



Order Tier 1 — Grunt



1 — Spearow

No. 021

HP Def Spd
6 3 3



Fly

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

1 2
3 4

Peck

Flying 2+



5
6
7

Fury Attack

Normal 2+ !3
Use 3 times (against the same target).



8
9
10

Quick Turn

Normal 4+ !1
After this Move, this Pokémon may move 1 space.



11
12

Rage

Normal 4+ !1
If this Pokémon is at or below 3 HP, deals 6+ instead.



2 — Growlithe

No. 058

HP Def Spd
6 2 2



Flash

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

1 2
3 4

Tackle

Normal 3+



5 6
7 8

Ember

Fire !2
Deals 2 hits.
6: Poison.



9
10

Roar

Normal !2
Pushes targets back 1 space, opponents can't enter area.



11
12

Rage

Normal 4+ !1
If this Pokémon is at or below 3 HP, deals 6+ instead.



3 — Machop

No. 066

HP Def Spd
6 3 2



Strength

Fighting x2: Fly Psy
-1: Bug Rck

1 2
3 4

Jab

Fighting 3+



5
6
7

Low Kick

Fighting 5+ !1
2: The target can't take actions this round.



8
9
10

Drag Off

Normal 6+ !1
Hit: Pulls the target towards this Pokémon.



11
12

Rage

Normal 5+ !1
If this Pokémon is at or below 3 HP, deals 7+ instead.



4 — Tyker

No. 501

HP Def Spd
6 2 3



Flash

Electric x2: Grn
-1: Elec Fly

1 2
3 4

Scratch

Normal 2+



5 6
7 8

Thunder Shock

Electric !2
Deals 2 hits.
6: Paralysis.



9
10

Quick Attack

Normal 4+ !1
This Move happens before all other Moves this round.



11
12

Rage

Normal 4+ !1
If this Pokémon is at or below 3 HP, deals 6+ instead.



5 — Warfurs

No. 503

HP Def Spd
6 3 2



Cut, Flash

Ice x2: Fire Fgt Rck
-1: Grs Ice

1 2
3 4

Scratch

Normal 2+



5
6
7

Powder Snow

Ice !2
Deals 2 hits.
6: Sleep.



8
9
10

Fury Swipes

Normal 2+ !3
Use 3 times (against the same target).



11
12

Rage

Normal 4+ !1
If this Pokémon is at or below 3 HP, deals 6+ instead.



6 — Raticate

No. 020

HP Def Spd
6 3 4



Normal x2: Fgt
-1: Gho

1 2
3 4

Tackle

Normal 3+



5
6
7

Super Fang

Normal 6+
If this would deal a hit, halve target's current HP (round up).



8
9
10

Quick Attack

Normal 5+ !1
This Move happens before all other Moves this round.



11
12

Rage

Normal 5+ !1
If this Pokémon is at or below 3 HP, deals 7+ instead.





Order Tier 2 — Commander



1 — Beedrill

No. 215



HP Def Spd
6 3 4

Cut, Fly

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

Poison Sting

1 Poison 3+

1: Poison.



Twineedle

7 Bug 6+ !3

8 Use twice.
9 4: Poison.



Fury Attack

4 Normal 3+ !3

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



Rage

4 Normal 5+ !2

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



2 — Machoke

No. 067



HP Def Spd
7 4 2

Strength

Fighting x2: Fly Psy
-1: Bug Rck

Jab

1 Fighting 4+

2
3



Knock Back

7 Fighting 7+ !1

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



Drag Off

10 Normal 7+ !1

11 Hit: Pulls the target towards
12 this Pokémon.



Rage

10 Normal 6+ !1

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



3 — Gligar

No. B02



HP Def Spd
5 4 4

Cut, Fly

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

Poison Sting

1 Poison 4+

2
3 1: Poison.



Slash

7 Normal 7+ !1

8
9 4-6: Deals an additional hit.



Stun Poison

4 Poison 6+ !2

5
6 Hit: Paralysis.



Rage

10 Normal 6+ !1

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



4 — Fearow

No. 022



HP Def Spd
7 4 4

Fly

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

Peck

1 Flying 4+

2
3



Quick Turn

7 Normal 6+ !1

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



Dive Bomb

4 Flying 7+ !1

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



Rage

10 Normal 6+ !1

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



5 — Dugtrio

No. 051



HP Def Spd
5 3 6

Cut

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

Scratch

1 Normal 4+

2
3



Tremor

7 Ground 6+ !1

8
9



Dig

4 Ground 8+ !1

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



Rage

10 Normal 6+ !1

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



6 — Tentacruel

No. 073



HP Def Spd
7 3 4

Cut, Surf

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

Constrict

1 Normal 2+

2 The target can't move this
3 round.



Water Gun

7 Water !1

8
9 Deals 2 hits.



Acid

4 Poison !1

5 Deals 2 hits.
6



Rage

10 Normal 4+ !1

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



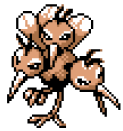


Order Tier 3 – General



1 – Dodrio

No. 085



HP Def Spd
6 4 4

Fly

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

1
2

Peck

Flying 5+



3 4
5 6

Drill Peck

Flying 8+ !1



7
8
9

Quick Turn

Normal 6+ !1



After this Move, this Pokémon may move 1 space.

10
11
12

Rage

Normal 7+ !1



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

2 – Straigar

No. S02



HP Def Spd
8 3 4

Flash

Electric x2: Grn
-1: Elec Fly

1
2

Scratch

Normal 3+



3 4
5 6

Thunderbolt

Electric !3



Deals 3 hits.
6: Paralysis.

7
8
9

Pounce

Normal 5+ !1



Move up to 1 extra space before using this Move.

10
11
12

Rage

Normal 5+ !1



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

3 – Wearlycan

No. S04



HP Def Spd
8 5 2

Cut, Flash

Ice x2: Fire Fgt Rck
-1: Grs Ice

1
2

Scratch

Normal 4+



3 4
5 6

Slash

Normal 7+ !1



6: Deals an additional hit.

7
8
9

Powder Snow

Ice !2



Deals 2 hits.
6: Sleep.

10
11
12

Rage

Normal 6+ !1



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

4 – Machamp

No. 068



HP Def Spd
8 4 2

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1
2

Jab

Fighting 5+



3 4
5 6

Submission

Fighting 9+ !1



Hit: This Pokémon loses 1 HP.

7
8
9

Drag Off

Normal 8+ !1



Hit: Pulls the target towards this Pokémon.

10
11
12

Rage

Normal 7+ !1



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

5 – Gyarados

No. 130



HP Def Spd
7 3 3

Surf, Strength

Water x2: Elec Rck
Flying -1: Fire Wtr Fgt Grn Bug

1
2

Tackle

Normal 5+ !1



3 4
5 6

Bubble Beam

Water !2



Deals 3 hits.
6: Paralysis.

7
8
9

Dragon Rage

Dragon !3



Deals 4 hits.

11
12

Rage

Normal 7+ !1



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

6 – Arcanine

No. 059



HP Def Spd
7 4 4

Flash

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

1
2

Tackle

Normal 4+



3 4
5 6

Heat Tackle

Fire 8+ !1



Hit: This Pokémon loses 1 HP.

7
8
9

Take Down

Normal 8+ !1



Hit: This Pokémon loses 1 HP.

10
11
12

Rage

Normal 7+ !1



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



Order Leader — Marshall



Marshall's Kabutops



HP Def Spd
6 5 3

Cut, Surf

Rock

x2: Elec Grs Fgt Grn

Water

-1: Nrm Fire Ice Psn Fly

1
2
3

Rage

Normal 7+ !1

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



8
9
10

Slash

Normal 8+ !1

5-6: Deals an additional hit.



4 5
6 7

Leech Life

Bug 6+ !1

Recovers HP equal to the HP the target loses.



11
12

Guillotine

Normal 11+ !2

6: The target faints.



Marshall's Rhydon



HP Def Spd
8 5 2

Surf, Strength

Rock

x2: Wtr Grs Ice Fgt Grn

Ground

-1: Nrm Elec Fire Psn Fly Rck

1
2
3

Rage

Normal 7+ !1

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



8
9
10

Fissure

Ground 11+ !2

6: The targets faint.



4 5
6 7

Rock Slide

Rock 8+ !1



Marshall's Snorlax



HP Def Spd
11 3 1

Surf, Strength

Normal

x2: Fgt

-1: Gho

1
2
3

Rage

Normal 6+ !1

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



8
9
10

Flood

Water !3

Deals 3 hits.



4 5
6 7

Body Slam

Normal 9+ !2

3: Paralysis



11
12

Earthquake

Ground 9+ !2

Hit: This Pokémon loses 1 HP.



Marshall's Gyarados



HP Def Spd
7 3 3

Surf, Strength

Water

x2: Elec Rck

Flying

-1: Fire Wtr Fgt Grn Bug

1
2
3

Rage

Normal 7+ !1

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



8
9
10

Dragon Rage

Dragon !3

Deals 4 hits.



4 5
6 7

Flood

Water !2

Deals 3 hits.



11
12

Hyper Beam

Normal !3

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



Marshall's Arcanine



HP Def Spd
7 4 4

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2
3

Rage

Normal 6+ !1

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



8
9
10

Fire Blast

Fire !3

Deals 4 hits.
6: Poison.



4 5
6 7

Heat Tackle

Fire 8+ !1

Hit: This Pokémon loses 1 HP.



11
12

Hyper Beam

Normal !3

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



Marshall's Dragonite



HP Def Spd
8 4 3

Fly, Surf, Strength

Dragon

x2: Ice Rck Dra

Flying

-1: Fire Wtr Grs Fgt Grn Bug

1
2
3

Rage

Normal 6+ !1

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



8
9
10

Giant Tail

Normal 11+ !2



4 5
6 7

Dragon Rage

Dragon !3

Deals 4 hits.



11
12

Hyper Beam

Normal !3

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





Lock, Stock & Barrel



Lock's Machop



HP Def Spd
6 3 2

Strength

Fighting x2: Fly Psy
-1: Bug Rck

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

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

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

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

Stock's Gastly



HP Def Spd
4 2 3

Fly

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

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

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

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

Barrel's Geodude



HP Def Spd
5 4 2

Strength

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

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

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

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

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

Lock's Machoke



HP Def Spd
7 4 2

Strength

Fighting x2: Fly Psy
-1: Bug Rck

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

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

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

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

Stock's Haunter



HP Def Spd
5 2 4

Fly

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

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

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

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

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

Barrel's Graveler



HP Def Spd
6 5 2

Strength

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

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

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

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

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

Lock's Poliwrath



HP Def Spd
7 5 3

Surf, Strength

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

1
2

Push

Fighting 5+



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

3 4
5 6

Seismic Toss

Fighting 8+ !1



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

7
8
9

Drag Off

Normal 8+ !1



Hit: Pulls the target towards this Pokémon.

10
11
12

Bubble Beam

Water !3



Deals 3 hits.
6: Paralysis

Lock's Machop



HP Def Spd
8 4 2

Strength

Fighting x2: Fly Psy
-1: Bug Rck

1
2

Push

Fighting 5+



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

3 4
5 6

Seismic Toss

Fighting 8+ !1



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

7
8
9

Drag Off

Normal 8+ !1



Hit: Pulls the target towards this Pokémon.

10
11
12

Submission

Fighting 9+ !1



Hit: This Pokémon loses 1 HP.

Stock's Hypno



HP Def Spd
7 4 3

Flash

Psychic x2: Bug Gho
-1: Fgt Psy

1
2

Trap

Ghost !2



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

3 4
5 6

Psychic

Psychic !2



Deals 3 hits.

7
8
9

Dream Eater

Psychic !1



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

10
11
12

Hypnosis

Psychic !2



Inflicts Sleep.

Stock's Gengar



HP Def Spd
5 3 5

Fly, Strength

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

1
2

Trap

Ghost !2



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

3 4
5 6

Night Shade

Ghost !2



Deals 3 hits.

7
8
9

Dream Eater

Psychic !1



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

10
11
12

Hypnosis

Psychic !2



Inflicts Sleep.

Barrel's Sandslash



HP Def Spd
7 5 3

Cut, Strength

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

1
2

Roll

Normal 4+



Move up to 2 extra spaces before using this Move.

3 4
5 6
7 8

Pin Missile

Bug 4+ !3



Use 3 times (against the same target).

9
10

Fissure

Ground 10+ !2



6: The target faints.

11
12

Rock Slide

Rock 7+ !1



Barrel's Golem



HP Def Spd
7 6 2

Strength

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

1
2

Roll

Normal 4+



Move up to 2 extra spaces before using this Move.

3 4
5 6
7 8

Rock Slide

Rock 7+ !1



9
10

Fissure

Ground 10+ !2



6: The target faints.

11
12

Explosion

Normal 9+ !1



This Pokémon faints.
Deals 4 additional hits.



Engine Tier 1 — Cog



1 — Abra

No. 063



HP Def Spd
4 2 4

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1 2
3 4

Swift

Normal



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

9

10

11

Disable

Normal



!1



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

5 6
7 8

Confusion

Psychic



!1



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

12

Super Psy

Psychic



!3



Deals 4 hits.

2 — Magnemite

No. 081



HP Def Spd
4 4 2

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Swift

Normal



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

9

10

11

Supersonic

Normal



!2



Inflicts Confusion.

5 6
7 8

Thunder Shock

Electric



!1



Deals 2 hits.
6: Paralysis.

12

Thunder

Electric



!3



Deals 4 hits.
6: Paralysis.

3 — Grimer

No. 088



HP Def Spd
7 2 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Swift

Normal



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

9

10

11

Poison Gas

Poison



!4



Inflicts Poison.

5 6
7 8

Nasty Goo

Poison

5+

!1



2: Paralysis.

12

Selfdestruct

Normal

6+



This Pokémon faints.
Deals 2 additional hits.

4 — Voltorb

No. 100



HP Def Spd
5 3 4

Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Swift

Normal



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

9

10

11

Chain Lightning

Electric



!2



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

5 6
7 8

Sonic Boom

Normal



!2



Always deals exactly 2 hits.

12

Explosion

Normal

6+

!1



This Pokémon faints.
Deals 4 additional hits.

5 — Koffing

No. 109



HP Def Spd
5 4 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Swift

Normal



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

9

10

11

Foul Odour

Poison



!3



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

5 6
7 8

Smog

Poison



!3



Deals 1 hit + Poison.

12

Selfdestruct

Normal

5+



This Pokémon faints.
Deals 2 additional hits.

6 — Staryu

No. 120



HP Def Spd
5 3 4

Surf, Flash

Water

x2: Elec Grs

-1: Fire Wtr Ice

1 2
3 4

Swift

Normal



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

9

10

11

Recover

Normal



!3



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

5 6
7 8

Water Gun

Water



!2



Deals 2 hits.

12

Hydro Pump

Water



!4



Deals 4 hits.



Engine Tier 2 – Supervisor



1 — Kadabra No. 064



HP Def Spd
5 2 5

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

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

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

4 5 Psybeam
Psychic Deals 2 hits.
6 7
8 9 6: Confusion.

12 Super Psy
Psychic Deals 4 hits.

2 — Electrode No. 101



HP Def Spd
6 3 7

Flash

Electric

x2: Grn

-1: Elec Fly

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

10 Sonic Boom
Normal Always deals exactly 2 hits.

4 5 Chain Lightning
Electric Deals 2 hits and 1 hit to each
6 7 Pokémon next to the target.
8 9

12 Explosion
Normal This Pokémon faints.
Deals 4 additional hits.

3 — Weezing No. 110



HP Def Spd
6 6 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

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

10 Haze
Ice Removes all effects/conditions
11 on this Pokémon and on targets.

4 5 Smog
Poison Deals 1 hit + Poison.
6 7
8 9

12 Explosion
Normal This Pokémon faints.
Deals 4 additional hits.

4 — Tangela No. 114



HP Def Spd
6 6 3

Cut

Grass

x2: Fire Ice Psn Fly Bug

-1: Wtr Elec Grs Grn

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

10 Healing Pollen
Grass Recovers 2 HP from this
11 Pokémon and each target.

4 5 Absorb
Grass Deals 1 hit. Recovers HP equal
6 7 to the HP the target loses.
8 9

12 Solar Beam
Grass Charges, roll next round.
Deals 5 hits on the next turn.

5 — Starmie No. 121



HP Def Spd
6 4 5

Surf, Flash

Water

x2: Elec Grs Bug Gho

Psychic

-1: Fire Wtr Ice Fgt Psy

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

10 Recover
Normal Recovers HP equal to the
11 result of the Move die -2.

4 5 Water Gun
Water Deals 2 hits.
6 7
8 9

12 Star Freeze
Ice Deals 3 hits and inflicts
Paralysis.

6 — Porygon No. 137



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

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

10 Recover
Normal Recovers HP equal to the
11 result of the Move die -2.

4 5 Psybeam
Psychic Deals 2 hits.
6 7
8 9 6: Confusion.

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



Engine Tier 3 — Executive



1 — Blastoise No. 009



HP Def Spd
7 5 3

Surf, Strength

Water

x2: Elec Grs

-1: Fire Wtr Ice

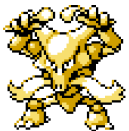
1 Swift
2 Normal Deals 1 hit to any Pokémon.
Can't be prevented.

9 Skull Bash
10 Normal 13+ !1 Charge for this round, try to attack on the next round.

3 4 Bubble Beam
5 6 Water Deals 3 hits.
7 8 6: Paralysis.

11 Hydro Pump
12 Water Deals 4 hits.

2 — Alakazam No. 065



HP Def Spd
6 3 6

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

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

9 Recover
10 Normal Recovers HP equal to the result of the Move die -2.

3 4 Psybeam
5 6 Psychic Deals 2 hits.
7 8 6: Confusion.

11 Super Psy
12 Psychic Deals 4 hits.

3 — Muk No. 089



HP Def Spd
9 4 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

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

9 Acid Armour
10 Poison !2 Increase this Pokémon's Defence by 2 (max +2).

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

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

4 — Magnetron No. 082



HP Def Spd
6 5 3

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

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

9 Supersonic
10 Normal !2 Inflicts Confusion.

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

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

5 — Electabuzz No. 125



HP Def Spd
7 3 5

Strength, Flash

Electric

x2: Grn

-1: Elec Fly

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

9 Light Screen
10 Psychic !2 Acts first. Can't move this round, unaffected by Special Moves.

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

11 Thunder
12 Electric !3 Deals 4 hits.
6: Paralysis.

3 — Magmar No. 126



HP Def Spd
7 3 4

Strength, Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

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

9 Confuse Ray
10 Ghost !2 Inflicts Confusion.

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

11 Fire Blast
12 Fire !3 Deals 4 hits.
6: Poison.



Engine Leader — S.I.L.P.H.



Porygon A



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1
2
3

Tackle

Normal 2+



Recover

Normal !2



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

Linked Sharpen

Normal !1



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

Porygon B



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1
2
3

Tackle

Normal 2+



Recover

Normal !2



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

Linked Conversion

Normal !1



All Porygon become resistant to every type.

Porygon C



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1
2
3

Tackle

Normal 2+



Recover

Normal !2



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

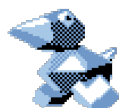
Linked Agility

Psychic !1



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

Cool Porygon



HP Def Spd
6 4 2

Flash

Ice

x2: Fire Fgt Rck

-1: Grs Ice

1
2
3

Tackle

Normal 2+



Ice Beam

Ice !2



Deals 3 hits.
6: Sleep.

Tri Attack

Normal !3



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

Linked Sharpen

Normal !1



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

Hot Porygon



HP Def Spd
6 4 2

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2
3

Tackle

Normal 2+



Flamethrower

Fire !2



Deals 3 hits.
6: Poison.

Tri Attack

Normal !3



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

Linked Conversion

Normal !1



All Porygon become resistant to every type.

Amped Porygon



HP Def Spd
6 4 2

Flash

Electric

x2: Grn

-1: Elec Fly

1
2
3

Tackle

Normal 2+



Thunderbolt

Electric !2



Deals 3 hits.
6: Paralysis.

Tri Attack

Normal !3



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

Linked Agility

Psychic !1



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



Buzz, Chugley & Polly



Crash's Magnemite



HP Def Spd
4 4 2

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3 4

Zap

Electric



Deals 1 hit.
5 or 6: Paralysis.

5 6
7 8

Sonic Boom

Normal



!1



Always deals exactly 2 hits.

9
10
11

Thunder Shock

Electric



!1



Deals 2 hits.
6: Paralysis.

12

Explosion

Normal



6+ !1



This Pokémon faints.
Deals 4 additional hits.

Override's Koffing



HP Def Spd
5 4 1

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3 4

Puff

Poison



Deals 1 hit.
5 or 6: Poison.

5 6
7 8

Smog

Poison



!3



Deals 1 hit + Poison.

9
10
11

Foul Odour

Poison



!3



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

12

Explosion

Normal



7+ !1



This Pokémon faints.
Deals 4 additional hits.

Polly the Porygon



HP Def Spd
5 3 1

Flash

Normal

x2: Fgt

-1: Gho

1 2
3 4

Beep

Normal



Deals 1 hit.
5 or 6: Confusion.

5 6
7 8

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion

9
10
11

Recover

Normal



!2



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

12

Explosion

Normal



7+ !1



This Pokémon faints.
Deals 4 additional hits.

Crash's Magnemite(s)??



HP Def Spd
5 4 3

Fly, Flash

Electric

x2: Grn

-1: Elec Fly

1 2
3

Zap

Electric



Deals 1 hit.
5 or 6: Paralysis.

4 5
6 7
8

Thunder Shock

Electric



!1



Deals 2 hits.
6: Paralysis.

9
10
11

Supersonic

Normal



!2



Inflicts Confusion.

12

Explosion

Normal



6+ !1



This Pokémon faints.
Deals 4 additional hits.

Override's Weezing??



HP Def Spd
6 5 2

Fly

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1 2
3

Puff

Poison



Deals 1 hit.
5 or 6: Poison.

4 5
6 7
8

Sludge

Poison



6+ !1



2: Poison.

9
10
11

Sludge

Poison



6+ !1



2: Poison.

12

Explosion

Normal



8+ !1



This Pokémon faints.
Deals 4 additional hits.

Polly the Porygon



HP Def Spd
6 4 2

Flash

Normal

x2: Fgt

-1: Gho

1 2
3

Beep

Normal



Deals 1 hit.
5 or 6: Confusion.

4 5
6 7
8

Psybeam

Psychic



!1



Deals 2 hits.
6: Confusion

9
10
11

Recover

Normal



!2



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

12

Explosion

Normal

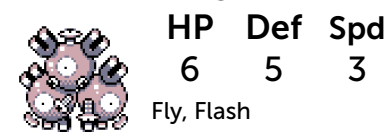


7+ !1



This Pokémon faints.
Deals 4 additional hits.

Crash's Magnetron



Electric x2: Grn
-1: Elec Fly

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



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



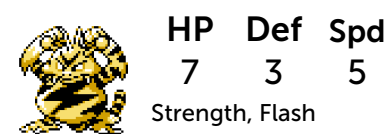
9 Tri Attack
10 Normal Deals 2 hits. Use 3 times
11 (against the same target).



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



Crash's Electabuzz



Electric x2: Grn
-1: Elec Fly

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



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



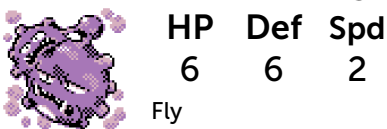
9 Seismic Toss
10 Fighting 6+ !1
11 Hit: Moves the target to the
other side of this Pokémon.



12 Thunder
Electric Deals 4 hits.
6: Paralysis.



Override's Weezing



Poison x2: Grn Psy Bug
-1: Fgt Psn

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



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



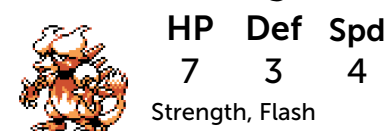
9 Toxic
10 Poison Deals 1 hit.
11 Poison, but increase the
damage by 1 each time.



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



Override's Magmar



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

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



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



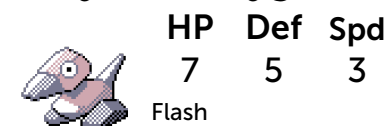
9 Seismic Toss
10 Fighting 7+ !1
11 Hit: Moves the target to the
other side of this Pokémon.



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



Polly the Porygon



Normal x2: Fgt
-1: Gho

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



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



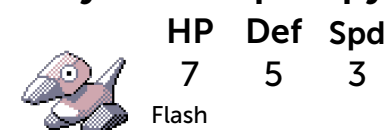
9 Max Recover
10 Normal Recovers all HP.
11



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



Polly's Backup Copy



Normal x2: Fgt
-1: Gho

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



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



9 Max Recover
10 Normal Recovers all HP.
11



12 Super Psy
Psychic Deals 4 hits.





Dominion Tier 1 — Serf



1 — Nidoran ♀ No. 029

HP Def Spd
6 4 2



Poison

x2: Grn Psy Bug
-1: Fgt Psn

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



5

Bite

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



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



11

Thunder Shock

Electric !3
Deals 2 hits.
6: Paralysis.



2 — Nidoran ♂ No. 032

HP Def Spd
6 3 3



Poison

x2: Grn Psy Bug
-1: Fgt Psn

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



5

Horn Attack

Normal 5+ !1



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



11

Aurora Beam

Ice !3
Deals 2 hits.



3 — Sandshrew No. 027

HP Def Spd
5 4 2



Cut, Strength

Ground

x2: Wtr Grs Ice
-1: Elec Psn Rck

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



5

Slash

Normal 6+ !1



6: Deals an additional hit.

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



11

Sand-Attack

Normal 4+ !3
Inflicts Confusion.



4 — Oddish No. 043

HP Def Spd
5 3 2



Cut

Grass

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

1 2 Tackle
3 4 Normal 2+



5

Razor Leaf

Grass 5+ !1



6: Deals an additional hit.

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



11

Absorb

Grass !2
Deals 1 hit. Recovers HP equal to the HP the target loses.



5 — Krabby No. 098

HP Def Spd
4 4 2



Cut, Surf, Strength

Water

x2: Elec Grs
-1: Fire Wtr Ice

1 2 Pound
3 4 Normal 4+



5

Crabhammer

Water 9+ !2



6: Deals an additional hit.

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



11

Bubble

Water !3
Deals 2 hits.
6: Paralysis



6 — Cubone No. 104

HP Def Spd
6 4 2



Strength

Ground

x2: Wtr Grs Ice
-1: Elec Psn Rck

1 2 Pound
3 4 Normal 2+



5

Skull Bash

Normal 11+ !1



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

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



11

Bone Club

Ground 5+ !1
2: The target can't take actions this round.





Dominion Tier 2 – Knight



1 — Nidorina

No. 030



HP Def Spd
7 4 2

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

Poison Sting

Poison 3+

1: Poison.



4
5

Poison Fang

Poison 6+ !1

2: Poison.



6 7
8 9
10

Swords Dance

Normal !1

Double the hits of the next successful regular Move.



11
12

Thunderbolt

Electric !3

Deals 3 hits.
6: Paralysis.



2 — Nidorino

No. 033



HP Def Spd
7 3 3

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

Poison Sting

Poison 3+

1: Poison.



4 5
6 7

Double Kick

Fighting 6+ !3

Use twice (against the same target).



6 7
8 9
10

Swords Dance

Normal !1

Double the hits of the next successful regular Move.



11
12

Ice Beam

Ice !3

Deals 3 hits.
6: Sleep.



3 — Ponyta

No. 077



Flash

HP Def Spd
6 3 4

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2
3

Tackle

Normal 3+



4
5

Heat Tackle

Fire 7+ !1

Hit: This Pokémon loses 1 HP.



6 7
8 9
10

Swords Dance

Normal !1

Double the hits of the next successful regular Move.



11
12

Flamethrower

Fire !3

Deals 3 hits.
6: Poison.



4 — Farfetch'd

No. 083



Cut, Fly

HP Def Spd
6 3 3

Normal

x2: Elec Ice Rck

Flying

-1: Grs Grn Bug Gho

1
2
3

Peck

Flying 4+



4
5

Slash

Normal 7+ !1

5–6: Deals an additional hit.



6 7
8 9
10

Swords Dance

Normal !1

Double the number of hits of the next successful Move.



11
12

Leek Slap

Normal 9+ !1



5 — Cloyster

No. 091



Surf

HP Def Spd
5 7 2

Water

x2: Elec Fgt Rck

Ice

-1: Wtr Ice

1
2
3

Tackle

Normal 4+



4
5

Clamp

Water 5+ !1

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



6 7
8 9
10

Swords Dance

Normal !1

Double the hits of the next successful regular Move.



11
12

Bubble Beam

Water !3

Deals 3 hits.
6: Paralysis.



6 — Marowak

No. 105



Strength

HP Def Spd
7 6 2

Ground

x2: Wtr Grs Ice

-1: Elec Psn Rck

1
2
3

Pound

Normal 4+



4
5

Bonemerang

Ground 7+ !3

Use twice (against the same target).



6 7
8 9
10

Swords Dance

Normal !1

Double the hits of the next successful regular Move.



11
12

Toxic

Poison !3

Poison, but increase the damage by 1 each time.





Dominion Tier 3 — Noble



1 — Nidoqueen No. 031



HP Def Spd
8 5 3

Surf, Strength

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

Poison Sting

1 Poison 3+

1: Poison.



Swords Dance

6 7 Normal !1

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



Poison Fang

3 Poison 6+ !1

4 2: Poison.
5



Thunder

11 Electric !3

12 Deals 4 hits.
6: Paralysis.



2 — Nidoking No. 034



HP Def Spd
7 4 4

Surf, Strength

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

Poison Sting

1 Poison 4+

2 1: Poison.



Swords Dance

6 7 Normal !1

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



Horn Drill

3 Normal 10+ !2

4 6: The target faints.
5



Blizzard

11 Ice !3

12 Deals 3 hits.
6: Sleep.



3 — Vileplume No. 045



HP Def Spd
7 5 2

Cut

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

Tackle

1 Normal 3+

2



Swords Dance

6 7 Normal !1

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



Razor Leaf

3 Grass 6+ !1

4 6: Deals an additional hit.
5



Petal Dance

11 Grass !1

12 Deals 3 hits. This Pokémon becomes confused.



4 — Rapidash No. 078



HP Def Spd
6 3 5

Flash

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

Tackle

1 Normal 4+

2



Swords Dance

6 7 Normal !1

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



Heat Tackle

3 Fire 8+ !1

4 Hit: This Pokémon loses 1 HP.
5



Fire Spin

11 Fire !3

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



5 — Kingler No. 099



HP Def Spd
6 5 3

Cut, Surf, Strength

Water x2: Elec Grs
-1: Fire Wtr Ice

Pound

1 Normal 5+

2



Swords Dance

6 7 Normal !1

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



Crabhammer

3 Water 10+ !2

4 6: Deals an additional hit.
5



Hydro Pump

11 Water !3

12 Deals 4 hits.



6 — Luxwan No. S05



HP Def Spd
7 3 4

Cut, Fly

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

Peck

1 Flying 4+

2



Swords Dance

6 7 Normal !1

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



Sky Attack

3 Flying 19+ !1

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



Psychic

11 Psychic !3

12 Deals 3 hits.





Dominion Leader — Queen Dominique



The Queen's Vaporeon



HP Def Spd
9 3 3

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2
3

Water Gun

Water !1



Deals 2 hits.

7
8
9

Blizzard

Ice !3



Deals 4 hits.
6: Sleep.

4
5
6

Flood

Water !2



Deals 3 hits.

10
11
12

Hydro Pump

Water !3



Deals 4 hits.

The Queen's Jolteon



HP Def Spd
6 3 6

Flash

Electric

x2: Grn

-1: Elec Fly

1
2
3

Thunder Shock

Electric !1



Deals 2 hits.
6: Paralysis.

7
8
9

Pin Missile

Bug 2+ !3



Use 3 times (against the same target).

10
11
12

Thunderbolt

Electric !2



Deals 3 hits.
6: Paralysis.

The Queen's Flareon



HP Def Spd
6 3 3

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2
3

Ember

Fire !1



Deals 2 hits.
6: Poison.

7
8
9

Heat Tackle

Fire 9+ !1



Hit: This Pokémon loses 1 HP.

4
5
6

Double-Edge

Normal 10+ !1



Hit: This Pokémon loses 1 HP.

The Queen's Espeon



HP Def Spd
6 3 5

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2
3

Psybeam

Psychic !1



Deals 2 hits.
6: Confusion.

7
8
9

Reflect

Psychic !2



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

4
5
6

Psybeam

Psychic !1



Deals 2 hits.
6: Confusion.

The Queen's Umbreon



HP Def Spd
8 5 3

Poison

x2: Grn Psy Bug

-1: Fgt Psn

1
2
3

Acid

Poison !2



Deals 2 hits.

7
8
9

Dark Wave

Ghost !3



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

4
5
6

Night Shade

Ghost !3



Deals 3 hits.

The Queen's Leafeon



HP Def Spd
6 6 3

Strength

Grass

x2: Fire Ice Psn Fly Bug

-1: Wtr Elec Grs Grn

1
2
3

Razor Leaf

Grass 5+ !1



5-6: Deals an additional hit.

7
9
10

Mega Drain

Grass !2



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

4
5
6

Wrap

Normal 3+ !1



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

10
11
12

Healing Pollen

Grass !2



Recovers 2 HP from this Pokémon and each target.



Audrey, William & Touchstone



Audrey's Oddish



HP Def Spd
5 3 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

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



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



5 Acid
6 Poison !2
7 Deals 2 hits.



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



William's Bellsprout



HP Def Spd
6 2 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

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



8 Vine Whip
9 Grass 5+ !1
10



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



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



Touchstone's Hoppip



HP Def Spd
5 3 3

Fly, Flash

Grass x2: Fire Ice Psn Fly Rck

Flying -1: Wtr Grs Fgt Grn

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



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



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



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



Audrey's Gloom



HP Def Spd
6 4 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

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



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



4 5 Strange Powder
6 7 Grass !2
3: Paralysis. 4: Poison. 5: Confusion. 6: Sleep.



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



William's Weepinbell



HP Def Spd
6 3 2

Cut

Grass x2: Fire Ice Fly Psy Bug

Poison -1: Wtr Elec Grs Fgt

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



8 Acid
9 Poison !1
10 Deals 2 hits.



4 5 Vine Whip
6 7 Grass 6+ !1



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



Touchstone's Skiploom



HP Def Spd
6 3 4

Fly, Flash

Grass x2: Fire Ice Psn Fly Rck

Flying -1: Wtr Grs Fgt Grn

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



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



4 5 Slam
6 7 Normal 7+ !2



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



Audrey's Rapidash



HP Def Spd
6 3 5

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2

Scuttle

Normal 3+



Move 1 space after using this Move.

3 4
5 6

Heat Tackle

Fire 8+ !1



Hit: This Pokémon loses 1 HP.

Audrey's Vileplume



HP Def Spd
7 5 2

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2

Scuttle

Normal 3+



Move 1 space after using this Move.

3 4
5 6

Petal Dance

Grass !1



Deals 3 hits. This Pokémon becomes confused.

William's Tauros



HP Def Spd
6 4 5

Strength

Normal

x2: Fgt

-1: Gho

1
2

Pivot

Normal 4+



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

3 4
5 6

Overrun

Normal 7+ !1



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

William's Victreebel



HP Def Spd
7 3 3

Cut

Grass

x2: Fire Ice Fly Psy Bug

Poison

-1: Wtr Elec Grs Fgt

1
2

Pivot

Normal 4+



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

3 4
5 6

Acid

Poison !1



Deals 2 hits.

Touchstone's Mr. Mime



HP Def Spd
5 5 4

Flash

Psychic

x2: Bug Gho

-1: Fgt Psy

1
2

Hop

Normal 2+



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

3 4
5 6

Confusion

Psychic !1



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

Touchstone's Jumpluff



HP Def Spd
7 3 5

Fly, Flash

Grass

x2: Fire Ice Psn Fly Rck

Flying

-1: Wtr Grs Fgt Grn

1
2

Hop

Normal 2+



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

3 4
5 6

Double-Edge

Normal 7+ !1



Hit: This Pokémon loses 1 HP.

7 8
9
10

Mega Drain

Grass !2



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

11
12

Hyper Beam

Normal !3



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



Trenton, Narys & Proto



Trenton's Palssio



HP Def Spd
5 4 2

Surf

Water

x2: Elec Grs
-1: Fire Wtr Ice

1 2
3 4

Tackle

Normal 2+



5
6
7

Water Gun

Water



!2



Deals 2 hits.

8
9
10

Bite

Normal 4+ !1



11
12

Aurora Beam

Ice



!2



Deals 2 hits.

Narys' Cubburn



HP Def Spd
5 3 3

Flash

Fire

x2: Wtr Grn Rck
-1: Fire Grs Bug

1 2
3 4

Scratch

Normal 2+



5
6
7

Ember

Fire



!2



Deals 2 hits.

6: Poison.

8
9
10

Bite

Normal 4+ !1



11
12

Roar

Normal



!2



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

Proto's Chikorita



HP Def Spd
5 3 2

Cut

Grass

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

1 2
3 4

Tackle

Normal 2+



5
6
7

Razor Leaf

Grass

5+

!1



6: Deals an additional hit.

8
9
10

Strange Powder

Grass



!2



11
12

Leech Seed

Grass



!3



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

Trenton's Pressio



HP Def Spd
6 4 2

Surf

Water

x2: Elec Grs
-1: Fire Wtr Ice

1
2
3

Tackle

Normal 3+



4 5
6 7

Water Gun

Water



!2



Deals 2 hits.

8
9
10

Aurora Beam

Ice



!2



11
12

Body Slam

Normal

8+

!2



2: Paralysis

Narys' Flambear



HP Def Spd
6 3 3

Flash

Fire

x2: Wtr Grn Rck
-1: Fire Grs Bug

1
2
3

Scratch

Normal 3+



4 5
6 7

Heat Tackle

Fire

9+

!1



Hit: This Pokémon loses 1 HP.

8
9
10

Pounce

Normal 3+ !1



11
12

Flamethrower

Fire



!3



Deals 3 hits.

6: Poison.

Proto's Bayleaf



HP Def Spd
6 3 2

Cut

Grass

x2: Fire Ice Psn
-1: Wtr Elec Grs

1
2
3

Tackle

Normal 3+



4 5
6 7

Razor Leaf

Grass

6+

!1



6: Deals an additional hit.

8
9
10

Slam

Normal 8+ !2



11
12

Leech Seed

Grass



!2



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

Trenton's Donmarin



HP Def Spd
7 5 3

Surf

Water

x2: Elec Grs

-1: Fire Wtr Ice

1
2

Tackle

Normal 3+



3 4
5 6

Aurora Beam

Ice !2



Deals 2 hits.

7 8
9
10

Body Slam

Normal 8+ !2



11
12

Hydro Pump

Water !3



Deals 4 hits.

Trenton's MissingNo.



HP Def Spd
7 3 6

Cut, Fly

Bird

x2: Elec Ice Rck

Flying

-1: Grs Fgt Grn Bug

1
2

Corrupt

Bird 4+



Grants 1 Poké.

3 4
5 6

Seismic Toss

Fighting 7+ !1



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

7 8
9
10

Swords Dance

Normal !1



Double the number of hits of the next successful Move.

11
12

Dive Bomb

Flying 7+ !1



Disappear, reappear in open space and attack next round.

Narys' Bruinus



HP Def Spd
7 4 4

Flash

Fire

x2: Wtr Grn Rck

-1: Fire Grs Bug

1
2

Scratch

Normal 3+



3 4
5 6

Heat Tackle

Fire 7+ !1



Hit: This Pokémon loses 1 HP.

7 8
9
10

Pounce

Normal 3+ !1



Move up to 1 extra space before using this Move.

11
12

Fire Blast

Fire !3



Deals 4 hits.
6: Poison.

Narys' MissingNo.



HP Def Spd
6 5 3

Cut, Fly

Bird

x2: Wtr Grs Fgt Grn

Rock

-1: Nrm Fire Psn Fly

1
2

Corrupt

Bird 5+



Grants 1 Poké.

3 4
5 6

Substitute

Normal !1



Swap spaces with the target (if possible).

7 8
9
10

Double-Edge

Normal 10+ !1



Hit: This Pokémon loses 1 HP.

11
12

Fissure

Ground 11+ !2



6: The targets faint.

Proto's Meganium



HP Def Spd
7 4 3

Cut

Grass

x2: Fire Ice Psn Fly Bug

-1: Wtr Elec Grs Grn

1
2

Tackle

Normal 3+



3 4
5 6

Razor Leaf

Grass 6+ !1



5-6: Deals an additional hit.

7 8
9
10

Double-Edge

Normal 8+ !1



Hit: This Pokémon loses 1 HP.

11
12

Solar Beam

Grass !1



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

Proto's MissingNo.



HP Def Spd
5 3 5

Cut, Fly

Bird

x2: Gho

Ghost

-1: Nrm Fgt Psn Bug

1
2

Corrupt

Bird 2+



Grants 1 Poké.

3 4
5 6

Psychic

Psychic !2



Deals 3 hits.

7 8
9
10

Thunder Wave

Electric !1



Inflicts Paralysis.

11
12

Blizzard

Ice !3



Deals 3 hits.
6: Sleep.