

Solar Beam

Grass d4



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

PP: 00

Mega Drain

Grass d6



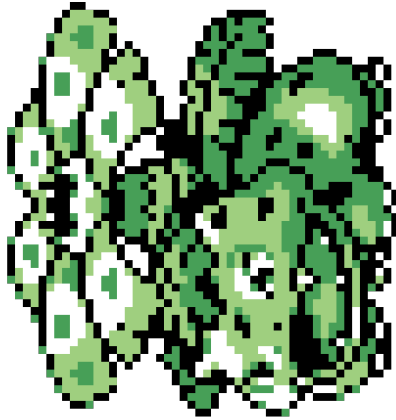
Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 00

Venusaur

Grass Poison

HP: 7



Abilities: Cut
Size: Large

No. 003

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20 21 22

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31 32 33 34

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20 21 22

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Charmander

Fire

► Charmeleon at :L3

HP: ○○○○

5

Abilities: Cut, Strength, Flash
Size: Tiny

No. 004



Attack d6
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

Normal Fire -1 Water x2 Grass -1
Ice Fighting Poison Ground x2 Flying
Psychic Bug -1 Rock x2 Dragon

Scratch
Normal d4



Ember
Fire d4
Deals 2 hits.
1: Poison.
PP: ○○○○

:L1



Smoke Screen
Normal d4
Darkens the field for the rest of the battle.
PP: ○○○○

:L2



Rage
Normal d6 !2
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10, PP: ○○○○

:L3



Heat Tackle
Fire d10 !1
Hit: This Pokémon loses 1 HP.
PP: ○○○○

:L4



Slash
Normal d8 !2
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: ○○○○

:L5



Flamethrower
Fire d6
Deals 3 hits.
1: Poison.
PP: ○○○○

:L6



Fire Spin
Fire d12
Deals 1 hit. The targets can't take actions until the end of the next round.
PP: ○○○○

:L7



Fire Blast
Fire d8
Deals 4 hits.
1: Poison.
PP: ○

:L8



1 3 5 6 7 8 9 10 28

31 32 33

37 38 39

17 18 19 20 44

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Charizard

Fire

Flying

HP: ○○○○

7

Abilities: Cut, Fly, Strength, Flash
Size: Medium

No. 006



Attack d8
Defence 4
Speed 4
Special d8

Weaknesses & Resistances:

Normal Fire -1 Water x2 Electric x2 Grass -1
Ice Fighting Poison Ground -1 Flying
Psychic Bug -1 Rock x2 Dragon

Scratch
Normal d4



Ember
Fire d4
Deals 2 hits.
1: Poison.
PP: ○○○○

:L1



Smoke Screen
Normal d4
Darkens the field for the rest of the battle.
PP: ○○○○

:L2



Rage
Normal d6 !2
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10, PP: ○○○○

:L3



Heat Tackle
Fire d10 !1
Hit: This Pokémon loses 1 HP.
PP: ○○○○

:L4



Slash
Normal d8 !2
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: ○○○○

:L5



Flamethrower
Fire d6
Deals 3 hits.
1: Poison.
PP: ○○○○

:L6



Fire Spin
Fire d12
Deals 1 hit. The targets can't take actions until the end of the next round.
PP: ○○○○

:L7



Fire Blast
Fire d8
Deals 4 hits.
1: Poison.
PP: ○

:L8



1 3 5 6 7 8 9 10 28

31 32 33

37 38 39

17 18 19 20 44

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Charmeleon



Fire Charizard at :L6

HP: 6

Abilities: Cut, Strength, Flash
Size: Small

No. 005

Attack d8
Defence 3
Speed 3
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Scratch Normal d4

Ember Fire d4 :L1

Deals 2 hits.
1: Poison.

PP: 4

Smoke Screen Normal d4 :L2

Darkens the field for the rest of the battle.

PP: 4

Rage Normal d6 !2 :L3

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

PP: 4

Heat Tackle Fire d10 !1 :L4

Hit: This Pokémon loses 1 HP.

PP: 4

Slash Normal d8 !2 :L5

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 4

Flamethrower Fire d6 :L6

Deals 3 hits.
1: Poison.

PP: 4

Fire Spin Fire d12 :L7

Deals 1 hit. The targets can't take actions until the end of the next round.

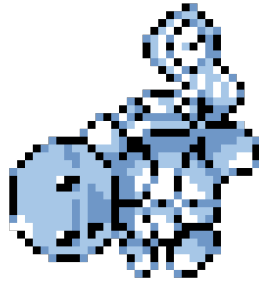
PP: 4

Fire Blast Fire d8 :L8

Deals 4 hits.
1: Poison.

PP: 1

Squirtle



Water

HP: 5

► Wartortle at :L3

Abilities: Surf, Strength
Size: Tiny

No. 007

Attack d6
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire -1 Electric x2 Grass x2
Ice -1 Fighting Poison Bug Rock Ghost Dragon
Psychic

Tackle

Normal d4



Bubble

Water d4



Deals 2 hits.
1: Paralysis.

PP: 0 0 0 0 0 0

:L1



Water Gun

Water d4



Deals 2 hits.

PP: 0 0 0 0 0 0

:L2



Bite

Normal d6 !1



2: The target can't take actions this round.

PP: 0 0 0 0 0 0

Withdraw

Water d1



This Pokémon can't take actions or take damage until the end of the next round.

PP: 0 0 0 0 0 0

:L4



Bubble Beam

Water d6



Deals 3 hits.
1: Paralysis.

PP: 0 0 0 0 0 0

:L5



Skull Bash

Normal d10 !1



Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: 0 0 0 0

Hydro Pump

Water d8



Deals 4 hits.

PP: 0

:L7



Flood

Water d6



Deals 3 hits.

PP: 0 0 0 0

:L8



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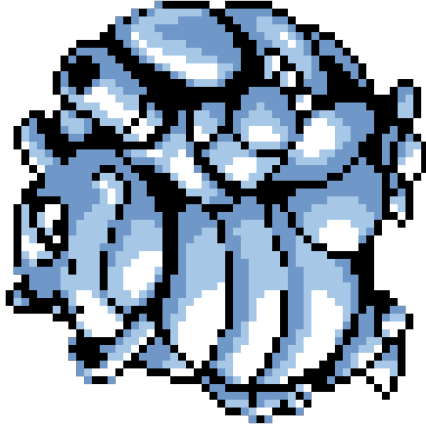
19

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Blastoise



Water

HP: 7

Abilities: Surf, Strength
Size: Medium

No. 009

Attack d8
Defence 5
Speed 3
Special d8

Weaknesses & Resistances:

Normal Fire -1 Water -1 Electric x2 Grass x2
Ice -1 Fighting Poison Bug Rock Ghost Dragon
Psychic

Tackle

Normal d4



Bubble

Water d4



Deals 2 hits.
1: Paralysis.

PP: 0 0 0 0 0 0

:L1



Water Gun

Water d4



Deals 2 hits.

PP: 0 0 0 0 0 0

:L2



Bite

Normal d6 !1



2: The target can't take actions this round.

PP: 0 0 0 0 0 0

:L3



Withdraw

Water d1



This Pokémon can't take actions or take damage until the end of the next round.

PP: 0 0 0 0 0 0

:L4



Bubble Beam

Water d6



Deals 3 hits.
1: Paralysis.

PP: 0 0 0 0 0 0

:L5



Skull Bash

Normal d10 !1



Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: 0 0 0 0

Hydro Pump

Water d8



Deals 4 hits.

PP: 0

:L7



Flood

Water d6



Deals 3 hits.

PP: 0 0 0 0

:L8



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Wartortle



Water

HP: 6

Blastoise at :L6

Abilities: Surf, Strength
Size: Small

No. 008

Attack d8
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric x2

Grass x2

Ice -1

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Tackle

Normal

d4

Bubble

Water

d4

:L1

Deals 2 hits.
1: Paralysis.

PP: 5

Water Gun

Water

d4

:L2

Deals 2 hits.

PP: 5

Bite

Normal

d6 !1

:L3

2: The target can't take actions this round.

PP: 5

Withdraw

Water

d1

:L4

This Pokémon can't take actions or take damage until the end of the next round.

PP: 5

Bubble Beam

Water

d6

:L5

Deals 3 hits.
1: Paralysis.

PP: 5

Skull Bash

Normal

d10 !1

:L6

Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: 5

Hydro Pump

Water

d8

:L7

Deals 4 hits.

PP: 5

Flood

Water

d6

:L8

Deals 3 hits.

PP: 5

Caterpie

Bug

Metapod at :L1

HP: 5

Size: Tiny

No. 010



Attack d4

Defence 3

Speed 2

Special d4

Weaknesses & Resistances:

Normal

Fire x2

Water

Electric

Grass -1

Ice

Fighting -1

Poison x2

Ground -1

Flying x2

Psychic -1

Bug

Rock x2

Ghost

Dragon

Tackle

Normal

d4

String Shot

Bug

d4

Inflicts Paralysis.

PP: 6

Butterfree

Bug

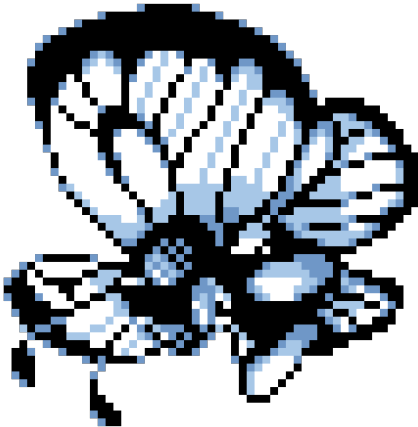
Flying

HP: 6

Abilities: Fly, Flash

Size: Small

No. 012



Attack d6

Defence 3

Speed 3

Special d10

Weaknesses & Resistances:

Normal

Fire x2

Water

Electric x2

Grass -1

Ice x2

Fighting -1

Poison x2

Ground -1

Flying x2

Psychic -1

Bug -1

Rock x2

Ghost

Dragon

Tackle

Normal

d4

String Shot

Bug

d4

Inflicts Paralysis.

PP: 6

Confusion

Psychic

d4

Deals 2 hits and this Pokémon swaps spaces with the target.

1: Confusion.

PP: 6

Strange Powder

Grass

d4

1: Paralysis.

2: Poison.

3: Confusion.

4: Sleep.

PP: 6

Supersonic

Normal

d6

Inflicts Confusion.

PP: 6

Whirlwind

Normal

d4 !1

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

PP: 6

Healing Pollen

Grass

d6

Recovers 2 HP from this Pokémon and each target.

PP: 6

Psybeam

Psychic

d4

Deals 2 hits.

1: Confusion.

PP: 6

Mega Drain

Grass

d6

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

PP: 6

Metapod



Bug ► Butterfree at :L2

HP:
5

Size: Small No. 011

Attack

d4

Defence

4

Speed

1

Special

d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
	x2			-1
Ice	Fighting	Poison	Ground	Flying
	-1	x2	-1	x2
Psychic	Bug	Rock	Ghost	Dragon
-1		x2		

Tackle

Normal

d4



String Shot

Bug

d4



Inflicts Paralysis.

PP:

Harden

Normal

d1



For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP:

Kakuna



Bug Poison ▶ Beedrill at :L2

HP: ○○○○○
5

Size: Tiny No. 014

Attack d4
Defence 4
Speed 1
Special d4

Weaknesses & Resistances:

Normal	Fire x2	Water	Electric	Grass -1
Ice	Fighting -1	Poison	Ground	Flying x2
Psychic	Bug x2	Rock	Ghost	Dragon

Poison Sting
Poison d4



1: Poison.

String Shot
Bug d4



Inflicts Paralysis.

PP: ○○○○○○

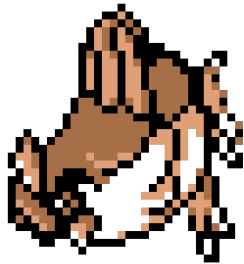
Harden
Normal d1



For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○○○○○○

Pidgey



Normal Flying Pidgeotto at :L3

HP: 6

Abilities: Fly
Size: Tiny

No. 016

Attack d6
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass -1
Ice x2 Fighting Poison Ground Flying
Psychic Bug x2 Rock Ghost -1 Dragon

Tackle d4

Gust :L1
Normal d6 !1
Hit: Pushes the target back 1 space if that space is open.
PP: 0 0 0 0 0

Sand-Attack :L2
Normal d4 !2
Hit: Confusion.
PP: 0 0 0 0

Quick Attack :L3
Normal d6 !1
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: 0 0 0 0 0

Whirlwind :L4
Normal d4 !1
Hit: Pushes each target back 1 space (if that space is open).
PP: 0 0 0 0 0

Razor Wind :L4
Normal d10 !1
Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice
PP: 0 0

Wing Attack :L5
Flying d6 !1
PP: 0 0 0 0 0

Agility :L6
Psychic d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 0 0 0 0 0

Hurricane :L7
Normal d10 !3
Hit: Pushes each target back 1 space (if that space is open).
PP: 0

4 6 7 31 32 33

9 10

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43 44

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Pidgeot



Normal Flying

HP: 7

Abilities: Fly
Size: Medium

No. 018

Attack d8
Defence 4
Speed 5
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass -1
Ice x2 Fighting Poison Ground Flying
Psychic Bug -1 Rock x2 Ghost -1 Dragon

Tackle d4

Gust :L1
Normal d6 !1
Hit: Pushes the target back 1 space if that space is open.
PP: 0 0 0 0 0

Sand-Attack :L2
Normal d4 !2
Hit: Confusion.
PP: 0 0 0 0

Quick Attack :L3
Normal d6 !1
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: 0 0 0 0 0

Whirlwind :L4
Normal d4 !1
Hit: Pushes each target back 1 space (if that space is open).
PP: 0 0 0 0 0

Razor Wind :L4
Normal d10 !1
Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice
PP: 0 0

Wing Attack :L5
Flying d6 !1
PP: 0 0 0 0 0

Agility :L6
Psychic d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 0 0 0 0 0

Hurricane :L7
Normal d10 !3
Hit: Pushes each target back 1 space (if that space is open).
PP: 0

4 6 7 31 32 33

9 10

39 40

43 44

20

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Pidgeotto



Normal Flying

► Pidgeot at :L6

HP:

7

Abilities: Fly
Size: Small

No. 017

Attack d6

Defence 3

Speed 4

Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
x2 -1

Ice Fighting Poison Ground Flying
x2 -1

Psychic Bug Rock Ghost Dragon
-1 x2

Tackle

Normal d4

Gust

Normal d6 !1

:L1

Hit: Pushes the target back 1 space if that space is open.

PP:

Sand-Attack

Normal d4 !2

:L2

Hit: Confusion.

PP:

Quick Attack

Normal d6 !1

:L3

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP:

Whirlwind

Normal d4 !1

:L4

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

PP:

Razor Wind

Normal d10 !1

:L4

Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP:

Wing Attack

Flying d6 !1

:L5

PP:

Agility

Psychic

d4

:L6

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

Hurricane

Normal d10 !3

:L7

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

PP:

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Rattata

Normal ▶ Raticate at :L4

HP: ○○○○○
5



Size: Tiny No. 019

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock Ghost -1 Dragon

Attack d6
Defence 3
Speed 4
Special d4

Tackle Normal d4

Quick Attack :L1
Normal d6 !1
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: ○○○○○○

Bite :L2
Normal d6 !1
2: The target can't take actions this round.
PP: ○○○○○○

Hyper Fang :L3
Normal d8 !2
3: The target can't take actions this round.
PP: ○○○○

Quick Turn :L4
Normal d6 !1
After this Move, this Pokémon may move 1 space.
PP: ○○○○○○

Focus Energy :L5
Normal
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.
PP: ○○○○○○

Super Fang :L6
Normal d4
If this Move would deal a hit, halve the target's current HP instead (rounded up).
PP: ○○

Poison Fang :L7
Poison d8 !2
3: Poison.
PP: ○○

Spearow

Normal Flying ▶ Fearow at :L4

HP: ○○○○○○
6



Abilities: Fly
Size: Tiny No. 021

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice x2 Fighting Poison Ground Flying
Psychic Bug Rock x2 Ghost -1 Dragon

Attack d6
Defence 3
Speed 3
Special d4

Peck Flying d4

Screech :L1
Normal
Deals 2 hits.
PP: ○○○○○○

Fury Attack :L2
Normal d4 !2
Use this Move three times against the same target.
PP: ○○○○

Quick Turn :L3
Normal d6 !1
After this Move, this Pokémon may move 1 space.
PP: ○○○○○○

Mimic :L3
Normal
When revealed: Treat this Move as a copy of an ally's declared Move.
PP: ○○

Drill Peck :L4
Flying d8 !2
PP: ○○○○

Agility :L5
Psychic
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: ○○○○○○

Dive Bomb :L6
Flying d8 !1
Disappear for one round, reappear in an open space and attack on the next round.
PP: ○○

Raticate



Normal

HP: 6

Size: Small

No. 020

Attack d8
Defence 3
Speed 4
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock Ghost -1 Dragon

Tackle Normal d4



Quick Attack Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 00000

Bite Normal d6 !1



2: The target can't take actions this round.

PP: 00000

Hyper Fang Normal d8 !2



3: The target can't take actions this round.

PP: 0000

Quick Turn Normal d6 !1



After this Move, this Pokémon may move 1 space.

PP: 00000

Focus Energy Normal



d1

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: 000000

Super Fang Normal d4



If this Move would deal a hit, halve the target's current HP instead (rounded up).

PP: 00

Poison Fang Poison d8 !2



3: Poison.

PP: 00

Attack d10
Defence 4
Speed 4
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock x2 Ghost -1 Dragon

Peck Flying d4



Screech Normal



d4

Deals 2 hits.

PP: 000000

Fury Attack Normal d4 !2



Use this Move three times against the same target.

PP: 0000

Quick Turn Normal d6 !1



After this Move, this Pokémon may move 1 space.

PP: 00000

Mimic Normal



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

PP: 00

Drill Peck Flying d8 !2



PP: 00000

Agility Psychic



d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 000000

Dive Bomb Flying d8 !1



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

PP: 00

Fearow



Normal Flying

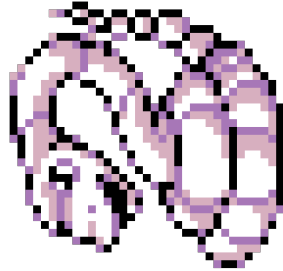
HP: 7

Abilities: Fly

Size: Medium

No. 022

Ekans



Poison

► Arbok at :L4

HP: ○○○○○
5

Abilities: Strength
Size: Small

No. 023

Attack d6
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

x2

-1

Tackle
Normal d4



Poison Sting
Poison d4



Wrap
Normal d4 !1



Bite
Normal d6 !1



2: The target can't take actions this round.

PP: ○○○○○

Glare
Normal d4



Inflicts Paralysis.

PP: ○○○○○○

Screech
Normal d4



Deals 2 hits.

PP: ○○○○○○

Poison Fang
Poison d8 !2



3: Poison.

PP: ○○○

Acid
Poison d4



Deals 2 hits.

PP: ○○○○○○

26 27 28

6 7 8 9 10
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18 20 21

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Pikachu



Electric

► Raichu with ???

HP: ○○○○○
5

Abilities: Flash
Size: Tiny

No. 025

Attack d6
Defence 2
Speed 4
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

x2

-1

Tackle
Normal d4



Thunder Shock
Electric d4



Deals 2 hits.
1: Paralysis.

PP: ○○○○○○

Quick Attack
Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○○○○○○

Thunder Wave
Electric d4



Inflicts Paralysis.

PP: ○○○○○

Slam
Normal d10 !3



PP: ○○○○○○

Swift
Normal



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

PP: ○○○○○○

Chain Lightning
Electric d4



Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP: ○○○○

Thunderbolt
Electric d6



Deals 3 hits.
1: Paralysis.

PP: ○○○○

Thunder
Electric d8



Deals 4 hits.
1: Paralysis.

PP: ○○○○

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Arbok

Poison

HP: 6

Abilities: Strength
Size: Medium

No. 024

Attack d10
Defence 4
Speed 4
Special d8

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
				-1
Ice	Fighting	Poison	Ground	Flying
	-1		x2	
Psychic	Bug	Rock	Ghost	Dragon
x2	x2			

Tackle d4



Poison Sting d4



Wrap d4 !1



Bite

Normal d6 !1



2: The target can't take actions this round.

PP: 00000

Glare

Normal d4



Inflicts Paralysis.

PP: 0000000

Screech

Normal d4



Deals 2 hits.

PP: 0000000

Poison Fang

Poison d8 !2



3: Poison.

PP: 000

Acid

Poison d4



Deals 2 hits.

PP: 0000000

Attack d8
Defence 3
Speed 5
Special d10

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Tackle d4



Thunder Shock d4



Deals 2 hits.
1: Paralysis.

PP: 00000

Quick Attack d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 00000

Thunder Wave

Electric d4



Inflicts Paralysis.

PP: 00000

Slam

Normal d10 !3



PP: 00000

Chain Lightning

Electric d4



Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP: 0000

Thunderbolt

Electric d6



Deals 3 hits.
1: Paralysis.

PP: 0000

Thunder

Electric d8



Deals 4 hits.
1: Paralysis.

PP: 000



Raichu

Electric

HP: 6

Abilities: Flash
Size: Small

No. 026

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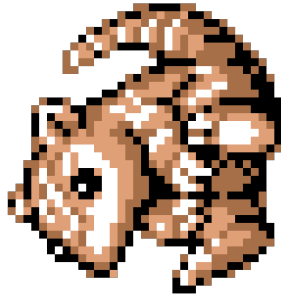
Sandshrew

Ground Sandslash at :L4

HP: 5

Abilities: Cut, Strength
Size: Tiny

No. 027



Attack d8
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass x2
Ice Fighting Poison Rock Bug Flying
Psychic x2 Ghost Dragon

Scratch Normal d4

Sand-Attack Normal d4 !2 :L1

Hit: Confusion.

PP: 0000

Slash Normal d8 !2 :L2

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 0000

Poison Sting Poison d4 :L3

1: Poison.

PP: 000000

Swift Normal d4 :L3

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

PP: 000000

Fury Swipes Normal d4 !2 :L4

Use this Move three times against the same target.

PP: 0000

Dig Ground d10 !2 :L5

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

PP: 00

Pin Missile Bug d4 !2 :L6

Use this Move three times against the same target.

PP: 000000

Sandstorm Normal d8 !4 :L7

Hit: Confusion.

PP: 00

Nidoran ♀

Poison Nidorina at :L3

HP: 6

Size: Tiny

No. 029



Attack d6
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass -1
Ice Fighting Poison Ground Flying -1
Psychic x2 Bug Rock Ghost Dragon x2

Scratch Normal d4

Poison Sting Poison d4 :L1

1: Poison.

PP: 000000

Bite Normal d6 !1 :L2

2: The target can't take actions this round.

PP: 000000

Lure Normal d4 :L2

Move the target next to this Pokémon. The target can't move this round.

PP: 000000

Fury Swipes Normal d4 !2 :L3

Use this Move three times against the same target.

PP: 0000

Poison Fang Poison d8 !2 :L4

3: Poison.

PP: 0000

Double Kick Fighting d6 !3 :L5

Use this Move twice against the same target.

PP: 000000

Sandslash



Ground

HP: 7

Abilities: Cut, Strength
Size: Small

No. 028

Attack d10
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Scratch
Normal d4

Sand-Attack
Normal d4 !2
Hit: Confusion.
PP: 0000

Slash
Normal d8 !2
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: 00000

Poison Sting
Poison d4
1: Poison.
PP: 000000

Swift
Normal
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.
PP: 00000

Fury Swipes
Normal d4 !2
Use this Move three times against the same target.
PP: 0000

Dig
Ground d10 !2
Disappear for one round, reappear in an open space and attack on the next round.
PP: 00

Pin Missile
Bug d4 !2
Use this Move three times against the same target.
PP: 00000

Sandstorm
Normal d8 !4
Hit: Confusion.
PP: 00

- 3 6 7 8 9 10 15 17 18 19 20 26 27 28 31 32 39 44 48 50

Nidorina



Poison

HP: 7

► Nidoqueen with ???

Size: Small

No. 030

Attack d8
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Scratch
Normal d4

Poison Sting
Poison d4
1: Poison.
PP: 000000

Slash
Normal d4

Poison Sting
Poison d4
1: Poison.
PP: 000000

Swift
Normal
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.
PP: 00000

Fury Swipes
Normal d4 !2
Use this Move three times against the same target.
PP: 0000

Dig
Ground d10 !2
Disappear for one round, reappear in an open space and attack on the next round.
PP: 00

Pin Missile
Bug d4 !2
Use this Move three times against the same target.
PP: 00000

Sandstorm
Normal d8 !4
Hit: Confusion.
PP: 00

- 6 7 8 9 10 11 12 13 14 20 24 25 31 32 33 42 44 47 50



Nidoqueen

Poison Ground

HP: 8

Abilities: Surf, Strength
Size: Medium

No. 031

Attack d8
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
x2 -1 x2 -1

Scratch d4



Poison Sting d4



Bite d6 !1



1: Poison.

2: The target can't take actions this round.

PP: 00000

PP: 00000

Lure

Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: 00000

Fury Swipes

Normal d4 !2



Use this Move three times against the same target.

PP: 0000

Body Slam

Normal d10 !3



4: Paralysis.

PP: 0000

Drag Off

Normal d8 !2



Hit: Pulls the target towards this Pokémon.

PP: 0000

Poison Fang

Poison d8 !2



3: Poison.

PP: 0000

Double Kick

Fighting d6 !3



Use this Move twice against the same target.

PP: 000000

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Nidoran♂

Poison

► Nidorino at :L3

HP: 6



Size: Tiny

No. 032

Attack d6
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
x2 -1 x2 -1

Tackle d4



Poison Sting d4



1: Poison.

PP: 00000

Horn Attack

Normal d8 !2



PP: 00000

Focus Energy

Normal d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: 000000

Fury Attack

Normal d4 !2



Use this Move three times against the same target.

PP: 00000

Horn Drill

Normal d12 !4



12: The target faints.

PP: 0

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Nidorino



Poison

► Nidoking with ???

HP: ○○○○○○
7

Size: Small

No. 033

Attack d8
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

- | | | | | |
|---------|----------|--------|----------|--------|
| Normal | Fire | Water | Electric | Grass |
| | | | | -1 |
| Ice | Fighting | Poison | Ground | Flying |
| | -1 | -1 | x2 | |
| Psychic | Bug | Rock | Ghost | Dragon |
| x2 | x2 | | | |

Tackle d4
Normal



Poison Sting d4
Poison



1: Poison.

PP: ○○○○○○

Horn Attack d8 !2
Normal



PP: ○○○○○○

Focus Energy d1
Normal



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○○○○○○

Fury Attack d4 !2
Normal



Use this Move three times against the same target.

PP: ○○○○○○

Horn Drill d12 !4
Normal



12: The target faints.

PP: ○

Double Kick d6 !3
Fighting



Use this Move twice against the same target.

PP: ○○○○○○

- 6 7 8 9 10 11 12 13 14 20 24 25 31 32 33 42 44 47 50



Nidoking

Poison Ground

HP: 7

Abilities: Surf, Strength
Size: Medium

No. 034

Attack d10
Defence 4
Speed 4
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison x2 Ground Flying
Psychic x2 Bug x2 Rock Ghost Dragon
-1 -1 -1

Tackle

Normal d4



Poison Sting

Poison d4



1: Poison.

PP: 0 0 0 0 0 0

Horn Attack

Normal d8 !2



PP: 0 0 0 0 0 0

Focus Energy

Normal d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: 0 0 0 0 0 0

Fury Attack

Normal d4 !2



Use this Move three times against the same target.

PP: 0 0 0 0 0 0

Thrash

Normal d10 !1



Hit: This Pokémon becomes confused.

PP: 0 0 0 0 0 0

Drag Off

Normal d8 !2



Hit: Pulls the target towards this Pokémon.

PP: 0 0 0 0

Horn Drill

Normal d12 !4



12: The target faints.

PP: 0

Double Kick

Fighting d6 !3



Use this Move twice against the same target.

PP: 0 0 0 0 0 0

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Clefairy

Normal

► Clefable with ???

HP: 7

Abilities: Strength, Flash
Size: Tiny

No. 035



Attack d4
Defence 2
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock Ghost Dragon
-1

Pound

Normal d4



First Aid

Normal d6



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

PP: 0 0 0 0

Sing

Normal d6



Inflicts Sleep.

PP: 0 0 0 0

Double Slap

Normal d4 !1



Use this Move twice against the same target.

PP: 0 0

Metronome

Normal d6



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

PP: 0 0

Lure

Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: 0 0 0 0 0 0

Comet Punch

Normal d6 !3



Use this Move twice against the same target.

PP: 0 0 0 0

Light Screen

Psychic d4



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

PP: 0 0 0 0 0 0

Super Metronome

Normal d6



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

PP: 0

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Clefable



Normal

HP: 8

Abilities: Strength, Flash
Size: Medium

No. 036

Attack d8
Defence 3
Speed 3
Special d10

Weaknesses & Resistances:

Normal

Fire

Ice

Psychic

Water

Fighting

Bug

Electric

Poison

Rock

Ghost

Grass

Ground

Flying

Dragon

-1

Pound

Normal

d4

First Aid

Normal

d6

:L1

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

PP: 4

Sing

Normal

d6

:L2

Inflicts Sleep.

PP: 4

Double Slap

Normal

d4 !1

:L2

Use this Move twice against the same target.

PP: 2

Metronome

Normal

d6

:L3

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

PP: 2

Lure

Normal

d4

:L4

Move the target next to this Pokémon. The target can't move this round.

PP: 4

Comet Punch

Normal

d6 !3

:L5

Use this Move twice against the same target.

PP: 3

Light Screen

Psychic

d4

:L6

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

PP: 5

Super Metronome

Normal

d6

:L7

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

PP: 1

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Vulpix



Fire Ninetales with ???

HP: 5

Abilities: Flash
Size: Tiny

No. 037

Attack d6
Defence 2
Speed 3
Special d8

Weaknesses & Resistances:

Normal Fire -1 Ice Fighting x2 Psychic -1

Water x2 Poison Ground x2 Bug -1

Electric Grass -1 Flying Dragon

Tackle Normal d4



Ember Fire d4



Deals 2 hits.
1: Poison.

PP: 0000

:L1



Lure Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: 000000

:L2



Quick Attack Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 000000

:L2



Roar Normal d4



Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: 000000

:L4



Confuse Ray Ghost d4



Inflicts Confusion.

PP: 00

Flamethrower Fire d6



Deals 3 hits.
1: Poison.

PP: 0000

:L6



Fire Spin Fire d12



Deals 1 hit. The targets can't take actions until the end of the next round.

PP: 0000

:L7



Fire Blast Fire d8



Deals 4 hits.
1: Poison.

PP: 0

Attack d6
Defence 2
Speed 1
Special d4

Weaknesses & Resistances:

Normal Fire Ice Fighting x2 Psychic -1

Water Electric Grass

Poison Ground Flying

Bug Rock Ghost Dragon -1

Pound Normal d4



Sing Normal d6



Inflicts Sleep.

PP: 0000

:L1



Disable Normal d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: 000000

Do the Wave Normal d4



:L2



Deals hits equal to the number of Pokémon adjacent to this Pokémon (incl. the target).

PP: 00

:L3



Double Slap Normal d4 !1



Use this Move twice against the same target.

PP: 00

:L3



Rest Psychic d1



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

PP: 00

Body Slam Normal d10 !3



:L4



4: Paralysis.

PP: 0000

:L5



First Aid Normal d6



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

PP: 0000

:L6



Double-Edge Normal d12 !2



Hit: This Pokémon loses 1 HP.

PP: 0000

Jigglypuff

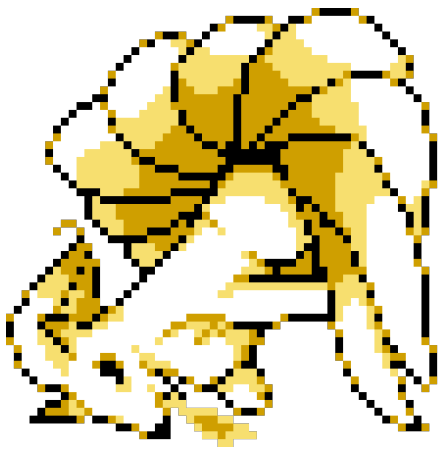


Normal Wigglytuff with ???

HP: 9

Abilities: Strength, Flash
Size: Tiny

No. 039



Ninetales

Fire

HP: 6

Abilities: Flash
Size: Medium

No. 038

Attack d8
Defence 4
Speed 4
Special d10

Weaknesses & Resistances:

Normal
Fire -1
Ice
Fighting
Psychic
Water x2
Poison
Bug -1
Electric
Ground x2
Rock x2
Grass -1
Flying
Ghost
Dragon

Tackle
Normal
d4



Ember
Fire
d4
Deals 2 hits.
1: Poison.
PP: 0000

:L1



Lure
Normal
d4
Move the target next to this Pokémon. The target can't move this round.
PP: 00000

:L2



Quick Attack



Normal
d6 !1
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: 00000

:L3



Confuse Ray



Ghost
d4
Inflicts Confusion.
PP: 00

:L4



Flamethrower



Fire
d6
Deals 3 hits.
1: Poison.
PP: 0000

:L5



Fire Blast



Fire
d8
Deals 4 hits.
1: Poison.
PP: 0

:L7



Fire Spin



Fire
d12
Deals 1 hit. The targets can't take actions until the end of the next round.
PP: 0000

:L6



Tackle

Normal

d4



Ember

Fire

d4

:L1



Lure

Normal

d4

:L2



Quick Attack



Normal

d6 !1

:L3



Confuse Ray



:L4



Flamethrower



Fire

d6

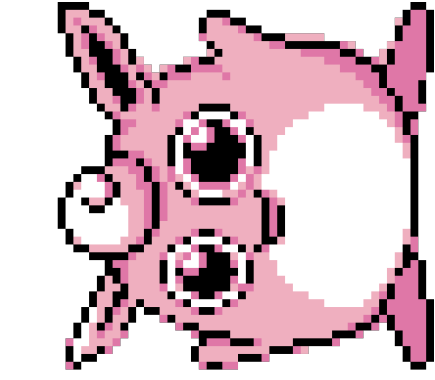
:L5



Fire Blast



:L7



Wigglytuff

Normal

HP: 11

Abilities: Strength, Flash
Size: Small

No. 040

Attack d8
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal
Fire
Ice
Fighting x2
Psychic
Water
Ground
Bug
Electric
Poison
Rock
Grass
Flying
Ghost
Dragon -1

Pound

Normal

d4



Sing

Normal

d6



Disable

Normal

d4



:L1
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.
PP: 0000

Do the Wave



Normal

d4

Double Slap

Normal

d4 !1

:L3



Rest



:L3



Psychic
This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.
PP: 00

Body Slam

Normal

d10 !3

:L4



First Aid

Normal

d6

:L5



Double-Edge

Normal

d12 !2

:L6



4: Paralysis.

PP: 0000

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

PP: 0000

Hit: This Pokémon loses 1 HP.

PP: 0000

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Zubat



Poison Flying

Golbat at :L4

HP: 6

Abilities: Fly, Flash
Size: Small

No. 041

Attack d6
Defence 2
Speed 3
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Tackle d4



Leech Life d4 !1



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

PP: 4

Supersonic d6



Inflicts Confusion.

PP: 4

Bite d6 !1



2: The target can't take actions this round.

PP: 4

Confuse Ray d4



Inflicts Confusion.

PP: 2

Wing Attack d6 !1



PP: 4

Haze Ice d4



Removes all effects and conditions on this Pokémon and on each target.

PP: 4

Poison Fang d8 !2



3: Poison.

PP: 2

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Oddish



Grass Poison

Gloom at :L3

HP: 5

Abilities: Cut
Size: Tiny

No. 043

Attack d6
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Tackle d4



Absorb d4



Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 4

Strange Powder d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 4

Acid Poison d4



Deals 2 hits.

PP: 4

Mega Drain d6



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

PP: 2

Foul Odour d6



Deals 2 hits.

This Pokémon and each target becomes Confused.

PP: 2

Petal Dance d4



Deals 3 hits. This Pokémon becomes Confused.

PP: 4

Healing Pollen d6



Recovers 2 HP from this Pokémon and each target.

PP: 2

Solar Beam d4



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

PP: 2

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Golbat

Poison Flying

HP: 7

Abilities: Fly, Flash
Size: Medium

No. 042

Attack d8
Defence 4
Speed 4
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
x2 x2 x2

Tackle d4



Leech Life d4 !1



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

PP: 4

Supersonic d6



Inflicts Confusion.

PP: 6

Bite d6 !1



2: The target can't take actions this round.

PP: 6

Confuse Ray d4



Inflicts Confusion.

PP: 2

Wing Attack d6 !1



PP: 6

Haze

Ice d4



Removes all effects and conditions on this Pokémon and on each target.

PP: 6

Poison Fang d8 !2



3: Poison.

PP: 2

Dark Wave d6



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

PP: 2

2

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Gloom

Grass Poison

Vileplume with ???

HP: 6

Abilities: Cut
Size: Small

No. 044

Attack d8
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
x2 x2 x2

Tackle d4



Absorb d4



Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 6

Strange Powder d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 6

Acid d4



Deals 2 hits.

PP: 6

Mega Drain d6



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

PP: 2

Foul Odour d6



Deals 2 hits.

This Pokémon and each target becomes Confused.

PP: 2

Petal Dance d4



Deals 3 hits. This Pokémon becomes Confused.

PP: 6

Healing Pollen d6



Recovers 2 HP from this Pokémon and each target.

PP: 2

Solar Beam d4



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

PP: 2

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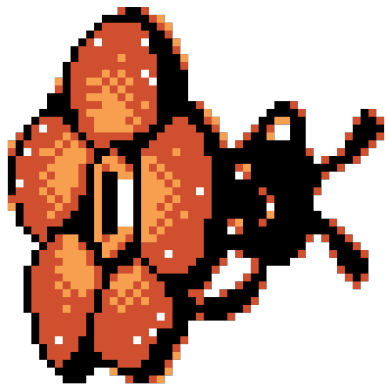
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Vileplume

Grass Poison

HP: 7

Abilities: Cut
Size: Medium

No. 045

Attack d8
Defence 5
Speed 2
Special d10

Weaknesses & Resistances:

Normal Fire x2 Water -1 Grass -1
Ice x2 Fighting -1 Poison Ground Flying x2
Psychic x2 Bug x2 Rock Ghost Dragon

Tackle d4



Absorb d4



Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 00000

Strange Powder d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 00000

Acid



d4

Deals 2 hits.

PP: 000000

Mega Drain d6



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

PP: 00

Foul Odour d6



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

PP: 00

Petal Dance d4



Deals 3 hits. This Pokémon becomes Confused.

PP: 00000

Healing Pollen d6



Recovers 2 HP from this Pokémon and each target.

PP: 00

Solar Beam d4



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

PP: 00

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Paras

Bug Grass

Parasect at :L4

HP: 5

Abilities: Cut
Size: Tiny

No. 046



Attack d8
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire x2 Water -1 Grass -1
Ice x2 Fighting -1 Poison Ground Flying x2
Psychic -1 Bug x2 Rock Ghost Dragon

Scratch d4



Leech Life d4 !1



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

PP: 0000

:L1



Strange Powder d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 0000

:L2



Spore d4



Inflicts Sleep.

PP: 0000

:L3



Healing Pollen d6



Recovers 2 HP from this Pokémon and each target.

PP: 00

:L4



Slash d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 0000

:L5



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Parasect

Bug Grass

HP: 7

Abilities: Cut
Size: Small

No. 047

Attack d10
Defence 4
Speed 2
Special d10

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic -1	Bug x2	Rock x2	Ghost	Dragon

Scratch
Normal d4



Leech Life
Bug d4 !1

Recover HP equal to the HP the target lost as a result of this Move.

PP: 4

:L1



Strange Powder
Grass d4

1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: 4

:L2



Spore
Grass d4

Inflicts Sleep.

PP: 4

:L3



Healing Pollen
Grass d6

Recover 2 HP from this Pokémon and each target.

PP: 2

:L4



Slash
Normal d8 !2

If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 4

:L5



Mega Drain
Grass d6

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

PP: 3

:L6



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Venonat



Bug Poison

► Venomoth at :L5

HP: 6

Abilities: Flash
Size: Small

No. 048

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire x2 Ice Fighting -1 Psychic x2

Water Electric Grass -1 Ground Poison Bug x2

Rock Ghost Dragon Flying x2

Tackle Normal d4

Disable Normal d4
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.
PP: 0000

Supersonic Normal d6
Inflicts Confusion.
PP: 0000

Leech Life Bug d4 !1
Recovers HP equal to the HP the target lost as a result of this Move.
PP: 0000

Confusion Psychic d4
Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.
PP: 0000

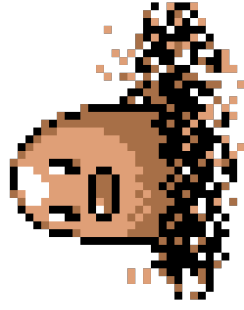
Strange Powder Grass d4
1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.
PP: 0000

Psybeam Psychic d4
Deals 2 hits.
1: Confusion.
PP: 0000

Healing Pollen Grass d6
Recovers 2 HP from this Pokémon and each target.
PP: 00

Psychic Psychic d6
Deals 3 hits.
PP: 00

Diglett



Ground

► Dugtrio at :L4

HP: 4

Abilities: Cut
Size: Tiny

No. 050

Attack d6
Defence 2
Speed 5
Special d6

Weaknesses & Resistances:

Normal Fire x2 Ice Fighting x2 Psychic

Water Electric Grass -1 Ground Poison -1 Rock -1

Bug Ghost Dragon Flying

Tackle Normal d4

Disable Normal d4
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.
PP: 0000

Supersonic Normal d6
Inflicts Confusion.
PP: 0000

Leech Life Bug d4 !1
Recovers HP equal to the HP the target lost as a result of this Move.
PP: 0000

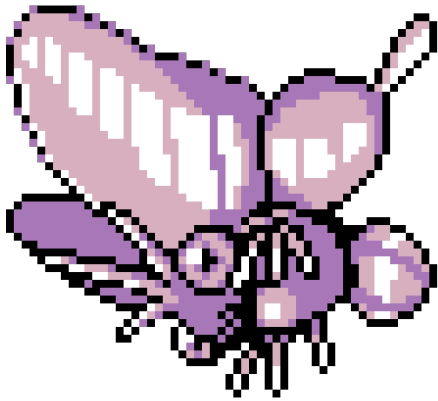
Confusion Psychic d4
Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.
PP: 0000

Strange Powder Grass d4
1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.
PP: 0000

Psybeam Psychic d4
Deals 2 hits.
1: Confusion.
PP: 0000

Healing Pollen Grass d6
Recovers 2 HP from this Pokémon and each target.
PP: 00

Psychic Psychic d6
Deals 3 hits.
PP: 00



Venomoth

Bug Poison

HP: 7

Abilities: Fly, Flash
Size: Medium

No. 049

Attack d8
Defence 3
Speed 4
Special d10

Weaknesses & Resistances:

Normal Fire x2 Water Ice Fighting -1 Psychic x2 Bug x2 Rock Ghost Dragon Grass -1 Flying x2

Tackle Normal d4

Disable Normal d4
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.
PP: 0 0 0 0

Supersonic Normal d6
Inflicts Confusion.
PP: 0 0 0 0

Leech Life Bug d4 !1
Recovers HP equal to the HP the target lost as a result of this Move.
PP: 0 0 0 0

Confusion Psychic d4
Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.
PP: 0 0 0 0

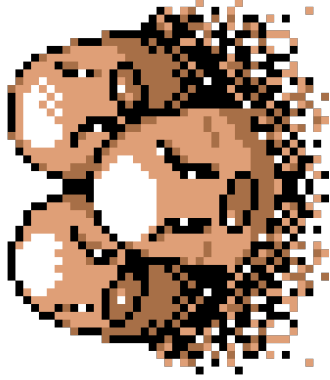
Strange Powder Grass d4
1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.
PP: 0 0 0 0

Psybeam Psychic d4
Deals 2 hits.
1: Confusion.
PP: 0 0 0 0

Healing Pollen Grass d6
Recovers 2 HP from this Pokémon and each target.
PP: 0 0

Psychic Psychic d6
Deals 3 hits.
PP: 0 0

2 4 6 7 9 10 15 20 21 22 29 30 31 32 33 34 39 41 42 44 46 50



Dugtrio

Ground

HP: 5

Abilities: Cut
Size: Small

No. 051

Attack d10
Defence 3
Speed 6
Special d8

Weaknesses & Resistances:

Normal Fire x2 Water Electric -1 Grass x2 Ice x2 Fighting Ground Flying Psychic Bug Rock -1 Ghost Dragon

Scratch Normal d4

Tremor Ground d6 !1
PP: 0 0 0 0

Dig Ground d10 !2
Disappear for one round, reappear in an open space and attack on the next round.
PP: 0 0

Sand-Attack Normal d4 !2
Hit: Confusion.
PP: 0 0 0 0

Slash Normal d8 !2
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: 0 0 0 0

Earthquake Ground d10 !3
PP: 0 0

Fissure Ground d12 !4
12: The targets faint.
PP: 0

6 7 8 9 10 15 20 26 27 28 31 32 44 48 50

Meowth

Normal

HP: 6

Persian at :L4



Size: Tiny

No. 052

Attack d6
Defence 2
Speed 4
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting x2

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost -1

Dragon

Scratch

Normal

d4



2: The target can't take actions this round.

PP: 0 0 0 0 0

Bite

Normal

d6 !1

:L1



2: The target can't take actions this round.

PP: 0 0 0 0 0

Pay Day

Normal

d6 !1

:L2



Hit: Gain 1 Poké.

Screech

Normal

d4



Deals 2 hits.

PP: 0 0 0 0 0 0 0

:L3



Before rolling: This Pokémon can move 1 additional space.

PP: 0 0 0 0

Pounce

Normal

d6 !1

:L3



Before rolling: This Pokémon can move 1 additional space.

PP: 0 0 0 0

Fury Swipes

Normal

d4 !2

:L4



Use this Move three times against the same target.

Slash

Normal

d8 !2

:L5



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 0 0 0 0 0

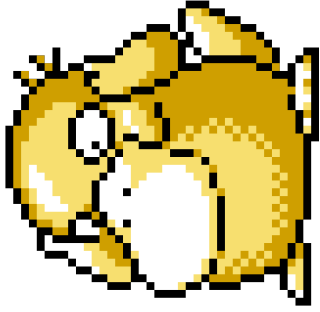
6 7 8 9 10 11 12 16 20 24 25 31 32 39 44 50

Psyduck

Water

HP: 6

Golduck at :L5



Abilities: Surf, Strength

Size: Small

No. 054

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting -1

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Scratch

Normal

d4



Confusion

Psychic

d4

:L1



Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: 0 0 0 0 0

Disable

Normal

d4

:L2



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: 0 0 0 0 0

Amnesia

Psychic

d4

:L3



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: 0 0 0 0 0

Fury Swipes

Normal

d4 !2

:L4



Use this Move three times against the same target.

PP: 0 0 0 0

Psychic

Psychic

d6

:L5



Deals 3 hits.

PP: 0 0

Hydro Pump

Water

d8

:L6



Deals 4 hits.

PP: 0

Super Psy

Psychic

d8

:L6



Deals 4 hits.

PP: 0

1 2 5 6 7 8 9 10 11 12 13 14 16 17 18 19 20 28 29 31 32 36 39 41 44 50



Persian

Normal

HP: 6

Abilities: Flash
Size: Small

No. 053

Attack d8
Defence 3
Speed 6
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Bug Rock Ghost -1
Psychic Flying Dragon

Scratch d4

Bite d6 !1 :L1
2: The target can't take actions this round.
PP: 0000

Pay Day d6 !1 :L2
Hit: Gain 1 Poké.
PP: 0000

Screech d4 :L3
Deals 2 hits.
PP: 000000

Pounce d6 !1 :L3
Before rolling: This Pokémon can move 1 additional space.
PP: 0000

Fury Swipes d4 !2 :L4
Use this Move three times against the same target.
PP: 0000

Slash d8 !2 :L5
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: 0000



Golduck

Water

HP: 7

Abilities: Surf, Strength
Size: Medium

No. 055

Attack d8
Defence 4
Speed 4
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting -1 Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Scratch d4

Confusion d4 :L1
Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.
PP: 0000

Disable d4 :L2
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.
PP: 0000

Amnesia d4 :L3
Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).
PP: 0000

Fury Swipes d4 !2 :L4
Use this Move three times against the same target.
PP: 0000

Psychic d6 :L5
Deals 3 hits.
PP: 00

Hydro Pump d8 :L6
Deals 4 hits.
PP: 0

Super Psy d8 :L6
Deals 4 hits.
PP: 0

Hyper Beam d8 :L8
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.
PP: 0

Mankey

Fighting

► Primeape at :L4

HP: 6

Abilities: Strength
Size: Tiny

No. 056



Attack d8
Defence 2
Speed 3
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying x2
Psychic Bug Rock Ghost Dragon
-1 -1

Scratch

Normal d4



Low Kick

Fighting d6 !1



Karate Chop

Fighting d6 !1



Fury Swipes

Normal d4 !2



Drag Off

Normal d8 !2



Focus Energy

Normal d1



Screech

Normal d4



Seismic Toss

Fighting d8 !2



Thrash

Normal d10 !1



Attack d8
Defence 2
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying x2
Psychic Bug Rock Ghost Dragon
-1 -1 x2

Tackle

Normal d4



Bite

Normal d6 !1



Roar

Normal d4



Fury Swipes

Normal d4 !2



Drag Off

Normal d8 !2



Focus Energy

Normal d1



Screech

Normal d4



Seismic Toss

Fighting d8 !2



Thrash

Normal d10 !1



Ember

Fire d4



Heat Tackle

Fire d10 !1



Take Down

Normal d10 !1



Screech

Normal d4



Seismic Toss

Fighting d8 !2



Thrash

Normal d10 !1



Agility

Psychic d4



Flamethrower

Fire d6



Fire Blast

Fire d8



Growlithe

Fire

► Arcanine with ???

HP: 6

Abilities: Flash
Size: Small

No. 058



Attack d8
Defence 2
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying x2
Psychic Bug Rock Ghost Dragon
-1 -1 x2

Scratch

Normal d4



Low Kick

Fighting d6 !1



Karate Chop

Fighting d6 !1



Fury Swipes

Normal d4 !2



Drag Off

Normal d8 !2



Focus Energy

Normal d1



Screech

Normal d4



Seismic Toss

Fighting d8 !2



Thrash

Normal d10 !1



Agility

Psychic d4



Flamethrower

Fire d6



Fire Blast

Fire d8





Primeape

Fighting

HP: 7

Abilities: Strength
Size: Small

No. 057

Attack d10
Defence 3
Speed 5
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying x2
Psychic Bug Rock Ghost Dragon
-1 -1

Scratch
Normal d4

Low Kick
Fighting d6 !1
:L1
2: The target can't take actions this round.
PP: 0000

Karate Chop
Fighting d6 !1
:L2
If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.
PP: 0000

Fury Swipes
Normal d4 !2
:L2
Use this Move three times against the same target.
PP: 0000

Drag Off
Normal d8 !2
:L3
Hit: Pulls the target towards this Pokémon.
PP: 0000

Focus Energy
Normal d1
:L4
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.
PP: 000000

Screech
Normal d4
:L4
Deals 2 hits.
PP: 000000

Seismic Toss
Fighting d8 !2
:L5
Hit: Moves the target to the opposite side of this Pokémon if that space is open.
PP: 0000

Thrash
Normal d10 !1
:L6
Hit: This Pokémon becomes confused.
PP: 0000

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Arcanine

Fire

HP: 7

Abilities: Flash
Size: Large

No. 059

Attack d10
Defence 4
Speed 4
Special d8

Weaknesses & Resistances:

Normal Fire -1 Water Electric Grass x2
Ice Fighting Poison Ground Flying
Psychic Bug -1 Rock Ghost Dragon x2

Tackle
Normal d4

Bite
Normal d6 !1
:L1
2: The target can't take actions this round.
PP: 0000

Roar
Normal d4
:L1
Pushes the targets back 1 space. Opponents can't enter a space next to you this round.
PP: 0000

Ember
Fire d4
:L2
Deals 2 hits.
1: Poison.
PP: 0000

Heat Tackle
Fire d10 !1
:L3
Hit: This Pokémon loses 1 HP.
PP: 0000

Take Down
Normal d10 !1
:L3
Hit: This Pokémon loses 1 HP.
PP: 0000

Agility
Psychic d4
:L4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 0000

Flamethrower
Fire d6
:L5
Deals 3 hits.
1: Poison.
PP: 0000

Fire Blast
Fire d8
:L8
Deals 4 hits.
1: Poison.
PP: 0

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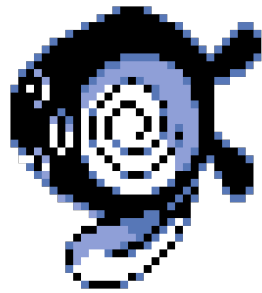
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Poliwag



Water

► Poliwhirl at :L3

HP: ○○○○○

5

Abilities: Surf
Size: Tiny

No. 060

Attack d6
Defence 2
Speed 4
Special d6

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric x2

Grass x2

Ice -1

Fighting

Poison

Bug

Rock

Psychic

Ground

Ghost

Flying

Dragon

Tackle
Normal d4



Bubble
Water d4



Deals 2 hits.
1: Paralysis.

PP: ○○○○○

:L1



Hypnosis
Psychic d6



Inflicts Sleep.

PP: ○○○○○

:L2



Water Gun
Water d4



Deals 2 hits.

PP: ○○○○○

:L2



Double Slap
Normal d4 !1



Use this Move twice against
the same target.

PP: ○○○

:L3



Body Slam
Normal d10 !3



4: Paralysis.

PP: ○○○○○

:L4



Amnesia
Psychic d4



Restores all the PP of one of
this Pokémon's other Moves
(excluding TMs, only in battle).

PP: ○○○○○

:L5



Bubble Beam
Water d6



Deals 3 hits.
1: Paralysis.

PP: ○○○○○

:L6



Tackle
Normal d4



Bubble
Water d4



Deals 2 hits.
1: Paralysis.

PP: ○○○○○

:L1



Hypnosis
Psychic d6



Inflicts Sleep.

PP: ○○○○○

:L2



Water Gun
Water d4



Deals 2 hits.

PP: ○○○○○

:L2



Double Slap
Normal d4 !1



Use this Move twice against
the same target.

PP: ○○○

:L3



Body Slam
Normal d10 !3



4: Paralysis.

PP: ○○○○○

:L4



Amnesia
Psychic d4



Restores all the PP of one of
this Pokémon's other Moves
(excluding TMs, only in battle).

PP: ○○○○○

:L5



Bubble Beam
Water d6



Deals 3 hits.
1: Paralysis.

PP: ○○○○○

:L6



Attack d10
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric x2

Grass x2

Ice -1

Fighting

Poison

Bug -1

Rock -1

Psychic x2

Ground

Ghost

Flying x2

Dragon

Pound
Normal d4



Bubble
Water d4



Deals 2 hits.
1: Paralysis.

PP: ○○○○○

:L1



Hypnosis
Psychic d6



Inflicts Sleep.

PP: ○○○○○

:L2



Water Gun
Water d4



Deals 2 hits.

PP: ○○○○○

:L2



Double Slap
Normal d4 !1



Use this Move twice against
the same target.

PP: ○○○

:L3



Body Slam
Normal d10 !3



4: Paralysis.

PP: ○○○○○

:L4



Amnesia
Psychic d4



Restores all the PP of one of
this Pokémon's other Moves
(excluding TMs, only in battle).

PP: ○○○○○

:L5



Bubble Beam
Water d6



Deals 3 hits.
1: Paralysis.

PP: ○○○○○

:L6



Special Punch
Fighting d10 !3



PP: ○○○○○

:L7



Poliwrath



Water

Fighting

HP: ○○○○○

7

Abilities: Surf, Strength
Size: Medium

No. 062

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Poliwhirl



Water

► Poliwrath with ???

HP:
6

Abilities: Surf, Strength
Size: Small

No. 061

Attack d8
Defence 3
Speed 4
Special d6

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric x2

Grass x2

Ice -1

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Pound
Normal d4



Bubble
Water d4



Hypnosis
Psychic d6



Water Gun
Water d4



Double Slap
Normal d4 !1



Body Slam
Normal d10 !3



Amnesia

Psychic d4



Bubble Beam
Water d6



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP:

PP:

PP:

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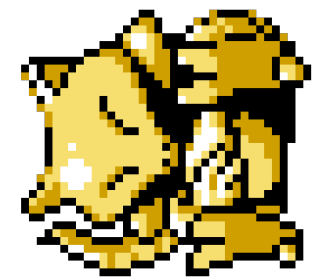
36

44

46

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Abra



Psychic

HP: 4

Abilities: Flash
Size: Small

Kadabra at :L3

No. 063

Attack d4
Defence 2
Speed 4
Special d10

Weaknesses & Resistances:

Normal
Fire
Ice
Fighting -1
Psychic -1
Water
Electric
Ground
Poison
Bug x2
Rock
Ghost x2
Grass
Flying
Dragon

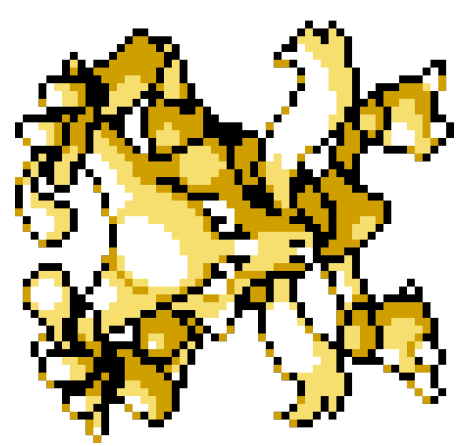
Teleport

Psychic d4

Move to any open space.



Alakazam



Psychic

HP: 6

Abilities: Flash
Size: Medium

No. 065

Attack d4
Defence 3
Speed 6
Special d12

Weaknesses & Resistances:

Normal
Fire
Ice
Fighting -1
Psychic -1
Water
Electric
Ground
Poison
Bug x2
Rock
Ghost x2
Grass
Flying
Dragon

Teleport

Psychic d4

Move to any open space.



Confusion

Psychic d4

Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: 4

:L1



Disable

Normal d4

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: 4

:L2



Psybeam

Psychic d4

Deals 2 hits.
1: Confusion.

PP: 4

:L3



Recover

Normal d6

This Pokémon recovers HP equal to the result of the Move die.

PP: 4

:L4



Psychic

Psychic d6

Deals 3 hits.

PP: 3

:L5



Reflect

Psychic d4

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

PP: 4

:L6



Super Psy

Psychic d8

Deals 4 hits.

PP: 1

:L7



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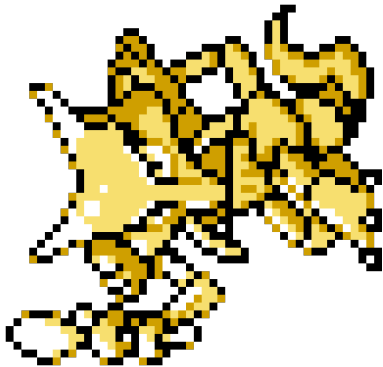
19 20 44 45 46

49 50

28 29 30 31 32 33

41

Kadabra



Psychic

► Alakazam at :L6

HP:
5

Abilities: Flash
Size: Medium

No. 064

Attack d4
Defence 2
Speed 5
Special d12

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting -1	Poison	Ground	Flying
Psychic -1	Bug x2	Rock	Ghost x2	Dragon

Teleport
Psychic



d4



Move to any open space.

Psybeam

Psychic



d4



Deals 2 hits.
1: Confusion.

PP:

Reflect

Psychic



d4



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

PP:

Confusion



d4



Deals 2 hits and this Pokémon
swaps spaces with the target.
1: Confusion.

PP:

:L1



Disable



d4



Deals 1 hit. The target must use
a Basic Move (a Move with no
PP) next round.

PP:

:L2



Recover



d6



This Pokémon recovers HP
equal to the result of the Move
die.

PP:

:L4



Psychic



d6



Deals 3 hits.

PP:

:L5



Super Psy



d8



Deals 4 hits.

PP:

:L7



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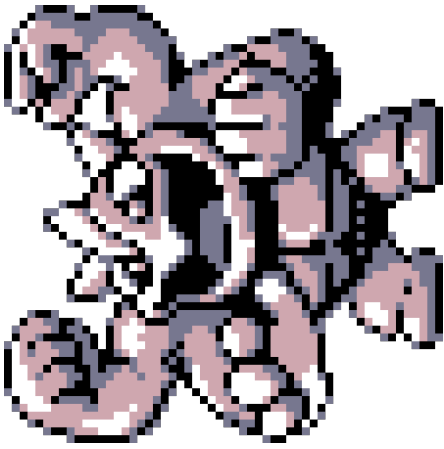
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Machop

Fighting

► Machoke at :L3

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Strength
Size: Small

No. 066

Attack d8
Defence 3
Speed 2
Special d4

Weaknesses & Resistances:

- Normal
- Fire
- Water
- Electric
- Grass
- Ice
- Fighting
- Poison
- Ground
- Flying x2
- Psychic x2
- Bug -1
- Rock -1
- Ghost
- Dragon

Jab
Fighting d4



Karate Chop
Fighting d6 !1



If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP: ○ ○ ○ ○ ○

Low Kick
Fighting d6 !1



2: The target can't take actions this round.

PP: ○ ○ ○ ○ ○

Focus Energy
Normal



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○ ○

Drag Off
Normal



Hit: Pulls the target towards this Pokémon.

PP: ○ ○ ○ ○ ○

Seismic Toss
Fighting d8 !2



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

PP: ○ ○ ○ ○ ○

Submission
Fighting d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○ ○

Special Punch
Fighting d10 !3



PP: ○ ○ ○

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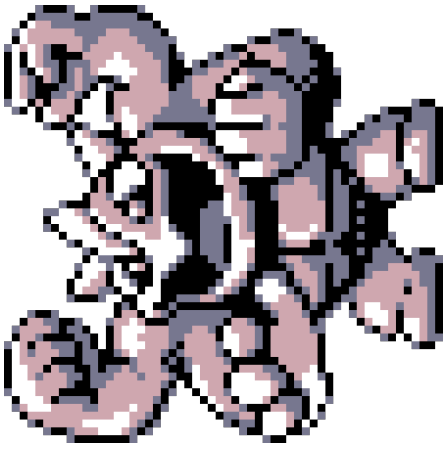
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Machamp

Fighting

HP: ○ ○ ○ ○ ○ ○ ○ ○
8

Abilities: Strength
Size: Medium

No. 068

Attack d12
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

- Normal
- Fire
- Water
- Electric
- Grass
- Ice
- Fighting
- Poison
- Ground
- Flying x2
- Psychic x2
- Bug -1
- Rock -1
- Ghost
- Dragon

Jab
Fighting d4



Karate Chop
Fighting d6 !1



If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP: ○ ○ ○ ○ ○

Low Kick
Fighting d6 !1



2: The target can't take actions this round.

PP: ○ ○ ○ ○ ○

Focus Energy
Normal



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: ○ ○ ○ ○ ○ ○

Drag Off
Normal



Hit: Pulls the target towards this Pokémon.

PP: ○ ○ ○ ○ ○

Seismic Toss
Fighting d8 !2



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

PP: ○ ○ ○ ○ ○

Submission
Fighting d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○ ○

Special Punch
Fighting d10 !3



PP: ○ ○ ○

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Machoke

Fighting Machamp at :L6

HP: 7

Abilities: Strength
Size: Medium

No. 067

Attack d10
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic x2

Bug -1

Rock -1

Ghost

Dragon

Jab
Fighting d4



Karate Chop
Fighting d6 !1



If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP: 0000

Low Kick
Fighting d6 !1



2: The target can't take actions this round.

PP: 0000

Focus Energy
Normal



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP: 000000

Drag Off
Normal



Hit: Pulls the target towards this Pokémon.

PP: 0000

Seismic Toss
Fighting d8 !2



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

PP: 0000

Submission
Fighting d10 !1



Hit: This Pokémon loses 1 HP.

PP: 0000

Special Punch
Fighting d10 !3



PP: 00

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Bellsprout

Grass Poison ► Weepinbell at :L3

HP: 6

Abilities: Cut
Size: Small

No. 069



Attack d8
Defence 2
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire x2 Water -1 Grass -1
Ice x2 Fighting -1 Poison Ground Flying x2
Psychic x2 Bug x2 Rock Ghost Dragon

Constrict d4
Normal
The target can't move this round.

Vine Whip d6 !1
Grass
:L1

Wrap d4 !1
Normal
:L2
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: 00000

Lure Normal d4
Move the target next to this Pokémon. The target can't move this round.
PP: 000000

Strange Powder d4
Grass
:L2
1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.
PP: 00000

Acid d4
Poison
:L3
Deals 2 hits.
PP: 000000

Razor Leaf d8 !2
Grass
:L4
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: 00000

Slam d10 !3
Normal
:L5
PP: 00000

3 6 7 9 10 20 21 22 42 44 50

Victreebel

Grass Poison

HP: 7

Abilities: Cut
Size: Medium

No. 071



Attack d10
Defence 3
Speed 3
Special d10

Weaknesses & Resistances:

Normal Fire x2 Water -1 Grass -1
Ice x2 Fighting -1 Poison Ground Flying x2
Psychic x2 Bug x2 Rock Ghost Dragon

Constrict d4
Normal
The target can't move this round.

Vine Whip d6 !1
Grass
:L1
PP: 00

Wrap d4 !1
Normal
:L2
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: 00000

Lure Normal d4
Move the target next to this Pokémon. The target can't move this round.
PP: 000000

Strange Powder d4
Grass
:L2
1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.
PP: 00000

Acid d4
Poison
:L3
Deals 2 hits.
PP: 000000

Razor Leaf d8 !2
Grass
:L4
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: 00000

Slam d10 !3
Normal
:L5
PP: 00000

3 6 7 8 9 10 15 20 21 22 42 44 50

Weepinbell



Grass Poison ► Victreebel with ???

HP: 6

Abilities: Cut
Size: Small

No. 070

Attack d10
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric -1	Grass -1
Ice x2	Fighting -1	Poison	Ground	Flying x2
Psychic x2	Bug x2	Rock	Ghost	Dragon

Constrict
Normal d4
The target can't move this round.

Vine Whip
Grass d6 !1
PP: 2

Wrap
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: 4

Lure
Normal d4
Move the target next to this Pokémon. The target can't move this round.
PP: 6

Strange Powder
Grass d4
1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.
PP: 4

Acid
Poison d4
Deals 2 hits.
PP: 4

Razor Leaf
Grass d8 !2
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: 4

Slam
Normal d10 !3
PP: 4

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Tentacool



Water Poison

► Tentacruel at :L4

HP: ○○○○○

5

Abilities: Cut, Surf

Size: Small

No. 072

Attack d4
Defence 2
Speed 3
Special d10

Weaknesses & Resistances:

Normal Fire -1 x2 Water -1 x2 Electric x2 Grass

Ice -1 Fighting -1 Poison -1 Ground x2 Flying

Psychic x2 Bug x2 Rock Ghost Dragon

Constrict

Normal d4

The target can't move this round.

Poison Sting

Poison d4

1: Poison.

PP: ○○○○○

Supersonic

Normal d6

Inflicts Confusion.

PP: ○○○○○

Water Gun

Water d4

Deals 2 hits.

PP: ○○○○○

Acid

Poison d4

Deals 2 hits.

PP: ○○○○○

Wrap

Normal d4 !1

Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○○○○○

Screech

Normal d4

Deals 2 hits.

PP: ○○○○○

Hydro Pump

Water d8

Deals 4 hits.

PP: ○

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Geodude



Rock Ground

► Graveler at :L3

HP: ○○○○○

5

Abilities: Strength

Size: Tiny

No. 074

Attack d8
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal -1 x2 Fire -1 x2 Water -1 x2 Electric -1 x2 Grass

Ice x2 Fighting x2 Poison -1 Flying

Psychic x2 Bug x2 Rock -1 Ghost Dragon

Tackle

Normal d4

Rock Throw

Rock d6 !1

PP: ○○○

Selfdestruct

Normal d10

This Pokémon faints.
Hit: Deals 2 additional hits.

PP: ○

Tremor

Ground d6 !1

PP: ○○○○○

Harden

Normal d1

For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: ○○○○○

Earthquake

Ground d10 !3

PP: ○○

Rock Slide

Rock d8 !2

PP: ○○

Explosion

Normal d12 !2

This Pokémon faints.
Hit: Deals 4 additional hits.

PP: ○

Fissure

Ground d12 !4

12: The targets faint.

PP: ○

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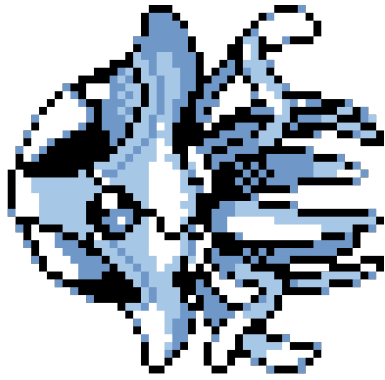
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Tentacruel



Water Poison

HP: 7

Abilities: Cut, Surf
Size: Medium

No. 073

Attack d6
Defence 3
Speed 4
Special d12

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
x2 x2 x2

Constrict
Normal d4
The target can't move this round.

Poison Sting
Poison d4
1: Poison.
PP: 0 0 0 0 0 0

Supersonic
Normal d6
Inflicts Confusion.
PP: 0 0 0 0 0 0

Water Gun
Water d4
Deals 2 hits.
PP: 0 0 0 0 0 0

Acid
Poison d4
Deals 2 hits.
PP: 0 0 0 0 0 0

Wrap
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: 0 0 0 0 0 0

Screech
Normal d4
Deals 2 hits.
PP: 0 0 0 0 0 0 0 0

Hydro Pump
Water d8
Deals 4 hits.
PP: 0

Hydro Pump
Water d8
Deals 4 hits.
PP: 0

3 6 7 9 10 11 12 13 14 15 20 21 42 44 50

Graveler



Rock Ground

HP: 6

Abilities: Strength
Size: Small

No. 075

Attack d10
Defence 5
Speed 2
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
x2 x2 x2 x2 x2 x2 x2

Tackle
Normal d4

Rock Throw
Rock d6 !1
PP: 0 0 0 0

Selfdestruct
Normal d10
This Pokémon faints.
Hit: Deals 2 additional hits.
PP: 0

Tremor
Ground d6 !1
PP: 0 0 0 0 0 0

Harden
Normal d1
For this battle: Increase this Pokémon's Defence by 1 (max +2).
PP: 0 0 0 0 0 0

Earthquake
Ground d10 !3
PP: 0 0

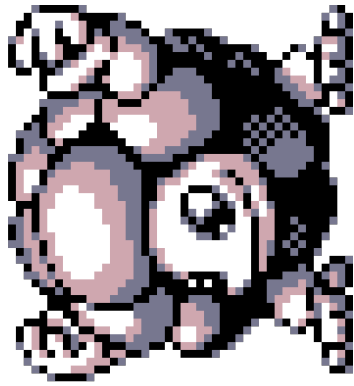
Rock Slide
Rock d8 !2
PP: 0 0

Explosion
Normal d12 !2
This Pokémon faints.
Hit: Deals 4 additional hits.
PP: 0

Fissure
Ground d12 !4
12: The targets faint.
PP: 0

1 6 7 8 9 10 17 18 19 20 26 27 28 31 32 35 37 38 44 48 50

Golem



Rock Ground

HP: 7

Abilities: Strength
Size: Medium

No. 076

Attack d10
Defence 6
Speed 2
Special d6

Weaknesses & Resistances:

Normal -1 Fire -1 Grass x2
Ice x2 Fighting x2 Water x2 Electric -1
Psychic Bug Rock -1 Poison -1 Ground x2 Flying -1
Ghost Dragon

Tackle Normal d4



Rock Throw Rock d6 !1



Selfdestruct Normal d10



Tremor Ground d6 !1



Harden Normal



For this battle: Increase this Pokémon's Defence by 1 (max +2).

:L4



Earthquake Ground d10 !3



Rock Slide Rock d8 !2



Explosion Normal d12 !2



This Pokémon faints. Hit: Deals 4 additional hits.

Fissure Ground d12 !4



12: The targets faint.

PP: 00

PP: 0

PP: 0

PP: 0

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Ponyta



Fire

HP: 6

Abilities: Flash
Size: Small

No. 077

Attack d8
Defence 3
Speed 4
Special d6

Weaknesses & Resistances:

Normal Fire -1 Grass -1
Ice Fighting x2 Water x2 Electric
Psychic Bug -1 Poison x2 Ground x2 Flying
Rock x2 Ghost Dragon

Tackle Normal d4



Ember Fire



Deals 2 hits. 1: Poison.

:L1



Quick Turn Normal d6 !1



After this Move, this Pokémon may move 1 space.

PP: 0000

Heat Tackle Fire d10 !1



Hit: This Pokémon loses 1 HP.

Stomp Normal d8 !2



3: The target can't take actions this round.

:L4



Fire Spin Fire



Deals 1 hit. The targets can't take actions until the end of the next round.

:L5



PP: 0000

Take Down Normal d10 !1



Hit: This Pokémon loses 1 HP.

Overrun Normal d8 !2



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

:L7



Agility Psychic



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

:L7



PP: 0000

PP: 0000

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Rapidash

Fire

HP:
6

Abilities: Flash
Size: Large

No. 078

Attack d10
Defence 3
Speed 5
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison x2	Ground	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle
Normal d4



Ember
Fire d4



Quick Turn
Normal d6 !1



Heat Tackle
Fire d10 !1



Stomp
Normal d8 !2



Fire Spin
Fire d12



Take Down
Normal d10 !1



Overrun
Normal d8 !2



Agility
Psychic d4



Hit: This Pokémon loses 1 HP.

PP:

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

PP:

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

6 7 8 9 10
31 32 33

37 38 39

40 41 42 43 44

45 46 47

48 49 50

Slowpoke

Water

Psychic

HP:

8

Abilities: Surf, Strength, Flash
Size: Medium

No. 079



► Magneton at :L4

Magnemite

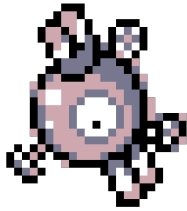
Electric

HP:

4

Abilities: Fly, Flash
Size: Tiny

No. 081



Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

-1

-1

-1

x2

x2

Ice

Fighting

Poison

Ground

Flying

-1

-1

Psychic

Bug

Rock

Ghost

Dragon

x2

x2

Attack d6

Defence 3

Speed 1

Special d4

Tackle

Normal

d4

Confusion

Psychic

d4

:L1

Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP:

Disable

Normal

d4

:L2

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP:

Headbutt

Normal

d8 !2

:L3

3: The target can't take actions this round.

PP:

Water Gun

Water

d4

:L4

Deals 2 hits.

PP:

Lure

Normal

d4

:L4

Move the target next to this Pokémon. The target can't move this round.

PP:

Amnesia

Psychic

d4

:L5

Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP:

Psychic

Psychic

d6

:L6

Deals 3 hits.

PP:

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

-1

Ice

Fighting

Poison

Ground

Flying

x2

-1

Psychic

Bug

Rock

Ghost

Dragon

Attack d4

Defence 4

Speed 2

Special d10

Tackle

Normal

d4

Sonic Boom

Normal

d4

:L1

Always deals 2 hits, regardless of any effects.

PP:

Thunder Shock

Electric

d4

:L2

Deals 2 hits.
1: Paralysis.

PP:

Supersonic

Normal

d6

:L3

Inflicts Confusion.

PP:

Thunder Wave

Electric

d4

:L4

Inflicts Paralysis.

PP:

Swift

Normal

d4

:L4

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

PP:

Screech

Normal

d4

:L5

Deals 2 hits.

PP:

Chain Lightning

Electric

d4

:L5

Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP:

26 27 28 29 30 31 32 33 36 37 38 39 41 44 45 46 49 50

6 7 8 9 10 16 18 20 24 25 30 31 32 33 39 44 45 50



Slowbro

Water Psychic

HP: 8

Abilities: Surf, Strength, Flash
Size: Medium

No. 080

Attack d8
Defence 6
Speed 1
Special d8

Weaknesses & Resistances:

Normal Fire -1 Ice -1 Fighting -1 Psychic -1
Water -1 Electric x2 Ground x2 Bug x2
Grass x2 Flying Dragon Ghost x2

Tackle Normal d4



Confusion Psychic d4



Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: 0000

Disable Normal d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: 0000

Headbutt Normal d8 !2



3: The target can't take actions this round.

PP: 0000

Water Gun Water d4



Deals 2 hits.

PP: 0000

Lure Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: 0000

Amnesia Psychic d4



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: 0000

Withdraw Water d1



This Pokémon can't take actions or take damage until the end of the next round.

PP: 0000

Psychic Psychic d6



Deals 3 hits.

PP: 00

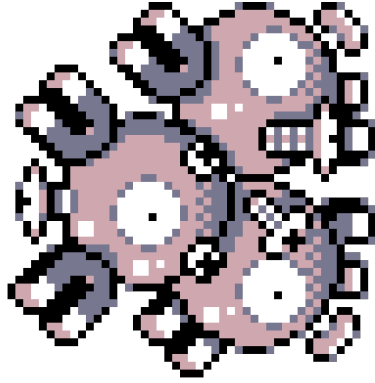
Magnetron

Electric

HP: 6

Abilities: Fly, Flash
Size: Small

No. 082



Attack d6
Defence 5
Speed 3
Special d12

Weaknesses & Resistances:

Normal Fire Water Electric -1 Grass
Ice Fighting Poison Ground x2 Flying -1
Psychic Bug Rock Ghost Dragon

Tackle Normal d4



Sonic Boom Normal d4



Always deals 2 hits, regardless of any effects.

PP: 0000

Thunder Shock Electric d4



Deals 2 hits.
1: Paralysis.

PP: 0000

Supersonic Normal d6



Inflicts Confusion.

PP: 0000

Thunder Wave Electric d4



Inflicts Paralysis.

PP: 0000

Swift Normal d4



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

PP: 0000

Screech Normal d4



Deals 2 hits.

PP: 0000

Chain Lightning Electric d4



Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP: 0000

Tri Attack Normal d10



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

PP: 00

1

26

27

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Farfetch'd



Normal Flying

HP: 6

Abilities: Cut, Fly
Size: Small

No. 083

Attack d10
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice x2 Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
-1 -1 x2 -1

Peck d4

Sand-Attack d4 !2
Hit: Confusion.
PP: 4

Leek Slap d10 !1
PP: 1

Fury Attack d4 !2
PP: 4

Swords Dance d1
Double the number of hits inflicted by this Pokémon's next successful Regular Move.
PP: 4

Agility d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 4

Slash d8 !2
PP: 4

Agility d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 4

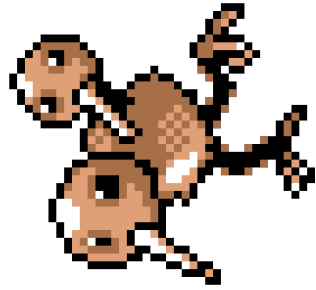
3 4 6 7 8 9 10 31 32 33

20 44

39 40

50

Doduo



Normal Flying

HP: 5

Abilities: Fly
Size: Medium

No. 084

Attack d8
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice x2 Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
-1 -1 x2 -1

Peck d4

Quick Turn d6 !1
After this Move, this Pokémon may move 1 space.
PP: 4

Fury Attack d4 !2
Use this Move three times against the same target.
PP: 4

Drill Peck d8 !2
PP: 4

Rage d6 !2
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10, PP: 4

Tri Attack d10
Use this Move three times against the same target. Deals 2 hits.
PP: 3

Agility d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 4

Overrun d8 !2
Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.
PP: 4

4 6 7 8 9 10 31 32 33

20 43 44

40

47

49 50



Luxwan

Normal Flying

HP: 7

Abilities: Cut, Fly
Size: Small

No. S05

Attack d10
Defence 4
Speed 3
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Peck d4



Sand-Attack d4 !2



Hit: Confusion.

PP: 4

Leek Slap d10 !1



PP: 1

Fury Attack d4 !2



Use this Move three times against the same target.

PP: 4

Confusion d4



Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: 4

Swords Dance d1



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

PP: 4

Agility d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 4

Slash d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 4

Psychic d6



Deals 3 hits.

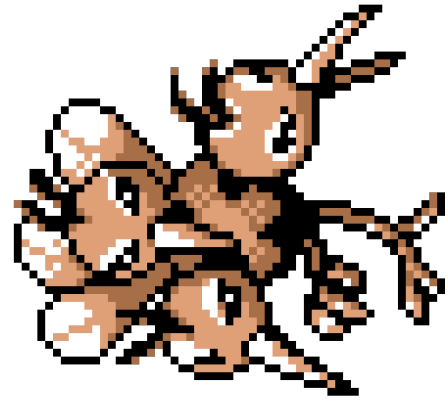
PP: 2

2 3 4 6 7 8 9 10 29 30 31 32 33

15 39 40 41

20 44 45 46

24 25 49 50



Dodrio

Normal Flying

HP: 6

Abilities: Fly
Size: Medium

No. 085

Attack d12
Defence 4
Speed 4
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Peck d4



Quick Turn d6 !1



After this Move, this Pokémon may move 1 space.

PP: 4

Fury Attack d4 !2



Use this Move three times against the same target.

PP: 4

Drill Peck d8 !2



PP: 4

Rage d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10, PP: 4

Tri Attack d10



Use this Move three times against the same target. Deals 2 hits. PP: 3

Agility d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 4

Overrun d8 !2



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

PP: 4

4 6 7 8 9 10 31 32 33

15 40

20 43 44 47 49 50

Seel



Water

HP: 6

Muk at :L5

Abilities: Surf, Strength
Size: Small

No. 086

Attack d4

Defence 3

Speed 2

Special d8

Weaknesses & Resistances:

Normal

Fire -1

Ice -1

Psychic

Water

Electric x2

Fighting

Bug

Rock

Grass x2

Poison

Ground

Flying

Ghost

Dragon

Tackle

Normal

d4



Headbutt

Normal

d8 !2



3: The target can't take actions this round.

PP: 0 0 0 0

Aurora Beam

Ice

d4



Deals 2 hits.

PP: 0 0 0 0 0

Water Gun

Water

d4



Deals 2 hits.

PP: 0 0 0 0 0

Rest

Psychic

d1



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

PP: 0 0

Take Down

Normal

d10 !1



Hit: This Pokémon loses 1 HP.

PP: 0 0 0 0 0

Ice Beam

Ice

d6



Deals 3 hits.
1: Sleep.

PP: 0 0 0

Blizzard

Ice

d8



Deals 4 hits.
1: Sleep.

PP: 0

6 7 8 9 10 11 12 13 14

18 20

44

50

Grimer



Poison

HP: 7

Muk at :L5

Size: Small

No. 088

Attack d8

Defence 2

Speed 2

Special d4

Weaknesses & Resistances:

Normal

Fire

Ice

Psychic x2

Water

Electric

Fighting -1

Bug x2

Rock

Grass -1

Poison

Ground x2

Flying

Ghost

Dragon

Pound

Normal

d4



Nasty Goo

Poison

d6 !1



2: Paralysis.

PP: 0 0 0 0 0

Disable

Normal

d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: 0 0 0 0 0

Poison Gas

Poison

d4



Inflicts Poison.

PP: 0 0 0 0 0 0 0

Foul Odour

Poison

d6



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

PP: 0 0

Sludge

Poison

d8 !2



3: Poison.

PP: 0 0 0 0 0

Selfdestruct

Normal

d10



This Pokémon faints.
Hit: Deals 2 additional hits.

PP: 0

Screech

Normal

d4



Deals 2 hits.

PP: 0 0 0 0 0 0 0

Acid Armour

Poison

d4



For this battle: Increase this Pokémon's Defence by 2 (max +2).

PP: 0 0 0 0 0 0 0

6 7 8 31 32

20 21

37 38

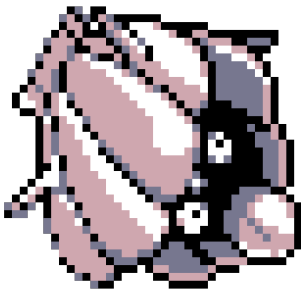
44

42

34

24 25 50

Shellder



Water ► Cloyster with ???

HP: ○○○○○
5

Abilities: Surf
Size: Tiny

No. 090

Attack d6
Defence 5
Speed 2
Special d4

Weaknesses & Resistances:

Normal Fire -1 Fighting Ice -1 Psychic Bug Rock Ghost Dragon

Electric x2 Grass x2 Flying

Tackle Normal d4



Withdraw Water d1



This Pokémon can't take actions or take damage until the end of the next round.

PP: ○○○○○○

Supersonic Normal d6



Inflicts Confusion.

PP: ○○○○○

Clamp Water d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○○

Aurora Beam Ice d4



Deals 2 hits.

PP: ○○○○○

Selfdestruct Normal d10



This Pokémon faints.
Hit: Deals 2 additional hits.

PP: ○

Ice Beam Ice d6



Deals 3 hits.
1: Sleep.

PP: ○○

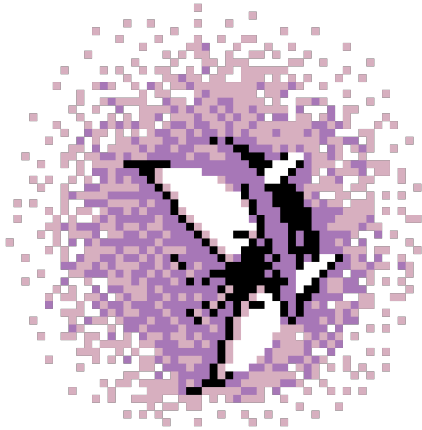
6 7 30 31 32 33

9 10 11 12 13 14 36 39

20 44

49 50

Gastly



Ghost Poison ► Haunter at :L3

HP: ○○○○○
4

Abilities: Fly
Size: Medium

No. 092

Attack d4
Defence 2
Speed 3
Special d10

Weaknesses & Resistances:

Normal Fire -1 Water Electric Grass -1

Ice -1 Fighting -1 Poison -1 Ground x2 Flying

Psychic x2 Bug Rock Ghost x2 Dragon

Lick Ghost d4



1: Paralysis.

Confuse Ray Ghost d4



Inflicts Confusion.

PP: ○○

Spook Ghost d4



Deals 2 hits.
1: The target can't take actions this round.

PP: ○○○○

Hypnosis Psychic d6



Inflicts Sleep.

PP: ○○○○○

Night Shade Ghost d6



Deals 3 hits.

PP: ○○○○

Dream Eater Psychic d4



Only target sleeping Pokémon.
Deals 4 hits. Recovers HP equal to the HP the target loses.

PP: ○○○○

Dark Wave Ghost d6



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

PP: ○○

2

6 7 31 32

34

41 42

44

20 21

24 25 50



Cloyster

Water Ice

HP: 5

Abilities: Surf
Size: Medium

No. 091

Attack d10
Defence 7
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Tackle d4



Withdraw d1



Aurora Beam d4



Supersonic d6



Selfdestruct d10



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Ice Beam d6



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6



Withdraw d1



Supersonic d6



Clamp d4 !1



Spike Cannon d4 !2



Ice Beam d6

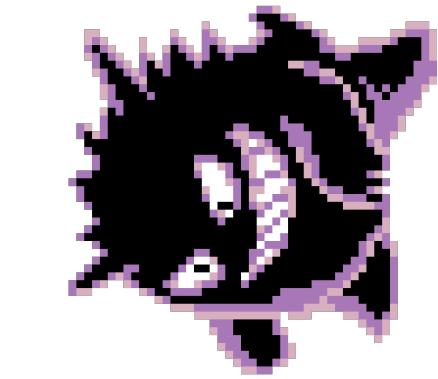


Withdraw d1



Supersonic d6





Gengar

Ghost Poison

HP: 5

Abilities: Fly, Strength
Size: Medium

No. 094

Attack d6
Defence 3
Speed 5
Special d12

Weaknesses & Resistances:

Normal -1 Fire Water Electric Grass -1
Ice Fighting Poison Ground Flying
Psychic x2 Bug Rock Ghost x2 Dragon

Lick Ghost d4
1: Paralysis.

Confuse Ray Ghost d4
Inflicts Confusion.

Spook Ghost d4
Deals 2 hits.
1: The target can't take actions this round.

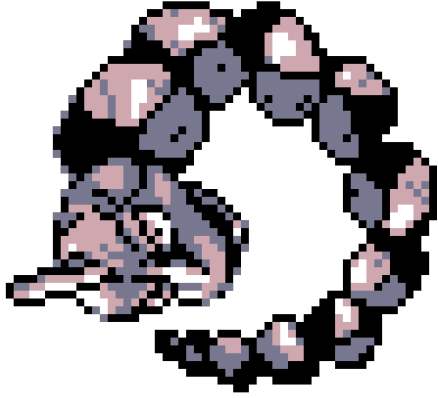
Hypnosis Psychic d6
Inflicts Sleep.

Night Shade Ghost d6
Deals 3 hits.

Dream Eater Psychic d4
Only target sleeping Pokémon.
Deals 4 hits. Recovers HP equal to the HP the target loses.

Dark Wave Ghost d6
Deals 2 hits.
Darkens the field until the end of the round.

1 2 5 6 7 8 9 10 15 17 18 19 20 21 24 25 29 31 32 34 35 41 42 44 46 50



Onix

Rock Ground

HP: 6

Abilities: Strength
Size: Huge

No. 095

Attack d6
Defence 6
Speed 3
Special d4

Weaknesses & Resistances:

Normal -1 Fire Water Electric Grass x2
Ice Fighting Poison Ground Flying
Psychic x2 Bug Rock Ghost x2 Dragon

Tackle Normal d4

Screech Normal d4
Deals 2 hits.

Bind Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

Rock Throw Rock d6 !1

Rage Normal d6 !2
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10.

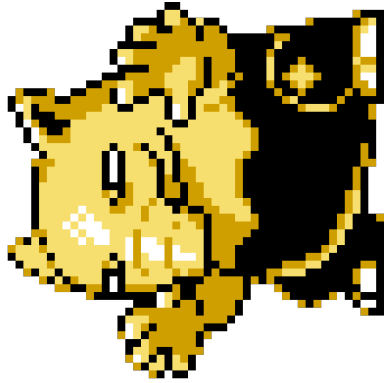
Tunneling Ground d8 !2
Before rolling: move to any open space.

Sharpen Normal d1
For this battle: This Pokémon's Attack Die becomes a d12.

Harden Normal d1
For this battle: Increase this Pokémon's Defence by 1 (max +2).

26 27 28 31 32 36 37 38 39 40 44 48 50

Drowzee



Psychic

► Hypno at :L4

HP: ○○○○○○
6

Abilities: Flash
Size: Small

No. 096

Attack d4
Defence 2
Speed 2
Special d10

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

x2

Pound

Normal

d4

○○○○

Hypnosis

Psychic

○○

d6

○○○○

:L1

○○○○

Inflicts Sleep.

Disable

Normal

○○

d4

○○○○

:L2

○○○○

Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

Confusion

Psychic

○○

d4

○○○○

:L2

○○○○

Deals 2 hits and this Pokémon swaps spaces with the target.

Headbutt

Normal

d8

!2

○○○○

:L3

○○○○

3: The target can't take actions this round.

Poison Gas

Poison

○○

d4

○○○○

:L3

○○○○

Inflicts Poison.

Psychic

Psychic

○○

d6

○○○○

:L4

○○○○

Deals 3 hits.

Meditate

Psychic

○○

d4

○○○○

:L4

○○○○

Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.

Dream Eater

Psychic

○○

d4

○○○○

:L5

○○○○

Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.

Krabby



Water

► Kingler at :L4

HP: ○○○○○○
4

Abilities: Cut, Surf, Strength
Size: Tiny

No. 098

Attack d10
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

-1

x2

x2

Pound

Normal

d4

○○○○

Bubble

Water

○○

d4

○○○○

:L1

○○○○

Deals 2 hits.

Vice Grip

Normal

○○

d6

!1

○○○○

:L2

○○○○

Hit: The target can't move this round.

Stomp

Normal

d8

!2

○○○○

:L3

○○○○

3: The target can't take actions this round.

Crabhammer

Water

d10

!3

○○○○

:L4

○○○○

If this Pokémon's Speed + the result of the Move die > 10, this Move deals 1 additional hit.

Bubble Beam

Water

○○

d6

○○○○

:L5

○○○○

Deals 3 hits.

Harden

Normal

○○

d1

○○○○

:L5

○○○○

For this battle: Increase this Pokémon's Defence by 1 (max +2).

Guillotine

Normal

d12

!4

○○○○

:L6

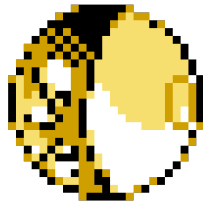
○○○○

12: The target faints.

Voltorb

Electric

► Electrode at :L5



HP: ○○○○○
5

Abilities: Flash
Size: Tiny

No. 100

Attack d4
Defence 3
Speed 4
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Tackle d4

Screech d4
Deals 2 hits.
PP: ○○○○○○

Sonic Boom d4
Always deals 2 hits, regardless of any effects.
PP: ○○○○○○

Selfdestruct d10

Chain Lightning d4
Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).
PP: ○○○○

Light Screen d4
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.
PP: ○○○○○○

Swift

Explosion d12 !2
This Pokémon faints. Hit: Deals 4 additional hits.
PP: ○

6 7 30 31 32 33

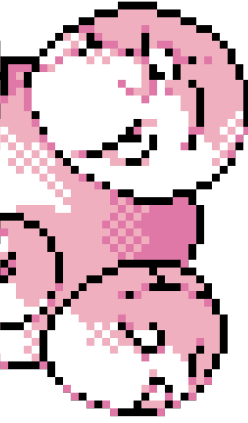
20 39

24 25 50

Exeggcute

Grass

► Exeggutor with ???



HP: ○○○○○○
6

Size: Tiny

No. 102

Attack d4
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Barrage d4 !2

Hypnosis d6
Inflicts Sleep.
PP: ○○○○○○

Leech Seed d6
Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.
PP: ○○○○

Psybeam d4

Reflect d4
Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.
PP: ○○○○○○

Egg Bomb d10 !3
PP: ○○○○

Solar Beam d4

Strange Powder d4
1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.
PP: ○○○○○○

Psychowave d6
Deals hits equal to the result of the Move Die.
PP: ○○○○

6 7 30 31 32 33

20 39

24 25 50

29 30 31 32 33

41

44 46

50



HP: 6

No. 101



HP: 70000

No. 103

Weaknesses & Resistances:

Weaknesses & Resistances:

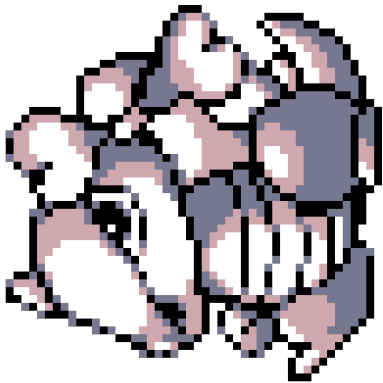
Rock

PP: O

50

50

Marowak



Ground

HP: 7

Abilities: Strength
Size: Small

No. 105

Attack d10
Defence 6
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
	x2		-1	x2
Ice	Fighting	Poison	Ground	Flying
x2		-1		
Psychic	Bug	Rock	Ghost	Dragon
		-1		

Pound

Normal d4

3: The target can't take actions this round.

Bone Club

Ground d8 !2

3: The target can't take actions this round.

Fury Attack

Normal d4 !2

Use this Move three times against the same target.

Headbutt

Normal d8 !2

3: The target can't take actions this round.

Skull Bash

Normal d10 !1

Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

Focus Energy

Normal d1

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

Thrash

Normal d10 !1

Hit: This Pokémon becomes confused.

Bonemerang

Ground d6 !3

Use this Move twice against the same target.

Rage

Normal d6 !2

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

Hitmonchan



Fighting

HP: 6

Abilities: Strength
Size: Medium

No. 107

Attack d10
Defence 4
Speed 3
Special d4

Weaknesses & Resistances:

Normal

Fire

Ice

Psychic

Water

Fighting

Bug

x2

Grass

Ground

Rock

-1

Flying

Ghost

Dragon

x2

Jab
Fighting d4



Comet Punch
Normal d6 !3



Use this Move twice against the same target.

PP: 0000

Agility
Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 000000

Special Punch
Fighting d10 !3



Fire Punch
Fire d8 !2



3: Poison.

PP: 00

Ice Punch
Ice d8 !2



3: Sleep.

PP: 0000

Thunder Punch
Electric d8 !2



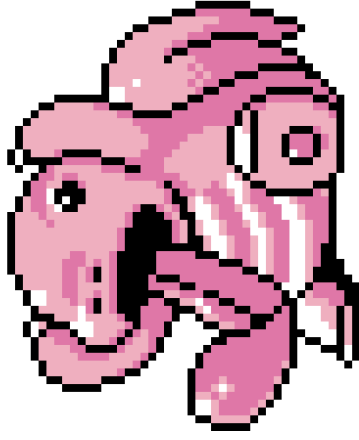
Mega Punch
Normal d10 !3



3: Paralysis.

PP: 0000

Lickitung



Normal

HP: 8

Abilities: Cut, Surf, Strength
Size: Medium

No. 108

Attack d6
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal

Fire

Ice

Psychic

Water

Fighting

Bug

x2

Grass

Ground

Rock

-1

Flying

Ghost

Dragon

-1

Constrict
Normal d4



The target can't move this round.

PP: 0000

Wrap
Normal d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: 000000

Supersonic
Normal d6



Inflicts Confusion.

PP: 0000

Special Punch
Fighting d10 !3



Fire Punch
Fire d8 !2



3: Poison.

PP: 00

Ice Punch
Ice d8 !2



3: Sleep.

PP: 0000

Stomp
Normal d8 !2



3: The target can't take actions this round.

PP: 000000

Disable
Normal d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: 000000

Slam
Normal d10 !3



PP: 000000

Thunder Punch
Electric d8 !2



Mega Punch
Normal d10 !3



3: Paralysis.

PP: 0000

Screech
Normal d4



Deals 2 hits.

PP: 00000000

Lick
Ghost d4



1: Paralysis.

PP: 000000

Tongue Stretch
Normal d6 !1



Hit: Paralysis.

PP: 000000

1

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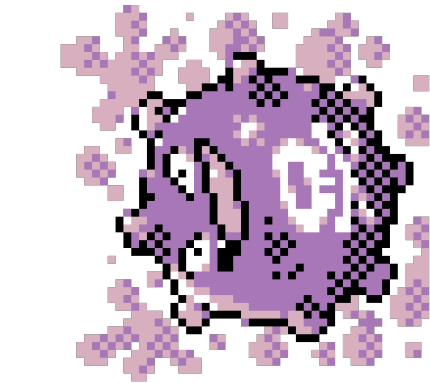
37

38

42

44

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Koffing

Poison ► Weezing at :L5

HP: ○○○○○
5

Abilities: Fly
Size: Tiny

No. 109

Attack d6
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
				-1
Ice	Fighting	Poison	Ground	Flying
	-1		x2	
Psychic	Bug	Rock	Ghost	Dragon
x2	x2			

Tackle

Normal d4

○○○

Smog

Poison d6

Deals 1 hit + Poison.

PP: ○○○○

Smoke Screen

Normal d4

Darkens the field for the rest of the battle.

PP: ○○○○

Sludge

Poison d8 !2

3: Poison.

PP: ○○○○

Foul Odour

Poison d6

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

PP: ○○

Selfdestruct

Normal d10

This Pokémon faints.
Hit: Deals 2 additional hits.

PP: ○

Haze

Ice d4

Removes all effects and conditions on this Pokémon and on each target.

PP: ○○○○○

Explosion

Normal d12 !2

This Pokémon faints.
Hit: Deals 4 additional hits.

PP: ○

- 2 6 7 31 32 34 37 38 42 44 20 24 25 50



Rhyhorn

Ground Rock ► Rhydon at :L6

HP: ○○○○○
7

Abilities: Strength
Size: Medium

No. 111

Attack d8
Defence 5
Speed 2
Special d4

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
-1	-1	x2	-1	x2
Ice	Fighting	Poison	Ground	Flying
x2	x2	-1	x2	-1
Psychic	Bug	Rock	Ghost	Dragon
		-1		

Tackle

Normal d4

○○○

Horn Attack

Normal d8 !2

PP: ○○○○

Stomp

Normal d8 !2

3: The target can't take actions this round.

PP: ○○○○

Fury Attack

Normal d4 !2

Use this Move three times against the same target.

PP: ○○○○

Take Down

Normal d10 !1

Hit: This Pokémon loses 1 HP.

PP: ○○○○

Body Slam

Normal d10 !3

4: Paralysis.

PP: ○○○○

Horn Drill

Normal d12 !4

12: The target faints.

PP: ○

- 18 20 24 25 47 48 44 50



Weezing

Poison

HP:
6

Abilities: Fly
Size: Medium

No. 110

Attack d10
Defence 6
Speed 2
Special d8

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

x2

-1

-1

Tackle

Normal

d4

Smog

Poison

d6

Deals 1 hit + Poison.

PP:

Smoke Screen

Normal

d4

Darkens the field for the rest of the battle.

PP:

Sludge

Poison

d8 !2

3: Poison.

PP:

Foul Odour

Poison

d6

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

PP:

Selfdestruct

Normal

d10

This Pokémon faints.
Hit: Deals 2 additional hits.

PP:

Haze

Ice

d4

Removes all effects and conditions on this Pokémon and on each target.

PP:

Explosion

Normal

d12 !2

This Pokémon faints.
Hit: Deals 4 additional hits.

PP:

- 2
- 6
- 7
- 31
- 32
- 34
- 37
- 38
- 42
- 44
- 20
- 24
- 25
- 50



Rhydon

Ground

Rock

HP:
8

Abilities: Surf, Strength
Size: Large

No. 112

Attack d12
Defence 5
Speed 2
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

x2

-1

x2

-1

x2

-1

-1

Tackle

Normal

d4

Horn Attack

Normal

d8 !2

PP:

Stomp

Normal

d8 !2

3: The target can't take actions this round.

PP:

Fury Attack

Normal

d4 !2

Use this Move three times against the same target.

PP:

Take Down

Normal

d10 !1

Hit: This Pokémon loses 1 HP.

PP:

Body Slam

Normal

d10 !3

4: Paralysis.

PP:

Slam

Normal

d10 !3

PP:

Horn Drill

Normal

d12 !4

12: The target faints.

PP:

Giant Tail

Normal

d12 !4

PP:

- 1
- 5
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- 38
- 44
- 47
- 48
- 50

Chansey



Normal

HP: 16

Abilities: Strength, Flash
Size: Small

No. 113

Attack d4
Defence 1
Speed 2
Special d10

Weaknesses & Resistances:

Normal, Fire, Water, Electric, Grass, Ice, Fighting x2, Poison, Ground, Flying, Psychic, Bug, Rock, Ghost -1, Dragon

Pound
Normal d4

Double Slap
Normal d4 !1
Use this Move twice against the same target.
PP: 00

Sing
Normal d6
Inflicts Sleep.
PP: 0000

Softboiled
Normal
Transfer as many HP as you want from this Pokémon to the target.
PP: 00

Egg Bomb
Normal d10 !3
PP: 00

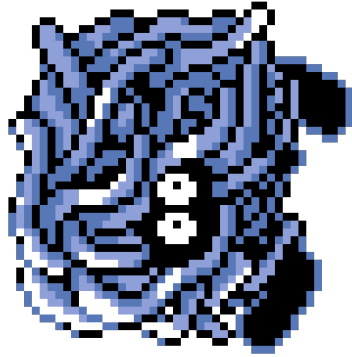
Light Screen
Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.
PP: 000000

Double-Edge
Normal d12 !2
Hit: This Pokémon loses 1 HP.
PP: 0000

First Aid
Normal d6
Recovers HP from the target equal to the result of the Move Die.
PP: 0000

- 1, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 35, 37, 38, 44, 45, 46, 49, 50

Tangela



Grass

HP: 6

Abilities: Cut
Size: Small

No. 114

Attack d6
Defence 6
Speed 3
Special d10

Weaknesses & Resistances:

Normal, Fire x2, Water, Electric, Grass, Ice x2, Fighting, Poison, Ground, Flying x2, Psychic, Bug x2, Rock, Ghost, Dragon

Constrict
Normal d4
The target can't move this round.

Absorb
Grass d4
Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.
PP: 000000

Bind
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: 000000

Vine Whip
Grass d6 !1
PP: 00

Strange Powder
Grass d4
1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.
PP: 000000

Healing Pollen
Grass d6
Recovers 2 HP from this Pokémon and each target.
PP: 00

Slam
Normal d10 !3
PP: 000000

Mega Drain
Grass d6
Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.
PP: 00

- 3, 6, 7, 8, 9, 10, 15, 20, 21, 22, 31, 32, 44



Kangaskhan

Normal

HP:
8

Abilities: Surf, Strength
Size: Large

No. 115

Attack d10
Defence 4
Speed 4
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock Ghost -1 Dragon

Pound
Normal d4



Comet Punch
Normal d6 !3



Use this Move twice against the same target.

PP:

Rage
Normal d6 !2



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

PP:

Bite
Normal d6 !1



2: The target can't take actions this round.

PP:

Dizzy Punch
Normal d8 !2



3: Confusion.

PP:

Mega Punch
Normal d10 !3



PP:

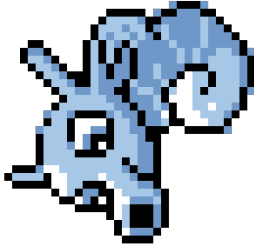
Horsea

Water

HP:
5

Abilities: Surf
Size: Tiny

No. 116



Attack d4
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting -1 Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Tackle
Normal d4



Bubble
Water d4



Deals 2 hits.
1: Paralysis.

PP:

Smoke Screen
Normal d4



Darkens the field for the rest of the battle.

PP:

Water Gun
Water d4



Deals 2 hits.

PP:

Agility
Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

Bubble Beam
Water d6



Deals 3 hits.
1: Paralysis.

PP:

Hydro Pump
Water d8



Deals 4 hits.

PP:

1

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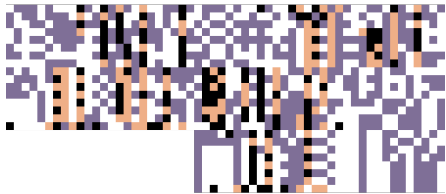
39

42

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MissingNo.

Bird Normal

HP: 5

Abilities: Cut, Fly
Size: Small

No. 000

Attack d20
Defence 1
Speed 1
Special d0

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock Ghost -1 Dragon

Constrict Normal d4
The target can't move this round.

Bind Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

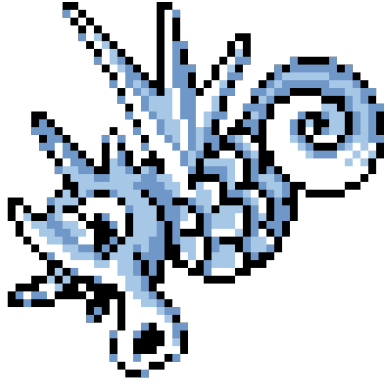
Water Gun Water d4
Deals 2 hits.

Water Gun Water d4
Deals 2 hits.

Water Gun Water d4
Deals 2 hits.

Sky Attack Flying d12 !2
Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.

1 3 5 6 7 9 10 11 13 14 17 19 20 25 26 27 29 30 40 43 44 45 49 50



Seadra

Water

HP: 6

Abilities: Surf
Size: Medium

No. 117

Attack d6
Defence 5
Speed 4
Special d10

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting -1 Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Constrict Normal d4
The target can't move this round.

Bind Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

Water Gun Water d4
Deals 2 hits.

Water Gun Water d4
Deals 2 hits.

Water Gun Water d4
Deals 2 hits.

Sky Attack Flying d12 !2
Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.

6 7 9 10 11 12 13 14 15 17 19 20 25 26 27 29 30 40 43 44 45 49 50

Attack d6
Defence 5
Speed 4
Special d10

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting -1 Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Constrict Normal d4
The target can't move this round.

Bind Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

Water Gun Water d4
Deals 2 hits.

Water Gun Water d4
Deals 2 hits.

Water Gun Water d4
Deals 2 hits.

Sky Attack Flying d12 !2
Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.

6 7 9 10 11 12 13 14 15 17 19 20 25 26 27 29 30 40 43 44 45 49 50

Goldeen



Water

► Seaking at :L5

HP: 5

Abilities: Surf
Size: Tiny

No. 118

Attack d6
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

Normal Fire -1 Fighting Bug Psychic Ice -1 Water Electric x2 Grass x2 Poison Ground Rock Ghost Dragon Flying

Peck

Flying d4



Quick Turn

Normal d6 !1



After this Move, this Pokémon may move 1 space.

PP: 0000

Supersonic

Normal d6



Inflicts Confusion.

PP: 0000

Horn Attack

Normal d8 !2



PP: 0000

Fury Attack

Normal d4 !2



Use this Move three times against the same target.

PP: 0000

Waterfall

Water d8 !2



3: The target can't take actions this round.

PP: 0000

Horn Drill

Normal d12 !4



12: The target faints.

PP: 0

Agility

Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

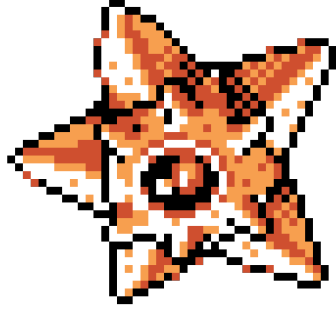
PP: 0000

6 7 31 32

9 10 11 12 13 14 36 39

20 44 50

Staryu



Water

► Starmie with ?

HP: 5

Abilities: Surf, Flash
Size: Small

No. 120

Attack d4
Defence 3
Speed 4
Special d6

Weaknesses & Resistances:

Normal Fire -1 Fighting Bug Psychic Ice -1 Water Electric x2 Grass x2 Poison Ground Rock Ghost Dragon Flying

Tackle

Normal d4



Water Gun

Water d4



Deals 2 hits.

PP: 0000

Harden

Normal d1



For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP: 0000

Recover

Normal d6



This Pokémon recovers HP equal to the result of the Move die.

PP: 0000

Swift

Normal d4



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

PP: 0000

Flood

Water d6



Deals 3 hits.

PP: 0000

Star Freeze

Ice d8



Deals 3 hits and inflicts Paralysis.

PP: 0000

Light Screen

Psychic d4



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

PP: 0000

Hydro Pump

Water d8



Deals 4 hits.

PP: 0

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6 7 31 32

29 30 31 32 33

9 10 11 12 13 14 36 39

20 44 45 46

24 25 49 50



Seaking

Water

HP: 7

Abilities: Surf
Size: Medium

No. 119

Attack d10
Defence 4
Speed 3
Special d8

Weaknesses & Resistances:

Normal Fire -1 Fighting Ice -1
Water Electric x2 Grass x2
Poison Ground Flying
Rock Ghost Dragon
Bug Psychic

Peck d4

Quick Turn :L1
Normal d6 !1
After this Move, this Pokémon may move 1 space.
PP: 0000

Supersonic :L2
Normal d6
Inflicts Confusion.
PP: 0000

Horn Attack :L3
Normal d8 !2
PP: 0000

Fury Attack :L4
Normal d4 !2
Use this Move three times against the same target.
PP: 0000

Waterfall :L5
Water d8 !2
3: The target can't take actions this round.
PP: 0000

Drill Peck :L6
Flying d8 !2
PP: 0000

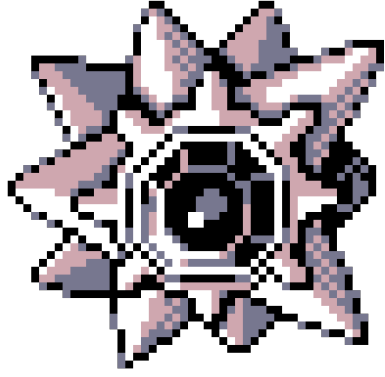
Agility :L7
Psychic d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 0000

Horn Drill :L8
Normal d12 !4
12: The target faints.
PP: 0

6 7 31 32

9 10 11 12 13 14 15 36 39

20 44 50



Starmie

Water Psychic

HP: 6

Abilities: Surf, Flash
Size: Small

No. 121

Attack d6
Defence 4
Speed 5
Special d10

Weaknesses & Resistances:

Normal Fire -1 Fighting Ice -1
Water Electric x2 Grass x2
Poison Ground Flying
Rock Ghost Dragon
Bug Psychic -1

Tackle d4

Water Gun :L1
Water d4
Deals 2 hits.
PP: 0000

Harden :L2
Normal d1
For this battle: Increase this Pokémon's Defence by 1 (max +2).
PP: 0000

Recover :L3
Normal d6
This Pokémon recovers HP equal to the result of the Move die.
PP: 0000

Swift :L4
Normal
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.
PP: 0000

Flood :L5
Water d6
Deals 3 hits.
PP: 0000

Star Freeze :L6
Ice d8
Deals 3 hits and inflicts Paralysis.
PP: 0000

Light Screen :L6
Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.
PP: 0000

Hydro Pump :L7
Water d8
Deals 4 hits.
PP: 0

2

6 7 29 30 31 32 33

9 10 11 12 13 14 15 36 39

20 44 45 46

24 25 49 50

Mr. Mime



Psychic

HP: ○○○○○
5

Abilities: Flash
Size: Medium

No. 122

Attack d6
Defence 5
Speed 4
Special d12

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Psychic

-1

x2

Psychic

-1

x2

Barrier
Psychic
Completely blocks an adjacent space. A successful Regular Move breaks this effect.

Confusion
Psychic
Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.
PP: ○○○○○

Light Screen
Psychic
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.
PP: ○○○○○

Reflect
Psychic
Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.
PP: ○○○○○

Double Slap
Normal
Use this Move twice against the same target.
PP: ○○○

Meditate
Psychic
Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.
PP: ○○○○○○○

Substitute
Normal
Swap spaces with the target.
PP: ○○○

Psychic
Psychic
Deals 3 hits.
PP: ○○○

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45

46

50

Scyther



Bug

Flying

HP: ○○○○○
6

Abilities: Cut
Size: Medium

No. 123

Attack d10
Defence 4
Speed 5
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Psychic

-1

x2

Psychic

-1

x2

Scratch
Normal
d4

Quick Attack
Normal
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: ○○○○○

Quick Turn
Normal
After this Move, this Pokémon may move 1 space.
PP: ○○○○○

Focus Energy
Normal
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.
PP: ○○○○○

Double Team
Normal
Whenever this Pokémon is targeted, flip a coin: heads = Miss, tails = this effect ends.
PP: ○○○

Slash
Normal
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: ○○○○○

Swords Dance
Normal
Double the number of hits inflicted by this Pokémon's next successful Regular Move.
PP: ○○○○○

Agility
Psychic
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: ○○○○○

Wing Attack
Flying
d6 !1
PP: ○○○○○

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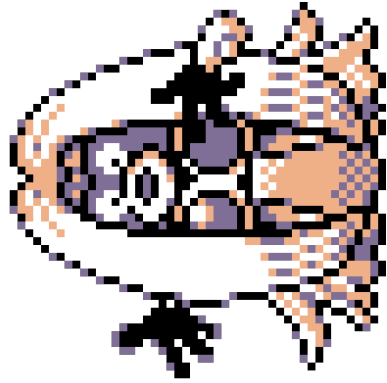
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Jynx



Ice Psychic

HP: 7

Size: Medium

No. 124

Attack d6
Defence 3
Speed 5
Special d10

Weaknesses & Resistances:

Normal Fire x2 Ice -1 Psychic -1 Water Electric Grass -1 Fighting Poison Ground Flying Bug Rock Ghost x2 Dragon

Pound Normal d4

Lovely Kiss Normal d4
Inflicts Sleep.
PP: 00

Lick Ghost d4
1: Paralysis.
:L2

Powder Snow Ice d4
Deals 2 hits.
1: Sleep.
PP: 0000

Double Slap Normal d4 !1
Use this Move twice against the same target.
PP: 00

Ice Punch Ice d8 !2
3: Sleep.
PP: 0000

Body Slam Normal d10 !3
4: Paralysis.
PP: 0000

Thrash Normal d10 !1
Hit: This Pokémon becomes confused.
PP: 0000

Blizzard Ice d8
Deals 4 hits.
1: Sleep.
PP: 0

1 2

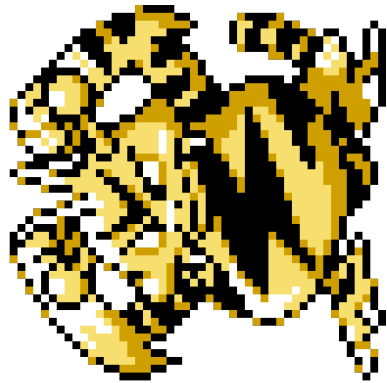
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Electabuzz



Electric

HP: 7

Abilities: Strength, Flash

Size: Small

No. 125

Attack d8
Defence 3
Speed 5
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric -1 Grass Ice Fighting Poison Ground Flying -1 Psychic Bug Rock Ghost Dragon

Pound Normal d4

Quick Attack Normal d6 !1
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: 000000

Drag Off Normal d8 !2
Hit: Pulls the target towards this Pokémon.
PP: 0000

Thunder Shock Electric d4
Deals 2 hits.
1: Paralysis.
PP: 000000

Thunder Punch Electric d8 !2
3: Paralysis.
PP: 0000

Screech Normal d4
Deals 2 hits.
PP: 000000

Light Screen Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.
PP: 000000

Thunderbolt Electric d6
Deals 3 hits.
1: Paralysis.
PP: 0000

Thunder Electric d8
Deals 4 hits.
1: Paralysis.
PP: 0000

1

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Magmar

Fire

HP: 7

Abilities: Strength, Flash
Size: Medium

No. 126

Attack d10
Defence 3
Speed 4
Special d8

Weaknesses & Resistances:

Normal
Fire -1
Ice
Fighting
Psychic -1
Water x2
Poison
Bug -1
Electric
Ground x2
Rock x2
Grass -1
Flying
Ghost
Dragon

Pound
Normal d4

Ember
Fire d4
Deals 2 hits.
1: Poison.
PP: 0000

Drag Off
Normal d8 !2
Hit: Pulls the target towards this Pokémon.
PP: 0000

Confuse Ray
Ghost d4
Inflicts Confusion.
PP: 00

Fire Punch
Fire d8 !2
3: Poison.
PP: 0000

Smoke Screen
Normal d4
Darkens the field for the rest of the battle.
PP: 00000

Smog
Poison d6
Deals 1 hit + Poison.
PP: 00000

Flamethrower
Fire d6
Deals 3 hits.
1: Poison.
PP: 0000

Fire Blast
Fire d8
Deals 4 hits.
1: Poison.
PP: 0

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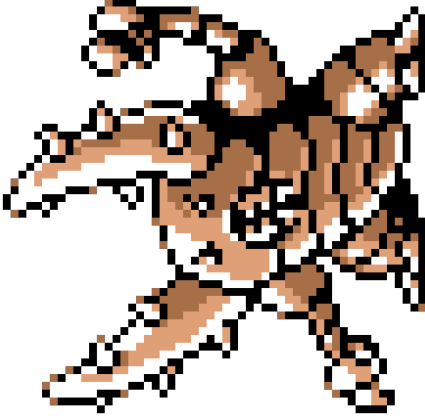
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Pinsir

Bug

HP: 6

Abilities: Cut, Strength
Size: Medium

No. 127

Attack d12
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

Normal
Fire x2
Ice
Fighting -1
Psychic -1
Water
Ground x2
Rock x2
Electric
Poison x2
Bug
Grass -1
Flying
Ghost
Dragon

Constrict
Normal d4
The target can't move this round.

Vice Grip
Normal d6 !1
Hit: The target can't move this round.
PP: 00000

Bind
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: 00000

Seismic Toss
Fighting d8 !2
Hit: Moves the target to the opposite side of this Pokémon if that space is open.
PP: 00000

Guillotine
Normal d12 !4
12: The target faints.
PP: 0

Focus Energy
Normal d1
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.
PP: 00000

Harden
Normal d1
For this battle: Increase this Pokémon's Defence by 1 (max +2).
PP: 00000

Slash
Normal d8 !2
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: 00000

Swords Dance
Normal d1
Double the number of hits inflicted by this Pokémon's next successful Regular Move.
PP: 00000

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Tauros

Normal

HP: 6

Abilities: Strength
Size: Large

No. 128

Attack d10
Defence 4
Speed 5
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting x2

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

Tackle
Normal d4



Stomp
Normal d8 !2



3: The target can't take actions this round.

PP: 0000

Horn Attack
Normal d8 !2



PP: 0000

Overrun
Normal d8 !2



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

PP: 0000

Rage
Normal d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10, PP: 0000

Take Down
Normal d10 !1



Hit: This Pokémon loses 1 HP.

PP: 0000

Thrash

Normal

d10 !1

:L7



Hit: This Pokémon becomes confused.

PP: 0000

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Magikarp

Water

HP: 4

Abilities: Surf
Size: Small

No. 129

Attack d4
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

-1

x2

x2

Splash
Normal

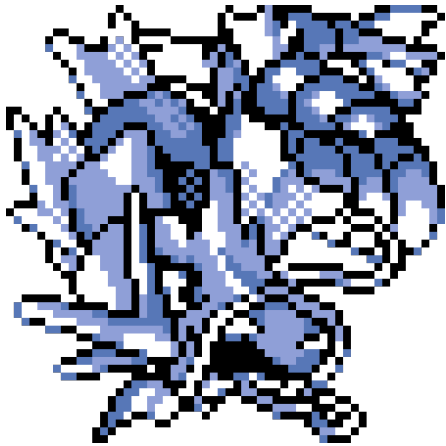


Tackle
Normal d4



:L2





Gyarados

Water

Flying

HP:

7

Abilities: Surf, Strength
Size: Huge

No. 130

Attack d12

Defence 3

Speed 3

Special d10

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric x2

Grass

Ice

Fighting -1

Poison

Ground -1

Flying

Psychic

Bug -1

Rock x2

Ghost

Dragon

Tackle

Normal

d4

Bite

Normal

d6 !1

:L2

2: The target can't take actions this round.

PP:

Bubble Beam

Water

d6

:L3

Deals 3 hits.
1: Paralysis.

PP:

Thrash

Normal

d10 !1

:L4

Hit: This Pokémon becomes confused.

PP:

Dragon Rage

Dragon

d8

:L5

Deals 4 hits.

PP:

Hydro Pump

Water

d8

:L6

Deals 4 hits.

PP:

Hyper Beam

Normal

d8

:L7

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

PP:



Lapras

Water Ice

HP: 9

Abilities: Surf, Strength
Size: Large

No. 131

Attack d8
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire Water Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock x2 Dragon

Tackle Normal d4



Haze

Ice d4



Removes all effects and conditions on this Pokémon and on each target.

PP: 000000

:L2



Body Slam

Normal d10 !3



4: Paralysis.

PP: 0000

Confuse Ray

Ghost d4



Inflicts Confusion.

PP: 00

Sing

Normal d6



Inflicts Sleep.

PP: 0000

Water Gun

Water d4



Deals 2 hits.

PP: 00000

Sing

Normal d6



Inflicts Sleep.

PP: 0000

Ice Beam

Ice d6



Deals 3 hits.
1: Sleep.

PP: 00

Flood

Water d6



Deals 3 hits.

PP: 0000

Hydro Pump

Water d8



Deals 4 hits.

PP: 0

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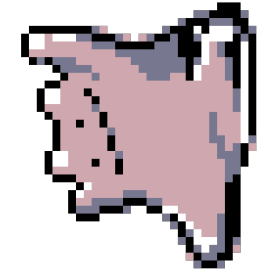
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Ditto

Normal

HP: 6



Size: Tiny

No. 132

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire Water Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock -1 Ghost Dragon

Transform

Normal



For this battle: This Pokémon transforms into the target, except for its HP.



HP: 8

No. S20

Weaknesses & Resistances:

Normal

Fire

Water

Grass

Ice

Fighting

Poison

Flying

x2



Psychic

Bug

Rock

Dragon

1

Red	Red	Blue

Bite

Norm

d6 i1

PP: ○○○○

PP: ○○○○

PP: ○○○○

PP: ○○○○

PP: ○○○○

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Eevee

Normal

▶ ??? with ???



HP: ○○○○○○
6

Size: Tiny

No. 133

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting x2	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost -1	Dragon

Tackle
Normal d4



Sand-Attack
Normal d4 !2



Quick Attack
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○○○○○○

Bite
Normal d6 !1



Focus Energy
Normal d1



Take Down
Normal d10 !1

Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

Tackle
Normal d4



Sand-Attack
Normal d4 !2



Quick Attack
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○○○○○○

Bite
Normal d6 !1



Focus Energy
Normal d1



Take Down
Normal d10 !1

Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

Eevee

Normal

▶ ??? with ???



HP: ○○○○○○
6

Size: Tiny

No. 133

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
Ice	Fighting x2	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost -1	Dragon

Tackle
Normal d4



Sand-Attack
Normal d4 !2



Quick Attack
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○○○○○○

Bite
Normal d6 !1



Focus Energy
Normal d1



Take Down
Normal d10 !1

Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

Tackle
Normal d4



Sand-Attack
Normal d4 !2



Quick Attack
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○○○○○○

Bite
Normal d6 !1



Focus Energy
Normal d1



Take Down
Normal d10 !1

Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

Vaporeon



Water

HP: 9

Abilities: Surf
Size: Small

No. 134

Attack d6
Defence 3
Speed 3
Special d10

Weaknesses & Resistances:

Normal Fire -1 Ice -1 Fighting Ground Bug Psychic Rock Ghost Dragon Grass x2 Flying

Tackle Normal d4



Water Gun Water d4
Deals 2 hits.
PP: 00000



Quick Attack Normal d6 !1
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: 00000



Bite Normal d6 !1



2: The target can't take actions this round.

PP: 00000

Aurora Beam Ice d4
Deals 2 hits.
PP: 00000



Haze Ice d4
Removes all effects and conditions on this Pokémon and on each target.
PP: 00000



Acid Armour Poison d4



For this battle: Increase this Pokémon's Defence by 2 (max +2).

PP: 00000

Hydro Pump Water d8
Deals 4 hits.
PP: 0



Lure Normal d4
Move the target next to this Pokémon. The target can't move this round.
PP: 00000



6 7 8 9 10 11 12 13 14 15 31 32 33 36 39

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Jolteon



Electric

HP: 6

Abilities: Flash
Size: Small

No. 135

Attack d6
Defence 3
Speed 6
Special d10

Weaknesses & Resistances:

Normal Fire -1 Ice -1 Fighting Ground Bug Psychic Rock Ghost Dragon Grass x2 Flying

Tackle Normal d4



Thunder Shock Electric d4
Deals 2 hits.
1: Paralysis.
PP: 00000



Quick Attack Normal d6 !1
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: 00000



Bite Normal d6 !1



2: The target can't take actions this round.

PP: 00000

Aurora Beam Ice d4
Deals 2 hits.
PP: 00000



Haze Ice d4
Removes all effects and conditions on this Pokémon and on each target.
PP: 00000



Acid Armour Poison d4



For this battle: Increase this Pokémon's Defence by 2 (max +2).

PP: 00000

Hydro Pump Water d8
Deals 4 hits.
PP: 0



Lure Normal d4
Move the target next to this Pokémon. The target can't move this round.
PP: 00000



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Tackle Normal d4



Water Gun Water d4
Deals 2 hits.
PP: 00000



Quick Attack Normal d6 !1
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: 00000



Bite Normal d6 !1



2: The target can't take actions this round.

PP: 00000

Aurora Beam Ice d4
Deals 2 hits.
PP: 00000



Haze Ice d4
Removes all effects and conditions on this Pokémon and on each target.
PP: 00000



Acid Armour Poison d4



For this battle: Increase this Pokémon's Defence by 2 (max +2).

PP: 00000

Hydro Pump Water d8
Deals 4 hits.
PP: 0



Lure Normal d4
Move the target next to this Pokémon. The target can't move this round.
PP: 00000



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Eevee



Normal

HP:

6

▶ ??? with ???

Size: Tiny

No. 133

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

Attack

d6

Defence

3

Speed

2

Special

d6

Tackle

Normal

d4

Sand-Attack

Normal

d4

!2

Hit: Confusion.

PP:

:L1

Quick Attack

Normal

d6

!1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP:

Bite

Normal

d6

!1

2: The target can't take actions this round.

PP:

Focus Energy

Normal

d1

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP:

Take Down

Normal

d10

!1

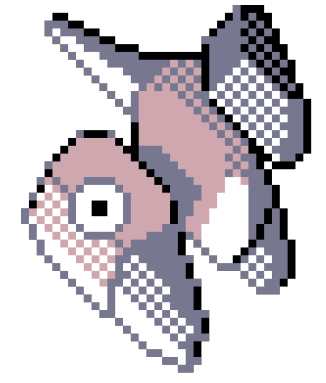
Hit: This Pokémon loses 1 HP.

PP:

:L1

:L2

Porygon



Normal

HP:

6

Abilities: Flash

Size: Small

No. 137

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

Attack

d6

Defence

4

Speed

2

Special

d10

Tackle

Normal

d4

Sand-Attack

Normal

d4

!2

Hit: Confusion.

PP:

:L1

Quick Attack

Normal

d6

!1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP:

Bite

Normal

d6

!1

2: The target can't take actions this round.

PP:

Focus Energy

Normal

d1

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP:

Take Down

Normal

d10

!1

Hit: This Pokémon loses 1 HP.

PP:

:L1

:L2

Tackle

Normal

d4

Sharpen

Normal

d1

For this battle: This Pokémon's Attack Die becomes a d12.

PP:

:L1

Conversion

Normal

d4

For this battle: This Pokémon becomes resistant to every type.

PP:

:L4

:L5

Psybeam

Psychic

d4

Deals 2 hits.
1: Confusion.

PP:

Recover

Normal

d6

This Pokémon recovers HP equal to the result of the Move die.

PP:

:L3

Agility

Psychic

d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

Tri Attack

Normal

d10

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

PP:

:L5

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Flareon



Fire

HP: 6

Abilities: Flash
Size: Small

No. 136

Attack d12
Defence 3
Speed 3
Special d10

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Tackle

Normal d4

PP: 0000

Ember

Fire d4

Deals 2 hits.
1: Poison.

PP: 0000

Quick Attack

Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 000000

Bite

Normal d6 !1

2: The target can't take actions this round.

PP: 00000

Fire Spin

Fire d12

Deals 1 hit. The targets can't take actions until the end of the next round.

PP: 0000

Smog

Poison d6

Deals 1 hit + Poison.

PP: 00000

Heat Tackle

Fire d10 !1

Hit: This Pokémon loses 1 HP.

PP: 0000

Rage

Normal d6 !2

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

PP: 00000

Flamethrower

Fire d6

Deals 3 hits.
1: Poison.

PP: 0000

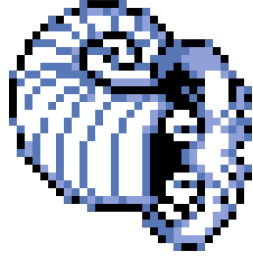
Omanyte

Rock Water ▶ Omastar at :L5

HP: ○○○○○
5

Abilities: Surf
Size: Tiny

No. 138



Attack d4
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal -1 Fire -1 Water Electric Grass
Ice -1 Fighting x2 Poison -1 Flying
Psychic Bug Rock Ghost Dragon

Tackle Normal d4



Spook Ghost d4 :L2
Deals 2 hits.
1: The target can't take actions this round.
PP: ○○○○



Water Gun Water d4 :L1
Deals 2 hits.
PP: ○○○○



Withdraw Water d1 :L2
This Pokémon can't take actions or take damage until the end of the next round.
PP: ○○○○○○



Horn Attack Normal d8 !2 :L3
PP: ○○○○○



Spike Cannon Normal d4 !2 :L4
Use this Move three times against the same target.
PP: ○○○○



Hydro Pump Water d8 :L5
Deals 4 hits.
PP: ○



Horn Drill Normal d12 !4 :L6
12: The target faints.
PP: ○



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Kabuto

Rock Water ▶ Kabutops at :L5

HP: ○○○○○
5

Abilities: Surf
Size: Tiny

No. 140



Attack d8
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal -1 Fire -1 Water Electric Grass
Ice -1 Fighting x2 Poison -1 Flying
Psychic Bug Rock Ghost Dragon

Scratch Normal d4



Absorb Grass d4 :L1
Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.
PP: ○○○○



Leech Life Bug d4 !1 :L2
Recovers HP equal to the HP the target lost as a result of this Move.
PP: ○○○○



Harden Normal d1 :L2
For this battle: Increase this Pokémon's Defence by 1 (max +2).
PP: ○○○○○○



Slash Normal d8 !2 :L4
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: ○○○○○



Fury Swipes Normal d4 !2 :L4
Use this Move three times against the same target.
PP: ○○○○



Hydro Pump Water d8 :L5
Deals 4 hits.
PP: ○



Guillotine Normal d12 !4 :L6
12: The target faints.
PP: ○



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Omastar



Rock Water

HP: 6

Abilities: Surf
Size: Small

No. 139

Attack d6
Defence 6
Speed 2
Special d12

Weaknesses & Resistances:

Normal -1 Fire -1 Grass x2
Ice -1 Fighting x2 Poison -1 Flying -1
Psychic Bug Rock Ghost Dragon

Tackle d4



Water Gun d4



:L1



Spook d4



:L2



Withdraw d1



:L2



Horn Attack d8 !2



:L3



Spike Cannon d4 !2



:L4



Hydro Pump d8



:L5



Horn Drill d12 !4



:L6



Deals 2 hits.
PP: 00000

Deals 2 hits.
PP: 00000

Deals 2 hits.
1: The target can't take actions this round.
PP: 00000

This Pokémon can't take actions or take damage until the end of the next round.
PP: 0000000

Normal
PP: 00000

Normal
Use this Move three times against the same target.
PP: 00000

Deals 4 hits.
PP: 0

Normal
12: The target faints.
PP: 0

:L6



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Kabutops



Rock Water

HP: 6

Abilities: Cut, Surf
Size: Medium

No. 141

Attack d12
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

Normal -1 Fire -1 Grass x2
Ice -1 Fighting x2 Poison -1 Flying -1
Psychic Bug Rock Ghost Dragon

Scratch d4



Absorb d4



:L1



Leech Life d4 !1



:L2



Harden d1



:L2



Slash d8 !2



:L4



Fury Swipes d4 !2



:L4



Hydro Pump d8



:L5



Guillotine d12 !4



:L6



Normal
PP: 00000

Grass
Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.
PP: 00000

:L1



Bug
Recovers HP equal to the HP the target lost as a result of this Move.
PP: 00000

:L2



Normal
For this battle: Increase this Pokémon's Defence by 1 (max +2).
PP: 0000000

:L2



Normal
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.
PP: 00000

:L4



Normal
Use this Move three times against the same target.
PP: 00000

:L4



Deals 4 hits.
PP: 0

:L5



Normal
12: The target faints.
PP: 0

:L6



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Aerodactyl

Rock Flying

HP: 7

Abilities: Fly
Size: Medium

No. 142

Attack d10
Defence 3
Speed 6
Special d4

Weaknesses & Resistances:

Normal -1 Fire -1 Water x2 Electric x2 Grass
Ice x2 Fighting -1 Poison -1 Ground -1 Flying -1
Psychic -1 Bug -1 Rock x2 Ghost Dragon

Tackle Normal d4

Supersonic Normal d6
Inflicts Confusion.

Wing Attack Flying d6 !1

Agility Psychic d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

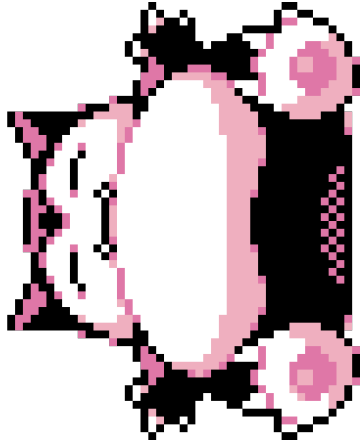
Bite Normal d6 !1
2: The target can't take actions this round.

Take Down Normal d10 !1
Hit: This Pokémon loses 1 HP.

Dive Bomb Flying d8 !1
Disappear for one round, reappear in an open space and attack on the next round.

Hyper Beam Normal d8
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

4 6 7 9 10 15 23 20 43 44 37 38 39 40 50



Snorlax

Normal

HP: 11

Abilities: Surf, Strength
Size: Large

No. 143

Attack d10
Defence 3
Speed 1
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Poison Ground Flying
Psychic Bug Rock Ghost -1 Dragon

Pound Normal d4

Rest Psychic d1
This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

Headbutt Normal d8 !2
3: The target can't take actions this round.

Amnesia Psychic d4
Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

Body Slam Normal d10 !3
4: Paralysis.

Harden Normal d1
For this battle: Increase this Pokémon's Defence by 1 (max +2).

Double-Edge Normal d12 !2
Hit: This Pokémon loses 1 HP.

Hyper Beam Normal d8
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

1 2 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 22 24 25 26 27 29 31 32 33 35 36 37 38 44 46 48 50



Articuno

Ice Flying

HP: 7

Abilities: Fly
Size: Large

No. 144

Attack d8
Defence 5
Speed 4
Special d12

Weaknesses & Resistances:

Normal Fire x2 Water Electric x2 Grass -1
Ice Fighting Poison Ground Flying
Psychic Bug -1 Rock Ghost Dragon

Peck d4

Gust d6 !1
Hit: Pushes the target back 1 space if that space is open.
PP: 00000

Ice Beam d6
Deals 3 hits.
1: Sleep.
PP: 00

Reflect d4
Acts first, but skip movement.
This Pokémon is unaffected by Regular Moves this round.
PP: 00000

Blizzard d8
Deals 4 hits.
1: Sleep.
PP: 0

Agility d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 00000

Haze d4
Removes all effects and conditions on this Pokémon and on each target.
PP: 00000

Coldsnap d10
Deals 2 hits and inflicts Sleep.
PP: 00

4 6 7 31 32 33

9 10 11 12 13 14 15 39 40

43 44

50



Zapdos

Electric Flying

HP: 7

Abilities: Fly, Flash
Size: Large

No. 145

Attack d8
Defence 4
Speed 5
Special d12

Weaknesses & Resistances:

Normal Fire Water Electric Grass -1
Ice Fighting Poison Ground Flying
Psychic Bug -1 Rock Ghost Dragon

Peck d4

Thunder Shock d4
Deals 2 hits.
1: Paralysis.
PP: 00000

Drill Peck d8 !2
PP: 00000

Thunderbolt d6
Deals 3 hits.
1: Paralysis.
PP: 0000

Thunder d8
Deals 4 hits.
1: Paralysis.
PP: 00

Agility d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 00000

Light Screen d4
Acts first, but skip movement.
This Pokémon is unaffected by Special Moves this round.
PP: 00000

Thunderstorm d10
Deals 3 hits and inflicts Paralysis.
PP: 00

4 6 7 31 32 33

9 10 15 39 40

43 44 45

24 25 50



Moltres

Fire Flying

HP: 7

Abilities: Fly, Flash
Size: Large

No. 146

Attack d10
Defence 4
Speed 4
Special d12

Weaknesses & Resistances:

Normal Fire -1 x2 Water x2 Electric x2 Grass -1
Ice x2 Fighting -1 Poison Ground -1 Flying
Psychic Bug -1 Rock x2 Ghost Dragon

Peck d4

Gust :L1
Normal d6 !1
Hit: Pushes the target back 1 space if that space is open.
PP: 5

Fire Spin :L4
Fire d12
Deals 1 hit. The targets can't take actions until the end of the next round.
PP: 5

Dive Bomb :L5
Flying d8 !1
Disappear for one round, then reappear in an open space and attack on the next round.
PP: 2

Fire Blast :L6
Fire d8
Deals 4 hits.
1: Poison.
PP: 1

Agility :L6
Psychic d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 5

Sky Attack :L7
Flying d12 !2
Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.
PP: 1

Wildfire :L9
Fire d10
Deals 3 hits and inflicts Poison.
PP: 2

4 6 7 9 10 15 20 43 44 50



Dratini

Dragon

HP: 6

Abilities: Surf
Size: Small

No. 147

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire -1 Water -1 Electric -1 Grass -1
Ice x2 Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon x2

Constrict d4

Wrap :L1
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: 5

Thunder Wave :L2
Electric d4
Inflicts Paralysis.
PP: 5

Agility :L3
Psychic d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 5

Slam :L4
Normal d10 !3
PP: 5

Dragon Rage :L5
Dragon d8
Deals 4 hits.
PP: 2

Giant Tail :L6
Normal d12 !4
PP: 1

Hyper Beam :L7
Normal d8
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.
PP: 1

6 7 8 9 10 11 12 13 14 20 23 24 25 44 45 50

Dragonair



Dragon

Dragonite at :L8

HP: 6

Abilities: Fly, Surf
Size: Large

No. 148

Attack d8

Defence 3

Speed 3

Special d8

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric -1

Grass -1

Ice x2

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon x2

Constrict

Normal d4

The target can't move this round.

Wrap

Normal d4 !1

Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP:

Thunder Wave

Electric d4

Inflicts Paralysis.

PP:

Agility

Psychic d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

Slam

Normal d10 !3

PP:

Dragon Rage

Dragon d8

Deals 4 hits.

PP:

Giant Tail

Normal d12 !4

PP:

Hyper Beam

Normal d8

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

PP:

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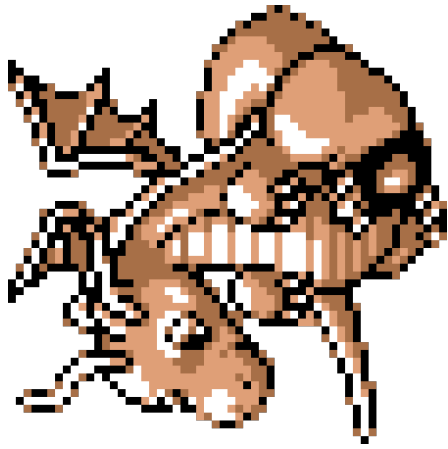
38

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Dragonite

Dragon Flying

HP: 8

Abilities: Fly, Surf, Strength
Size: Large

No. 149

Attack d12
Defence 4
Speed 3
Special d10

Weaknesses & Resistances:

Normal Fire -1 Water -1 Grass -1
Ice x2 Fighting -1 Poison Ground -1 Flying
Psychic Bug -1 Rock x2 Ghost Dragon x2

Constrict
Normal d4
The target can't move this round.

Wrap
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.
PP: 0 0 0 0 0

Thunder Wave
Electric d4
Inflicts Paralysis.
PP: 0 0 0 0 0

Agility
Psychic d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 0 0 0 0 0 0

Slam
Normal d10 !3
PP: 0 0 0 0 0

Dragon Rage
Dragon d8
Deals 4 hits.
PP: 0 0

Giant Tail
Normal d12 !4
PP: 0

Hyper Beam
Normal d8
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.
PP: 0

6 7 8 9 10 11 12 13 14 15
31 32 33 36 37 38 39 44 45 50



Mewtwo

Psychic

HP: 8

Abilities: Strength, Flash
Size: Large

No. 150

Attack d10
Defence 4
Speed 6
Special d12

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting -1 Poison Ground Flying
Psychic -1 Bug x2 Rock Ghost Dragon x2

Confusion
Psychic d4
Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

Disable
Normal d4
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.
PP: 0 0 0 0 0

Swift
Normal
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.
PP: 0 0 0 0 0

Psychic
Psychic d6
Deals 3 hits.
PP: 0 0

Barrier
Psychic d4
Completely blocks an adjacent space. A successful Regular Move breaks this effect.
PP: 0 0 0 0 0

Recover
Normal d6
This Pokémon recovers HP equal to the result of the Move die.
PP: 0 0 0 0

Haze
Ice d4
Removes all effects and conditions on this Pokémon and on each target.
PP: 0 0 0 0 0

Super Psy
Psychic d8
Deals 4 hits.
PP: 0

Amnesia
Psychic d4
Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).
PP: 0 0 0 0

1 2 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 22 24 25 29 30 31 32 33 35 37 38 41 44 45 46 49 50

Mew

Psychic



HP: 8

Abilities: Cut, Fly, Surf, Strength, Flash
Size: Tiny

No. 151

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting -1 Poison Ground Flying
Psychic -1 Bug x2 Rock Ghost x2 Dragon

Attack d10
Defence 5
Speed 5
Special d10

Pound Normal d4

Transform Normal :L1
For this battle: This Pokémon transforms into the target, except for its HP.
PP: 00

Mega Punch Normal :L2
d10 !3
PP: 0000

Metronome Normal :L3
1: Swap spaces. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.
PP: 00

Psychic Psychic :L4
Deals 3 hits.
PP: 00

Super Metronome Normal :L5
1: Swap spaces. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.
PP: 0

Super Psy Psychic :L6
Deals 4 hits.
PP: 0

- 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
- 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

Tyker

Electric



HP: 6

Abilities: Flash
Size: Small

No. S01

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting -1 Poison Ground Flying
Psychic x2 Bug Rock Ghost x2 Dragon

Attack d6
Defence 2
Speed 3
Special d6

Scratch Normal d4

Thunder Shock Electric :L1
Deals 2 hits. 1: Paralysis.
PP: 0000

Quick Attack Normal :L2
This Move happens before all other Moves this round (incl. Reflect and Light Screen).
PP: 0000

Roar Normal :L2
Pushes the targets back 1 space. Opponents can't enter a space next to you this round.
PP: 0000

Pounce Normal :L3
Before rolling: This Pokémon can move 1 additional space.
PP: 000

Bite Normal :L4
2: The target can't take actions this round.
PP: 0000

Thunderbolt Electric :L5
Deals 3 hits. 1: Paralysis.
PP: 000

Agility Psychic :L5
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 0000

Thunder Electric :L6
Deals 4 hits. 1: Paralysis.
PP: 00

- 5 6 7 8 9 10 16 20 24 25
- 31 32 33 39 44 45 47 50



Straigar

Electric

HP: 8

Abilities: Flash
Size: Medium

No. S02

Attack d8
Defence 3
Speed 4
Special d8

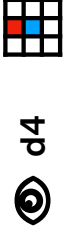
Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Scratch d4



Thunder Shock d4



Quick Attack d6 !1



Roar d4



Pounce d6 !1



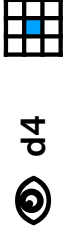
Bite d6 !1



Thunderbolt d6



Agility d4



Thunder d8



PP:

Deals 3 hits.
1: Paralysis.

PP:

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

PP:

Deals 4 hits.
1: Paralysis.

PP:

PP:

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20 24 25 44 45 47 50

Warfurs

Ice

► Wearslycan at :L5

HP: 6

Abilities: Cut, Flash
Size: Tiny

No. S03



Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire x2 Grass -1
Ice Fighting x2 Ground Flying
Psychic Bug x2 Rock Ghost Dragon

Scratch
Normal d4



Deals 2 hits.
1: Sleep.

PP: 4

:L1



Powder Snow
Ice d4



Removes all effects and conditions on this Pokémon and on each target.

PP: 4

:L2



Fury Swipes
Normal d4 !2



Use this Move three times against the same target.

PP: 3

:L4



Slash
Normal d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 4

:L4



Screech
Normal d4



Deals 2 hits.

PP: 5

Confuse Ray
Ghost d4



Inflicts Confusion.

PP: 2

:L6



Blizzard
Ice d8



Deals 4 hits.
1: Sleep.

PP: 1

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire -1 Water Electric -1 Grass x2
Ice Fighting -1 Poison Ground Flying
Psychic Bug -1 Rock Ghost Dragon

Pound
Normal d4



Water Gun
Water d4



Deals 2 hits.

PP: 4

:L1



Tremor
Ground d6 !1



PP: 5

:L2



Double Slap
Normal d4 !1



Use this Move twice against the same target.

PP: 2

:L3



Slam
Normal d10 !3



PP: 5

:L4



Rest
Psychic d1



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

PP: 2

:L4



Amnesia
Psychic d4



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: 5

:L5



Flood
Water d6



Deals 3 hits.

PP: 5

:L6



Earthquake
Ground d10 !3



PP: 5

Wooper

Water

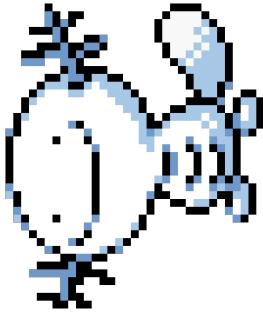
Ground

► Quagsire at :L4

HP: 6

Abilities: Surf
Size: Tiny

No. S06



Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire -1 Water Electric -1 Grass x2
Ice Fighting -1 Poison Ground Flying
Psychic Bug -1 Rock Ghost Dragon

Pound
Normal d4



Water Gun
Water d4



Deals 2 hits.

PP: 4

:L1



Tremor
Ground d6 !1



PP: 5

:L2



Double Slap
Normal d4 !1



Use this Move twice against the same target.

PP: 2

:L3



Slam
Normal d10 !3



PP: 5

:L4



Rest
Psychic d1



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

PP: 2

:L4



Amnesia
Psychic d4



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: 5

:L6



Flood
Water d6



Deals 3 hits.

PP: 5

:L6



Earthquake
Ground d10 !3



PP: 5



Wearilycan

Ice

HP: 8

Abilities: Cut, Flash
Size: Small

No. S04

Attack d10
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire x2 Electric Water Ice Fighting x2 Poison Bug Rock x2 Grass -1 Flying Ghost Dragon Psychic

Scratch Normal d4



Deals 2 hits.
1: Sleep.

PP: 0000

Powder Snow Ice d4



Deals 2 hits.
1: Sleep.

PP: 0000

Haze Ice d4



Removes all effects and conditions on this Pokémon and on each target.

PP: 000000

Fury Swipes Normal d4 !2



Use this Move three times against the same target.

PP: 0000

Slash Normal d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: 000000

Screech Normal d4



Deals 2 hits.

PP: 00000000

Confuse Ray Ghost d4



Inflicts Confusion.

PP: 000

Blizzard Ice d8



Deals 4 hits.
1: Sleep.

PP: 0

Quagsire

Water Ground

HP: 8

Abilities: Surf, Strength
Size: Medium

No. S07



Attack d8
Defence 5
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire -1 Water Electric -1 Grass x2 Ice Fighting -1 Poison Ground Flying Psychic Bug Rock -1 Ghost Dragon

Pound Normal d4



Water Gun Water d4



Deals 2 hits.

PP: 000000

Water Gun Water d4



Tremor Ground d6 !1



PP: 000000

Double Slap Normal d4 !1



Use this Move twice against the same target.

PP: 000

Double Slap Normal d4 !1



Slam Normal d10 !3



PP: 000000

Slam Normal d10 !3



Rest Psychic d1



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

PP: 000

Amnesia Psychic d4



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: 000000

Amnesia Psychic d4



Flood Water d6



Deals 3 hits.

PP: 000000

Flood Water d6



Earthquake Ground d10 !3



PP: 000

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Phanpy

Ground

► Donphan at :L4



HP: 7

Abilities: Strength
Size: Small

No. S08

Attack d6
Defence 3
Speed 2
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass x2
Ice Fighting Poison Rock Bug x2
Psychic Ghost Dragon Flying

Tackle d4



Normal d6 !1

:L1

After this Move, this Pokémon may move 1 space.

PP: 0000

Stomp d8 !2

:L2

3: The target can't take actions this round.

PP: 0000

Take Down d10 !1

:L3

Hit: This Pokémon loses 1 HP.

PP: 0000

Slam d10 !3

:L4

PP: 0000

Double-Edge d12 !2

:L5

Hit: This Pokémon loses 1 HP.

PP: 0000

Overrun d8 !2

:L7

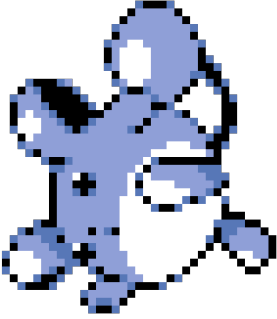
Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP: 0000

Marill

Water

► Azumarill with ???



HP: 7

Abilities: Surf
Size: Tiny

No. S10

Attack d4
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal Fire Water Electric Grass x2
Ice Fighting Poison Rock Bug x2
Psychic Ghost Dragon Flying

Tackle d4



Water Gun d4

:L1

Deals 2 hits.

PP: 0000

Bubble d4

:L2

Deals 2 hits.
1: Paralysis.

PP: 0000

First Aid d6

:L2

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

PP: 0000

Slam d10 !3

:L3

PP: 0000

Double-Edge d12 !2

:L4

Hit: This Pokémon loses 1 HP.

PP: 0000

Bubble Beam d6

:L5

Deals 3 hits.
1: Paralysis.

PP: 0000

Flood d6

:L6

Deals 3 hits.

PP: 0000

Hydro Pump d8

:L7

Deals 4 hits.

PP: 0

Donphan



Ground

HP: 8

Abilities: Strength
Size: Medium

No. S09

Attack d10
Defence 5
Speed 2
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass x2
Ice Fighting Poison Rock Bug x2
Psychic Ghost Dragon Flying

Tackle d4

Quick Turn L1
Normal d6 !1
After this Move, this Pokémon may move 1 space.
PP: 00000

Stomp L2
Normal d8 !2
3: The target can't take actions this round.
PP: 00000

Take Down L3
Normal d10 !1
Hit: This Pokémon loses 1 HP.
PP: 00000

Tremor L4
Ground d6 !1
PP: 00000

Slam L4
Normal d10 !3
PP: 00000

Double-Edge L5
Normal d12 !2
Hit: This Pokémon loses 1 HP.
PP: 0000

Earthquake L6
Ground d10 !3
PP: 00

Overrun L7
Normal d8 !2
Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.
PP: 0000

Azumarill



Water

HP: 8

Abilities: Surf, Strength
Size: Small

No. S11

Attack d8
Defence 4
Speed 3
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass x2
Ice Fighting Poison Rock Bug x2
Psychic Ghost Dragon Flying

Tackle Normal d4

Water Gun L1
Water d4
Deals 2 hits.
PP: 00000

Bubble L2
Water d4
Deals 2 hits.
1: Paralysis.
PP: 00000

First Aid L2
Normal d6
Recovers HP from the target equal to the result of the Move Die.
PP: 0000

Slam L3
Normal d10 !3
PP: 00000

Double-Edge L4
Normal d12 !2
Hit: This Pokémon loses 1 HP.
PP: 0000

Bubble Beam L5
Water d6
Deals 3 hits.
1: Paralysis.
PP: 00000

Flood L6
Water d6
Deals 3 hits.
PP: 0000

Hydro Pump L7
Water d8
Deals 4 hits.
PP: 0

Mareep

Electric

► Flaaffy at :L3

HP: ○○○○○○
6

Abilities: Flash
Size: Small

No. S12



Attack d4
Defence 3
Speed 2
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Tackle
Normal d4



Thunder Shock
Electric d4



Swift
Normal



Hypnosis
Psychic d6



Thunder Wave
Electric d4



Light Screen
Psychic d4



Thunderbolt
Electric d6



Thunder
Electric d8



Deals 2 hits.
1: Paralysis.

PP: ○○○○○○

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

PP: ○○○○○○

Inflicts Sleep.

PP: ○○○○○○

Inflicts Paralysis.

PP: ○○○○○○

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

PP: ○○○○○○

Deals 3 hits.
1: Paralysis.

PP: ○○○○

Deals 4 hits.
1: Paralysis.

PP: ○○

6 7 8 9 10
31 32 33

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20 22 24 25
44 45 47 50

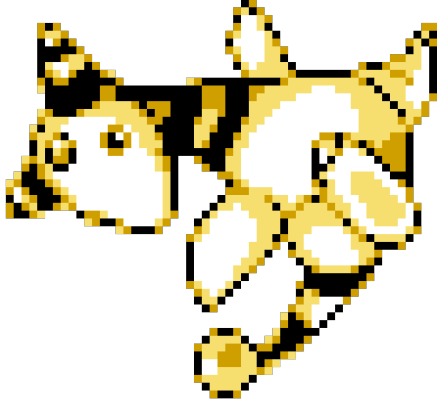
Ampharos

Electric

HP: ○○○○○○
8

Abilities: Strength, Flash
Size: Medium

No. S14



Attack d8
Defence 4
Speed 2
Special d10

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Tackle
Normal d4



Thunder Shock
Electric d4



Swift
Normal



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

PP: ○○○○○○

Deals 2 hits.
1: Paralysis.

PP: ○○○○○○

Hypnosis
Psychic d6



Thunder Wave
Electric d4



Light Screen
Psychic d4



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

PP: ○○○○○○

Thunder Punch
Electric d8 !2



3: Paralysis.

PP: ○○○○

Thunderbolt
Electric d6



Deals 3 hits.
1: Paralysis.

PP: ○○○○

Thunder
Electric d8



Deals 4 hits.
1: Paralysis.

PP: ○○

1

6 7 8 9 10
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18 19 20 22 24 25
44 45 47 50

Flaaffy



Electric ► Ampharos at :L5

HP:
7

Abilities: Strength, Flash
Size: Small

No. S13

Attack d6
Defence 3
Speed 2
Special d10

Weaknesses & Resistances:

Normal	Fire	Water	Electric	Grass
			-1	
Ice	Fighting	Poison	Ground	Flying
			x2	-1
Psychic	Bug	Rock	Ghost	Dragon

Tackle
Normal d4



Thunder Shock :L1
Electric d4
Deals 2 hits.
1: Paralysis.
PP:

Swift :L2
Normal d4
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.
PP:

Hypnosis
Psychic d6
Inflicts Sleep.
PP:

Thunder Wave :L3
Electric d4
Inflicts Paralysis.
PP:

Light Screen :L4
Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.
PP:

Thunder Punch :L4
Electric d8 !2
3: Paralysis.
PP:

Thunderbolt :L5
Electric d6
Deals 3 hits.
1: Paralysis.
PP:

Thunder :L7
Electric d8
Deals 4 hits.
1: Paralysis.
PP:

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Hoppip

Grass Flying Skiploom at :L3

HP: 5

Abilities: Fly, Flash
Size: Tiny

No. S15



Attack d6
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

Normal Fire x2 Water -1 Electric Grass -1
Ice x2 Fighting -1 Poison x2 Ground Flying x2
Psychic Bug Rock x2 Ghost Dragon

Pound d4



Absorb d4



Strange Powder :L2



1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.

PP: 0 0 0 0

Healing Pollen d6



Recovers 2 HP from this
Pokémon and each target.

PP: 0 0

Leech Seed d6



Each Pokémon adjacent to the
target recovers 1 HP. The
target loses that HP.

PP: 0 0

Slam :L4



PP: 0 0 0 0

Mega Drain d6



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

PP: 0 0

Solar Beam :L6



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

PP: 0 0

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Jumpluff

Grass Flying

HP: 7

Abilities: Fly, Flash
Size: Small

No. S17



Attack d6
Defence 3
Speed 5
Special d10

Weaknesses & Resistances:

Normal Fire x2 Water -1 Electric Grass -1
Ice x2 Fighting -1 Poison x2 Ground Flying x2
Psychic Bug Rock x2 Ghost Dragon

Pound d4



Absorb d4



Strange Powder :L2



Deals 1 hit. Recovers HP equal
to the HP the target lost as a
result of this Move.

PP: 0 0 0 0

Healing Pollen d6



Recovers 2 HP from this
Pokémon and each target.

PP: 0 0

Leech Seed d6



Each Pokémon adjacent to the
target recovers 1 HP. The
target loses that HP.

PP: 0 0

Slam :L4



PP: 0 0 0 0

Mega Drain d6



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

PP: 0 0

Solar Beam :L6



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

PP: 0 0

1

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Skiploom



Grass Flying ► Jumpluff at :L5

HP: ○○○○○○
6

Abilities: Fly, Flash
Size: Tiny

No. S16

Attack d6
Defence 3
Speed 4
Special d8

Weaknesses & Resistances:

Normal	Fire x2	Water -1	Electric	Grass -1
Ice x2	Fighting -1	Poison x2	Ground -1	Flying x2
Psychic	Bug	Rock	Ghost	Dragon
		x2		

Pound d4



Healing Pollen d6



Recovers 2 HP from this Pokémon and each target.

PP: ○○

Mega Drain d6



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

PP: ○○

Absorb d4



Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○○○

Leech Seed d6



Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: ○○

Strange Powder d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: ○○○○

Slam d10



PP: ○○○○

Solar Beam d4



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

PP: ○○

Eevee

Normal

▶ ??? with ???



HP: ○○○○○○
6

Size: Tiny

No. 133

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

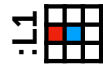
Normal	Fire	Water	Electric	Grass
Ice	Fighting x2	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

-1

Tackle
Normal d4



Sand-Attack
Normal d4 !2



Quick Attack
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).



Bite
Normal d6 !1



Focus Energy
Normal d1



Take Down
Normal d10 !1



2: The target can't take actions this round.

For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

PP: ○○○○○○

PP: ○○○○○○

Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

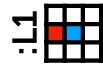
Normal	Fire	Water	Electric	Grass
Ice	Fighting x2	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon

-1

Tackle
Normal d4



Sand-Attack
Normal d4 !2



Quick Attack
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).



Bite
Normal d6 !1



Focus Energy
Normal d1



Take Down
Normal d10 !1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

PP: ○○○○○○

Eevee

Normal

▶ ??? with ???



HP: ○○○○○○
6

Size: Tiny

No. 133

Espeon



Psychic

HP: 6

Abilities: Flash
Size: Small

No. S18

Attack d6
Defence 3
Speed 5
Special d12

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting -1 Poison Ground Flying
Psychic -1 Bug x2 Rock Ghost Dragon x2

Tackle Normal d4



Confusion Psychic d4 :L1



Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP: 0000

Quick Attack Normal d6 !1 :L2



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 000000

Bite Normal d6 !1 :L3



2: The target can't take actions this round.

PP: 00000

Psybeam Psychic d4 :L4



Deals 2 hits.
1: Confusion.

PP: 00000

Light Screen Psychic d4 :L5



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

PP: 000000

Reflect Psychic d4 :L5



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

PP: 00000

Psywave Psychic d6 :L6



Deals hits equal to the result of the Move Die.

PP: 0000

Psychic Psychic d6 :L7



Deals 3 hits.

PP: 000

6 7 8 9 10 29 30 31 32 33

15 39

20 22 44 46

50

Umbreon



Poison

HP: 8

Size: Small

No. S19

Attack d6
Defence 5
Speed 3
Special d8

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting -1 Poison Ground Flying
Psychic x2 Bug x2 Rock Ghost Dragon x2

Tackle Normal d4



Smog Poison d6 :L1



Deals 1 hit + Poison.

PP: 00000

Quick Attack Normal d6 !1 :L2



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 000000

Bite Normal d6 !1 :L3



2: The target can't take actions this round.

PP: 00000

Acid Poison d4 :L4



Deals 2 hits.

PP: 000000

Smoke Screen Normal d4 :L5



Darkens the field for the rest of the battle.

PP: 00000

Acid Armour Poison d4 :L5



For this battle: Increase this Pokémon's Defence by 2 (max +2).

PP: 0000000

Toxic Poison d6 :L6



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

PP: 000

Sludge Poison d8 !2 :L7



3: Poison.

PP: 00000

2

6 7 8 9 10 31 32 33 34

39

41 42

44

20

50



Jaggu

Water

HP: 8

Abilities: Cut, Surf
Size: Huge

No. S21

Attack d12
Defence 4
Speed 5
Special d6

Weaknesses & Resistances:

Normal Fire -1 Water -1 Electric x2 Grass x2
Ice -1 Fighting Ground Poison Flying
Psychic Bug Rock Ghost Dragon

Peck d4

Bite Normal d6 !1
2: The target can't take actions this round.
PP: 0000

Rage Normal d6 !2
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,
PP: 0000

Waterfall Water d8 !2
3: The target can't take actions this round.
PP: 0000

Agility Psychic d4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 000000

Drill Peck Flying d8 !2
PP: 000000

Double-Edge Normal d12 !2
Hit: This Pokémon loses 1 HP.
PP: 0000

Thrash Normal d10 !1
Hit: This Pokémon becomes confused.
PP: 000000

Horn Drill Normal d12 !4
12: The target faints.
PP: 0

6 7 8 9 10 11 12 36 31 32

15 39

20 23 44 50



Gyaoon

Normal

HP: 9

Abilities: Strength
Size: Huge

No. S22

Attack d12
Defence 3
Speed 2
Special d12

Weaknesses & Resistances:

Normal Fire Water Electric Grass
Ice Fighting x2 Ground Flying
Psychic Bug Rock Ghost -1 Dragon

Tackle Normal d4

Aurora Beam Ice d4
Deals 2 hits.
PP: 000000

Roar Normal d4
Pushes the targets back 1 space. Opponents can't enter a space next to you this round.
PP: 000000

Bite Normal d6 !1
2: The target can't take actions this round.
PP: 000000

Screech Normal d4
Deals 2 hits.
PP: 00000000

Substitute Normal d4
Swap spaces with the target.
PP: 0000

Rage Normal d6 !2
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,
PP: 000000

Hyper Beam Normal d8
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.
PP: 0

Thrash Normal d10 !1
Hit: This Pokémon becomes confused.
PP: 000000

1 26 27

6 7 8 9 10 31 32

13 14 15 16 37 38 39 42

18 20 23 44 48 49 50

