

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 Fighting -1 Psychic x2
Water -1 Electric -1 Bug x2
Poison Ground Rock
Flying x2 Dragon

Tackle

Normal d4



Leech Seed

Grass d6



Vine Whip

Grass d6 !1



Tackle

Normal d4



Leech Seed

Grass d6



Vine Whip

Grass d6 !1



Strange Powder

Grass d4



Healing Pollen

Grass d6



Razor Leaf

Grass d8 !2



Strange Powder

Grass d4



Healing Pollen

Grass d6



Razor Leaf

Grass d8 !2



Foul Odour

Poison d6



Solar Beam

Grass d4



Mega Drain

Grass d6



Foul Odour

Poison d6



Solar Beam

Grass d4



Mega Drain

Grass d6



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

PP: 0 0 0

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

PP: 0 0 0

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

PP: 0 0 0

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

PP: 0 0 0

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

PP: 0 0 0

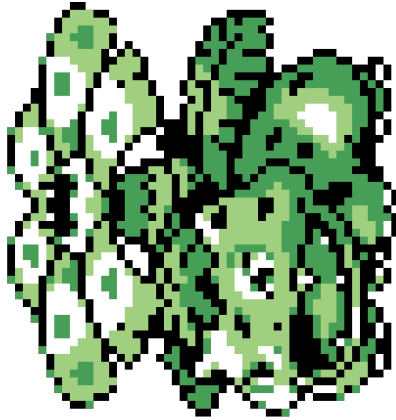
Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 0 0 0

Venusaur

Grass Poison

HP: 7



Abilities: Cut
Size: Large

No. 003

Attack d8
Defence 4
Speed 3
Special d10

Weaknesses & Resistances:

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

Tackle

Normal d4



Leech Seed

Grass d6



Vine Whip

Grass d6 !1



Tackle

Normal d4



Leech Seed

Grass d6



Vine Whip

Grass d6 !1



Strange Powder

Grass d4



Healing Pollen

Grass d6



Razor Leaf

Grass d8 !2



Strange Powder

Grass d4



Healing Pollen

Grass d6



Razor Leaf

Grass d8 !2



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

PP: 0 0 0

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

PP: 0 0 0

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

PP: 0 0 0

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

PP: 0 0 0

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

PP: 0 0 0

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

PP: 0 0 0

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31

32

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42

44

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21

22

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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.

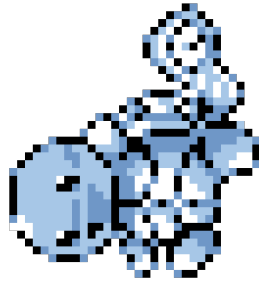
PP: 4

Fire Blast Fire d8 :L8

Deals 4 hits.
1: Poison.

PP: 1

Squirtle



Water

HP: 5

Abilities: Surf, Strength
Size: Tiny

► Wartortle at :L3

No. 007

Attack d6
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

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

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

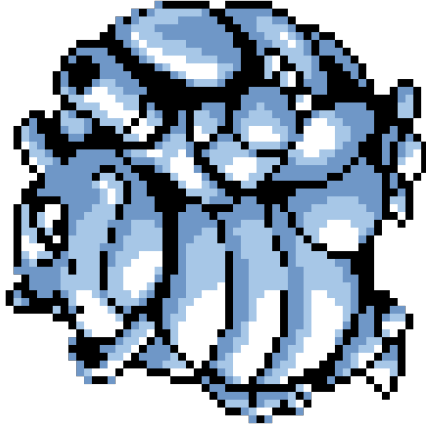
Bubble Beam Water d6 :L5
Deals 3 hits.
1: Paralysis.
PP: 5

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

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, Psychic, Rock, Ground, Ghost, Dragon, Flying

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

Wartortle



Water ► Blastoise at :L6

HP:
6

Abilities: Surf, Strength
Size: Small

No. 008

Attack d8
Defence 4
Speed 2
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water	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:

Water Gun

Water

 d4 :L2
Deals 2 hits.
PP:

Bite

Normal

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

Withdraw

Water

 d1 :L4
This Pokémon can't take actions or take damage until the end of the next round.
PP:

Bubble Beam

Water

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

Skull Bash

Normal

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

Hydro Pump

Water

 d8 :L7
Deals 4 hits.
PP:

Flood

Water

 d6 :L8
Deals 3 hits.
PP:

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

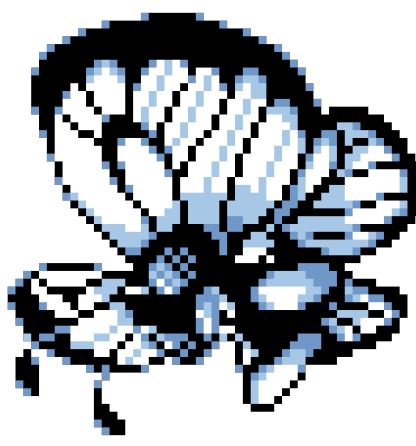
Flying

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

Rock x2

Ghost

Dragon

Tackle

Normal

d4

String Shot

Bug

d4

Inflicts Paralysis.

PP: 6

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: ○○○○○○

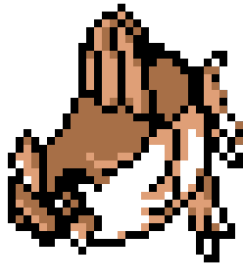
Harden
Normal d1



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 Normal d4

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

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

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

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

Razor Wind 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 Flying d6 !1
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

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

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9 10

39 40

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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 Normal d4

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

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

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

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

Razor Wind 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 Flying d6 !1
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

Hurricane 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

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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

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

-1

x2

-1

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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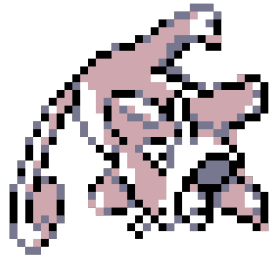
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Rattata

Normal ▶ Raticate at :L4

HP: ○○○○○
5



Size: Tiny

No. 019

Attack d6
Defence 3
Speed 4
Special d4

Weaknesses & Resistances:

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

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: ○○



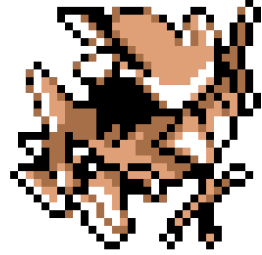
Poison Fang :L7
Poison d8 !2
3: Poison.
PP: ○○



Spearow

Normal Flying ▶ Fearow at :L4

HP: ○○○○○○
6



Abilities: Fly
Size: Tiny

No. 021

Attack d6
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

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

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

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

Fearow



Normal, Flying

HP: 7

Abilities: Fly

Size: Medium

No. 022

Attack d10
Defence 4
Speed 4
Special d6

Weaknesses & Resistances:

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

Peck Flying d4

Screech Normal
Deals 2 hits.
PP: 0000000

Fury Attack Normal d4 !2
Use this Move three times against the same target.
PP: 00000

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

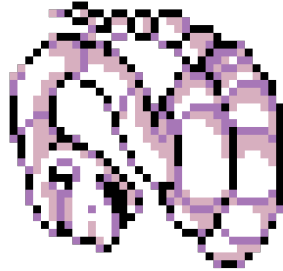
Mimic Normal
When revealed: Treat this Move as a copy of an ally's declared Move.
PP: 00

Drill Peck Flying d8 !2
PP: 00000

Agility Psychic
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 0000000

Dive Bomb Flying d8 !1
Disappear for one round, reappear in an open space and attack on the next round.
PP: 00

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

Tackle
Normal d4



Poison Sting
Poison d4



1: Poison.

Wrap
Normal d4 !1



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

Bite
Normal d6 !1



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

Glare
Normal d4



Inflicts Paralysis.

Screech
Normal d4



Deals 2 hits.

Poison Fang
Poison d8 !2



3: Poison.

Acid
Poison d4



Deals 2 hits.

PP: ○○○

PP: ○○○○○○

PP: ○○○○○○○○

26 27 28

6 7 8 9 10
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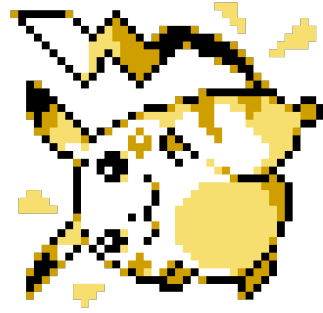
18 20 21

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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
-1 x2 -1

Tackle
Normal d4



Thunder Shock
Electric d4



Deals 2 hits.
1: Paralysis.

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.

Slam
Normal d10 !3



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).

Thunderbolt
Electric d6



Deals 3 hits.
1: Paralysis.

Thunder
Electric d8



Deals 4 hits.
1: Paralysis.

PP: ○○○○

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: 00000000

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: 000000

Quick Attack d6 !1



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

PP: 000000

Thunder Wave d4



Inflicts Paralysis.

PP: 00000

Slam

Normal d10 !3



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

PP: 00000

Chain Lightning d4



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

PP: 0000

Thunderbolt 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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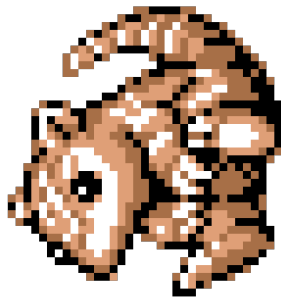
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Sandshrew

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 Psychic x2
Flying 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: 0000

Poison Sting Poison d4
1: Poison.

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

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: 0000

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

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48 50

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
1: Poison.

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

Poison Sting Poison d4
1: Poison.

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

Poison Fang Poison d8 !2
3: Poison.
PP: 00

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

Double Kick Fighting d6 !3
Use this Move twice against the same target.
PP: 0000

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

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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 Rock Bug Psychic Ground Flying Dragon
x2 -1 x2 -1

Scratch Normal d4

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

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

Poison Sting Poison d4
1: Poison.

Swift Normal
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.
PP: 4

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

Dig Ground d10 !2
Disappear for one round, reappear in an open space and attack on the next round.
PP: 3

Pin Missile Bug d4 !2
Use this Move three times against the same target.
PP: 4

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

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3 6 7 8 9 10 31 32

17 18 19 20 39 44

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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
x2 -1 x2 -1

Scratch Normal d4

Poison Sting Poison d4
1: Poison.
PP: 4

Bite Normal d6 !1
2: The target can't take actions this round.
PP: 4

Lure Normal
Move the target next to this Pokémon. The target can't move this round.
PP: 5

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

Poison Fang Poison d8 !2
3: Poison.
PP: 4

Double Kick Fighting d6 !3
Use this Move twice against the same target.
PP: 5

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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
Normal d4



Poison Sting
Poison d4



Bite
Normal d6 !1



Lure
Normal d4



Fury Swipes
Normal d4 !2



Body Slam
Normal d10 !3



Drag Off
Normal d8 !2



Poison Fang
Poison d8 !2



Double Kick
Fighting d6 !3



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

PP: 00000

Use this Move three times against the same target.

PP: 0000

4: Paralysis.

PP: 0000

1: Poison.

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

PP: 00000



Nidoran♂

Poison

HP: 6

► Nidorino at :L3

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
Normal d4



Poison Sting
Poison d4



1: Poison.

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: 00000

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

Double Kick
Fighting d6 !3



Use this Move twice against the same target.

PP: 00000

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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

Normal d4



Poison Sting

Poison d4

:L1



1: Poison.

Horn Attack

Normal d8 !2

:L2



PP:

Focus Energy

Normal



d1

:L2



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

PP:

Double Kick

Fighting

d6 !3

:L5



Use this Move twice against the same target.

PP:

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31 32 33

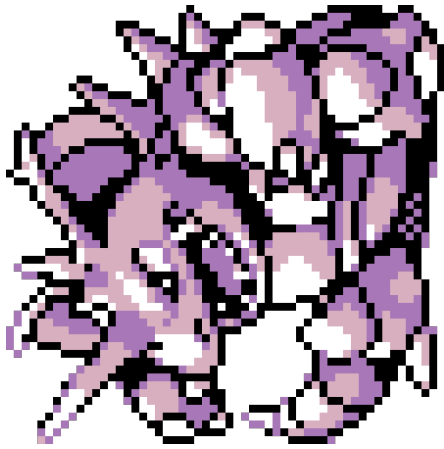
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Nidoking

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

Tackle Normal d4

Poison Sting Poison d4
1: Poison.

Horn Attack Normal d8 !2

Focus Energy Normal :L2
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.
PP: 00000

Fury Attack Normal d4 !2
Use this Move three times against the same target.
PP: 00000

Thrash Normal :L3
Hit: This Pokémon becomes confused.
PP: 00000

Drag Off Normal :L4
Hit: Pulls the target towards this Pokémon (if possible).
PP: 0000

Horn Drill Normal :L4
12: The target faints.
PP: 0

Double Kick Fighting :L5
Use this Move twice against the same target.
PP: 00000

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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 :L1
Recovers HP from the target equal to the result of the Move Die.
PP: 0000

Sing Normal :L2
Inflicts Sleep.
PP: 0000

Double Slap Normal :L2
Use this Move twice against the same target.
PP: 00

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

Lure Normal :L4
Move the target next to this Pokémon. The target can't move this round.
PP: 00000

Comet Punch Normal :L5
Use this Move twice against the same target.
PP: 0000

Light Screen Psychic :L6
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.
PP: 00000

Super Metronome Normal :L7
1: Teleport anywhere. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.
PP: 0

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

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

Grass

Ground

Ghost

Flying

Dragon

-1

Pound
Normal d4

First Aid
Normal d6
Recovers HP from the target equal to the result of the Move Die.
PP: 4

Sing
Normal d6
Inflicts Sleep.
PP: 4

Double Slap
Normal d4 !1
Use this Move twice against the same target.
PP: 2

Metronome
Normal d6
1: Swap spaces. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.
PP: 2

Lure
Normal d4
Move the target next to this Pokémon. The target can't move this round.
PP: 4

Comet Punch
Normal d6 !3
Use this Move twice against the same target.
PP: 3

Light Screen
Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.
PP: 4

Super Metronome
Normal d6
1: Teleport anywhere. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.
PP: 1

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

Roar Normal d4



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

PP: 000000

:L3



Confuse Ray Ghost d4



Inflicts Confusion.

PP: 00

:L4



Flamethrower Fire d6



Deals 3 hits.
1: Poison.

PP: 0000

Fire Spin Fire d12



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

PP: 0000

:L6



Fire Blast Fire d8



Deals 4 hits.
1: Poison.

PP: 0

:L7



Tackle Normal d4



Ember Fire d4



Deals 2 hits.
1: Poison.

PP: 000000

: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

Roar Normal d4



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

PP: 000000

:L3



Confuse Ray Ghost d4



Inflicts Confusion.

PP: 00

:L4



Flamethrower Fire d6



Deals 3 hits.
1: Poison.

PP: 0000

Fire Spin Fire d12



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

PP: 0000

:L6



Fire Blast Fire d8



Deals 4 hits.
1: Poison.

PP: 0

:L7



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

Disable Normal d4



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

PP: 000000

:L1



Do the Wave Normal d4



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

PP: 00

:L2



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

:L3



Body Slam Normal d10 !3



4: Paralysis.

PP: 0000

:L4



First Aid Normal d6



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

PP: 0000

:L5



Double-Edge Normal d12 !2



Hit: This Pokémon loses 1 HP.

PP: 0000

:L6



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

Tackle Normal d4

Ember Fire d4 :L1

Deals 2 hits.
1: Poison.

PP: 00000

Lure Normal d4 :L2

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

PP: 000000

Quick Attack Normal d6 !1 :L2

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

PP: 000000

Roar Normal d4 :L3

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

PP: 00000

Confuse Ray Ghost d4 :L4

Inflicts Confusion.

PP: 00

Flamethrower Fire d6 :L5

Deals 3 hits.
1: Poison.

PP: 0000

Fire Spin Fire d12 :L6

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

PP: 0000

Fire Blast Fire d8 :L7

Deals 4 hits.
1: Poison.

PP: 0

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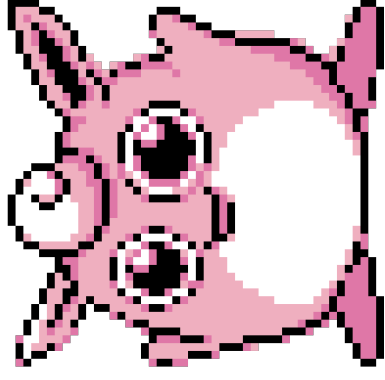
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Wigglytuff

Normal

HP: 11

Abilities: Strength, Flash
Size: Small

No. 040

Attack d8
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

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

Pound Normal d4

Sing Normal d6

Inflicts Sleep.

PP: 0000

Disable Normal d4 :L1

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

PP: 00000

Rest Psychic d1 :L3

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

PP: 00

Double Slap Normal d4 !1 :L3

Use this Move twice against the same target.

PP: 00

Do the Wave Normal d4 :L2

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

PP: 00

First Aid Normal d6 :L5

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

PP: 0000

Body Slam Normal d10 !3 :L4

4: Paralysis.

PP: 0000

Double-Edge Normal d12 !2 :L6

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 :L1 Bug d4 !1

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

PP: 4

Supersonic :L1 Normal d6

Inflicts Confusion.

PP: 4

Bite

Normal d6 !1



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

PP: 4

Confuse Ray



d4

Inflicts Confusion.

PP: 2

Wing Attack

Flying d6 !1

PP: 4

Haze

Ice d4



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

PP: 4

Poison Fang

Poison d8 !2



3: Poison.

PP: 2

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

Normal d4



Absorb Grass d4

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

PP: 4

Strange Powder :L2 Grass d4

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

PP: 4

Acid

Poison d4



Deals 2 hits.

PP: 4

Mega Drain

Grass d6



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

PP: 2

Foul Odour

Poison d6



Deals 2 hits.

This Pokémon and each target becomes Confused.

PP: 2

Petal Dance

Grass d4



Deals 3 hits. This Pokémon becomes Confused.

PP: 4

Healing Pollen

Grass d6



Recovers 2 HP from this Pokémon and each target.

PP: 2

Solar Beam

Grass d4



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

PP: 5



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

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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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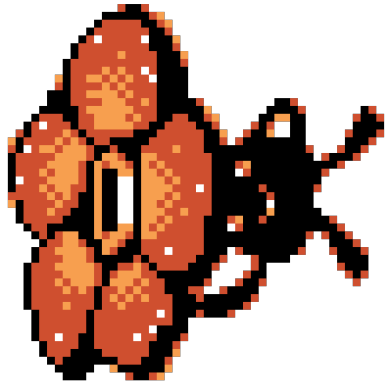
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Vileplume

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

Strange Powder d4



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

PP: 0000

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

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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
Recovers HP equal to the HP the target lost as a result of this Move.
PP: 4



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



Spore
Grass d4
Inflicts Sleep.
PP: 4



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



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



Mega Drain
Grass d6
Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.
PP: 3



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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 Flying x2

Rock Bug x2 Ghost Dragon

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

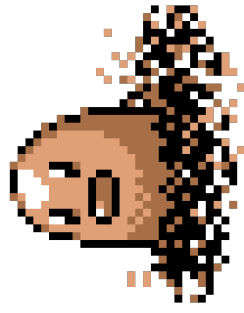
Strange Powder Grass d4
1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.
PP: 0000

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 Flying

Rock Bug -1 Ghost Dragon

Scratch Normal d4

Tremor Ground d6 !1
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

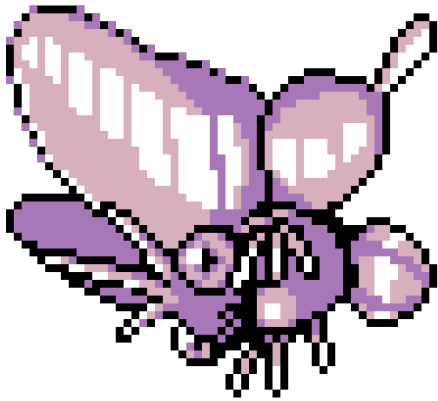
Confusion Psychic d4
Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.
PP: 0000

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: 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

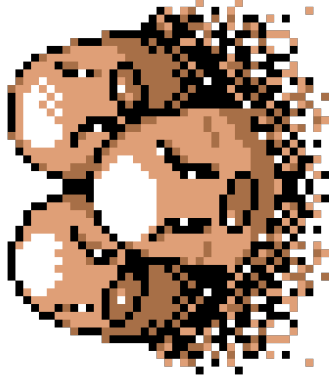
Strange Powder Grass d4
1: Paralysis. 2: Poison.
3: Confusion. 4: Sleep.
PP: 0000

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

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

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

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

Meowth

Normal ▶ Persian at :L4



HP: ○○○○○○
6

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 d4

Bite Normal d6 !1

:L1

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

PP: ○○○○○

Pay Day Normal d6 !1

:L2

Hit: Gain 1 Poké.

PP: ○○○○○

Screech Normal d4

Pounce Normal d6 !1

:L3

Before rolling: This Pokémon can move 1 additional space.

PP: ○○○○○

Fury Swipes Normal d4 !2

:L4

Use this Move three times against the same target.

PP: ○○○○○

Slash Normal d8 !2

:L5

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

PP: ○○○○○

Psyduck

Water ▶ Golduck at :L5



HP: ○○○○○○
6

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 x2	Flying
Psychic	Bug	Rock	Ghost	Dragon

Scratch Normal d4

Bite Normal d6 !1

:L1

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

1: Confusion.

PP: ○○○○○

Pay Day Normal d6 !1

:L2

Hit: Gain 1 Poké.

PP: ○○○○○

Scratch Normal d4

:L1

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

PP: ○○○○○

Confusion Psychic d4

:L1

Screech Normal d4

Pounce Normal d6 !1

:L3

Deals 2 hits.

PP: ○○○○○○○

Fury Swipes Normal d4 !2

:L4

Use this Move three times against the same target.

PP: ○○○○○

Amnesia Psychic d4

:L3

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

PP: ○○○○○

Fury Swipes Normal d4 !2

:L4

Use this Move three times against the same target.

PP: ○○○○○

Psychic Psychic d6

:L5

Deals 3 hits.

PP: ○○○

Slash Normal d8 !2

:L5

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

PP: ○○○○○

Hydro Pump Water d8

:L6

Deals 4 hits.

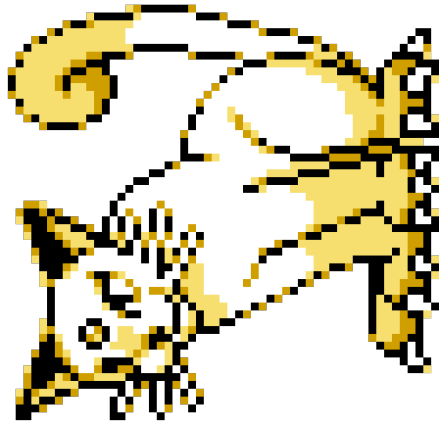
PP: ○

Super Psy Psychic d8

:L6

Deals 4 hits.

PP: ○



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, Poison, Ground, Flying, Psychic, Bug, Rock, Ghost -1, Dragon

Scratch d4

Bite d6 !1

Pay Day d6 !1

Screech d4

Pounce d6 !1

Fury Swipes d4 !2

Slash d8 !2

Pounce d6 !1

Fury Swipes d4 !2

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

PP: 000000

PP: 0000

PP: 0000

6 7 8 9 10 11 12

15 16 39

20 24 25

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Golduck

Water

HP: 7

Abilities: Surf, Strength
Size: Medium

No. 055

Attack d8
Defence 4
Speed 4
Special d8

Weaknesses & Resistances:

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

Scratch d4

Confusion d4

Disable d4

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

PP: 00000

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

PP: 00000

Amnesia d4

Fury Swipes d4 !2

Psychic d6

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

PP: 00000

Use this Move three times against the same target.

PP: 0000

Deals 3 hits.

PP: 00

Hydro Pump d8

Super Psy d8

Hyper Beam d8

Deals 4 hits.

PP: 0

Deals 4 hits.

PP: 0

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

PP: 0

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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 :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 (if possible).
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: 00000000

Seismic Toss Fighting d8 !2 :L5
Hit: Moves the target to the opposite side of this Pokémon if that space is open.
PP: 000000

Thrash Normal d10 !1 :L6
Hit: This Pokémon becomes confused.
PP: 000000

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Growlithe

Fire

► Arcanine with ???

HP: 6

Abilities: Flash
Size: Small

No. 058



Attack d8
Defence 2
Speed 2
Special d6

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: 000000

Roar Normal d4 :L1
Pushes the targets back 1 space. Opponents can't enter a space next to you this round.
PP: 000000

Ember Fire d4 :L2
Deals 2 hits.
1: Poison.
PP: 000000

Heat Tackle Fire d10 !1 :L3
Hit: This Pokémon loses 1 HP.
PP: 000000

Take Down Normal d10 !1 :L3
Hit: This Pokémon loses 1 HP.
PP: 000000

Agility Psychic d4 :L4
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 00000000

Flamethrower Fire d6 :L5
Deals 3 hits.
1: Poison.
PP: 000000

Fire Blast Fire d8 :L8
Deals 4 hits.
1: Poison.
PP: 000000

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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

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

x2

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 (if possible).

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

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

x2

-1

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: 000000

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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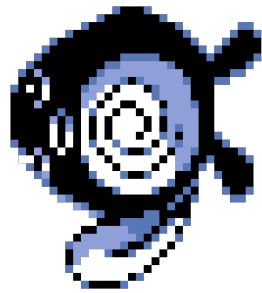
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Poliwag



Water

► Poliwhirl at :L3

HP: ○○○○○

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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

Ground

Flying

Psychic

Bug

Rock

Ghost

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



6 7 8 9 10 11 12 13 14
29 31 32 36 44 46 50

Poliwrath



Water

Fighting

HP: ○○○○○

7

Abilities: Surf, Strength
Size: Medium

No. 062

Attack d10
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric x2

Grass x2

Ice -1

Fighting

Poison

Ground

Flying x2

Psychic x2

Bug -1

Rock -1

Ghost

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



1 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 26 27 29 31 32 35 36 44 46 50

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

Water

Electric

Grass

-1

-1

-1

x2

x2

Ice

Fighting

Poison

Ground

Flying

-1

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).

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PP:

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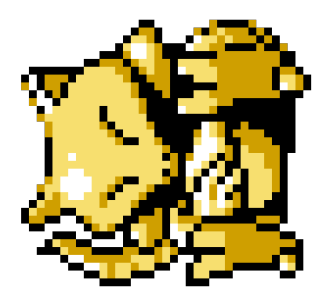
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Abra



Psychic

HP: 4

Abilities: Flash
Size: Small

Kadabra at :L3

No. 063

Attack d4
Defence 2
Speed 4
Special d10

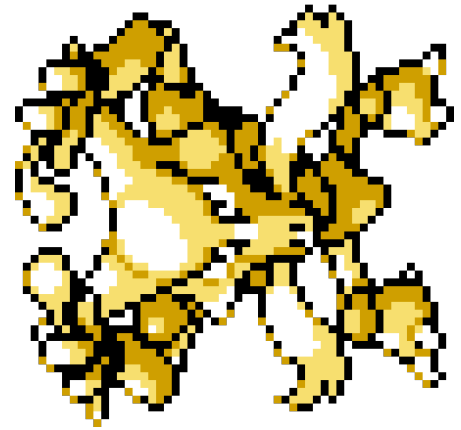
Weaknesses & Resistances:

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

Teleport
Psychic d4
Move to any open space.

- 1 5 6 7 8 9 10 29 30 31 32 33 17 19 20 41 44 45 46 49 50

Alakazam



Psychic

HP: 6

Abilities: Flash
Size: Medium

No. 065

Attack d4
Defence 3
Speed 6
Special d12

Weaknesses & Resistances:

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

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: 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

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

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

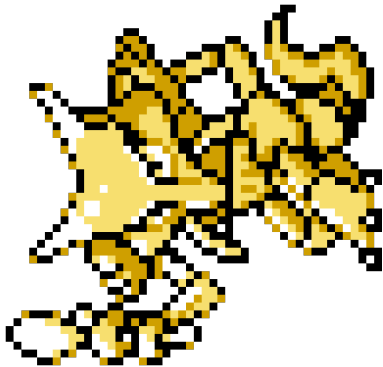
Psychic
Psychic d6
Deals 3 hits.
PP: 0 0

Reflect
Psychic d4
Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.
PP: 0 0 0 0

Super Psy
Psychic d8
Deals 4 hits.
PP: 0

- 1 5 6 7 8 9 10 28 29 30 31 32 33 17 19 20 41 44 45 46 49 50

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	Poison	Ground	Flying
Psychic	Bug	Rock	Ghost	Dragon
-1	x2			

Teleport d4
Move to any open space.

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

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

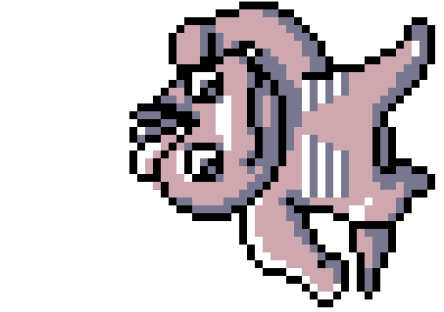
Psybeam :L3 d4
Deals 2 hits.
1: Confusion.
PP:

Recover :L4 d6
This Pokémon recovers HP equal to the result of the Move die.
PP:

Psychic :L5 d6
Deals 3 hits.
PP:

Reflect :L6 d4
Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.
PP:

Super Psy :L7 d8
Deals 4 hits.
PP:



Machop

Fighting

HP: ☐ ☐ ☐ ☐ ☐ ☐
6

► Machoke at :L3

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 Bug Rock Ghost Dragon
-1 -1

Jab
Fighting d4



Karate Chop
Fighting d6 !1



Low Kick
Fighting d6 !1



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

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

Focus Energy
Normal



Drag Off
Normal d8 !2



Seismic Toss
Fighting d8 !2



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

Hit: Pulls the target towards this Pokémon (if possible).
PP: ☐ ☐ ☐ ☐ ☐ ☐

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

Submission
Fighting d10 !1



Special Punch
Fighting d10 !3



Submission
Fighting d10 !1



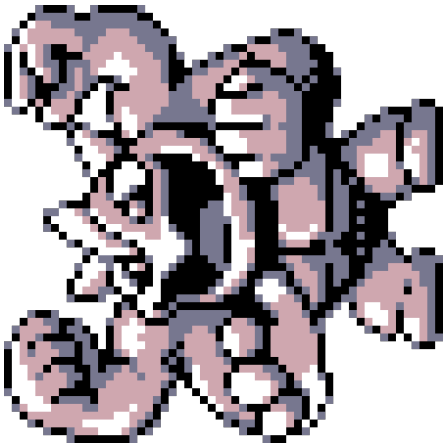
Hit: This Pokémon loses 1 HP.
PP: ☐ ☐ ☐ ☐ ☐ ☐

Hit: This Pokémon loses 1 HP.
PP: ☐ ☐ ☐ ☐ ☐ ☐

1 5 6 7 8 9 10 26 27 28

17 18 19 20 37 38

48 50



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 Bug Rock Ghost Dragon
-1 -1

Jab
Fighting d4



Karate Chop
Fighting d6 !1



Low Kick
Fighting d6 !1



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

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

Focus Energy
Normal



Drag Off
Normal d8 !2



Seismic Toss
Fighting d8 !2



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

Hit: Pulls the target towards this Pokémon (if possible).
PP: ☐ ☐ ☐ ☐ ☐ ☐

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

Submission
Fighting d10 !1



Special Punch
Fighting d10 !3



Submission
Fighting d10 !1



Hit: This Pokémon loses 1 HP.
PP: ☐ ☐ ☐ ☐ ☐ ☐

Hit: This Pokémon loses 1 HP.
PP: ☐ ☐ ☐ ☐ ☐ ☐

1 5 6 7 8 9 10 26 27 28

17 18 19 20 37 38

48 50



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

Bug

Rock

Ghost

Dragon

x2

-1

-1

x2

Jab

Fighting

d4

Karate Chop

Fighting

d6 !1

:L1

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

PP: 5

Low Kick

Fighting

d6 !1

:L2

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

PP: 5

Focus Energy

Normal

d1

:L3

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

PP: 10

Drag Off

Normal

d8 !2

:L4

Hit: Pulls the target towards this Pokémon (if possible).

PP: 5

Seismic Toss

Fighting

d8 !2

:L4

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

PP: 5

Submission

Fighting

d10 !1

:L5

Hit: This Pokémon loses 1 HP.

PP: 5

Special Punch

Fighting

d10 !3

:L6

PP: 5

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
Normal d4
The target can't move this round.

Vine Whip
Grass d6 !1
PP: 00

Wrap
Normal d4 !1
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
Grass d4
1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.
PP: 00000

Acid
Poison d4
Deals 2 hits.
PP: 000000

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

Slam
Normal d10 !3
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
Normal d4
The target can't move this round.

Vine Whip
Grass d6 !1
PP: 00

Wrap
Normal d4 !1
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
Grass d4
1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.
PP: 00000

Acid
Poison d4
Deals 2 hits.
PP: 000000

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

Slam
Normal d10 !3
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: 00

Wrap
Normal d4 !1
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: 0000000

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

Acid
Poison d4
Deals 2 hits.
PP: 000000

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

Slam
Normal d10 !3
PP: 00000

Acid
Poison d4
Deals 2 hits.
PP: 000000

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

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

Poison Sting
Poison d4
1: Poison.

Supersonic
Normal d6
Inflicts Confusion.

Water Gun
Water d4
Deals 2 hits.

Acid
Poison d4
Deals 2 hits.

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

Screech
Normal d4
Deals 2 hits.

Hydro Pump
Water d8
Deals 4 hits.

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

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

Tackle
Normal d4

Rock Throw
Rock d6 !1

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

Tremor
Ground d6 !1

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

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.

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

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.

Supersonic
Normal d6
Inflicts Confusion.

Water Gun
Water d4
Deals 2 hits.

Acid
Poison d4
Deals 2 hits.

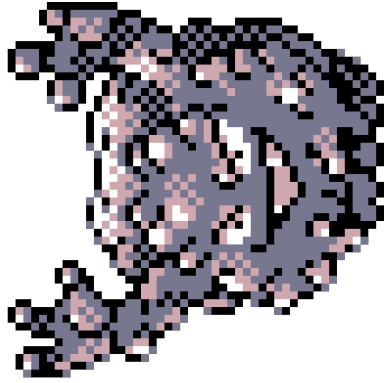
Wrap
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

Screech
Normal d4
Deals 2 hits.

Hydro Pump
Water d8
Deals 4 hits.

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

Tackle
Normal d4

Rock Throw
Rock d6 !1

Supersonic
Normal d6

Water Gun
Water d4
Deals 2 hits.

Acid
Poison d4
Deals 2 hits.

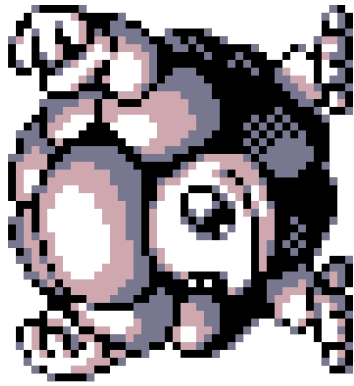
Wrap
Normal d4 !1
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

Screech
Normal d4
Deals 2 hits.

Hydro Pump
Water d8
Deals 4 hits.

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



PP: 0000

Rock Throw Rock d6 !1



PP: 0

Selfdestruct Normal d10



This Pokémon faints.
Hit: Deals 2 additional hits.

PP: 0

Tremor Ground d6 !1



PP: 00000

Harden Normal



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

PP: 000000



Earthquake Ground d10 !3



PP: 00

Rock Slide Rock d8 !2



PP: 00

Explosion Normal d12 !2



PP: 0

This Pokémon faints.
Hit: Deals 4 additional hits.

Fissure Ground d12 !4



PP: 0

12: The targets faint.

1 26 27 28

5 6 7 8 9 10 31 32

15 17 18 19 20 35 37 38

44 48 50

Ponyta



Fire

► Rapidash at :L5

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



PP: 00000

Ember Fire



Deals 2 hits.
1: Poison.

PP: 00000



Quick Turn Normal d6 !1



After this Move, this Pokémon
may move 1 space.

PP: 00000

Heat Tackle Fire d10 !1



Hit: This Pokémon loses 1 HP.

PP: 0000



Stomp Normal d8 !2



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

PP: 00000



Fire Spin Fire



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

PP: 0000

Take Down Normal d10 !1



Hit: This Pokémon loses 1 HP.

PP: 00000



Overrun Normal d8 !2



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

PP: 0000



Agility Psychic



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

PP: 00000

1 26 27 28

5 6 7 8 9 10 31 32

15 17 18 19 20 35 37 38

44 48 50

50

31 32 33

6 7 8 9 10

37 38 39

44 47 50



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



PP:

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.

6 7 8 9 10 31 32 33

37 38 39

20

44

47

50

Slowpoke

Water

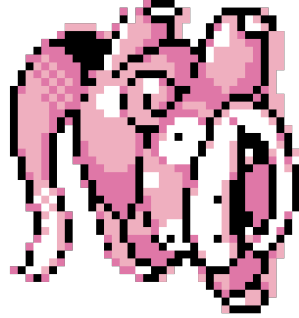
Psychic

HP:

8

Abilities: Surf, Strength, Flash
Size: Medium

No. 079



Attack

d6

Defence

3

Speed

1

Special

d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

-1

-1

x2

x2

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:

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

Magnemite

Electric

HP:

4

Abilities: Fly, Flash
Size: Tiny

No. 081



Attack

d4

Defence

4

Speed

2

Special

d10

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

x2

-1

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:

- 6 7 9 10 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 Bug x2
Grass x2 Flying Dragon Ghost x2

Tackle Normal d4



Confusion Psychic d4



Disable Normal d4



Headbutt Normal d8 !2



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

PP: 0 0 0 0

Water Gun Water d4



Deals 2 hits.

PP: 0 0 0 0 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

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 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 0 0

Psychic Psychic d6

Deals 3 hits.

PP: 0 0

Attack d6
Defence 5
Speed 3
Special d12

Weaknesses & Resistances:

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

Tackle Normal d4



Sonic Boom Normal d4



Always deals 2 hits, regardless of any effects.

PP: 0 0 0 0 0

Thunder Shock Electric d4



Deals 2 hits.
1: Paralysis.

PP: 0 0 0 0 0 0

Supersonic Normal d6



Inflicts Confusion.

PP: 0 0 0 0 0

Thunder Wave Electric d4



Inflicts Paralysis.

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

Screech Normal d4



Deals 2 hits.

PP: 0 0 0 0 0 0 0

Chain Lightning Electric d4



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

PP: 0 0 0 0

Tri Attack Normal



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

PP: 0 0

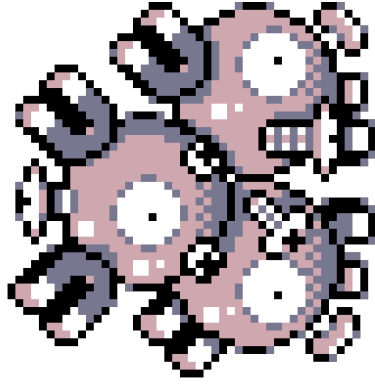
Magnetron

Electric

HP: 6

Abilities: Fly, Flash
Size: Small

No. 082



1 26 27 28 29 30 31 32 33 36 37 38 39 41 44 45 46 49 50
6 7 9 10 15 20 24 25 44 45 50

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



Use this Move three times against the same target.

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

3 4 6 7 8 9 10 31 32 33

39 40

44

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



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

40

43 44

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

Leek Slap d10 !1

Fury Attack d4 !2

Confusion d4

Swords Dance d1

Agility d4

Slash d8 !2

Psychic d6

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

Fury Attack d4 !2

Drill Peck d8 !2

Rage d6 !2

Tri Attack d10

Agility d4

Overrun d8 !2

4 6 7 8 9 10 31 32 33

15 40

43 44

20 47 49 50

Seel



Water

► Dewgong at :L5

HP: ○○○○○○
6

Abilities: Surf, Strength

Size: Small

No. 086

Attack d4
Defence 3
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



Headbutt

Normal d8 !2



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

PP: ○○○○

Aurora Beam

Ice d4



Deals 2 hits.

PP: ○○○○○○

Water Gun

Water d4



Deals 2 hits.

PP: ○○○○○○

Rest

Psychic d1



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

PP: ○○

Take Down

Normal d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

Ice Beam

Ice d6



Deals 3 hits.
1: Sleep.

PP: ○○○

Blizzard

Ice d8



Deals 4 hits.
1: Sleep.

PP: ○

6 7 8 9 10 11 12 13 14 31 32

18 20 44 50

Grimer



Poison

► Muk at :L5

HP: ○○○○○○
7

Size: Small

No. 088

Attack d8
Defence 2
Speed 2
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass -1

Ice

Fighting -1

Poison -1

Ground x2

Flying

Psychic x2

Bug x2

Rock

Ghost

Dragon

Pound

Normal d4



Nasty Goo

Poison d6 !1



2: Paralysis.

PP: ○○○○○○

Disable

Normal d4



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

PP: ○○○○○○

Poison Gas

Poison d4



Inflicts Poison.

PP: ○○○○○○○○

Foul Odour

Poison d6



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

PP: ○○○

Sludge

Poison d8 !2



3: Poison.

PP: ○○○○○○

Selfdestruct

Normal d10



This Pokémon faints.
Hit: Deals 2 additional hits.

PP: ○

Screech

Normal d4



Deals 2 hits.

PP: ○○○○○○○○

Acid Armour

Poison d4



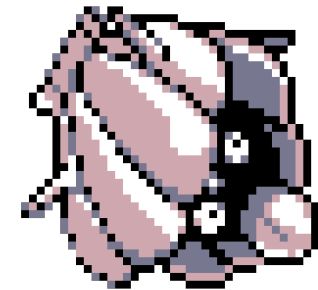
For this battle: Increase this Pokémon's Defence by 2 (max +2).

PP: ○○○○○○○○

6 7 8 31 32

20 21 37 38 42 44 50

Shelllder



Water ► Cloyster with ???

HP: ○○○○○
5

Abilities: Surf
Size: Tiny

No. 090

Attack d6
Defence 5
Speed 2
Special d4

Weaknesses & Resistances:

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

Tackle d4
Normal



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

PP: ○○○○○○

Withdraw d1
Water



This Pokémon faints. Hit: Deals 2 additional hits.

PP: ○

Supersonic d6
Normal



Inflicts Confusion.

PP: ○○○○○

Clamp d4 !1
Water



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

PP: ○○

Aurora Beam d4
Ice



Deals 2 hits.

PP: ○○○○○

Selfdestruct d10
Normal



This Pokémon faints. Hit: Deals 2 additional hits.

PP: ○

Ice Beam d6
Ice



Deals 3 hits. 1: Sleep.

PP: ○○

Dark Wave d6
Ghost



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

PP: ○○

Hypnosis d6
Psychic



Inflicts Sleep.

PP: ○○○○○

Night Shade d6
Ghost



Deals 3 hits.

PP: ○○○○

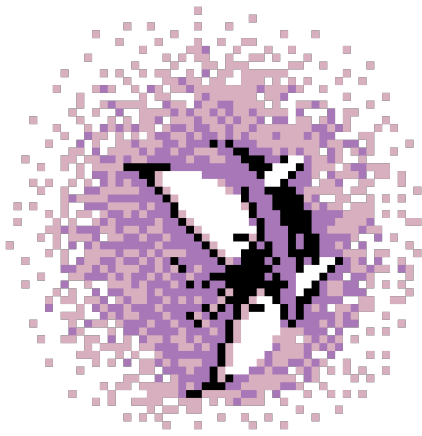
Dream Eater d4
Psychic



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

PP: ○○○○

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

Lick d4
Ghost



1: Paralysis.

PP: ○○

Confuse Ray d4
Ghost



Inflicts Confusion.

PP: ○○

Spook d4
Ghost



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

PP: ○○○○

Hypnosis d6
Psychic



Inflicts Sleep.

PP: ○○○○○

Night Shade d6
Ghost



Deals 3 hits.

PP: ○○○○

Dream Eater d4
Psychic



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

PP: ○○○○

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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



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

:L1



PP: 000000

Supersonic d6



Inflicts Confusion.

:L2



PP: 00000

Clamp d4 !1



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

:L3



PP: 00

Aurora Beam d4



Deals 2 hits.

:L4



PP: 00000

Selfdestruct d10



This Pokémon faints.
Hit: Deals 2 additional hits.

:L5



PP: 0

Ice Beam d6



Deals 3 hits.
1: Sleep.

:L5



PP: 000

Spike Cannon d4 !2



Use this Move three times against the same target.

:L6



PP: 0000



Haunter

Ghost Poison

► Gengar at :L6

HP: 5

Abilities: Fly
Size: Medium

No. 093

Attack d4
Defence 2
Speed 4
Special d12

Weaknesses & Resistances:

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

Lick d4



1: Paralysis.



Confuse Ray d4



Inflicts Confusion.

:L1



PP: 00

Spook d4



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

:L2



PP: 0000

Hypnosis d6



Inflicts Sleep.

:L3



PP: 00000

Night Shade d6



Deals 3 hits.

:L4



PP: 0000

Dream Eater d4



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

:L5



PP: 0000

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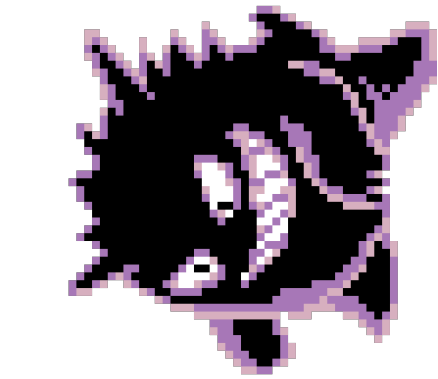
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Gengar

Ghost Poison

HP: 5

Abilities: Fly, Strength
Size: Medium

No. 094

Attack d6
Defence 3
Speed 5
Special d12

Weaknesses & Resistances:

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

PP: 0000

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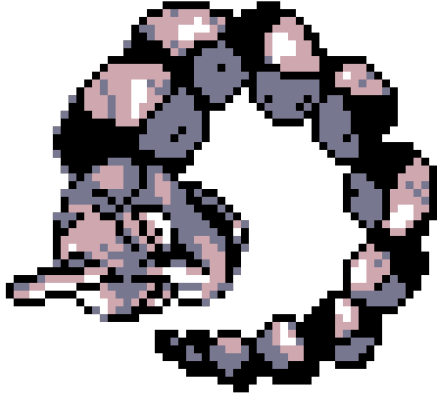
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Onix

Rock Ground

HP: 6

Abilities: Strength
Size: Huge

No. 095

Attack d6
Defence 6
Speed 3
Special d4

Weaknesses & Resistances:

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

Slam

Normal d10 !3

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).

PP: 0000

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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

Disable

Normal

d4

:L2

Confusion

Psychic

d4

:L2

Headbutt

Normal

d8 !2

:L3

Poison Gas

Poison

d4

:L3

Psychic

Psychic

d6

:L4

Meditate

Psychic

d4

:L4

Dream Eater

Psychic

d4

:L5

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

-1

Pound

Normal

d4

Bubble

Water

d4

:L1

Vice Grip

Normal

d6 !1

:L2

Stomp

Normal

d8 !2

:L3

Crabhammer

Water

d10 !3

:L4

Bubble Beam

Water

d6

:L5

Harden

Normal

d1

:L5

Guillotine

Normal

d12 !4

:L6



Hypno

Psychic

HP: 7

Abilities: Flash
Size: Medium

No. 097

Attack d8
Defence 4
Speed 3
Special d10

Weaknesses & Resistances:

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

Pound 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 0

Hypnosis Psychic d6

Inflicts Sleep.

PP: 0 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 0

Headbutt Normal d8 !2

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

PP: 0 0 0 0

Poison Gas Psychic d4

Inflicts Poison.

PP: 0 0 0 0 0 0 0

Psychic Psychic d6

Deals 3 hits.

PP: 0 0 0

Meditate Psychic d4

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

PP: 0 0 0 0 0 0 0

Dream Eater Psychic d4

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

PP: 0 0 0 0

1 2

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44

45

46

49

50



Kingler

Water

HP: 6

Abilities: Cut, Surf, Strength
Size: Medium

No. 099

Attack d12
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

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

Pound Normal d4

Bubble Water d4

Deals 2 hits.
1: Paralysis.

PP: 0 0 0 0 0 0

Vice Grip Normal d6 !1

Hit: The target can't move this round.

PP: 0 0 0 0 0 0

Stomp Normal d8 !2

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

PP: 0 0 0 0 0

Crabhammer Water d10 !3

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

PP: 0 0

Bubble Beam Water d6

Deals 3 hits.
1: Paralysis.

PP: 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

Guillotine Normal d12 !4

12: The target faints.

PP: 0

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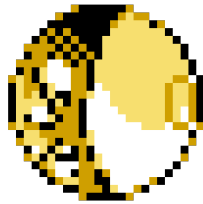
31

32

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 Normal d4

Screech Normal d4 :L1
Deals 2 hits.
PP: ○○○○○○

Sonic Boom Normal d4 :L2
Always deals 2 hits, regardless of any effects.
PP: ○○○○○○

Selfdestruct Normal d10 :L3
This Pokémon faints.
Hit: Deals 2 additional hits.
PP: ○

Chain Lightning Electric d4 :L3
Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).
PP: ○○○○

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

Swift Normal d6 :L5
Deals 1 hit to any Pokémon in the battle, even if disappeared.
This hit cannot be prevented.
PP: ○○○○○○

Explosion Normal d12 !2 :L6
This Pokémon faints.
Hit: Deals 4 additional hits.
PP: ○

6 7 30 31 32 33

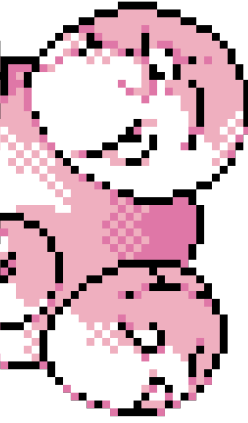
20 39

24 25 44 45 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 Normal d4 !2

Hypnosis Psychic d6 :L1
Inflicts Sleep.
PP: ○○○○○○

Leech Seed Grass d6 :L2
Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.
PP: ○○○○

Psybeam Psychic d4 :L3
Deals 2 hits.
1: Confusion.
PP: ○○○○○○

Reflect Psychic d4 :L3
Acts first, but skip movement.
This Pokémon is unaffected by Regular Moves this round.
PP: ○○○○○○

Egg Bomb Normal d10 !3 :L4

Solar Beam Grass d4 :L6
Charge for one round, then try to use this Move on the next.
Deals 5 hits.
PP: ○○○○

Psychowave Psychic d6 :L7
Deals hits equal to the result of the Move Die.
PP: ○○○○

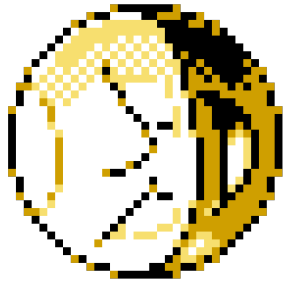
6 7 30 31 32 33

20 41

29 30 31 32 33 44 46 50

Electrode

Electric



HP: 6

Abilities: Flash
Size: Medium

No. 101

Attack d6
Defence 3
Speed 7
Special d8

Weaknesses & Resistances:

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

Tackle Normal d4

Screech Normal d4

Sonic Boom Normal d4

Selfdestruct Normal d10

Chain Lightning Electric d4

Light Screen Psychic d4

Swift Normal d5

Explosion Normal d12

Attack d8
Defence 4
Speed 2
Special d12

Weaknesses & Resistances:

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

Tackle Normal d4

Screech Normal d4

Sonic Boom Normal d4

Selfdestruct Normal d10

Chain Lightning Electric d4

Light Screen Psychic d4

Swift Normal d5

Explosion Normal d12

Exeggutor

Grass Psychic



HP: 7

Abilities: Strength
Size: Large

No. 103

Attack d8
Defence 4
Speed 2
Special d12

Weaknesses & Resistances:

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

Tackle Normal d4

Screech Normal d4

Sonic Boom Normal d4

Selfdestruct Normal d10

Chain Lightning Electric d4

Light Screen Psychic d4

Swift Normal d5

Explosion Normal d12

Barrage Normal d4

Hypnosis Psychic d6

Leech Seed Grass d6

Psybeam Psychic d4

Reflect Psychic d4

Egg Bomb Normal d10

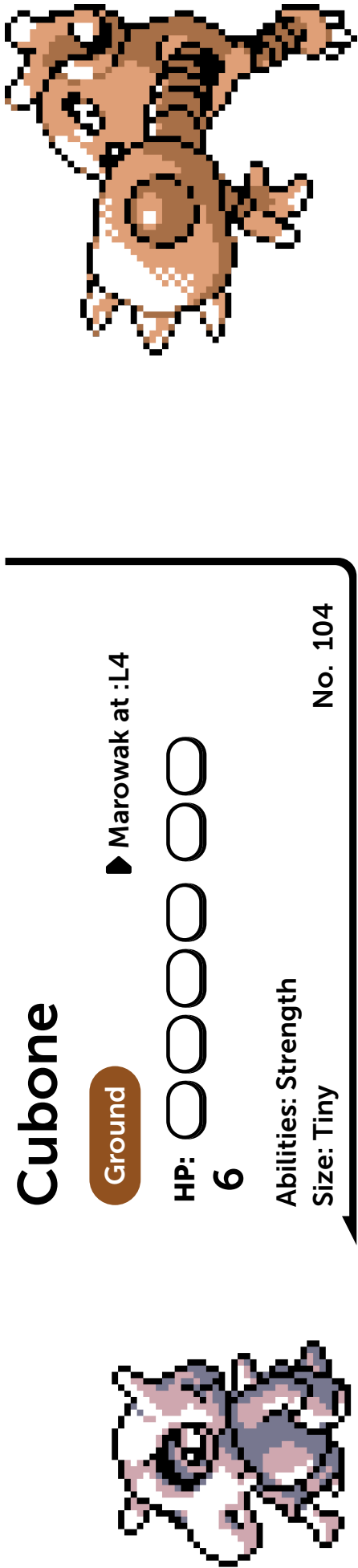
Strange Powder Grass d4

Solar Beam Grass d4

Psywave Psychic d6

6 7 9 15 20 24 25 30 31 32 33 39 44 45 50

29 30 31 32 33 41 44 46 50



Cubone

Ground

HP: 6

► Marowak at :L4

Abilities: Strength
Size: Tiny

No. 104

Attack d6
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

-1

x2

Pound

Normal

d4

Bone Club

Ground

d8 !2

:L1

Fury Attack

Normal

d4 !2

:L2

Headbutt

Normal

d8 !2

:L2

Skull Bash

Normal

d10 !1

:L3

Focus Energy

Normal

d1

:L3

Thrash

Normal

d10 !1

:L4

Bonemerang

Ground

d6 !3

:L5

Rage

Normal

d6 !2

:L6

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

Use this Move three times against the same target.

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

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

Use this Move twice against the same target.

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



Hitmonlee

Fighting

HP: 6

Abilities: Strength
Size: Medium

No. 106

Attack d12
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

-1

x2

Kick

Fighting

d4

Double Kick

Fighting

d6 !3

:L1

Meditate

Psychic

d4

:L2

Use this Move twice against the same target.

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

Rolling Kick

Fighting

d6 !1

:L3

Jump Kick

Fighting

d10 !2

:L4

Focus Energy

Normal

d1

:L5

Miss: This Pokémon loses 1 HP.

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

High Jump Kick

Fighting

d12 !3

:L5

Mega Kick

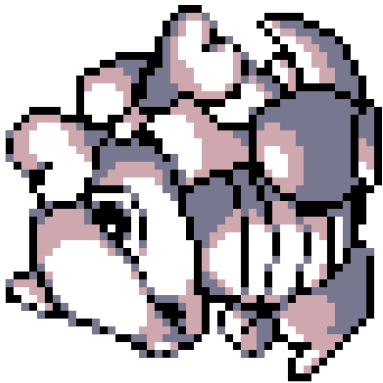
Normal

d12 !4

:L6

Miss: This Pokémon loses 2 HP.

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

Bone Club

Ground d8 !2

:L1

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

PP: 0000

Fury Attack

Normal d4 !2

:L2

Use this Move three times against the same target.

PP: 0000

Headbutt

Normal d8 !2

:L2

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

PP: 0000

Skull Bash

Normal d10 !1

:L3

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

PP: 0000

Focus Energy

Normal

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

PP: 000000

Thrash

Normal d10 !1

:L4

Hit: This Pokémon becomes confused.

PP: 00000

Bonemerang

Ground d6 !3

:L5

Use this Move twice against the same target.

PP: 00

Rage

Normal d6 !2

:L6

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

PP: 00000

Hitmonchan



Fighting

HP: 6

Abilities: Strength
Size: Medium

No. 107

Attack d10
Defence 4
Speed 3
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

-1

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: 0000

Ice Punch
Ice d8 !2



3: Sleep.

PP: 0000

Thunder Punch
Electric d8 !2



Mega Punch
Normal d10 !3



3: Paralysis.

PP: 0000

PP: 000000

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Lickitung



Normal

HP: 8

Abilities: Cut, Surf, Strength
Size: Medium

No. 108

Attack d6
Defence 4
Speed 2
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-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

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

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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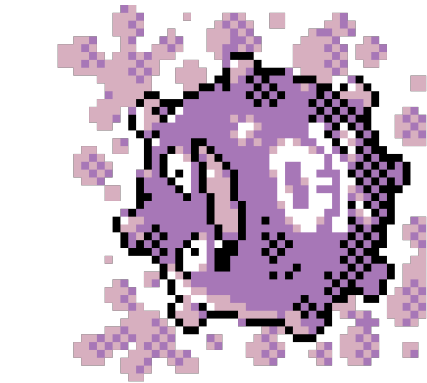
37

38

42

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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
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
x2 x2 -1

Tackle d4

Smog d6

Smoke Screen d4

Sludge d8 !2

Foul Odour d6

Selfdestruct d10

Haze d4

Explosion d12 !2

Deals 1 hit + Poison.
PP: ○○○○○

Darkens the field for the rest of the battle.
PP: ○○○○○

Deals 2 hits.
This Pokémon and each target becomes Confused.
PP: ○○○

This Pokémon faints.
Hit: Deals 2 additional hits.
PP: ○

Removes all effects and conditions on this Pokémon and on each target.
PP: ○○○○○○

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
Ice Fighting Poison Ground Flying
Psychic Bug Rock Ghost Dragon
x2 x2 -1 -1

Tackle d4

Horn Attack d8 !2

Stomp d8 !2

Fury Attack d4 !2

Take Down d10 !1

Body Slam d10 !3

Horn Drill d12 !4

Hit: This Pokémon loses 1 HP.
PP: ○○○○○○

4: Paralysis.
PP: ○○○○

26 27 28 31 32 37 38 44 47 48 50 18 20 24 25



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.

Smoke Screen

Normal

○○

d4

○○○○

Darkens the field for the rest of the battle.

Sludge

Poison

d8

!2

○○○○

3: Poison.

Foul Odour

Poison

○○

d6

○○

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

Selfdestruct

Normal

d10

○○

This Pokémon faints.
Hit: Deals 2 additional hits.

Haze

Ice

○○

d4

○○○○

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

Explosion

Normal

d12

!2

○○

This Pokémon faints.
Hit: Deals 4 additional hits.

- 2
- 6
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- 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

Tackle

Normal

d4

○○

Horn Attack

Normal

d8

!2

○○○○

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

Stomp

Normal

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.

Take Down

Normal

d10

!1

○○○○

Hit: This Pokémon loses 1 HP.

Body Slam

Normal

d10

!3

○○○○

4: Paralysis.

Slam

Normal

d10

!3

○○○○

Horn Drill

Normal

d12

!4

○○

12: The target faints.

Giant Tail

Normal

d12

!4

○○

- 1
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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

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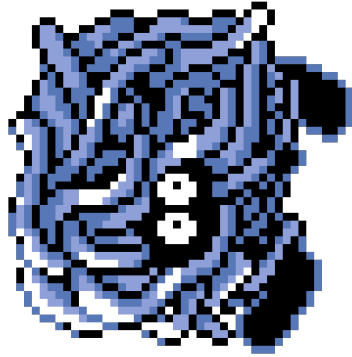
20

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Tangela



Grass

HP: 6

Abilities: Cut
Size: Small

No. 114

Attack d6
Defence 6
Speed 3
Special d10

Weaknesses & Resistances:

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

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

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

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

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

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

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

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

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

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

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

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



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

Dragon

-1

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:

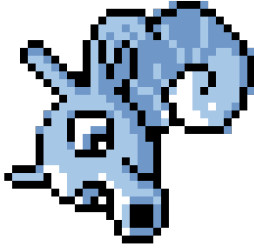
Horsea

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

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

-1

x2

x2

Tackle
Normal d4



Bubble
Water d4



Deals 2 hits.
1: Paralysis.

PP:

Smoke Screen
Normal



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.

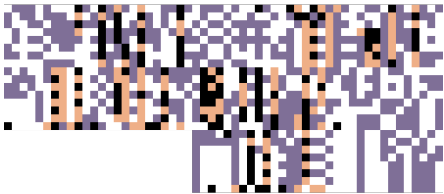
PP:

Hydro Pump
Water d8



Deals 4 hits.

PP:



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.



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.



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



Hydro Pump
Water d8
Deals 4 hits.



Water Gun
Water d4
Deals 2 hits.



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



Tackle
Normal d4



Bubble
Water d4
Deals 2 hits.
1: Paralysis.



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



Bubble Beam
Water d6
Deals 3 hits.
1: Paralysis.



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 Flying Rock Ghost Dragon

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

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 Flying Rock Ghost Dragon

Tackle

Normal d4



Water Gun

Water d4



Deals 2 hits.

PP: 0000

Water Gun

Water d4



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

PP: 0000

Harden

Normal d1



Recover

Normal d6



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

PP: 0000

Recover

Normal d6



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

PP: 0000

Swift

Normal d4



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

Staryu



Water

Starmie with ?

HP: 5

Abilities: Surf, Flash
Size: Small

No. 120



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
Electric x2 Water -1 Grass x2
Poison Ground Flying
Bug Rock Ghost Dragon

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
Electric x2 Water -1 Grass x2
Poison Ground Flying
Bug Rock Ghost Dragon
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

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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

x2

-1

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

Psychic

d4

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

Psychic

d4

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

Normal

d4 !1

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

Psychic

d4

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

Psychic

d4

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

Psychic

d4

Substitute
Normal
Swap spaces with the target.

Normal

d4

Psychic
Psychic
Deals 3 hits.

Psychic

d6

PP: ○○○○

1 2

5 6 7 8 9 10 29 30 31 32 33

15 17 35

19

20 22 44 45 46

24 25 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

x2

-1

x2

-1

x2

Scratch
Normal
d4

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

Normal

d6 !1

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

Normal

d6 !1

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

Normal

d1

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

Normal

d4

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

Normal

d8 !2

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

Normal

d1

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

Psychic

d4

Wing Attack
Flying
d6 !1

Flying

d6 !1

PP: ○○○○○○

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9 10

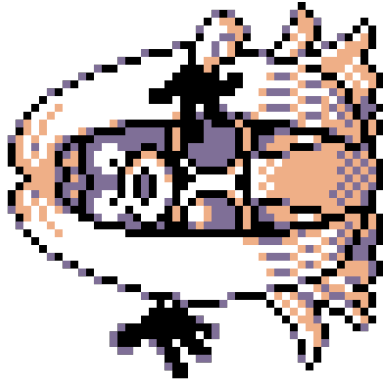
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Jynx



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 Poison Bug x2 Electric Ground Rock x2 Grass -1 Flying Dragon

Pound Normal d4

Lovely Kiss Normal d4
Inflicts Sleep.

Lick Ghost d4
1: Paralysis.

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

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

Ice Punch Ice d8 !2

Body Slam Normal d10 !3
4: Paralysis.

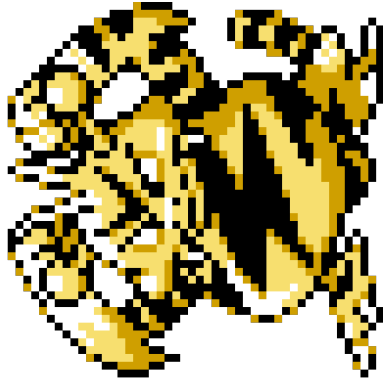
Thrash Normal d10 !1
Hit: This Pokémon becomes confused.

Blizzard Ice d8
Deals 4 hits.
1: Sleep.

1 2

5 6 7 8 9 10 11 12 13 14 15 17 19 20 29 30 31 32 33 35 44 46 50

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 Ice Fighting Poison Bug Rock Psychic Ground x2 Flying Dragon Ghost

Pound Normal d4

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

Drag Off Normal d8 !2
Hit: Pulls the target towards this Pokémon (if possible).

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

Thunder Punch Electric d8 !2
3: Paralysis.

Screech Normal d4
Deals 2 hits.

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

Thunderbolt Electric d6
Deals 3 hits.
1: Paralysis.

Thunder Electric d8
Deals 4 hits.
1: Paralysis.

1

5 6 7 8 9 10 15 17 18 19 20 24 25 29 30 31 32 33 35 39 44 45 46 50



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 (if possible).
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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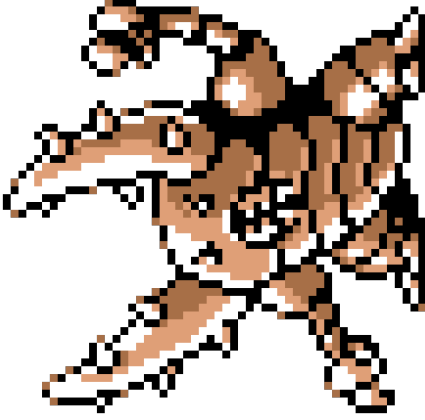
37

38

44

46

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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

3

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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 -1 Dragon

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

Hit: This Pokémon becomes confused.

PP: 0000



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 -1 Poison Ground Flying
Psychic Bug Rock Ghost Dragon

Splash Normal

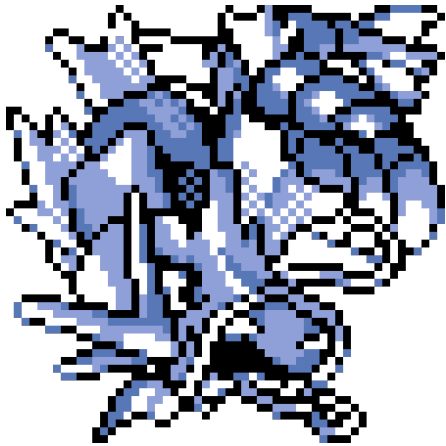


Tackle Normal d4



:L2

► Gyarados at :L5



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 d4



Bite d6 !1



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

PP:

Bubble Beam d6



Deals 3 hits.
1: Paralysis.

PP:

Thrash d10 !1



Hit: This Pokémon becomes confused.

PP:

Dragon Rage d8



Deals 4 hits.

PP:

Hydro Pump d8



Deals 4 hits.

PP:

Hyper Beam d8



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

Ice Beam

Ice d6



Deals 3 hits.
1: Sleep.

PP: 00

Water Gun Water d4



Deals 2 hits.

PP: 00000

Body Slam

Normal d10 !3



4: Paralysis.

PP: 0000

Flood

Water d6



Deals 3 hits.

PP: 0000

Sing Normal d6



Inflicts Sleep.

PP: 0000

Confuse Ray

Ghost d4



Inflicts Confusion.

PP: 00

Hydro Pump

Water d8



Deals 4 hits.

PP: 0

2

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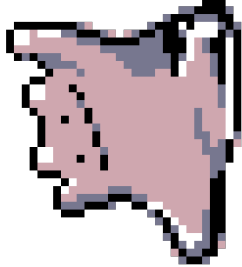
50

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

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

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

Red	Blue	

d8 i2

pp: 0000

pp: 0000

pp: 0000

pp: 0000

pp: 0000

pp. 0000

pp. 0000

pp. 0000

pp. 0000

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

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

Tackle
Normal
d4



Sand-Attack
Normal
d4 !2

:L1



Hit: Confusion.

PP: ○○○○

Quick Attack
Normal
d6 !1

:L2



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

PP: ○○○○○○

Bite

Normal

d6 !1

:L3



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

PP: ○○○○○○

Focus Energy

Normal



d1

:L4



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

PP: ○○○○○○

Take Down

Normal

d10 !1

:L5



Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

Eevee

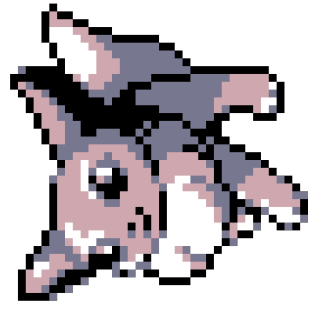
Normal

▶ ??? with ???

HP: ○○○○○○
6

Size: Tiny

No. 133



Attack d6
Defence 3
Speed 2
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

Tackle
Normal
d4



Sand-Attack
Normal
d4 !2

:L1



Hit: Confusion.

PP: ○○○○

Quick Attack
Normal
d6 !1

:L2



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

PP: ○○○○○○

Bite

Normal

d6 !1

:L3



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

PP: ○○○○○○

Focus Energy

Normal



d1

:L4



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

PP: ○○○○○○

Take Down

Normal

d10 !1

:L5



Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

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

39

44

50

Jolteon



Electric

HP: 6

Abilities: Flash
Size: Small

No. 135

Attack d6
Defence 3
Speed 6
Special d10

Weaknesses & Resistances:

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

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



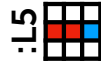
Bite Normal d6 !1
2: The target can't take actions this round.
PP: 00000



Double Kick Fighting d6 !3
Use this Move twice against the same target.
PP: 00000



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



Thunder Wave Electric d4
Inflicts Paralysis.
PP: 00000



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



Thunder Electric d8
Deals 4 hits.
1: Paralysis.
PP: 000



6 7 8 9 10 31 32 33

39

44 45

20 24 25 50

Eevee



Normal

HP:

6

▶ ??? with ???

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

Quick Attack

Normal

d6 !1

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

PP:

Sand-Attack

Normal

d4 !2

Hit: Confusion.

PP:

Focus Energy

Normal

d1

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

PP:

Bite

Normal

d6 !1

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

PP:

Take Down

Normal

d10 !1

Hit: This Pokémon loses 1 HP.

PP:

- 6

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8

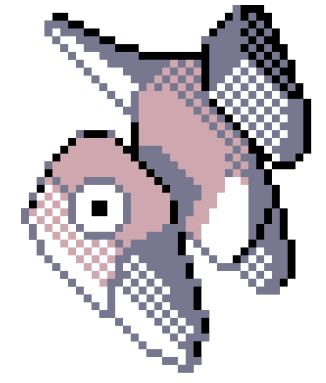
9

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- 31

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33
- 20
- 44
- 50

Porygon



Normal

HP:

6

Abilities: Flash
Size: Small

No. 137

Attack d6

Defence 4

Speed 2

Special d10

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting x2

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

Tackle

Normal

d4

Sharpen

Normal

d1

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

PP:

Conversion

Normal

d4

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

PP:

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:

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:

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- 6

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- 9

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- 13

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- 20
- 44

45

46
- 24

25
- 49

50

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

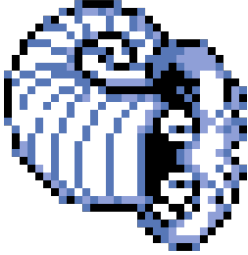
Omanyte

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

Tackle Normal d4



Water Gun Water d4



Deals 2 hits.

PP: ○○○○○

:L1



Spook Ghost d4



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

PP: ○○○○○

:L2



Withdraw Water d1



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

PP: ○○○○○○○

:L2



Horn Attack Normal d8 !2



PP: ○○○○○

:L3



Spike Cannon Normal d4 !2



Use this Move three times against the same target.

PP: ○○○○○

:L4



Hydro Pump Water d8



Deals 4 hits.

PP: ○

:L5



Horn Drill Normal d12 !4



12: The target faints.

PP: ○

:L6



Attack d8
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

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

Scratch Normal d4



Absorb Grass d4



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

PP: ○○○○○

:L1



Leech Life Bug d4 !1



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

PP: ○○○○○

:L2



Harden Normal d1



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

PP: ○○○○○○○

:L2



Slash Normal d8 !2



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

PP: ○○○○○

:L4



Fury Swipes Normal d4 !2



Use this Move three times against the same target.

PP: ○○○○○

:L4



Hydro Pump Water d8



Deals 4 hits.

PP: ○

:L5



Guillotine Normal d12 !4



12: The target faints.

PP: ○

:L6



Kabuto

Rock Water ▶ Kabutops at :L5

HP: ○○○○○
5

Abilities: Surf
Size: Tiny

No. 140



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 Normal d4



Water Gun Water d4



:L1



Deals 2 hits.
PP: 0000

Spook Ghost d4



:L2



Deals 2 hits.
1: The target can't take actions this round.
PP: 0000

Withdraw Water d1



This Pokémon can't take actions or take damage until the end of the next round.
PP: 000000

Horn Attack Normal d8 !2



:L3



PP: 00000

Spike Cannon Normal d4 !2



:L4



Use this Move three times against the same target.
PP: 0000

Hydro Pump Water d8



:L5



Deals 4 hits.
PP: 0

Horn Drill Normal d12 !4



:L6



12: The target faints.
PP: 0

2

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10 11 12 13 14 36

17 19 20

41 44

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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 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: 00000

Leech Life Bug d4 !1



:L2



Recovers HP equal to the HP the target lost as a result of this Move.
PP: 0000

Harden Normal d1



:L2



For this battle: Increase this Pokémon's Defence by 1 (max +2).
PP: 000000

Slash Normal d8 !2



:L4



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

Fury Swipes Normal d4 !2



:L4



Use this Move three times against the same target.
PP: 0000

Hydro Pump Water d8



:L5



Deals 4 hits.
PP: 0

Guillotine Normal d12 !4



:L6



12: The target faints.
PP: 0

3

5 6 7 8 31 32 33

10 11 12 13 14 36

17 19 20

41 44

50



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
Ice x2
Electric x2
Fighting -1
Poison -1
Psychic -1
Grass
Ground -1
Rock x2
Flying -1
Ghost
Dragon

Tackle
Normal d4

Supersonic
Normal d6
:L1

Wing Attack
Flying d6 !1
:L2

Agility
Psychic d4
:L3
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 000000

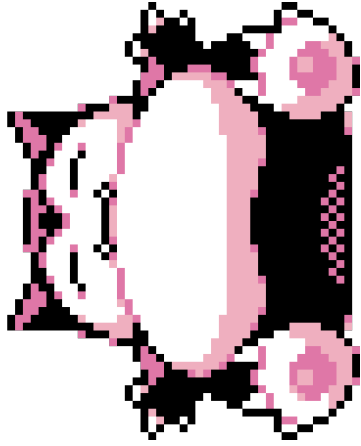
Bite
Normal d6 !1
:L4
2: The target can't take actions this round.
PP: 000000

Take Down
Normal d10 !1
:L5
Hit: This Pokémon loses 1 HP.
PP: 000000

Dive Bomb
Flying d8 !1
:L6
Disappear for one round, reappear in an open space and attack on the next round.
PP: 00

Hyper Beam
Normal d8
:L7
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.
PP: 0

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
Ice
Electric
Fighting x2
Poison
Psychic
Grass
Ground
Rock
Flying
Ghost -1
Dragon

Pound
Normal d4

Rest
Psychic d1
:L1
This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.
PP: 00

Headbutt
Normal d8 !2
:L2
3: The target can't take actions this round.
PP: 0000

Amnesia
Psychic d4
:L3
Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).
PP: 000000

Body Slam
Normal d10 !3
:L4
4: Paralysis.
PP: 0000

Harden
Normal d1
:L4
For this battle: Increase this Pokémon's Defence by 1 (max +2).
PP: 000000

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

Hyper Beam
Normal d8
:L6
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.
PP: 0

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

Peck d4

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

Ice Beam d6 :L4
Deals 3 hits.
1: Sleep.
PP: 0 0

Reflect Psychic d4 :L5
Acts first, but skip movement.
This Pokémon is unaffected by Regular Moves this round.
PP: 0 0 0 0 0 0

Blizzard Ice d8 :L6
Deals 4 hits.
1: Sleep.
PP: 0

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

Haze Ice d4 :L7
Removes all effects and conditions on this Pokémon and on each target.
PP: 0 0 0 0 0 0

Coldsnap Ice d10 :L9
Deals 2 hits and inflicts Sleep.
PP: 0 0

4 6 7 31 32 33

9 10 11 12 13 14 15 39 40

43 44

20 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 x2 Fighting -1 Ground -1 Flying x2 Psychic -1 Bug -1 Rock x2 Ghost Dragon

Peck d4

Thunder Shock d4 :L1
Deals 2 hits.
1: Paralysis.
PP: 0 0 0 0 0 0

Drill Peck d8 !2 :L4
PP: 0 0 0 0 0 0

Thunderbolt d6 :L5
Deals 3 hits.
1: Paralysis.
PP: 0 0 0 0

Thunder d8 :L6
Deals 4 hits.
1: Paralysis.
PP: 0 0

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

Light Screen Psychic d4 :L7
Acts first, but skip movement.
This Pokémon is unaffected by Special Moves this round.
PP: 0 0 0 0 0 0

Thunderstorm d10 :L9
Deals 3 hits and inflicts Paralysis.
PP: 0 0

4 6 7 31 32 33

9 10 39 40

43 44 45

20 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: 0 0 0 0 0

Fire Spin :L4
Fire d12
Deals 1 hit. The targets can't take actions until the end of the next round.
PP: 0 0 0 0

Dive Bomb :L5
Flying d8 !1
Disappear for one round, then reappear in an open space and attack on the next round.
PP: 0 0

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

Sky Attack :L7
Flying d12 !2
Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.
PP: 0

Wildfire :L9
Fire d10
Deals 3 hits and inflicts Poison.
PP: 0 0

4 6 7 9 10 15 20 43 44 50

Dratini

Dragon

Dragonair at :L3

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
Normal
The target can't move this round.

Wrap :L1
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 :L2
Electric d4
Inflicts Paralysis.
PP: 0 0 0 0

Agility :L3
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

Slam :L4
Normal d10 !3
PP: 0 0 0 0 0

Dragon Rage :L5
Dragon d8
Deals 4 hits.
PP: 0 0

Giant Tail :L6
Normal d12 !4
PP: 0

Hyper Beam :L7
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 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.



Thunder Wave
Electric d4
Inflicts Paralysis.



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



Slam
Normal d10 !3



Dragon Rage
Dragon d8
Deals 4 hits.



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.



- 6

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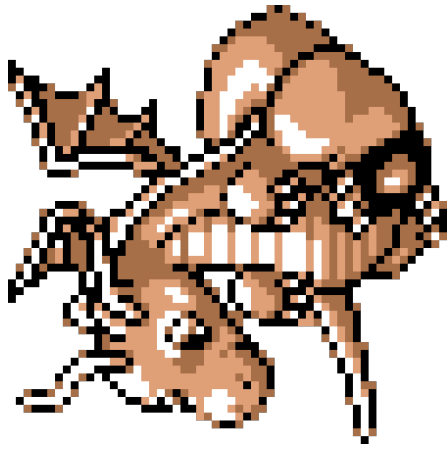
25

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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 Bug -1 Rock x2 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



Attack d10
Defence 5
Speed 5
Special d10

Weaknesses & Resistances:

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

Pound
Normal d4

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

Mega Punch
Normal d10 !3
PP: 0000

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

Psychic
Psychic d6
Deals 3 hits.
PP: 00

Super Metronome
Normal
1: Teleport anywhere. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.
PP: 0

Super Psy
Psychic d8
Deals 4 hits.
PP: 0

:L6

- 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



Attack d6
Defence 2
Speed 3
Special d6

Weaknesses & Resistances:

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

Scratch
Normal d4

Thunder Shock
Electric
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

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

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

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

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

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

Thunder
Electric d8
Deals 4 hits. 1: Paralysis.
PP: 000

- 5 6 7 8 9 10 16 20 24 25 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

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

Scratch
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:

Roar
Normal d4



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

PP:

Pounce
Normal d6 !1



Before rolling: This Pokémon can move 1 additional space.

PP:

Bite
Normal d6 !1



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

PP:

Thunderbolt
Electric d6



Deals 3 hits.
1: Paralysis.

PP:

Agility
Psychic d4



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

PP:

Thunder
Electric d8



Deals 4 hits.
1: Paralysis.

PP:

5 6 7 8 9 10 31 32 33

15 16 39

20 44 45

24 25 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



Powder Snow
Ice d4



Haze
Ice d4



Fury Swipes
Normal d4 !2



Slash
Normal d8 !2



Screech
Normal d4



Confuse Ray
Ghost d4



Blizzard
Ice d8



Deals 2 hits.
1: Sleep.
PP: 0 0 0 0 0

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

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

Deals 2 hits.
PP: 0 0 0 0 0 0

Inflicts Confusion.
PP: 0 0

Deals 4 hits.
1: Sleep.
PP: 0

PP: 0 0

PP: 0

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Wooper

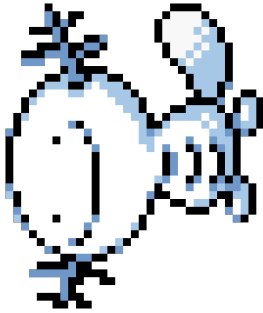
Water

► 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



Tremor
Ground d6 !1



Fury Swipes
Normal d4 !2



Slam
Normal d10 !3



Double Slap
Normal d4 !1



Deals 2 hits.
PP: 0 0 0 0 0

Deals 2 hits.
PP: 0 0 0 0 0

Use this Move twice against the same target.
PP: 0 0

Use this Move twice against the same target.
PP: 0 0

Confuse Ray
Ghost d4



Blizzard
Ice d8



Screech
Normal d4



Pound
Normal d4



Water Gun
Water d4



Tremor
Ground d6 !1



Double Slap
Normal d4 !1



Slam
Normal d10 !3



Rest
Psychic d1



This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.
PP: 0 0

Confuse Ray
Ghost d4



Blizzard
Ice d8



Screech
Normal d4



Earthquake
Ground d10 !3



PP: 0 0

PP: 0

PP: 0 0 0 0 0

PP: 0 0 0 0 0 0

PP: 0 0 0 0 0

Deals 3 hits.
PP: 0 0 0 0

Deals 3 hits.
PP: 0 0 0 0

3

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

Scratch
Normal d4



Deals 2 hits.
1: Sleep.

PP: 0000

:L1



Haze
Ice d4



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

PP: 000000

:L2



Fury Swipes
Normal d4 !2



Use this Move three times against the same target.

PP: 0000

:L4



Slash
Normal d8 !2



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

PP: 000000

:L4



Screech
Normal d4



Deals 2 hits.

PP: 00000000

Confuse Ray
Ghost d4



Inflicts Confusion.

PP: 000

:L6



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

Pound
Normal d4



Deals 2 hits.

PP: 000000

:L1



Water Gun
Water d4



Deals 2 hits.

PP: 000000

:L2



Tremor
Ground d6 !1



PP: 000000

Double Slap
Normal d4 !1



Use this Move twice against the same target.

PP: 000

:L3



Slam
Normal d10 !3



PP: 000000

:L4



Rest
Psychic d1



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

PP: 000

:L4



Amnesia
Psychic d4



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

PP: 000000

:L5



Flood
Water d6



Deals 3 hits.

PP: 000000

:L6



Earthquake
Ground d10 !3



PP: 000

:L7



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 x2 Fighting Poison -1 Bug Rock -1
Psychic Ghost Dragon Flying

Tackle Normal 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

Slam :L4
Normal d10 !3
PP: 00000

Double-Edge :L5
Normal d12 !2
Hit: This Pokémon loses 1 HP.
PP: 00000

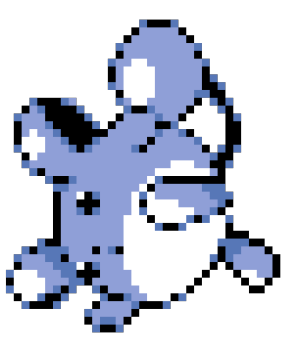
Overrun :L7
Normal d8 !2
Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.
PP: 00000

- 26 27 6 7 8 9 10 11 12 37 38 18 20 44 50

Marill

Water

► Azumarill with ???



HP: 7

Abilities: Surf
Size: Tiny

No. S10

Attack d4
Defence 3
Speed 3
Special d4

Weaknesses & Resistances:

Normal Fire -1 Water Electric Grass x2
Ice -1 Fighting Poison -1 Bug Rock 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: 00000

Slam :L3
Normal d10 !3
PP: 00000

Double-Edge :L4
Normal d12 !2
Hit: This Pokémon loses 1 HP.
PP: 00000

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

Flood :L6
Water d6
Deals 3 hits.
PP: 00000

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

- 1 5 6 7 8 9 10 11 12 13 14 16 20 44 50

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

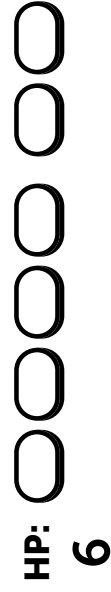
Flood L6
Water d6
Deals 3 hits.
PP: 0000

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.

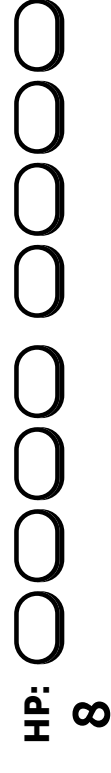
PP: 

6 7 8 9 10
31 32 33

20 22 24 25
44 45 47 50

Ampharos

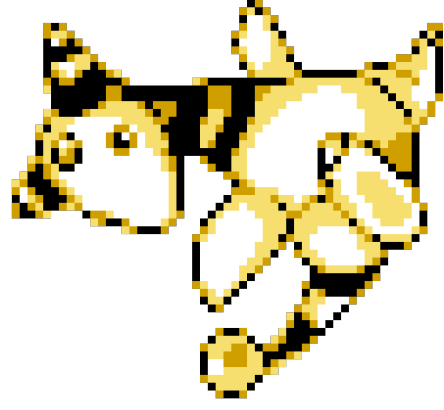
Electric

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: 

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



Thunderbolt
Electric d6



Thunder
Electric d8



3: Paralysis.

PP: 

Deals 4 hits.
1: Paralysis.

PP: 

1

6 7 8 9 10
31 32 33

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

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

Tackle

Normal

 d4

Thunder Shock

Electric

 d4 :L1
Deals 2 hits.
1: Paralysis.
PP:

Swift

Normal

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

Hypnosis

Psychic

 d6 :L2
Inflicts Sleep.
PP:

Thunder Wave

Electric

 d4 :L3
Inflicts Paralysis.
PP:

Light Screen

Psychic

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

Thunder Punch

Electric

 d8 !2 :L4
3: Paralysis.
PP:

Thunderbolt

Electric

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

Thunder

Electric

 d8 :L7
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



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

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

PP: 00000

Healing Pollen d6



Leech Seed d6



Slam :L4



Recovers 2 HP from this Pokémon and each target.
PP: 00

Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.
PP: 00

Normal d10 !3
PP: 00000

Mega Drain d6



Solar Beam :L6



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

Charge for one round, then try to use this Move on the next. Deals 5 hits.
PP: 00

PP: 00

1

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22

31

32

39

44

50

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: 00000

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

PP: 00000

Healing Pollen d6



Leech Seed d6



Slam :L4



Recovers 2 HP from this Pokémon and each target.
PP: 00

Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.
PP: 00

Normal d10 !3
PP: 00000

Mega Drain d6



Solar Beam :L6



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

Charge for one round, then try to use this Move on the next. Deals 5 hits.
PP: 00

PP: 00

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50

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

Pound d4



Absorb d4



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

PP: 4

Healing Pollen d6



Recovers 2 HP from this Pokémon and each target.

PP: 2

Mega Drain d6



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

PP: 3

Leech Seed d6



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

PP: 2

Strange Powder d4



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

PP: 4

Slam d10



PP: 4

Solar Beam d4



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

PP: 3

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



Bite
Normal d6 !1



Focus Energy
Normal d1



Take Down
Normal d10 !1



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



Bite
Normal d6 !1



Focus Energy
Normal d1



Take Down
Normal d10 !1



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

Ice

Psychic

Water

Fighting

Bug

Rock

Electric

Poison

Ghost

Dragon

Grass

Flying

x2

Tackle
Normal d4



Confusion
Psychic d4



Quick Attack
Normal d6 !1



Bite
Normal d6 !1



Psybeam
Psychic d4



Light Screen
Psychic d4



Reflect
Psychic d4



Psywave
Psychic d6



Psychic
Psychic d6



Attack d6
Defence 5
Speed 3
Special d8

Weaknesses & Resistances:

Normal

Fire

Ice

Psychic

Water

Fighting

Bug

Rock

Electric

Poison

Ghost

Dragon

Grass

Flying

-1

x2

Tackle
Normal d4



Smog
Poison d6



Quick Attack
Normal d6 !1



Bite
Normal d6 !1



Acid
Poison d4



Smoke Screen
Normal d4



Acid Armour
Poison d4



Toxic
Poison d6



Sludge
Poison d8 !2



Umbreon



Poison

HP: 8

Size: Small

No. S19



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
:L1
2: The target can't take actions this round.
PP: 0000

Rage Normal d6 !2
:L2
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
:L3
3: The target can't take actions this round.
PP: 0000

Agility Psychic d4
:L3
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.
PP: 000000

Drill Peck Flying d8 !2
:L4
PP: 00000

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

Thrash Normal d10 !1
:L6
Hit: This Pokémon becomes confused.
PP: 00000

Horn Drill Normal d12 !4
:L7
12: The target faints.
PP: 0

6 7 8 9 10 11 12 15 20 23 31 32 36 39 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 Poison Ground Flying
Psychic Bug Rock Ghost -1 Dragon

Tackle Normal d4

Aurora Beam Ice d4
:L1
Deals 2 hits.
PP: 00000

Roar Normal d4
:L2
Pushes the targets back 1 space. Opponents can't enter a space next to you this round.
PP: 00000

Bite Normal d6 !1
:L3
2: The target can't take actions this round.
PP: 00000

Screech Normal d4
:L3
Deals 2 hits.
PP: 0000000

Substitute Normal d4
:L4
Swap spaces with the target.
PP: 000

Rage Normal d6 !2
:L5
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,
PP: 00000

Hyper Beam Normal d8
:L6
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.
PP: 0

Thrash Normal d10 !1
:L7
Hit: This Pokémon becomes confused.
PP: 00000

1 6 7 8 9 10 13 14 15 16 18 20 23 26 27 31 32 37 38 39 42 44 48 49 50

