



# Order Tier 1 — Grunt



## 1 — Spearow

No. 021

HP Def Spd  
6 3 3



Fly

Normal x2: Elec Ice Rck  
Flying -1: Grs Grn Bug Gho

1 2  
3 4

Peck

Flying

2+



5  
6  
7

Fury Attack

Normal

2+ !3



Use 3 times (against the same target).

8  
9  
10

Quick Turn

Normal

4+ !1



After this Move, this Pokémon may move 1 space.

11  
12

Rage

Normal

4+ !1



If this Pokémon is at or below 3 HP, deals 6+ instead.

## 2 — Growlithe

No. 058

HP Def Spd  
6 2 2



Flash

Fire x2: Wtr Grn Rck  
-1: Fire Grs Bug

1 2  
3 4

Tackle

Normal

3+



5 6  
7 8

Ember

Fire



!2



Deals 2 hits.  
6: Poison.

9  
10

Roar

Normal

!2



Pushes targets back 1 space, opponents can't enter area.

11  
12

Rage

Normal

4+ !1



If this Pokémon is at or below 3 HP, deals 6+ instead.

## 3 — Machop

No. 066

HP Def Spd  
6 3 2



Strength

Fighting x2: Fly Psy  
-1: Bug Rck

1 2  
3 4

Jab

Fighting

3+



5  
6  
7

Low Kick

Fighting

5+ !1



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

8  
9  
10

Drag Off

Normal

6+ !1



Hit: Pulls the target towards this Pokémon.

11  
12

Rage

Normal

5+ !1



If this Pokémon is at or below 3 HP, deals 7+ instead.

## 4 — Tyker

No. 501

HP Def Spd  
6 2 3



Flash

Electric x2: Grn  
-1: Elec Fly

1 2  
3 4

Scratch

Normal

2+



5 6  
7 8

Thunder Shock

Electric



!2



Deals 2 hits.  
6: Paralysis.

9  
10

Quick Attack

Normal

4+ !1



This Move happens before all other Moves this round.

11  
12

Rage

Normal

4+ !1



If this Pokémon is at or below 3 HP, deals 6+ instead.

## 5 — Warfurs

No. 503

HP Def Spd  
6 3 2



Cut, Flash

Ice x2: Fire Fgt Rck  
-1: Grs Ice

1 2  
3 4

Scratch

Normal

2+



5  
6  
7

Powder Snow

Ice



!2



Deals 2 hits.  
6: Sleep.

8  
9  
10

Fury Swipes

Normal

2+ !3



Use 3 times (against the same target).

11  
12

Rage

Normal

4+ !1



If this Pokémon is at or below 3 HP, deals 6+ instead.

## 6 — Raticate

No. 020

HP Def Spd  
6 3 4



Normal x2: Fgt  
-1: Gho

1 2  
3 4

Tackle

Normal

3+



5  
6  
7

Super Fang

Normal

6+



If this would deal a hit, halve target's current HP (round up).

8  
9  
10

Quick Attack

Normal

5+ !1



This Move happens before all other Moves this round.

11  
12

Rage

Normal

5+ !1



If this Pokémon is at or below 3 HP, deals 7+ instead.



# Order Tier 2 — Commander



## 1 — Beedrill

No. 215



HP Def Spd  
6 3 4

Cut, Fly

Bug x2: Fire Fly Bug Rck  
Poison -1: Grs Fgt

## Poison Sting

1 Poison 3+

1: Poison.



## Twineedle

7 Bug 6+ !3

8 Use twice.  
9 4: Poison.



## Fury Attack

4 Normal 3+ !3

5 Use 3 times (against the  
6 same target).



## Rage

4 Normal 5+ !2

5 If this Pokémon is at or below  
6 3 HP, deals 7+ instead.



## 2 — Machoke

No. 067



HP Def Spd  
7 4 2

Strength

Fighting x2: Fly Psy  
-1: Bug Rck

## Jab

1 Fighting 4+

2  
3



## Knock Back

7 Fighting 7+ !1

8 Pushes the target back 1  
9 space if that space is open.



## Drag Off

10 Normal 7+ !1

11 Hit: Pulls the target towards  
12 this Pokémon.



## Rage

10 Normal 6+ !1

11 If this Pokémon is at or below  
12 3 HP, deals 8+ instead.



## 3 — Gligar

No. B02



HP Def Spd  
5 4 4

Cut, Fly

Ground x2: Wtr Ice  
Flying -1: Elec Fgt Psn Grn Bug

## Poison Sting

1 Poison 4+

2  
3 1: Poison.



## Slash

7 Normal 7+ !1

8  
9 4-6: Deals an additional hit.



## Stun Poison

4 Poison 6+ !2

5 Hit: Paralysis.



## Rage

10 Normal 6+ !1

11 If this Pokémon is at or below  
12 2 HP, deals 8+ instead.



## 4 — Fearow

No. 022



HP Def Spd  
7 4 4

Fly

Normal x2: Elec Ice Rck  
Flying -1: Grs Grn Bug Gho

## Peck

1 Flying 4+

2  
3



## Quick Turn

7 Normal 6+ !1

8 After this Move, this  
9 Pokémon may move 1 space.



## Dive Bomb

4 Flying 7+ !1

5 Disappear, reappear in open  
6 space and attack next round.



## Rage

10 Normal 6+ !1

11 If this Pokémon is at or below  
12 3 HP, deals 8+ instead.



## 5 — Dugtrio

No. 051



HP Def Spd  
5 3 6

Cut

Ground x2: Wtr Grs Ice  
-1: Elec Psn Rck

## Scratch

1 Normal 4+

2  
3



## Tremor

7 Ground 6+ !1

8  
9



## Dig

4 Ground 8+ !1

5 Disappear, reappear in open  
6 space and attack next round.



## Rage

10 Normal 6+ !1

11 If this Pokémon is at or below  
12 2 HP, deals 7+ instead.



## 6 — Tentacruel

No. 073



HP Def Spd  
7 3 4

Cut, Surf

Water x2: Elec Grn Psy Bug  
Poison -1: Fire Wtr Ice Fgt Psn

## Constrict

1 Normal 2+

2 The target can't move this  
3 round.



## Water Gun

7 Water !1

8  
9 Deals 2 hits.



## Acid

4 Poison !1

5 Deals 2 hits.



## Rage

10 Normal 4+ !1

11 If this Pokémon is at or below  
12 3 HP, deals 6+ instead.



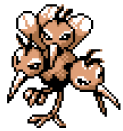


# Order Tier 3 – General



## 1 – Dodrio

No. 085



HP Def Spd  
6 4 4

Fly

Normal x2: Elec Ice Rck

Flying -1: Grs Grn Bug Gho

1  
2

### Peck

Flying 5+



3 4  
5 6

### Drill Peck

Flying 8+ !1



7  
8  
9

### Quick Turn

Normal 6+ !1



After this Move, this Pokémon may move 1 space.

10  
11  
12

### Rage

Normal 7+ !1



If this Pokémon is at or below 3 HP, deals 9+ instead.

## 2 – Straigar

No. S02



HP Def Spd  
8 3 4

Flash

Electric x2: Grn

-1: Elec Fly

1  
2

### Scratch

Normal 3+



3 4  
5 6

### Thunderbolt

Electric !3



Deals 3 hits.  
6: Paralysis.

7  
8  
9

### Pounce

Normal 5+ !1



Move up to 1 extra space before using this Move.

10  
11  
12

### Rage

Normal 5+ !1



If this Pokémon is at or below 3 HP, deals 7+ instead.

## 3 – Wearlycan

No. S04



HP Def Spd  
8 5 2

Cut, Flash

Ice x2: Fire Fgt Rck

-1: Grs Ice

1  
2

### Scratch

Normal 4+



3 4  
5 6

### Slash

Normal 7+ !1



6: Deals an additional hit.

7  
8  
9

### Powder Snow

Ice !2



Deals 2 hits.  
6: Sleep.

10  
11  
12

### Rage

Normal 6+ !1



If this Pokémon is at or below 3 HP, deals 7+ instead.

## 4 – Machamp

No. 068



HP Def Spd  
8 4 2

Strength

Fighting x2: Fly Psy

-1: Bug Rck

1  
2

### Jab

Fighting 5+



3 4  
5 6

### Submission

Fighting 9+ !1



Hit: This Pokémon loses 1 HP.

7  
8  
9

### Drag Off

Normal 8+ !1



Hit: Pulls the target towards this Pokémon.

10  
11  
12

### Rage

Normal 7+ !1



If this Pokémon is at or below 3 HP, deals 9+ instead.

## 5 – Gyarados

No. 130



HP Def Spd  
7 3 3

Surf, Strength

Water x2: Elec Rck

Flying -1: Fire Wtr Fgt Grn Bug

1  
2

### Tackle

Normal 5+ !1



3 4  
5 6

### Bubble Beam

Water !2



Deals 3 hits.  
6: Paralysis.

7  
8  
9

### Dragon Rage

Dragon !3



Deals 4 hits.

11  
12

### Rage

Normal 7+ !1



If this Pokémon is at or below 3 HP, deals 9+ instead.

## 6 – Arcanine

No. 059



HP Def Spd  
7 4 4

Flash

Fire x2: Wtr Grn Rck

-1: Fire Grs Bug

1  
2

### Tackle

Normal 4+



3 4  
5 6

### Heat Tackle

Fire 8+ !1



Hit: This Pokémon loses 1 HP.

7  
8  
9

### Take Down

Normal 8+ !1



Hit: This Pokémon loses 1 HP.

10  
11  
12

### Rage

Normal 7+ !1



If this Pokémon is at or below 3 HP, deals 9+ instead.



# Order Leader — Marshall



## Marshall's Kabutops



HP Def Spd  
6 5 3

Cut, Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1  
2  
3

### Rage

Normal 7+ !1

If this Pokémon is at or below 3 HP, deals 9+ instead.



8  
9  
10

### Slash

Normal 8+ !1

5-6: Deals an additional hit.



4 5  
6 7

### Leech Life

Bug 6+ !1

Recovers HP equal to the HP the target loses.



11  
12

### Guillotine

Normal 11+ !2

6: The target faints.



## Marshall's Rhydon



HP Def Spd  
8 5 2

Surf, Strength

Rock

x2: Wtr Grs Ice Fgt Grn

Ground

-1: Nrm Elec Fire Psn Fly Rck

1  
2  
3

### Rage

Normal 7+ !1

If this Pokémon is at or below 3 HP, deals 9+ instead.



8  
9  
10

### Fissure

Ground 11+ !2

6: The targets faints.



4 5  
6 7

### Rock Slide

Rock 8+ !1



11  
12

### Horn Drill

Normal 11+ !2

6: The target faints.



## Marshall's Snorlax



HP Def Spd  
11 3 1

Surf, Strength

Normal

x2: Fgt

-1: Gho

1  
2  
3

### Rage

Normal 6+ !1

If this Pokémon is at or below 5 HP, deals 8+ instead.



8  
9  
10

### Flood

Water !3

Deals 3 hits.



4 5  
6 7

### Body Slam

Normal 9+ !2

3: Paralysis



11  
12

### Earthquake

Ground 9+ !2

Hit: This Pokémon loses 1 HP.



## Marshall's Gyarados



HP Def Spd  
7 3 3

Surf, Strength

Water

x2: Elec Rck

Flying

-1: Fire Wtr Fgt Grn Bug

1  
2  
3

### Rage

Normal 7+ !1

If this Pokémon is at or below 3 HP, deals 9+ instead.



8  
9  
10

### Dragon Rage

Dragon !3

Deals 4 hits.



4 5  
6 7

### Flood

Water !2

Deals 3 hits.



11  
12

### Hyper Beam

Normal !3

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



## Marshall's Arcanine



HP Def Spd  
7 4 4

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1  
2  
3

### Rage

Normal 6+ !1

If this Pokémon is at or below 3 HP, deals 8+ instead.



8  
9  
10

### Fire Blast

Fire !3

Deals 4 hits.  
6: Poison.



4 5  
6 7

### Heat Tackle

Fire 8+ !1

Hit: This Pokémon loses 1 HP.



11  
12

### Hyper Beam

Normal !3

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



## Marshall's Dragonite



HP Def Spd  
8 4 3

Fly, Surf, Strength

Dragon

x2: Ice Rck Dra

Flying

-1: Fire Wtr Grs Fgt Grn Bug

1  
2  
3

### Rage

Normal 6+ !1

If this Pokémon is at or below 3 HP, deals 8+ instead.



8  
9  
10

### Giant Tail

Normal 11+ !2



4 5  
6 7

### Dragon Rage

Dragon !3

Deals 4 hits.



11  
12

### Hyper Beam

Normal !3

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





# Lock, Stock & Barrel



## Lock's Machop



HP Def Spd  
6 3 2

Strength

**Fighting** x2: Fly Psy  
-1: Bug Rck

1 2 **Push**  
3 4 **Fighting** 3+   
Pushes the target back 1 space if that space is open.

8 **Drag Off**  
9 **Normal** 6+ !1   
10 Hit: Pulls the target towards this Pokémon.

5 **Low Kick**  
6 **Fighting** 5+ !1   
7 2: The target can't take actions this round.

11 **Karate Chop**  
12 **Fighting** 5+ !1   
6: Deals an additional hit.

## Stock's Gastly



HP Def Spd  
4 2 3

Fly

**Ghost** x2: Grn Psy Gho  
**Poison** -1: Nrm Grs Fgt Psn

1 2 **Trap**  
3 4 **Ghost**   
Deals 1 hit and the target can't move this round.

9 10 **Spook**  
11 **Ghost** !1   
12 Deals 2 hits.  
6: Target can't take actions this round.

5 6 **Hypnosis**  
7 8 **Psychic** !2   
Inflicts Sleep.

## Barrel's Geodude



HP Def Spd  
5 4 2

Strength

**Rock** x2: Wtr Grs Ice Fgt Grn  
**Ground** -1: Nrm Elec Fire Psn Fly Rck

1 2 **Roll**  
3 4 **Normal** 3+   
Move up to 2 extra spaces before using this Move.

9 **Tremor**  
10 **Ground** 5+ !1   
11

5 6 **Rock Throw**  
7 8 **Rock** 5+ !1

11 **Selfdestruct**  
12 **Normal** 6+   
This Pokémon faints.  
Deals 2 additional hits.

## Lock's Machoke



HP Def Spd  
7 4 2

Strength

**Fighting** x2: Fly Psy  
-1: Bug Rck

1 **Push**  
2 **Fighting** 4+   
3 Pushes the target back 1 space if that space is open.

7 **Karate Chop**  
8 **Fighting** 6+ !1   
9 6: Deals an additional hit.

4 **Drag Off**  
5 **Normal** 7+ !1   
6 Hit: Pulls the target towards this Pokémon.

10 **Seismic Toss**  
11 **Fighting** 7+ !1   
12 Hit: Moves the target to the other side of this Pokémon.

## Stock's Haunter



HP Def Spd  
5 2 4

Fly

**Ghost** x2: Grn Psy Gho  
**Poison** -1: Nrm Grs Fgt Psn

1 **Trap**  
2 **Ghost**   
3 Deals 1 hit and the target can't move this round.

7 **Dream Eater**  
8 **Psychic** !1   
9 If target is Asleep: Deals 4 hits.  
Recovers HP equal to HP lost.

4 **Night Shade**  
5 **Ghost** !2   
6 Deals 3 hits.

10 **Hypnosis**  
11 **Psychic** !2   
12 Inflicts Sleep.

## Barrel's Graveler



HP Def Spd  
6 5 2

Strength

**Rock** x2: Wtr Grs Ice Fgt Grn  
**Ground** -1: Nrm Elec Fire Psn Fly Rck

1 **Roll**  
2 **Normal** 4+   
3 Move up to 2 extra spaces before using this Move.

9 **Earthquake**  
10 **Ground** 9+ !2   
11

4 5 **Rock Throw**  
6 7 **Rock** 6+ !1

11 **Explosion**  
12 **Normal** 9+ !1   
This Pokémon faints.  
Deals 4 additional hits.

## Lock's Poliwrath



HP Def Spd  
7 5 3

Surf, Strength

Water x2: Elec Grs Fly Psy  
Fighting -1: Fire Wtr Ice Bug Rck

1  
2

### Push

Fighting 5+



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

3 4  
5 6

### Seismic Toss

Fighting 8+ !1



Hit: Moves the target to the other side of this Pokémon.

7  
8  
9

### Drag Off

Normal 8+ !1



Hit: Pulls the target towards this Pokémon.

10  
11  
12

### Bubble Beam

Water !3



Deals 3 hits.  
6: Paralysis

## Lock's Machop



HP Def Spd  
8 4 2

Strength

Fighting x2: Fly Psy  
-1: Bug Rck

1  
2

### Push

Fighting 5+



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

3 4  
5 6

### Seismic Toss

Fighting 8+ !1



Hit: Moves the target to the other side of this Pokémon.

7  
8  
9

### Drag Off

Normal 8+ !1



Hit: Pulls the target towards this Pokémon.

10  
11  
12

### Submission

Fighting 9+ !1



Hit: This Pokémon loses 1 HP.

## Stock's Hypno



HP Def Spd  
7 4 3

Flash

Psychic x2: Bug Gho  
-1: Fgt Psy

1  
2

### Trap

Ghost !2



Deals 1 hit and the target can't move this round.

3 4  
5 6

### Psychic

Psychic !2



Deals 3 hits.

7  
8  
9

### Dream Eater

Psychic !1



If target is Asleep: Deals 4 hits.  
Recovers HP equal to HP lost.

10  
11  
12

### Hypnosis

Psychic !2



Inflicts Sleep.

## Stock's Gengar



HP Def Spd  
5 3 5

Fly, Strength

Ghost x2: Grn Psy Gho  
Poison -1: Nrm Grs Fgt Psn

1  
2

### Trap

Ghost !2



Deals 1 hit and the target can't move this round.

3 4  
5 6

### Night Shade

Ghost !2



Deals 3 hits.

7  
8  
9

### Dream Eater

Psychic !1



If target is Asleep: Deals 4 hits.  
Recovers HP equal to HP lost.

10  
11  
12

### Hypnosis

Psychic !2



Inflicts Sleep.

## Barrel's Sandslash



HP Def Spd  
7 5 3

Cut, Strength

Ground x2: Wtr Grs Ice  
-1: Elec Psn Rck

1  
2

### Roll

Normal 4+



Move up to 2 extra spaces before using this Move.

3 4  
5 6  
7 8

### Pin Missile

Bug 4+ !3



Use 3 times (against the same target).

9  
10

### Fissure

Ground 10+ !2



6: The target faints.

11  
12

### Rock Slide

Rock 7+ !1



## Barrel's Golem



HP Def Spd  
7 6 2

Strength

Rock x2: Wtr Grs Ice Fgt Grn  
Ground -1: Nrm Elec Fire Psn Fly Rck

1  
2

### Roll

Normal 4+



Move up to 2 extra spaces before using this Move.

3 4  
5 6  
7 8

### Rock Slide

Rock 7+ !1



9  
10

### Fissure

Ground 10+ !2



6: The target faints.

11  
12

### Explosion

Normal 9+ !1



This Pokémon faints.  
Deals 4 additional hits.





# Engine Tier 1 — Cog



## 1 — Abra

No. 063



HP Def Spd  
4 2 4

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1 2  
3 4

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

9

Disable

Normal



!1



Deals 1 hit. The target must  
use a Basic Move next round.

10

11

5 6  
7 8

Confusion

Psychic



!1



Deals 2 hits. Swap with target.  
6: Confusion.

12

Super Psy

Psychic



!3



Deals 4 hits.

## 2 — Magnemite

No. 081



HP Def Spd  
4 4 2

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1 2  
3 4

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

9

Supersonic

Normal



!2



Inflicts Confusion.

10

11

5 6  
7 8

Thunder Shock

Electric



!1



Deals 2 hits.  
6: Paralysis.

12

Thunder

Electric



!3



Deals 4 hits.  
6: Paralysis.

## 3 — Grimer

No. 088



HP Def Spd  
7 2 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2  
3 4

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

9

Poison Gas

Poison



!4



Inflicts Poison.

10

11

5 6  
7 8

Nasty Goo

Poison

5+

!1



2: Paralysis.

12

Selfdestruct

Normal

6+



This Pokémon faints.  
Deals 2 additional hits.

## 4 — Voltorb

No. 100



HP Def Spd  
5 3 4

Flash

Electric

x2: Grn

-1: Elec Fly

1 2  
3 4

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

9

Chain Lightning

Electric



!2



Deals 2 hits and 1 hit to each  
Pokémon next to the target.

10

11

5 6  
7 8

Sonic Boom

Normal



!2



Always deals exactly 2 hits.

12

Explosion

Normal

6+

!1



This Pokémon faints.  
Deals 4 additional hits.

## 5 — Koffing

No. 109



HP Def Spd  
5 4 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2  
3 4

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

9

Foul Odour

Poison



!3



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

10

11

5 6  
7 8

Smog

Poison



!3



Deals 1 hit + Poison.

12

Selfdestruct

Normal

5+



This Pokémon faints.  
Deals 2 additional hits.

## 6 — Staryu

No. 120



HP Def Spd  
5 3 4

Surf, Flash

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2  
3 4

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

9

Recover

Normal



!3



Recovers HP equal to the  
result of the Move die -3.

10

11

5 6  
7 8

Water Gun

Water



!2



Deals 2 hits.

12

Hydro Pump

Water



!4



Deals 4 hits.



# Engine Tier 2 – Supervisor



## 1 — Kadabra

No. 064



HP Def Spd  
5 2 5

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1  
2  
3

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

10  
11

Recover

Normal



!2



Recovers HP equal to the  
result of the Move die -2.

4 5  
6 7  
8 9

Psybeam

Psychic



!1



Deals 2 hits.  
6: Confusion.

12

Super Psy

Psychic



!2



Deals 4 hits.

## 2 — Electrode

No. 101



HP Def Spd  
6 3 7

Flash

Electric

x2: Grn

-1: Elec Fly

1  
2  
3

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

10  
11

Sonic Boom

Normal



!2



Always deals exactly 2 hits.

4 5  
6 7  
8 9

Chain Lightning

Electric



!2



Deals 2 hits and 1 hit to each  
Pokémon next to the target.

12

Explosion

Normal

7+

!1



This Pokémon faints.  
Deals 4 additional hits.

## 3 — Weezing

No. 110



HP Def Spd  
6 6 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1  
2  
3

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

10  
11

Haze

Ice



!2



Removes all effects/conditions  
on this Pokémon and on targets.

4 5  
6 7  
8 9

Smog

Poison



!3



Deals 1 hit + Poison.

12

Explosion

Normal

9+

!1



This Pokémon faints.  
Deals 4 additional hits.

## 4 — Tangela

No. 114



HP Def Spd  
6 6 3

Cut

Grass

x2: Fire Ice Psn Fly Bug

-1: Wtr Elec Grs Grn

1  
2  
3

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

10  
11

Healing Pollen

Grass



!2



Recovers 2 HP from this  
Pokémon and each target.

4 5  
6 7  
8 9

Absorb

Grass



!1



Deals 1 hit. Recovers HP equal  
to the HP the target loses.

12

Solar Beam

Grass



!1



Charges, roll next round.  
Deals 5 hits on the next turn.

## 5 — Starmie

No. 121



HP Def Spd  
6 4 5

Surf, Flash

Water

x2: Elec Grs Bug Gho

Psychic

-1: Fire Wtr Ice Fgt Psy

1  
2  
3

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

10  
11

Recover

Normal



!2



Recovers HP equal to the  
result of the Move die -2.

4 5  
6 7  
8 9

Water Gun

Water



!1



Deals 2 hits.

12

Star Freeze

Ice



!3



Deals 3 hits and inflicts  
Paralysis.

## 6 — Porygon

No. 137



HP Def Spd  
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1  
2  
3

Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

10  
11

Recover

Normal



!2



Recovers HP equal to the  
result of the Move die -2.

4 5  
6 7  
8 9

Psybeam

Psychic



!1



Deals 2 hits.  
6: Confusion.

12

Hyper Beam

Normal



!2



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





# Engine Tier 3 — Executive



## 1 — Blastoise

No. 009



HP Def Spd  
7 5 3

Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

1

2

9

10

### Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

### Skull Bash

Normal

13+ !1



Charge for this round, try to  
attack on the next round.

### Bubble Beam

Water



!3



Deals 3 hits.  
6: Paralysis.

### Hydro Pump

Water



!3



Deals 4 hits.

## 2 — Alakazam

No. 065



HP Def Spd  
6 3 6

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1

2

9

10

### Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

### Recover

Normal



!2



Recovers HP equal to the  
result of the Move die -2.

### Psybeam

Psychic



!1



Deals 2 hits.  
6: Confusion.

### Super Psy

Psychic



!2



Deals 4 hits.

## 3 — Muk

No. 089



HP Def Spd  
9 4 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1

2

9

10

### Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

### Acid Armour

Poison



!2



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

### Sludge

Poison

7+

!1



2: Poison.

### Explosion

Normal

9+

!1



This Pokémon faints.  
Deals 4 additional hits.

## 4 — Magnetron

No. 082



HP Def Spd  
6 5 3

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1

2

9

10

### Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

### Supersonic

Normal



!2



Inflicts Confusion.

### Chain Lightning

Electric



!1



Deals 2 hits and 1 hit to each  
Pokémon next to the target.

### Tri Attack

Normal



!3



Deals 2 hits. Use 3 times  
(against the same target).

## 5 — Electabuzz

No. 125



HP Def Spd  
7 3 5

Strength, Flash

Electric

x2: Grn

-1: Elec Fly

1

2

9

10

### Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

### Light Screen

Psychic



!2



Acts first. Can't move this round,  
unaffected by Special Moves.

### Thunder Punch

Electric

6+

!1



2: Paralysis.

### Thunder

Electric



!3



Deals 4 hits.  
6: Paralysis.

## 3 — Magmar

No. 126



HP Def Spd  
7 3 4

Strength, Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1

2

9

10

### Swift

Normal



Deals 1 hit to any Pokémon.  
Can't be prevented.

### Confuse Ray

Ghost



!2



Inflicts Confusion.

### Fire Punch

Fire

7+

!1



2: Poison.

### Fire Blast

Fire



!3



Deals 4 hits.  
6: Poison.



# Engine Leader — S.I.L.P.H.



## Porygon A



HP Def Spd  
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1  
2  
3

### Tackle

Normal 2+



### Recover

Normal !2



Recovers HP equal to the result of the Move die -2.

### Linked Sharpen

Normal !1



Change All Porygon's Tackle's damage to 5+.

## Porygon B



HP Def Spd  
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1  
2  
3

### Tackle

Normal 2+



### Recover

Normal !2



Recovers HP equal to the result of the Move die -2.

### Linked Conversion

Normal !1



All Porygon become resistant to every type.

## Porygon C



HP Def Spd  
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1  
2  
3

### Tackle

Normal 2+



### Recover

Normal !2



Recovers HP equal to the result of the Move die -2.

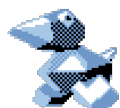
### Linked Agility

Psychic !1



All Porygon now have 7 Speed and can move 4 spaces.

## Cool Porygon



HP Def Spd  
6 4 2

Flash

Ice

x2: Fire Fgt Rck

-1: Grs Ice

1  
2  
3

### Tackle

Normal 2+



### Ice Beam

Ice !2



Deals 3 hits.  
6: Sleep.

### Tri Attack

Normal !3



Deals 2 hits. Use 3 times (against the same target).

### Linked Sharpen

Normal !1



Change All Porygon's Tackle's damage to 5+.

## Hot Porygon



HP Def Spd  
6 4 2

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1  
2  
3

### Tackle

Normal 2+



### Flamethrower

Fire !2



Deals 3 hits.  
6: Poison.

### Tri Attack

Normal !3



Deals 2 hits. Use 3 times (against the same target).

### Linked Conversion

Normal !1



All Porygon become resistant to every type.

## Amped Porygon



HP Def Spd  
6 4 2

Flash

Electric

x2: Grn

-1: Elec Fly

1  
2  
3

### Tackle

Normal 2+



### Thunderbolt

Electric !2



Deals 3 hits.  
6: Paralysis.

### Tri Attack

Normal !3



Deals 2 hits. Use 3 times (against the same target).

### Linked Agility

Psychic !1



All Porygon now have 7 Speed & can move 4 spaces.



# Buzz, Chugley & Polly



## Crash's Magnemite



HP Def Spd  
4 4 2

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1 2  
3 4

Zap

Electric



Deals 1 hit.  
5 or 6: Paralysis.

5 6  
7 8

Sonic Boom

Normal



!1



Always deals exactly 2 hits.

9  
10  
11

Thunder Shock

Electric



!1



Deals 2 hits.  
6: Paralysis.

12

Explosion

Normal

6+

!1



This Pokémon faints.  
Deals 4 additional hits.

## Override's Koffing



HP Def Spd  
5 4 1

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2  
3 4

Puff

Poison



Deals 1 hit.  
5 or 6: Poison.

5 6  
7 8

Smog

Poison



!3



Deals 1 hit + Poison.

9  
10  
11

Foul Odour

Poison



!3



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

12

Explosion

Normal

7+

!1



This Pokémon faints.  
Deals 4 additional hits.

## Polly the Porygon



HP Def Spd  
5 3 1

Flash

Normal

x2: Fgt

-1: Gho

1 2  
3 4

Beep

Normal



Deals 1 hit.  
5 or 6: Confusion.

5 6  
7 8

Psybeam

Psychic



!1



Deals 2 hits.  
6: Confusion

9  
10  
11

Recover

Normal



!2



Recovers HP equal to the  
result of the Move die -2.

12

Explosion

Normal

7+

!1



This Pokémon faints.  
Deals 4 additional hits.

## Crash's Magnemite(s)??



HP Def Spd  
5 4 3

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1 2  
3

Zap

Electric



Deals 1 hit.  
5 or 6: Paralysis.

4 5  
6 7  
8

Thunder Shock

Electric



!1



Deals 2 hits.  
6: Paralysis.

9  
10  
11

Supersonic

Normal



!2



Inflicts Confusion.

12

Explosion

Normal

6+

!1



This Pokémon faints.  
Deals 4 additional hits.

## Override's Weezing??



HP Def Spd  
6 5 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2  
3

Puff

Poison



Deals 1 hit.  
5 or 6: Poison.

4 5  
6 7  
8

Sludge

Poison

6+

!1



2: Poison.

9  
10  
11

Sludge

Poison



6+



2: Poison.

12

Explosion

Normal

8+

!1



This Pokémon faints.  
Deals 4 additional hits.

## Polly the Porygon



HP Def Spd  
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1 2  
3

Beep

Normal



Deals 1 hit.  
5 or 6: Confusion.

4 5  
6 7  
8

Psybeam

Psychic



!1



Deals 2 hits.  
6: Confusion

9  
10  
11

Recover

Normal



!2



Recovers HP equal to the  
result of the Move die -2.

12

Explosion

Normal

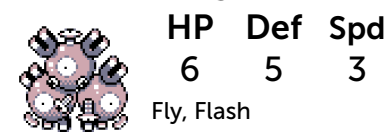
7+

!1



This Pokémon faints.  
Deals 4 additional hits.

## Crash's Magnetron



Electric x2: Grn  
-1: Elec Fly

1 Zap  
2 Electric Deals 1 hit.  
5 or 6: Paralysis.



3 4 Chain Lightning  
5 6 Electric Deals 2 hits and 1 hit to each  
7 8 Pokémon next to the target.



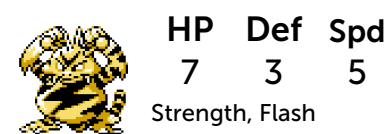
9 Tri Attack  
10 Normal Deals 2 hits. Use 3 times  
11 (against the same target).



12 Explosion  
Normal 6+ !1  
This Pokémon faints.  
Deals 4 additional hits.



## Crash's Electabuzz



Electric x2: Grn  
-1: Elec Fly

1 Zap  
2 Electric Deals 1 hit.  
5 or 6: Paralysis.



3 4 Thunder Punch  
5 6 Electric 6+ !1  
7 8 2: Paralysis.



9 Seismic Toss  
10 Fighting 6+ !1  
11 Hit: Moves the target to the  
other side of this Pokémon.



12 Thunder  
Electric Deals 4 hits.  
6: Paralysis.



## Override's Weezing



Poison x2: Grn Psy Bug  
-1: Fgt Psn

1 Puff  
2 Poison Deals 1 hit.  
5 or 6: Poison.



3 4 Sludge  
5 6 Poison 7+ !1  
7 8 2: Poison.



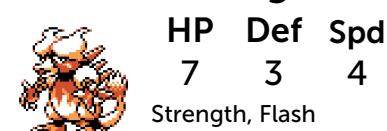
9 Toxic  
10 Poison Deals 1 hit.  
11 Poison, but increase the  
damage by 1 each time.



12 Explosion  
Normal 9+ !1  
This Pokémon faints.  
Deals 4 additional hits.



## Override's Magmar



Fire x2: Wtr Grn Rck  
-1: Fire Grs Bug

1 Puff  
2 Poison Deals 1 hit.  
5 or 6: Poison.



3 4 Fire Punch  
5 6 Fire 7+ !1  
7 8 2: Poison.



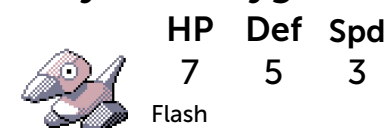
9 Seismic Toss  
10 Fighting 7+ !1  
11 Hit: Moves the target to the  
other side of this Pokémon.



12 Fire Blast  
Fire Deals 4 hits.  
6: Poison.



## Polly the Porygon



Normal x2: Fgt  
-1: Gho

1 Beep  
2 Normal Deals 1 hit.  
5 or 6: Confusion.



3 4 Psychic  
5 6 Psychic Deals 3 hits.  
7 8



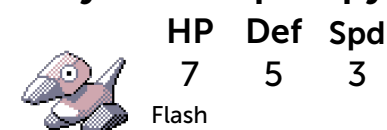
9 Max Recover  
10 Normal Recovers all HP.  
11



12 Explosion  
Normal 7+ !1  
This Pokémon faints.  
Deals 4 additional hits.



## Polly's Backup Copy



Normal x2: Fgt  
-1: Gho

1 Beep  
2 Normal Deals 1 hit.  
5 or 6: Confusion.



3 4 Ice Beam  
5 6 Ice Deals 3 hits.  
7 8 6: Sleep.



9 Max Recover  
10 Normal Recovers all HP.  
11



12 Super Psy  
Psychic Deals 4 hits.





# Dominion Tier 1 — Serf



## 1 — Nidoran ♀ No. 029

HP Def Spd  
6 4 2



Poison

x2: Grn Psy Bug  
-1: Fgt Psn

1 2 Poison Sting  
3 4 Poison 2+  
1: Poison.



5

Bite

Normal 4+ !1  
2: The target can't take actions this round.



6 7 Swords Dance  
8 9 Normal !1  
10 Double the hits of the next successful regular Move.



11  
12

Thunder Shock

Electric !3  
Deals 2 hits.  
6: Paralysis.



## 2 — Nidoran ♂ No. 032

HP Def Spd  
6 3 3



Poison

x2: Grn Psy Bug  
-1: Fgt Psn

1 2 Poison Sting  
3 4 Poison 2+  
1: Poison.



5

Horn Attack

Normal 5+ !1



6 7 Swords Dance  
8 9 Normal !1  
10 Double the hits of the next successful regular Move.



11  
12

Aurora Beam

Ice !3  
Deals 2 hits.



## 3 — Sandshrew No. 027

HP Def Spd  
5 4 2



Cut, Strength

Ground

x2: Wtr Grs Ice  
-1: Elec Psn Rck

1 2 Poison Sting  
3 4 Poison 3+  
1: Poison.



5

Slash

Normal 6+ !1



6: Deals an additional hit.

6 7 Swords Dance  
8 9 Normal !1  
10 Double the hits of the next successful regular Move.



11  
12

Sand-Attack

Normal 4+ !3



Inflicts Confusion.

## 4 — Oddish No. 043

HP Def Spd  
5 3 2



Cut

Grass

x2: Fire Ice Fly Psy Bug  
Poison -1: Wtr Elec Grs Fgt

1 2 Tackle  
3 4 Normal 2+



5

Razor Leaf

Grass 5+ !1



6: Deals an additional hit.

6 7 Swords Dance  
8 9 Normal !1  
10 Double the hits of the next successful regular Move.



11  
12

Absorb

Grass !2



Deals 1 hit. Recovers HP equal to the HP the target loses.

## 5 — Krabby No. 098

HP Def Spd  
4 4 2



Cut, Surf, Strength

Water

x2: Elec Grs  
-1: Fire Wtr Ice

1 2 Pound  
3 4 Normal 4+



5

Crabhammer

Water 9+ !2



6: Deals an additional hit.

6 7 Swords Dance  
8 9 Normal !1  
10 Double the hits of the next successful regular Move.



11  
12

Bubble

Water !3



Deals 2 hits.

6: Paralysis

## 6 — Cubone No. 104

HP Def Spd  
6 4 2



Strength

Ground

x2: Wtr Grs Ice  
-1: Elec Psn Rck

1 2 Pound  
3 4 Normal 2+



5

Skull Bash

Normal 11+ !1



Charge for this round, try to attack on the next round.

6 7 Swords Dance  
8 9 Normal !1  
10 Double the hits of the next successful regular Move.



11  
12

Bone Club

Ground 5+ !1



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



# Dominion Tier 2 – Knight



## 1 — Nidorina

No. 030



HP Def Spd  
7 4 2

Poison x2: Grn Psy Bug  
-1: Fgt Psn

1  
2  
3

### Poison Sting

Poison 3+

1: Poison.



6 7  
8 9  
10

### Swords Dance

Normal !1

Double the hits of the next successful regular Move.



4  
5

### Poison Fang

Poison 6+ !1

2: Poison.



11  
12

### Thunderbolt

Electric !3

Deals 3 hits.  
6: Paralysis.



## 2 — Nidorino

No. 033



HP Def Spd  
7 3 3

Poison x2: Grn Psy Bug  
-1: Fgt Psn

1  
2  
3

### Poison Sting

Poison 3+

1: Poison.



6 7  
8 9  
10

### Swords Dance

Normal !1

Double the hits of the next successful regular Move.



4 5  
6 7

### Double Kick

Fighting 6+ !3

Use twice (against the same target).



11  
12

### Ice Beam

Ice !3

Deals 3 hits.  
6: Sleep.



## 3 — Ponyta

No. 077



Flash

HP Def Spd  
6 3 4

Fire x2: Wtr Grn Rck  
-1: Fire Grs Bug

1  
2  
3

### Tackle

Normal 3+



6 7  
8 9  
10

### Swords Dance

Normal !1

Double the hits of the next successful regular Move.



4  
5

### Heat Tackle

Fire 7+ !1

Hit: This Pokémon loses 1 HP.



11  
12

### Flamethrower

Fire !3

Deals 3 hits.  
6: Poison.



## 4 — Farfetch'd

No. 083



Cut, Fly

HP Def Spd  
6 3 3

Normal x2: Elec Ice Rck  
Flying -1: Grs Grn Bug Gho

1  
2  
3

### Peck

Flying 4+



6 7  
8 9  
10

### Swords Dance

Normal !1

Double the number of hits of the next successful Move.



4  
5

### Slash

Normal 7+ !1

5–6: Deals an additional hit.



11  
12

### Leek Slap

Normal 9+ !1



## 5 — Cloyster

No. 091



Surf

HP Def Spd  
5 7 2

Water x2: Elec Fgt Rck  
Ice -1: Wtr Ice

1  
2  
3

### Tackle

Normal 4+



6 7  
8 9  
10

### Swords Dance

Normal !1

Double the hits of the next successful regular Move.



4  
5

### Clamp

Water 5+ !1

Hit: Stops this & target until end of next round or either moves.



11  
12

### Bubble Beam

Water !3

Deals 3 hits.  
6: Paralysis.



## 6 — Marowak

No. 105



Strength

HP Def Spd  
7 6 2

Ground x2: Wtr Grs Ice  
-1: Elec Psn Rck

1  
2  
3

### Pound

Normal 4+



6 7  
8 9  
10

### Swords Dance

Normal !1

Double the hits of the next successful regular Move.



4  
5

### Bonemerang

Ground 7+ !3

Use twice (against the same target).



11  
12

### Toxic

Poison !3

Poison, but increase the damage by 1 each time.







# Dominion Tier 3 — Noble



## 1 — Nidoqueen No. 031



HP Def Spd  
8 5 3

Surf, Strength

Poison x2: Wtr Ice Grn Psy Bug  
Ground -1: Fgt Elec Psn Rck

### Poison Sting

1 Poison 3+

1: Poison.



### Swords Dance

6 7 Normal !1

8 9 Double the hits of the next successful regular Move.  
10



### Poison Fang

3 Poison 6+ !1

4 5 2: Poison.



### Thunder

11 Electric !3

12 Deals 4 hits.  
6: Paralysis.



## 2 — Nidoking No. 034



HP Def Spd  
7 4 4

Surf, Strength

Poison x2: Wtr Ice Grn Psy Bug  
Ground -1: Fgt Elec Psn Rck

### Poison Sting

1 Poison 4+

1: Poison.



### Swords Dance

6 7 Normal !1

8 9 Double the hits of the next successful regular Move.  
10



### Horn Drill

3 Normal 10+ !2

4 5 6: The target faints.



### Blizzard

11 Ice !3

12 Deals 3 hits.  
6: Sleep.



## 3 — Vileplume No. 045



HP Def Spd  
7 5 2

Cut

Grass x2: Fire Ice Fly Psy Bug  
Poison -1: Wtr Elec Grs Fgt

### Tackle

1 Normal 3+

2



### Swords Dance

6 7 Normal !1

8 9 Double the hits of the next successful regular Move.  
10



### Razor Leaf

3 Grass 6+ !1

4 5 6: Deals an additional hit.



### Petal Dance

11 Grass !1

12 Deals 3 hits. This Pokémon becomes confused.



## 4 — Rapidash No. 078



HP Def Spd  
6 3 5

Flash

Fire x2: Wtr Grn Rck  
-1: Fire Grs Bug

### Tackle

1 Normal 4+

2



### Swords Dance

6 7 Normal !1

8 9 Double the hits of the next successful regular Move.  
10



### Heat Tackle

3 Fire 8+ !1

4 5 Hit: This Pokémon loses 1 HP.



### Fire Spin

11 Fire !3

12 Deals 1 hit + targets can't take actions until end of next round.



## 5 — Kingler No. 099



HP Def Spd  
6 5 3

Cut, Surf, Strength

Water x2: Elec Grs  
-1: Fire Wtr Ice

### Pound

1 Normal 5+

2



### Swords Dance

6 7 Normal !1

8 9 Double the hits of the next successful regular Move.  
10



### Crabhammer

3 Water 10+ !2

4 5 6: Deals an additional hit.



### Hydro Pump

11 Water !3

12 Deals 4 hits.



## 6 — Luxwan No. S05



HP Def Spd  
7 3 4

Cut, Fly

Normal x2: Elec Ice Rck  
Flying -1: Grs Grn Bug Gho

### Peck

1 Flying 4+

2



### Swords Dance

6 7 Normal !1

8 9 Double the hits of the next successful regular Move.  
10



### Sky Attack

3 Flying 19+ !1

4 5 Charge for this round, try to attack on the next round.



### Psychic

11 Psychic !3

12 Deals 3 hits.





# Dominion Leader — Queen Dominique



## The Queen's Vaporeon



HP Def Spd  
9 3 3

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1  
2  
3

### Water Gun

Water !1



Deals 2 hits.

7  
8  
9

### Blizzard

Ice !3



Deals 4 hits.  
6: Sleep.

4  
5  
6

### Flood

Water !2



Deals 3 hits.

10  
11  
12

### Hydro Pump

Water !3



Deals 4 hits.

## The Queen's Jolteon



HP Def Spd  
6 3 6

Flash

Electric

x2: Grn

-1: Elec Fly

1  
2  
3

### Thunder Shock

Electric !1



Deals 2 hits.  
6: Paralysis.

7  
8  
9

### Pin Missile

Bug 2+ !3



Use 3 times (against the same target).

10  
11  
12

### Thunderbolt

Electric !2



Deals 3 hits.  
6: Paralysis.

## The Queen's Flareon



HP Def Spd  
6 3 3

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1  
2  
3

### Ember

Fire !1



Deals 2 hits.  
6: Poison.

7  
8  
9

### Heat Tackle

Fire 9+ !1



Hit: This Pokémon loses 1 HP.

4  
5  
6

### Double-Edge

Normal 10+ !1



Hit: This Pokémon loses 1 HP.

## The Queen's Espeon



HP Def Spd  
6 3 5

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1  
2  
3

### Psybeam

Psychic !1



Deals 2 hits.  
6: Confusion.

7  
8  
9

### Reflect

Psychic !2



Acts first. Can't move this round, unaffected by regular Moves.

4  
5  
6

### Psybeam

Psychic !1



Deals 2 hits.  
6: Confusion.

## The Queen's Umbreon



HP Def Spd  
8 5 3

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1  
2  
3

### Acid

Poison !2



Deals 2 hits.

7  
8  
9

### Dark Wave

Ghost !3



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

4  
5  
6

### Night Shade

Ghost !3



Deals 3 hits.

## The Queen's Leafeon



HP Def Spd  
6 6 3

Strength

Grass

x2: Fire Ice Psn Fly Bug

-1: Wtr Elec Grs Grn

1  
2  
3

### Razor Leaf

Grass 5+ !1



5-6: Deals an additional hit.

7  
9  
10

### Mega Drain

Grass !2



Deals 2 hits. Recovers HP equal to the HP the target loses.

4  
5  
6

### Wrap

Normal 3+ !1



Hit: Stops this & target until end of next round or either moves.

10  
11  
12

### Healing Pollen

Grass !2



Recovers 2 HP from this Pokémon and each target.



# Audrey, William & Touchstone



## Audrey's Oddish



HP Def Spd  
5 3 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

1 2 Scuttle  
3 4 Normal 2+  
Move 1 space after using this Move.



8 Strange Powder  
9 Grass !2  
10 3: Paralysis. 4: Poison. 5: Confusion. 6: Sleep.



5 Acid  
6 Poison !2  
7 Deals 2 hits.



11 Petal Dance  
12 Grass !2  
Deals 3 hits. This Pokémon becomes confused.



## William's Bellsprout



HP Def Spd  
6 2 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

1 2 Pivot  
3 4 Normal 3+  
Move target 1 space clockwise around this 'mon (if possible).



8 Vine Whip  
9 Grass 5+ !1  
10



5 Wrap  
6 Normal 4+ !1  
7 Hit: Stops this & target until end of next round or either moves.



11 Solar Beam  
12 Grass !2  
Charge for this round. Deals 5 hits on the next turn.



## Touchstone's Hoppip



HP Def Spd  
5 3 3

Fly, Flash

Grass x2: Fire Ice Psn Fly Rck

Flying -1: Wtr Grs Fgt Grn

1 2 Hop  
3 4 Normal 2+  
Move to the opposite side of the target (if possible).



8 Healing Pollen  
9 Grass !3  
10 Recovers 2 HP from this Pokémon and each target.



5 Absorb  
6 Grass !2  
7 Deals 1 hit. Recovers HP equal to the HP the target loses.



11 Double-Edge  
12 Normal 7+ !1  
Hit: This Pokémon loses 1 HP.



## Audrey's Gloom



HP Def Spd  
6 4 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

1 Scuttle  
2 Normal 3+  
3 Move 1 space after using this Move.



8 Foul Odour  
9 Poison !3  
10 Deals 2 hits. This Pokémon and each target becomes Confused.



4 Strange Powder  
5 Grass !2  
6 3: Paralysis. 4: Poison. 5: Confusion. 6: Sleep.



11 Petal Dance  
12 Grass !2  
Deals 3 hits. This Pokémon becomes confused.



## William's Weepinbell



HP Def Spd  
6 3 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

1 Pivot  
2 Normal 4+  
3 Move target 1 space clockwise around this 'mon (if possible).



8 Acid  
9 Poison !1  
10 Deals 2 hits.



4 Vine Whip  
5 Grass 6+ !1  
6 7



10 Solar Beam  
11 Grass !2  
12 Charge for this round. Deals 5 hits on the next turn.



## Touchstone's Skiploom



HP Def Spd  
6 3 4

Fly, Flash

Grass x2: Fire Ice Psn Fly Rck

Flying -1: Wtr Grs Fgt Grn

1 Hop  
2 Normal 2+  
3 Move to the opposite side of the target (if possible).



8 Mega Drain  
9 Grass !3  
10 Deals 2 hits. Recovers HP equal to the HP the target loses.



4 Slam  
5 Normal 7+ !2  
6 7



11 Double-Edge  
12 Normal 7+ !1  
Hit: This Pokémon loses 1 HP.



## Audrey's Rapidash



HP Def Spd  
6 3 5

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1  
2

### Scuttle

Normal 3+



Move 1 space after using this Move.

3 4  
5 6

### Heat Tackle

Fire 8+ !1



Hit: This Pokémon loses 1 HP.

## Audrey's Vileplume



HP Def Spd  
7 5 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1  
2

### Scuttle

Normal 3+



Move 1 space after using this Move.

3 4  
5 6

### Petal Dance

Grass !1



Deals 3 hits. This Pokémon becomes confused.

## William's Tauros



HP Def Spd  
6 4 5

Strength

Normal

x2: Fgt

-1: Gho

1  
2

### Pivot

Normal 4+



Move target 1 space clockwise around this 'mon (if possible).

3 4  
5 6

### Overrun

Normal 7+ !1



Can move +2 spaces, can/must cross target to opposite side.

## William's Victreebel



HP Def Spd  
7 3 3

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1  
2

### Pivot

Normal 4+



Move target 1 space clockwise around this 'mon (if possible).

3 4  
5 6

### Acid

Poison !1



Deals 2 hits.

## Touchstone's Mr. Mime



HP Def Spd  
5 5 4

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1  
2

### Hop

Normal 2+



Move to the opposite side of the target (if possible).

3 4  
5 6

### Confusion

Psychic !1



Deals 2 hits. Swap with target. 6: Confusion.

## Touchstone's Jumpluff



HP Def Spd  
7 3 5

Fly, Flash

Grass

x2: Fire Ice Psn Fly Rck

Flying

-1: Wtr Grs Fgt Grn

1  
2

### Hop

Normal 2+



Move to the opposite side of the target (if possible).

3 4  
5 6

### Double-Edge

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

7 8  
9  
10

### Mega Drain

Grass !2



Deals 2 hits. Recovers HP equal to the HP the target loses.

11  
12

### Hyper Beam

Normal !3



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



# Trenton, Narys & Proto



## Trenton's Palssio



HP Def Spd  
5 4 2

Surf

Water

x2: Elec Grs  
-1: Fire Wtr Ice

1 2  
3 4

Tackle

Normal 2+



5  
6  
7

Water Gun

Water



!2



Deals 2 hits.

8  
9  
10

Bite

Normal 4+ !1



11  
12

Aurora Beam

Ice



!2



Deals 2 hits.

## Narys' Cubburn



HP Def Spd  
5 3 3

Flash

Fire

x2: Wtr Grn Rck  
-1: Fire Grs Bug

1 2  
3 4

Scratch

Normal 2+



5  
6  
7

Ember

Fire



!2



Deals 2 hits.  
6: Poison.

8  
9  
10

Bite

Normal 4+ !1



11  
12

Roar

Normal



!2



Pushes targets back 1 space, opponents can't enter area.

## Proto's Chikorita



HP Def Spd  
5 3 2

Cut

Grass

x2: Fire Ice Psn Fly Bug  
-1: Wtr Elec Grs Grn

1 2  
3 4

Tackle

Normal 2+



5  
6  
7

Razor Leaf

Grass

5+

!1



6: Deals an additional hit.

8  
9  
10

Strange Powder

Grass



!2



11  
12

Leech Seed

Grass



!3



Pokémon next to target each recover 1 HP. It loses that HP.

## Trenton's Pressio



HP Def Spd  
6 4 2

Surf

Water

x2: Elec Grs  
-1: Fire Wtr Ice

1  
2  
3

Tackle

Normal 3+



4 5  
6 7

Water Gun

Water



!2



Deals 2 hits.

8  
9  
10

Aurora Beam

Ice



!2



11  
12

Body Slam

Normal

8+

!2



2: Paralysis

## Narys' Flambear



HP Def Spd  
6 3 3

Flash

Fire

x2: Wtr Grn Rck  
-1: Fire Grs Bug

1  
2  
3

Scratch

Normal 3+



4 5  
6 7

Heat Tackle

Fire

9+

!1



Hit: This Pokémon loses 1 HP.

8  
9  
10

Pounce

Normal 3+ !1



11  
12

Flamethrower

Fire



!3



Deals 3 hits.  
6: Poison.

## Proto's Bayleaf



HP Def Spd  
6 3 2

Cut

Grass

x2: Fire Ice Psn  
-1: Wtr Elec Grs

1  
2  
3

Tackle

Normal 3+



4 5  
6 7

Razor Leaf

Grass

6+

!1



6: Deals an additional hit.

8  
9  
10

Slam

Normal 8+ !2



11  
12

Leech Seed

Grass



!2



Pokémon next to target each recover 1 HP. It loses that HP.

## Trenton's Donmarin



HP Def Spd  
7 5 3

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1  
2

### Tackle

Normal 3+



3 4  
5 6

### Aurora Beam

Ice !2



Deals 2 hits.

7 8  
9  
10

### Body Slam

Normal 8+ !2



11  
12

### Hydro Pump

Water !3



Deals 4 hits.

## Trenton's MissingNo.



HP Def Spd  
7 3 6

Cut, Fly

Bird

x2: Elec Ice Rck

Flying

-1: Grs Fgt Grn Bug

1  
2

### Corrupt

Bird 4+



Grants 1 Poké.

3 4  
5 6

### Seismic Toss

Fighting 7+ !1



Hit: Moves the target to the other side of this Pokémon.

7 8  
9  
10

### Swords Dance

Normal !1



Double the number of hits of the next successful Move.

11  
12

### Dive Bomb

Flying 7+ !1



Disappear, reappear in open space and attack next round.

## Narys' Bruinus



HP Def Spd  
7 4 4

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1  
2

### Scratch

Normal 3+



3 4  
5 6

### Heat Tackle

Fire 7+ !1



Hit: This Pokémon loses 1 HP.

7 8  
9  
10

### Pounce

Normal 3+ !1



Move up to 1 extra space before using this Move.

11  
12

### Fire Blast

Fire !3



Deals 4 hits.  
6: Poison.

## Narys' MissingNo.



HP Def Spd  
6 5 3

Cut, Fly

Bird

x2: Wtr Grs Fgt Grn

Rock

-1: Nrm Fire Psn Fly

1  
2

### Corrupt

Bird 5+



Grants 1 Poké.

3 4  
5 6

### Substitute

Normal !1



Swap spaces with the target (if possible).

7 8  
9  
10

### Double-Edge

Normal 10+ !1



Hit: This Pokémon loses 1 HP.

11  
12

### Fissure

Ground 11+ !2



6: The targets faints.

## Proto's Meganium



HP Def Spd  
7 4 3

Cut

Grass

x2: Fire Ice Psn Fly Bug

-1: Wtr Elec Grs Grn

1  
2

### Tackle

Normal 3+



3 4  
5 6

### Razor Leaf

Grass 6+ !1



5-6: Deals an additional hit.

7 8  
9  
10

### Double-Edge

Normal 8+ !1



Hit: This Pokémon loses 1 HP.

11  
12

### Solar Beam

Grass !1



Charges, roll next round.  
Deals 5 hits on the next turn.

## Proto's MissingNo.



HP Def Spd  
5 3 5

Cut, Fly

Bird

x2: Gho

Ghost

-1: Nrm Fgt Psn Bug

1  
2

### Corrupt

Bird 2+



Grants 1 Poké.

3 4  
5 6

### Psychic

Psychic !2



Deals 3 hits.

7 8  
9  
10

### Thunder Wave

Electric !1



Inflicts Paralysis.

11  
12

### Blizzard

Ice !3



Deals 3 hits.  
6: Sleep.