| Base Wheel Size | Name | Move Type | Additional Notes | Damage |
| --- | --- | --- | --- | --- |

Umbreon MP 3 **(Ratata)**

**Special Ability**: Synchronize - When this Pokémon becomes poisoned, noxious, paralyzed, burned etc. by an Attack, the Pokémon that caused the condition will also become it.

| 8 | Miss | Red |  |  |
| --- | --- | --- | --- | --- |
| 20 | Dodge | Blue |  |  |
| 32 | Toxic | Purple | The battle opponent becomes noxious. | ☆ |
| 36 | Feint Attack | White |  | 40 |

Blastoise MP 2

| 8 | Miss | Red |  |  |
| --- | --- | --- | --- | --- |
| 40 | Hydro Pump | White |  | 100 |
| 8 | Miss | Red |  |  |
| 40 | Mirror Coat | Purple | The battle opponent is knocked out if they spin purple. | ☆☆ |

Mew MP3 (**Totodile)**

| 24 | Psychic | White |  | 50 |
| --- | --- | --- | --- | --- |
| 48 | Hyper Sonic | Gold | If the battle opponent's Attack is 100 damage or more, this Pokémon cannot be knocked out. | 30 |
| 20 | Shuttle Flip | Blue | This Pokémon can take 1-2 steps back |  |
| 4 | Miss | Red |  |  |

Lapras MP2 **(Charmander)**

| **Special Ability**: Ice Wall - This Pokémon cannot be burned or frozen |
| --- |

| 12 | Pound | White |  | 20 |
| --- | --- | --- | --- | --- |
| 36 | Surf | White |  | 60 |
| 32 | Sing | Purple | The battle opponent falls asleep. | ☆ |
| 12 | Dodge | Blue |  |  |
| 4 | Miss | Red |  |  |

Pikachu MP2

| 20 | Quick Attack | Gold |  | 50 |
| --- | --- | --- | --- | --- |
| 12 | Thunder | White |  | 100 |
| 20 | Thunder Wave | Purple | The battle opponent becomes paralyzed. | ☆☆ |
| 40 | Thunder Shock | White |  | 30 |
| 4 | Miss | Red |  |  |

Dratini MP2 **(No figure)**

| 12 | Dragon Rage | White |  | 80 |
| --- | --- | --- | --- | --- |
| 20 | Push Aside | Purple | The battle opponent is moved to the bench and gains Wait. | ☆☆ |
| 12 | Miss | Red |  |  |
| 52 | Tail Snap | White |  | 30 |

Charizard MP1 **(Garchomp)**

| 8 | Miss | Red |  |  |
| --- | --- | --- | --- | --- |
| 56 | Fire Spin | White | Spin again until Fire Spin does not land - damage is multiplied by the number of Fire Spin spins | 50x |
| 4 | Miss | Red |  |  |
| 28 | Iron Tail | White |  | 80 |

Glaceon MP3 **(Clefairy)**

| 20 | Dodge | Blue |  |  |
| --- | --- | --- | --- | --- |
| 44 | Tackle | White |  | 40 |
| 24 | Diamond Dust | Purple | The battle opponent becomes frozen | ☆ |
| 8 | Miss | Red |  |  |

Infernape MP2 **(Arcanine)**

| 16 | Dodge | Blue |  |  |
| --- | --- | --- | --- | --- |
| 36 | Drive Kick | White | If the battle opponent is knocked out, this Pokémon claims its previous spot and gains Wait. | 80 |
| 16 | Miss | Red |  |  |
| 28 | Mach Punch | Gold |  | 40 |

Delphox MP2 **(Torchic)**

| 8 | Miss | Red |  |  |
| --- | --- | --- | --- | --- |
| 20 | Flamethrower | White | If this Pokémon is knocked out when using this move, the battle opponent becomes burned. | 40 |
| 32 | Hyperspace Hole | Purple | The battle opponent is moved 3 steps away from this Pokémon | ☆☆ |
| 8 | Miss | Red |  |  |
| 28 | Fire Blast | White |  | 70 |

Gyrados MP1

| 8 | Miss | Red |  |  |
| --- | --- | --- | --- | --- |
| 52 | Hyper Beam | White | If the battle opponent is knocked out, the next turn will always be the other player's | 100 |
| 8 | Miss | Red |  |  |
| 28 | Storm | Purple | All neighbour Pokémon are moved to the bench and gain Wait. | ☆ |

Squirtle MP3 **(Not in team comp; figure used as Greninja)**

| 12 | Miss | Red |  |  |
| --- | --- | --- | --- | --- |
| 44 | Bubble | White |  | 30 |
| 40 | Withdraw | Blue | This Pokémon gains Wait. |  |

Sneasel MP2 **(No figure)**

| 20 | Quick Attack | Gold |  | 40 |
| --- | --- | --- | --- | --- |
| 16 | Fake Out | Purple | This Pokémon switches places with its battle opponent. | ☆☆☆ |
| 56 | Fury Swipes | White | Spin again until Fury Swipes does not land - damage is multiplied by the number of Fury Swipes spins | 10x |
| 4 | Miss | Red |  |  |

Zangoose MP2 **(Pigeot)**

**Special Ability**: Immunity - This Pokémon cannot be Poisoned or noxious

| 20 | Dodge | Blue |  |  |
| --- | --- | --- | --- | --- |
| 16 | Crush Claw | White |  | 90 |
| 24 | Scratch | White |  | 20 |
| 32 | Swords Dance | White | Spin again until an attack other than Swords Dance is spun. Damage Attacks deal x2 damage | 0 |
| 4 | Miss | Red |  |  |

Greninja MP3 (**Squirtle)**

| 4 | Miss | Red |  |  |
| --- | --- | --- | --- | --- |
| 28 | Dodge | Blue |  |  |
| 20 | Hydro Pump | White |  | 60 |
| 4 | Miss | Red |  |  |
| 40 | Water Shuriken | Gold | Spin again until Water Shuriken attack does not land - damage is multiplied by the number of Water Shuriken Attack spins. | 20x |