

1 – Rattata

No. 019

HP Def Spd
5 3 4



Normal

x2: Fgt

-1: Gho

1 2
3 4

Tackle

Normal 2+



8

9

Hyper Fang

Normal 5+ !1



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

5
6
7

Quick Attack

Normal 4+ !1



This Move happens before all other Moves this round.

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

2 – Zubat

No. 041

HP Def Spd
6 2 3



Fly, Flash

Poison

x2: Elec Ice Psy Rck

Flying

-1: Grs Fgt Psn Grn

1 2
3 4

Tackle

Normal 2+



8

9

Supersonic

Normal !3



Inflicts Confusion.

5
6
7

Leech Life

Bug 3+ !1



Recovers HP equal to the HP the target loses.

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

3 – Machop

No. 066

HP Def Spd
6 3 2



Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1 2
3 4

Jab

Fighting 3+



8

9

Drag Off

Normal 6+ !1



Hit: Pulls the target towards this Pokémon.

5
6
7

Low Kick

Fighting 5+ !1



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

10
11
12

Take Down

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

4 – Sandshrew

No. 027

HP Def Spd
5 4 2



Cut, Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1 2
3 4

Poison Sting

Poison 3+



1: Poison.

7

8

Sand-Attack

Normal 4+ !3



Inflicts Confusion.

5
6
7

Slash

Normal 6+ !1



6: Deals an additional hit.

10
11
12

Take Down

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

5 – Ekans

No. 023

HP Def Spd
5 3 2



Strength

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Poison Sting

Poison 2+



1: Poison.

7

8

Glare

Normal !2



Inflicts Paralysis.

5
6

Bite

Normal 4+ !1



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

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

6 – Meowth

No. 052

HP Def Spd
6 2 4



Flash

Normal

x2: Fgt

-1: Gho

1 2
3 4

Scratch

Normal 2+



8

9

Pay Day

Normal 4+ !1



Hit: The opponent gains 1 Poké.

5
6
7

Fury Swipes

Normal 2+ !3



Use 3 times (against the same target).

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

1 – Grimer

No. 088

HP Def Spd
7 2 2



Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

Pound

Normal 3+

8
9

Poison Gas

Poison !4



Inflicts Poison.

4 5
6 7

Sludge

Poison 6+ !1



2: Poison.

10
11
12

Take Down

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

2 – Cubone

No. 104

HP Def Spd
6 4 2



Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1
2
3

Pound

Normal 2+

8
9

Bonemerang

Ground 5+ !3



Use twice (against the same target).

4 5
6 7

Bone Club

Ground 5+ !1



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

10
11
12

Take Down

Normal 6+ !1



Hit: This Pokémon loses 1 HP.

3 – Drowzee

No. 096

HP Def Spd
6 2 2



Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2
3

Pound

Normal 1+

8
9

Hypnosis

Psychic !2



Inflicts Sleep.

4 5
6 7

Psychic

Psychic !2



Deals 3 hits.

10
11
12

Take Down

Normal 5+ !1



Hit: This Pokémon loses 1 HP.

4 – Raticate

No. 020

HP Def Spd
6 3 4



Normal

x2: Fgt

-1: Gho

1 2
3 4

Tackle

Normal 3+

8
9

Quick Attack

Normal 5+ !1



This Move happens before all other Moves this round.

4 5
6 7

Super Fang

Normal 6+



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

10
11
12

Take Down

Normal 7+ !1

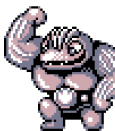


Hit: This Pokémon loses 1 HP.

5 – Machoke

No. 067

HP Def Spd
7 4 2



Strength

Fighting

x2: Fly Psy

-1: Bug Rck

1
2
3

Jab

Fighting 4+

8
9

Seismic Toss

Fighting 7+ !1



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

4 5
6 7

Karate Chop

Fighting 6+ !1



6: Deals an additional hit.

10
11
12

Take Down

Normal 8+ !1



Hit: This Pokémon loses 1 HP.

6 – Golbat

No. 042

HP Def Spd
7 4 4



Fly, Flash

Poison

x2: Elec Ice Psy Rck

Flying

-1: Grs Fgt Psn Grn

1
2
3

Tackle

Normal 3+

8
9

Confuse Ray

Ghost !2



Inflicts Confusion.

3 4
5 6

Wing Attack

Flying 5+ !1

10
11
12

Take Down

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

1 – Sandslash

No. 028



HP Def Spd
7 5 3

Cut, Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1
2

Poison Sting

Poison 4+

1: Poison.

3 4
5 6

Slash

Normal 7+ !1

6: Deals an additional hit.

7
8
9

Pin Missile

Bug 4+ !3

Use 3 times (against the same target).

10
11
12

Take Down

Normal 8+ !1

Hit: This Pokémon loses 1 HP.



2 – Arbok

No. 024



HP Def Spd
6 4 4

Strength

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2

Poison Sting

Poison 4+

1: Poison.

3 4
5 6

Poison Fang

Poison 7+ !1

2: Poison.

7
8
9

Wrap

Normal 5+ !1

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

10
11
12

Take Down

Normal 8+ !1

Hit: This Pokémon loses 1 HP.



3 – Marowak

No. 105



HP Def Spd
7 6 2

Strength

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1
2

Pound

Normal 4+

3 4
5 6

Fury Attack

Normal 4+ !3

Use 3 times (against the same target).

7
8
9

Bonemerang

Ground 7+ !3

Use twice (against the same target).

10
11
12

Take Down

Normal 8+ !1

Hit: This Pokémon loses 1 HP.



4 – Hypno

No. 097



HP Def Spd
7 4 3

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Pound

Normal 3+

3 4
5 6

Psychic

Psychic !2

Deals 3 hits.

7
8
9

Hypnosis

Psychic !2

Inflicts Sleep.

10
11
12

Take Down

Normal 7+ !1

Hit: This Pokémon loses 1 HP.



5 – Persian

No. 053



HP Def Spd
6 3 6

Flash

Normal

x2: Fgt

-1: Gho

1
2

Scratch

Normal 3+

3 4
5 6

Slash

Normal 6+ !1

2-6: Deals an additional hit.

7
8
9

Fury Swipes

Normal 3+ !3

Use 3 times (against the same target).

10
11
12

Take Down

Normal 7+ !1

Hit: This Pokémon loses 1 HP.



6 – Weezing

No. 110



HP Def Spd
6 6 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2

Tackle

Normal 4+

5 6
7 8

Sludge

Poison 7+ !1

2: Poison.

7
8
9

Smog

Poison !3

Deals 1 hit + Poison.

10
11
12

Take Down

Normal 7+ !1

Hit: This Pokémon loses 1 HP.



The Boss's Onix



HP Def Spd
6 6 3

Strength

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

1

Tackle

Normal 2+



2 3
4 5
6

Rock Throw

Rock 4+ !1



The Boss's Pinsir



HP Def Spd
6 5 3

Cut, Strength

Bug x2: Fire Psn Fly Rck
-1: Grs Fgt Grn Psy

1

Constrict

Normal 5+



Hit: The target can't move this round.

2 3
4 5
6

Seismic Toss

Fighting 8+ !1



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

The Boss's Persian



HP Def Spd
6 3 6

Flash

Normal x2: Fgt
-1: Gho

1

Scratch

Normal 3+



2 3
4 5
6

Slash

Normal 6+ !1



2-6: Deals an additional hit.

The Boss's Machop



HP Def Spd
8 4 2

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1

Jab

Fighting 5+



2 3
4 5
6

Seismic Toss

Fighting 8+ !1



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

The Boss's Kangaskhan



HP Def Spd
8 4 4

Surf, Strength

Normal x2: Fgt
-1: Gho

1

Pound

Normal 4+



2 3
4 5
6

Comet Punch

Normal 7+ !3



Use twice (against the same target).

The Boss's Rhydon



HP Def Spd
8 5 2

Surf, Strength

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

1

Tackle

Normal 5+



2 3
4 5
6

Fury Attack

Normal 5+ !3



Use 3 times (against the same target).

Horn Drill

Normal 12+ !3



6: The target faints.

10
11
12

Fissure

Ground 12+ !3



6: The target faints.

1 – Ditto

No. 132



HP Def Spd
6 3 2

Normal

x2: Fgt

-1: Gho

1 2
3 4
5 6
7 8
9
10

Transform

Normal



This Pokémon becomes the same Pokémon as the target, except for its HP.

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.

2 – Magnemite

No. 081



HP Def Spd
4 4 2

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Tackle

Normal

1+



8
9
10

Supersonic

Normal



!2



Inflicts Confusion.

5
6
7

Thunder Shock

Electric



!1



Deals 2 hits. 6: Paralysis.

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.

3 – Grimer

No. 088



HP Def Spd
7 2 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Tackle

Normal

1+



8
9
10

Poison Gas

Poison



!4



Inflicts Poison.

5
6
7

Nasty Goo

Poison

5+

!1



2: Paralysis.

11
12

Selfdestruct

Normal

6+



This Pokémon faints. Deals 2 additional hits.

4 – Voltorb

No. 100



HP Def Spd
5 3 4

Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Tackle

Normal

1+



8
9
10

Chain Lightning

Electric



!2



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

5
6
7

Sonic Boom

Normal



!2



Always deals exactly 2 hits.

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.

5 – Koffing

No. 109



HP Def Spd
5 4 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Tackle

Normal

2+



8
9
10

Foul Odour

Poison



!3



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

5
6
7

Smog

Poison



!3



Deals 1 hit + Poison.

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.

6 – Abra

No. 063



HP Def Spd
4 2 4

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1 2
3 4

Teleport

Psychic



!1



Move to any open space.

8
9
10

Disable

Normal



!1



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

5
6
7

Confusion

Psychic



!1



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

11
12

Selfdestruct

Normal

5+



This Pokémon faints. Deals 2 additional hits.



Silph Scientist Tier 2



1 – Omanyte

No. 138

HP Def Spd
5 4 2



Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2
3

Tackle

Normal

1+



4 5
6 7

Water Gun

Water



!2



Deals 2 hits.

Spike Cannon

Normal

1+

!3



11
12

Use 3 times (against the same target).

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

2 – Kabuto

No. 140

HP Def Spd
5 4 2



Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2
3

Scratch

Normal

3+



4 5
6 7

Leech Life

Bug

4+

!1



Recovers HP equal to the HP the target loses.

Fury Swipes

Normal

3+

!3



11
12

Use 3 times (against the same target).

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

3 – Porygon

No. 137

HP Def Spd
6 4 2



Flash

Normal

x2: Fgt

-1: Gho

1
2
3

Tackle

Normal

2+



4 5
6 7

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion.

Tri Attack

Normal



!3



11
12

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

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

4 – Kadabra

No. 064

HP Def Spd
5 2 5



Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2
3

Teleport

Psychic



!1



Move to any open space.

4 5
6 7

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion.

Disable

Normal



!1



11
12

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

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

5 – Electrode

No. 101

HP Def Spd
6 3 7



Flash

Electric

x2: Grn

-1: Elec Fly

1
2
3

Tackle

Normal

2+



4 5
6 7

Chain Lightning

Electric



!2



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

Swift

Normal



11
12

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

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

6 – Weezing

No. 110

HP Def Spd
6 6 2



Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

Tackle

Normal

4+



4 5
6 7

Smog

Poison



!3



Deals 1 hit + Poison.

Sludge

Poison

7+

!1



11
12

2: Poison.

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.



Silph Scientist Tier 3



1 – Omastar

No. 139



HP Def Spd
6 6 2

Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2

Tackle

Normal 2+



3 4
5 6
7

Water Gun

Water



!1



Deals 2 hits.

8
9
10

Spike Cannon

Normal 2+ !3



Use 3 times (against the same target).

11
12

Selfdestruct

Normal 5+



This Pokémon faints.
Deals 2 additional hits.

2 – Kabutops

No. 141



HP Def Spd
6 5 3

Cut, Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2

Scratch

Normal 5+



3 4
5 6
7

Leech Life

Bug 6+ !1



Recovers HP equal to the HP the target loses.

8
9
10

Slash

Normal 8+ !1



5–6: Deals an additional hit.

11
12

Selfdestruct

Normal 5+



This Pokémon faints.
Deals 2 additional hits.

3 – Aerodactyl

No. 142



HP Def Spd
7 3 6

Fly

Rock

x2: Wtr Elec Ice

Flying

-1: Nrm Fire Psn Grn Fly Bug

1
2

Tackle

Normal 4+



3 4
5 6
7

Wing Attack

Flying 6+ !1



8
9
10

Bite

Normal 6+ !1



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

11
12

Selfdestruct

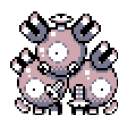
Normal 5+



This Pokémon faints.
Deals 2 additional hits.

4 – Magnetron

No. 082



HP Def Spd
6 5 3

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1
2

Tackle

Normal 2+



3 4
5 6
7

Chain Lightning

Electric !1



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

8
9
10

Tri Attack

Normal !3



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

11
12

Selfdestruct

Normal 5+



This Pokémon faints.
Deals 2 additional hits.

5 – Muk

No. 089



HP Def Spd
9 4 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2

Pound

Normal 4+



3 4
5 6
7

Sludge

Poison 7+ !1



2: Poison.

8
9
10

Poison Gas

Poison !2



Inflicts Poison.

11
12

Selfdestruct

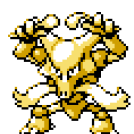
Normal 5+



This Pokémon faints.
Deals 2 additional hits.

6 – Alakazam

No. 065



HP Def Spd
6 3 6

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Teleport

Psychic !1



Move to any open space.

3 4
5 6
7

Psybeam

Psychic !1



Deals 2 hits.
6: Confusion.

8
9
10

Psychic

Psychic !2



Deals 3 hits.

11
12

Selfdestruct

Normal 5+



This Pokémon faints.
Deals 2 additional hits.



Silph Co. President



The President's Omastar



HP Def Spd
6 6 2

Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1

Tackle

Normal 2+



2 3
4 5
6

Bubble Beam

Water

!2



Deals 3 hits.
6: Paralysis.

7

Night Shade

Ghost

!2



8

Deals 3 hits.

9

10

Blizzard

Ice

!2



11

Deals 4 hits.
6: Sleep.

12

The President's Kabutops



HP Def Spd
6 5 3

Cut, Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

7

Mega Kick

Normal 11+ !2



8

9

10

Hyper Beam

Normal

!4



11

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

12

The President's Aerodactyl



HP Def Spd
7 3 6

Fly

Rock

x2: Wtr Elec Ice

Flying

-1: Nrm Fire Psn Grn Fly Bug

1

Tackle

Normal 4+



2 3

4 5

Dragon Rage

Dragon

!4



Deals 4 hits.

6 7

8 9

Fire Blast

Fire

!4



Deals 4 hits.
6: Poison.

10

11

12

Sky Attack

Flying

!1



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

The President's Ditto



HP Def Spd
6 3 2

Normal

x2: Fgt

-1: Gho

1 2

3 4

5 6

7 8

9

10

Transform

Normal

!1



This Pokémon becomes the same Pokémon as the target, except for its HP.

11

12

Explosion

Normal

7+ !1



This Pokémon faints.
Deals 4 additional hits.

The President's Porygon



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1

Tackle

Normal 2+



2 3

4 5

Blizzard

Ice

!3



Deals 4 hits.
6: Sleep.

6 7

8 9

Thunder

Electric

!3



Deals 4 hits.
6: Paralysis.

10

11

12

Hyper Beam

Normal

!3



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

The President's Mew



HP Def Spd
8 5 5

Cut, Fly, Surf, Strength, Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1

Pound

Normal 4+



2 3

4 5

Dragon Rage

Dragon

!3



Deals 4 hits.

6 7

8 9

Mega Drain

Grass

!2



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

10

11

12

Fissure

Ground

10+ !3



6: The target faints.