Order Tier 1 — Grunt

1 — Spearow

No. 021

HP	Def	Spd
6	3	3



Fly

Normal

Flying

x2: Elec Ice Rck

–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 hits — !2

Deals 2 hits.
6: Poison.

9 10

Roar — Normal — 2 hits — !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. S01

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 hits — !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. S03

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 hits — !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 — Beedril

No. 215



HP	Def	Spd
6	3	4

Cut, Fly

Bug
Poison

x2: Fire Fly Bug Rck

–1: Grs Fgt

1	Poison Sting	Poison 3+	1: Poison.
2			
3			
4	Fury Attack	Normal 3+ !3	Use 3 times (against the same target).
5			
6			
7	Twineedle	Bug 6+ !3	Use twice. 4: Poison.
8			
9			
4	Rage	Normal 5+ !2	If this Pokémon is at or below 3 HP, deals 7+ instead.
5			
6			

2 — Machoke

No. 067



HP	Def	Spd
7	4	2

Strength

Fighting

x2: Fly Psy

–1: Bug Rck

1	Jab	Fighting 4+	
2			
3			
10	Drag Off	Normal 7+ !1	Hit: Pulls the target towards this Pokémon.
11			
12			
7	Knock Back	Fighting 7+ !1	Pushes the target back 1 space if that space is open.
8			
9			
10	Rage	Normal 6+ !1	If this Pokémon is at or below 3 HP, deals 8+ instead.
11			
12			

3 — Gligar

No. B02



HP	Def	Spd
5	4	4

Cut, Fly

Ground
Flying

x2: Wtr Ice

–1: Elec Fgt Psn Grn Bug

1	Poison Sting	Poison 4+	1: Poison.
2			
3			
4	Stun Poison	Poison 6+ !2	Hit: Paralysis.
5			
6			
7	Slash	Normal 7+ !1	4–6: Deals an additional hit.
8			
9			
10	Rage	Normal 6+ !1	If this Pokémon is at or below 2 HP, deals 8+ instead.
11			
12			

4 — Fearow

No. 022



HP	Def	Spd
7	4	4

Fly

Normal
Flying

x2: Elec Ice Rck

–1: Grs Grn Bug Gho

1	Peck	Flying 4+	
2			
3			
4	Dive Bomb	Flying 7+ !1	Disappear, reappear in open space and attack next round.
5			
6			
7	Quick Turn	Normal 6+ !1	After this Move, this Pokémon may move 1 space.
8			
9			
10	Rage	Normal 6+ !1	If this Pokémon is at or below 3 HP, deals 8+ instead.
11			
12			

5 — Dugtrio

No. 051



HP	Def	Spd
5	3	6

Cut

Ground

x2: Wtr Grs Ice

–1: Elec Psn Rck

1	Scratch	Normal 4+	
2			
3			
4	Dig	Ground 8+ !1	Disappear, reappear in open space and attack next round.
5			
6			
7	Tremor	Ground 6+ !1	
8			
9			
10	Rage	Normal 6+ !1	If this Pokémon is at or below 2 HP, deals 7+ instead.
11			
12			

6 — Tentacruel

No. 073



HP	Def	Spd
7	3	4

Cut, Surf

Water
Poison

x2: Elec Grn Psy Bug

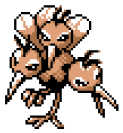
–1: Fire Wtr Ice Fgt Psn

1	Constrict	Normal 2+	The target can't move this round.
2			
3			
4	Acid	Poison 👁 !1	Deals 2 hits.
5			
6			
7	Water Gun	Water 👁 !1	Deals 2 hits.
8			
9			
10	Rage	Normal 4+ !1	If this Pokémon is at or below 3 HP, deals 6+ instead.
11			
12			

Order Tier 3 — General

1 – Dodrio

No. 085



HP	Def	Spd
6	4	4

Fly

Normal
Flying

x2: Elec Ice Rck

–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
Flying

x2: Elec Rck

–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

11 12 — **Horn Drill** — Normal — 11+ !2

6: The target faints.

Marshall's Snorlax



HP	Def	Spd
11	3	1

Surf, Strength

Normal — x2: Fgt

–1: Gho

1 2 3 — **Rage** — Normal — 6+ !1

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

8 9 10 — **Flood** — Water — !3

Deals 3 hits.

4 5 6 7 — **Body Slam** — Normal — 9+ !2

3: Paralysis

11 12 — **Earthquake** — Ground — 9+ !2

Hit: This Pokémon loses 1 HP.

Marshall's Gyarados



HP	Def	Spd
7	3	3

Surf, Strength

Water — x2: Elec Rck

Flying — –1: Fire Wtr Fgt Grn Bug

1 2 3 — **Rage** — Normal — 7+ !1

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

8 9 10 — **Dragon Rage** — Dragon — !3

Deals 4 hits.

4 5 6 7 — **Flood** — Water — !2

Deals 3 hits.

11 12 — **Hyper Beam** — Normal — !3

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

Marshall's Arcanine



HP	Def	Spd
7	4	4

Flash

Fire — x2: Wtr Grn Rck

–1: Fire Grs Bug

1 2 3 — **Rage** — Normal — 6+ !1

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

8 9 10 — **Fire Blast** — Fire — !3

Deals 4 hits.
6: Poison.

4 5 6 7 — **Heat Tackle** — Fire — 8+ !1

Hit: This Pokémon loses 1 HP.

11 12 — **Hyper Beam** — Normal — !3

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

Marshall's Dragonite



HP	Def	Spd
8	4	3

Fly, Surf, Strength

Dragon — x2: Ice Rck Dra

Flying — –1: Fire Wtr Grs Fgt Grn Bug

1 2 3 — **Rage** — Normal — 6+ !1

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

8 9 10 — **Giant Tail** — Normal — 11+ !2

4 5 6 7 — **Dragon Rage** — Dragon — !3

Deals 4 hits.

11 12 — **Hyper Beam** — Normal — !3

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

Lock, Stock & Barrel

Lock's Machop



HP	Def	Spd
6	3	2

Strength

Fighting

x2: Fly Psy

–1: Bug Rck

1 2 3 4

Push — Fighting — 3+

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

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

Karate Chop — Fighting — 5+ — !1

6: Deals an additional hit.

Stock's Gastly



HP	Def	Spd
4	2	3

Fly

Ghost

Poison

x2: Grn Psy Gho

–1: Nrm Grs Fgt Psn

1 2 3 4

Trap — Ghost

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

5 6 7 8

Hypnosis — Psychic — !2

Inflicts Sleep.

9 10 11 12

Spook — Ghost — !1

Deals 2 hits.
6: Target can't take actions this round.

Barrel's Geodude



HP	Def	Spd
5	4	2

Strength

Rock

Ground

x2: Wtr Grs Ice Fgt Grn

–1: Nrm Elec Fire Psn Fly Rck

1 2 3 4

Roll — Normal — 3+

Move up to 2 extra spaces before using this Move.

5 6 7 8

Rock Throw — Rock — 5+ — !1

9 10 11

Tremor — Ground — 5+ — !1

11 12

Selfdestruct — 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 2 3

Push — Fighting — 4+

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

4 5 6

Drag Off — Normal — 7+ — !1

Hit: Pulls the target towards this Pokémon.

7 8 9

Karate Chop — Fighting — 6+ — !1

6: Deals an additional hit.

10 11 12

Seismic Toss — Fighting — 7+ — !1

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

Stock's Haunter



HP	Def	Spd
5	2	4

Fly

Ghost

Poison

x2: Grn Psy Gho

–1: Nrm Grs Fgt Psn

1 2 3

Trap — Ghost

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

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 Graveler



HP	Def	Spd
6	5	2

Strength

Rock

Ground

x2: Wtr Grs Ice Fgt Grn

–1: Nrm Elec Fire Psn Fly Rck

1 2 3

Roll — Normal — 4+

Move up to 2 extra spaces before using this Move.

4 5 6 7

Rock Throw — Rock — 6+ — !1

9 10 11

Earthquake — Ground — 9+ — !2

11 12

Explosion — Normal — 9+ — !1

This Pokémon faints.
Deals 4 additional hits.

Lock's Poliwrath



HP	Def	Spd
7	5	3

Surf, Strength

Water
Fighting

x2: Elec Grs Fly Psy
–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 Machamp



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
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
Poison

x2: Grn Psy Gho
–1: Nrm Grs Fgt Psn

1 2 — Trap
Ghost
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
Ground

x2: Wtr Grs Ice Fgt Grn
–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	
9		
10		
11		

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

Disable — Normal !1
Deals 1 hit. The target must use a Basic Move next round.

5	6	
7	8	
12		

Confusion — Psychic !1
Deals 2 hits. Swap with target.
6: Confusion.

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	
9		
10		
11		

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

Supersonic — Normal !2
Inflicts Confusion.

5	6	
7	8	
12		

Thunder Shock — Electric !1
Deals 2 hits.
6: Paralysis.

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	
9		
10		
11		

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

Poison Gas — Poison !4
Inflicts Poison.

5	6	
7	8	
12		

Nasty Goo — Poison 5+ !1
2: Paralysis.

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	
9		
10		
11		

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

Chain Lightning — Electric !2
Deals 2 hits and 1 hit to each Pokémon next to the target.

5	6	
7	8	
12		

Sonic Boom — Normal !2
Always deals exactly 2 hits.

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	
9		
10		
11		

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

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

5	6	
7	8	
12		

Smog — Poison !3
Deals 1 hit + Poison.

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	
9		
10		
11		

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

Recover — Normal !3
Recovers HP equal to the result of the Move die –3.

5	6	
7	8	
12		

Water Gun — Water !2
Deals 2 hits.

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

1–3: Swift — Normal
Deals 1 hit to any Pokémon.
Can't be prevented.

10–11: Recover — Normal !2
Recovers HP equal to the result of the Move die –2.

4–9: Psybeam — Psychic !1
Deals 2 hits.
6: Confusion.

12: Super Psy — Psychic !2
Deals 4 hits.

2 — Electrode

No. 101



HP	Def	Spd
6	3	7

Flash

Electric

x2: Grn

–1: Elec Fly

1–3: Swift — Normal
Deals 1 hit to any Pokémon.
Can't be prevented.

10–11: Sonic Boom — Normal !2
Always deals exactly 2 hits.

4–9: Chain Lightning — Electric !2
Deals 2 hits and 1 hit to each Pokémon next to the target.

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

3 — Weezing

No. 110



HP	Def	Spd
6	6	2

Fly

Poison

x2: Grn Psy Bug

–1: Fgt Psn

1–3: Swift — Normal
Deals 1 hit to any Pokémon.
Can't be prevented.

10–11: Haze — Ice !2
Removes all effects/conditions on this Pokémon and on targets.

4–9: Smog — Poison !3
Deals 1 hit + Poison.

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

4 — Tangela

No. 114



HP	Def	Spd
6	6	3

Cut

Grass

x2: Fire Ice Psn Fly Bug

–1: Wtr Elec Grs Grn

1–3: Swift — Normal
Deals 1 hit to any Pokémon.
Can't be prevented.

10–11: Healing Pollen — Grass !2
Recovers 2 HP from this Pokémon and each target.

4–9: Absorb — Grass !1
Deals 1 hit. Recovers HP equal to the HP the target loses.

12: Solar Beam — Grass !1
Charges, roll next round.
Deals 5 hits on the next turn.

5 — Starmie

No. 121



HP	Def	Spd
6	4	5

Surf, Flash

Water
Psychic

x2: Elec Grs Bug Gho

–1: Fire Wtr Ice Fgt Psy

1–3: Swift — Normal
Deals 1 hit to any Pokémon.
Can't be prevented.

10–11: Recover — Normal !2
Recovers HP equal to the result of the Move die –2.

4–9: Water Gun — Water !1
Deals 2 hits.

12: Star Freeze — Ice !3
Deals 3 hits and inflicts Paralysis.

6 — Porygon

No. 137



HP	Def	Spd
6	4	2

Flash

Normal

x2: Fgt

–1: Gho

1–3: Swift — Normal
Deals 1 hit to any Pokémon.
Can't be prevented.

10–11: Recover — Normal !2
Recovers HP equal to the result of the Move die –2.

4–9: Psybeam — Psychic !1
Deals 2 hits.
6: Confusion.

12: Hyper Beam — Normal !2
Deals 5 hits. If target doesn't faint, this skips its next turn.

Engine Tier 3 — Executive

1 — Blastoise

No. 009



HP	Def	Spd
7	5	3

Surf, Strength

Water

x2: Elec Grs

–1: Fire Wtr Ice

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

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

3–8 Bubble Beam — Water !3
Deals 3 hits.
6: Paralysis.

11–12 Hydro Pump — Water !3
Deals 4 hits.

2 — Alakazam

No. 065



HP	Def	Spd
6	3	6

Flash

Psychic

x2: Bug Gho

–1: Fgt Psy

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

9–10 Recover — Normal !2
Recovers HP equal to the result of the Move die –2.

3–8 Psybeam — Psychic !1
Deals 2 hits.
6: Confusion.

11–12 Super Psy — Psychic !2
Deals 4 hits.

3 — Magneton

No. 082



HP	Def	Spd
6	5	3

Fly, Flash

Electric

x2: Grn

–1: Elec Fly

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

9–10 Supersonic — Normal !2
Inflicts Confusion.

3–8 Chain Lightning — Electric !1
Deals 2 hits and 1 hit to each Pokémon next to the target.

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

4 — Muk

No. 089



HP	Def	Spd
9	4	2

Poison

x2: Grn Psy Bug

–1: Fgt Psn

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

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

3–8 Sludge — Poison 7+ !1
2: Poison.

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

5 — Electabuzz

No. 125



HP	Def	Spd
7	3	5

Strength, Flash

Electric

x2: Grn

–1: Elec Fly

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

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

3–8 Thunder Punch — Electric 6+ !1
2: Paralysis.

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

6 — Magmar

No. 126



HP	Def	Spd
7	3	4

Strength, Flash

Fire

x2: Wtr Grn Rck

–1: Fire Grs Bug

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

9–10 Confuse Ray — Ghost !2
Inflicts Confusion.

3–8 Fire Punch — Fire 7+ !1
2: Poison.

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

Engine Leader — S.I.L.P.H.

Porygon A



HP	Def	Spd
6	4	2

Flash

Normal — x2: Fgt — –1: Gho

1 2 3 — **Tackle** — Normal — 2+

11 12 — **Recover** — Normal — !2

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

4 5 6 7 8 9 10 — **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+

11 12 — **Recover** — Normal — !2

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

4 5 6 7 8 9 10 — **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+

11 12 — **Recover** — Normal — !2

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

4 5 6 7 8 9 10 — **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+

6 7 8 9 10 — **Ice Beam** — Ice — !2

Deals 3 hits.
6: Sleep.

4 5 — **Tri Attack** — Normal — !3

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

11 12 — **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+

6 7 8 9 10 — **Flamethrower** — Fire — !2

Deals 3 hits.
6: Poison.

4 5 — **Tri Attack** — Normal — !3

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

11 12 — **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+

6 7 8 9 10 — **Thunderbolt** — Electric — !2

Deals 3 hits.
6: Paralysis.

4 5 — **Tri Attack** — Normal — !3

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

11 12 — **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	Zap Electric Deals 1 hit. 5 or 6: Paralysis.
3	4	
5	6	Sonic Boom Normal !1 Always deals exactly 2 hits.
7	8	
9		Thunder Shock Electric !1 Deals 2 hits. 6: Paralysis.
10		
11		
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	Puff Poison Deals 1 hit. 5 or 6: Poison.
3	4	
5	6	Smog Poison !3 Deals 1 hit + Poison.
7	8	
9		Foul Odour Poison !3 Deals 2 hits. This Pokémon and each target becomes Confused.
10		
11		
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	Beep Normal Deals 1 hit. 5 or 6: Confusion.
3	4	
5	6	Psybeam Psychic !1 Deals 2 hits. 6: Confusion
7	8	
9		Recover Normal !2 Recovers HP equal to the result of the Move die –2.
10		
11		
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		Zap Electric Deals 1 hit. 5 or 6: Paralysis.
2		
3		
4	5	Thunder Shock Electric !1 Deals 2 hits. 6: Paralysis.
6	7	
8		
9		Supersonic Normal !2 Inflicts Confusion.
10		
11		
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		Puff Poison Deals 1 hit. 5 or 6: Poison.
2		
3		
4	5	Sludge Poison 6+ !1 2: Poison.
6	7	
8		
9		Sludge Poison 6+ !1 2: Poison.
10		
11		
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		Beep Normal Deals 1 hit. 5 or 6: Confusion.
2		
3		
4	5	Psybeam Psychic !1 Deals 2 hits. 6: Confusion
6	7	
8		
9		Recover Normal !2 Recovers HP equal to the result of the Move die –2.
10		
11		
12		Explosion Normal 7+ !1 This Pokémon faints. Deals 4 additional hits.

Crash's Magneton



HP	Def	Spd
6	5	3

Fly, Flash

Electric x2: Grn
−1: Elec Fly

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

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

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

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

Crash's Electabuzz



HP	Def	Spd
7	3	5

Strength, Flash

Electric x2: Grn
−1: Elec Fly

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

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

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

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

Override's Weezing



HP	Def	Spd
6	6	2

Fly

Poison x2: Grn Psy Bug
−1: Fgt Psn

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

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

9 10 11
Toxic — Poison !3
Poison, but increase the damage by 1 each time.

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

Override's Magmar



HP	Def	Spd
7	3	4

Strength, Flash

Fire x2: Wtr Grn Rck
−1: Fire Grs Bug

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

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

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

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

Polly the Porygon



HP	Def	Spd
7	5	3

Flash

Normal x2: Fgt
−1: Gho

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

3 4 5 6 7 8
Psychic — Psychic !2
Deals 3 hits.

9 10 11
Max Recover — Normal !2
Recovers all HP.

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

Polly's Backup Copy



HP	Def	Spd
7	5	3

Flash

Normal x2: Fgt
−1: Gho

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

3 4 5 6 7 8
Ice Beam — Ice !2
Deals 3 hits.
6: Sleep.

9 10 11
Max Recover — Normal !2
Recovers all HP.

12
Super Psy — Psychic !3
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 3 4

Poison Sting — Poison — 2+ — 5

1: Poison.

Bite — Normal — 4+ — !1

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

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Thunder Shock — Electric — !3

Deals 2 hits.
6: Paralysis.

2 — Nidoran♂

No. 032

HP	Def	Spd
6	3	3



Poison

x2: Grn Psy Bug

–1: Fgt Psn

1 2 3 4

Poison Sting — Poison — 2+ — 5

1: Poison.

Horn Attack — Normal — 5+ — !1

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Aurora Beam — Ice — !3

Deals 2 hits.

3 — Sandshrew

No. 027

HP	Def	Spd
5	4	2

Cut, Strength



Ground

x2: Wtr Grs Ice

–1: Elec Psn Rck

1 2 3 4

Poison Sting — Poison — 3+ — 5

1: Poison.

Slash — Normal — 6+ — !1

6: Deals an additional hit.

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Sand-Attack — Normal — 4+ — !3

Inflicts Confusion.

4 — Oddish

No. 043

HP	Def	Spd
5	3	2

Cut



Grass

Poison

x2: Fire Ice Fly Psy Bug

–1: Wtr Elec Grs Fgt

1 2 3 4

Tackle — Normal — 2+ — 5

Razor Leaf — Grass — 5+ — !1

6: Deals an additional hit.

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Absorb — Grass — !2

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

5 — Krabby

No. 098

HP	Def	Spd
4	4	2

Cut, Surf, Strength



Water

x2: Elec Grs

–1: Fire Wtr Ice

1 2 3 4

Pound — Normal — 4+ — 5

Crabhammer — Water — 9+ — !2

6: Deals an additional hit.

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Bubble — Water — !3

Deals 2 hits.
6: Paralysis

6 — Cubone

No. 104

HP	Def	Spd
6	4	2

Strength



Ground

x2: Wtr Grs Ice

–1: Elec Psn Rck

1 2 3 4

Pound — Normal — 2+ — 5

Skull Bash — Normal — 11+ — !1

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

6 7 8 9 10

Swords Dance — Normal — !1

Double the hits of the next successful regular Move.

11 12

Bone Club — Ground — 5+ — !1

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

Dominion Tier 2 — Knight

1 — Nidorina

No. 030

HP	Def	Spd
7	4	2



Poison

x2: Grn Psy Bug

–1: Fgt Psn

1 2 3

Poison Sting — Poison — 3+

1: Poison.

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

HP	Def	Spd
6	3	4

Flash



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

HP	Def	Spd
6	3	3

Cut, Fly



Normal
Flying

x2: Elec Ice Rck

–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

HP	Def	Spd
5	7	2

Surf



Water
Ice

x2: Elec Fgt Rck

–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

HP	Def	Spd
7	6	2

Strength



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
Ground

x2: Wtr Ice Grn Psy Bug
–1: Fgt Elec Psn Rck

1 2

Poison Sting — Poison 3+
1: Poison.

3 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

Thunder — Electric !3
Deals 4 hits.
6: Paralysis.

2 — Nidoking

No. 034



HP	Def	Spd
7	4	4

Surf, Strength

Poison
Ground

x2: Wtr Ice Grn Psy Bug
–1: Fgt Elec Psn Rck

1 2

Poison Sting — Poison 4+
1: Poison.

3 4 5

Horn Drill — Normal 10+ !2
6: The target faints.

6 7 8 9 10

Swords Dance — Normal !1
Double the hits of the next successful regular Move.

11 12

Blizzard — Ice !3
Deals 3 hits.
6: Sleep.

3 — Vileplume

No. 045



HP	Def	Spd
7	5	2

Cut

Grass
Poison

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

1 2

Tackle — Normal 3+

3 4 5

Razor Leaf — Grass 6+ !1
6: Deals an additional hit.

6 7 8 9 10

Swords Dance — Normal !1
Double the hits of the next successful regular Move.

11 12

Petal Dance — Grass !1
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

1 2

Tackle — Normal 4+

3 4 5

Heat Tackle — Fire 8+ !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

Fire Spin — Fire !3
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

1 2

Pound — Normal 5+

3 4 5

Crabhammer — Water 10+ !2
6: Deals an additional hit.

6 7 8 9 10

Swords Dance — Normal !1
Double the hits of the next successful regular Move.

11 12

Hydro Pump — Water !3
Deals 4 hits.

6 — Luxwan

No. S05



HP	Def	Spd
7	3	4

Cut, Fly

Normal
Flying

x2: Elec Ice Rck
–1: Grs Grn Bug Gho

1 2

Peck — Flying 4+

3 4 5

Sky Attack — Flying 19+ !1
Charge for this round, try to attack on the next round.

6 7 8 9 10

Swords Dance — Normal !1
Double the hits of the next successful regular Move.

11 12

Psychic — Psychic !3
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	Water Gun	Water	!1
2	Deals 2 hits.		
3			
4	Flood	Water	!2
5	Deals 3 hits.		
6			
7	Blizzard	Ice	!3
8	Deals 4 hits.		
9	6: Sleep.		
10	Hydro Pump	Water	!3
11	Deals 4 hits.		
12			

The Queen's Jolteon



HP	Def	Spd
6	3	6

Flash

Electric

x2: Grn

–1: Elec Fly

1	Thunder Shock	Electric	!1
2	Deals 2 hits.		
3	6: Paralysis.		
4	Thunderbolt	Electric	!2
5	Deals 3 hits.		
6	6: Paralysis.		
7	Pin Missile	Bug	2+ !3
8	Use 3 times (against the		
9	same target).		
10	Thunder	Electric	!3
11	Deals 4 hits.		
12	6: Paralysis.		

The Queen's Flareon



HP	Def	Spd
6	3	3

Flash

Fire

x2: Wtr Grn Rck

–1: Fire Grs Bug

1	Ember	Fire	!1
2	Deals 2 hits.		
3	6: Poison.		
4	Double-Edge	Normal	10+ !1
5	Hit: This Pokémon loses 1 HP.		
6			
7	Heat Tackle	Fire	9+ !1
8	Hit: This Pokémon loses 1 HP.		
9			
10	Fire Blast	Fire	!3
11	Deals 4 hits.		
12	6: Poison.		

The Queen's Espeon



HP	Def	Spd
6	3	5

Flash

Psychic

x2: Bug Gho

–1: Fgt Psy

1	Psybeam	Psychic	!1
2	Deals 2 hits.		
3	6: Confusion.		
4	Psybeam	Psychic	!1
5	Deals 2 hits.		
6	6: Confusion.		
7	Reflect	Psychic	!2
8	Acts first. Can't move this round,		
9	unaffected by regular Moves.		
10	Super Psy	Psychic	!3
11	Deals 3 hits.		
12			

The Queen's Umbreon



HP	Def	Spd
8	5	3

Poison

x2: Grn Psy Bug

–1: Fgt Psn

1	Acid	Poison	!2
2	Deals 2 hits.		
3			
4	Night Shade	Ghost	!3
5	Deals 3 hits.		
6			
7	Dark Wave	Ghost	!3
8	Deals 2 hits. Darkens the room		
9	until the end of the round.		
10	Toxic	Poison	!3
11	Poison, but increase the		
12	damage by 1 each time.		

The Queen's Leafeon



HP	Def	Spd
6	6	3

Strength

Grass

x2: Fire Ice Psn Fly Bug

–1: Wtr Elec Grs Grn

1	Razor Leaf	Grass	5+ !1
2	5–6: Deals an additional hit.		
3			
4	Wrap	Normal	3+ !1
5	Hit: Stops this & target until end		
6	of next round or either moves.		
7	Mega Drain	Grass	!2
9	Deals 2 hits. Recovers HP equal		
10	to the HP the target loses.		
10	Healing Pollen	Grass	!2
11	Recovers 2 HP from this		
12	Pokémon and each target.		

Audrey, William & Touchstone

Audrey's Oddish

HP	Def	Spd
5	3	2



Cut

Grass
Poison

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

1 2 3 4

Scuttle — Normal — 2+

Move 1 space after using this Move.

8 9 10

Strange Powder — Grass — !2

3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

5 6 7

Acid — Poison — !2

Deals 2 hits.

11 12

Petal Dance — Grass — !2

Deals 3 hits. This Pokémon becomes confused.

William's Bellsprout

HP	Def	Spd
6	2	2



Cut

Grass
Poison

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

1 2 3 4

Pivot — Normal — 3+

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

8 9 10

Vine Whip — Grass — 5+ !1

5 6 7

Wrap — Normal — 4+ !1

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

11 12

Solar Beam — 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
Flying

x2: Fire Ice Psn Fly Rck
–1: Wtr Grs Fgt Grn

1 2 3 4

Hop — Normal — 2+

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

8 9 10

Healing Pollen — Grass — !3

Recovers 2 HP from this Pokémon and each target.

5 6 7

Absorb — Grass — !2

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

11 12

Double-Edge — Normal — 7+ !1

Hit: This Pokémon loses 1 HP.

Audrey's Gloom

HP	Def	Spd
6	4	2



Cut

Grass
Poison

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

1 2 3

Scuttle — Normal — 3+

Move 1 space after using this Move.

8 9 10

Foul Odour — Poison — !3

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

4 5 6 7

Strange Powder — Grass — !2

3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

11 12

Petal Dance — Grass — !2

Deals 3 hits. This Pokémon becomes confused.

William's Weepinbell

HP	Def	Spd
6	3	2



Cut

Grass
Poison

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

1 2 3

Pivot — Normal — 4+

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

8 9 10

Acid — Poison — !1

Deals 2 hits.

4 5 6 7

Vine Whip — Grass — 6+ !1

10 11 12

Solar Beam — Grass — !2

Charge for this round.
Deals 5 hits on the next turn.

Touchstone's Skiploom

HP	Def	Spd
6	3	4



Fly, Flash

Grass
Flying

x2: Fire Ice Psn Fly Rck
–1: Wtr Grs Fgt Grn

1 2 3

Hop — Normal — 2+

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

8 9 10

Mega Drain — Grass — !3

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

4 5 6 7

Slam — Normal — 7+ !2

11 12

Double-Edge — 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.

7 8 9 10 — **Overrun** — Normal — 7+ !1

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

3 4 5 6 — **Heat Tackle** — Fire — 8+ !1

Hit: This Pokémon loses 1 HP.

11 12 — **Fire Blast** — Fire — !3

Deals 4 hits.
6: Poison.

Audrey's Vileplume



HP	Def	Spd
7	5	2

Cut

Grass / Poison

x2: Fire Ice Fly Psy Bug

–1: Wtr Elec Grs Fgt

1 2 — **Scuttle** — Normal — 3+

Move 1 space after using this Move.

7 8 9 10 — **Foul Odour** — Poison — !2

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

3 4 5 6 — **Petal Dance** — Grass — !1

Deals 3 hits. This Pokémon becomes confused.

11 12 — **Hyper Beam** — Normal — !3

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

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).

7 8 9 10 — **Rage** — Normal — 6+ !1

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

3 4 5 6 — **Overrun** — Normal — 7+ !1

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

11 12 — **Fissure** — Ground — 10+ !2

6: The targets faint.

William's Victreebel



HP	Def	Spd
7	3	3

Cut

Grass / Poison

x2: Fire Ice Fly Psy Bug

–1: Wtr Elec Grs Fgt

1 2 — **Pivot** — Normal — 4+

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

7 8 9 10 — **Razor Leaf** — Grass — 7+ !1

5–6: Deals an additional hit.

3 4 5 6 — **Acid** — Poison — !1

Deals 2 hits.

11 12 — **Hyper Beam** — Normal — !3

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

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).

7 8 9 10 — **Double Slap** — Normal — 2+ !2

Use twice (against the same target).

3 4 5 6 — **Confusion** — Psychic — !1

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

11 12 — **Super Psy** — Psychic — !2

Deals 4 hits.

Touchstone's Jumpluff



HP	Def	Spd
7	3	5

Fly, Flash

Grass / Flying

x2: Fire Ice Psn Fly Rck

–1: Wtr Grs Fgt Grn

1 2 — **Hop** — Normal — 2+

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

7 8 9 10 — **Mega Drain** — Grass — !2

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

3 4 5 6 — **Double-Edge** — Normal — 7+ !1

Hit: This Pokémon loses 1 HP.

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+ !2



Deals 2 hits.

8 9 10 — **Bite** — Normal 4+ !1



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

11 12 — **Aurora Beam** — Ice 2+ !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+ !2



Deals 2 hits.
6: Poison.

8 9 10 — **Bite** — Normal 4+ !1



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

11 12 — **Roar** — Normal 2+ !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+ !2



3: Paralysis. 4: Poison.
5: Confusion. 6: Sleep.

11 12 — **Leech Seed** — Grass 3+ !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+ !2



Deals 2 hits.

8 9 10 — **Aurora Beam** — Ice 2+ !2



Deals 2 hits.

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



Move up to 1 extra space before using this Move.

11 12 — **Flamethrower** — Fire 3+ !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+ !2



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

Trenton's Donmarin



HP 7 | Def 5 | Spd 3

Surf

Water

x2: Elec Grs

–1: Fire Wtr Ice

1 2

Tackle — Normal 3+

7 8 9 10

Body Slam — Normal 8+ !2

2: Paralysis

3 4 5 6

Aurora Beam — Ice !2

Deals 2 hits.

11 12

Hydro Pump — Water !3

Deals 4 hits.

Trenton's MissingNo.



HP 7 | Def 3 | Spd 6

Cut, Fly

Bird

Flying

x2: Elec Ice Rck

–1: Grs Fgt Grn Bug

1 2

Corrupt — Bird 4+

Grants 1 Poké.

7 8 9 10

Swords Dance — Normal !1

Double the number of hits of the next successful Move.

3 4 5 6

Seismic Toss — Fighting 7+ !1

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

11 12

Dive Bomb — Flying 7+ !1

Disappear, reappear in open space and attack next round.

Narys' Bruinus



HP 7 | Def 4 | Spd 4

Flash

Fire

x2: Wtr Grn Rck

–1: Fire Grs Bug

1 2

Scratch — Normal 3+

7 8 9 10

Pounce — Normal 3+ !1

Move up to 1 extra space before using this Move.

3 4 5 6

Heat Tackle — Fire 7+ !1

Hit: This Pokémon loses 1 HP.

11 12

Fire Blast — Fire !3

Deals 4 hits.
6: Poison.

Narys' MissingNo.



HP 6 | Def 5 | Spd 3

Cut, Fly

Bird

Rock

x2: Wtr Grs Fgt Grn

–1: Nrm Fire Psn Fly

1 2

Corrupt — Bird 5+

Grants 1 Poké.

7 8 9 10

Double-Edge — Normal 10+ !1

Hit: This Pokémon loses 1 HP.

3 4 5 6

Substitute — Normal !1

Swap spaces with the target (if possible).

11 12

Fissure — Ground 11+ !2

6: The targets faint.

Proto's Meganium



HP 7 | Def 4 | Spd 3

Cut

Grass

x2: Fire Ice Psn Fly Bug

–1: Wtr Elec Grs Grn

1 2

Tackle — Normal 3+

7 8 9 10

Double-Edge — Normal 8+ !1

Hit: This Pokémon loses 1 HP.

3 4 5 6

Razor Leaf — Grass 6+ !1

5–6: Deals an additional hit.

11 12

Solar Beam — Grass !1

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

Proto's MissingNo.



HP 5 | Def 3 | Spd 5

Cut, Fly

Bird

Ghost

x2: Gho

–1: Nrm Fgt Psn Bug

1 2

Corrupt — Bird 2+

Grants 1 Poké.

7 8 9 10

Thunder Wave — Electric !1

Inflicts Paralysis.

3 4 5 6

Psychic — Psychic !2

Deals 3 hits.

11 12

Blizzard — Ice !3

Deals 3 hits.
6: Sleep.