

RS01-xx/50

Name (Rarity)

Core

HP, WE

Attack 1 - Cost
Description

Attack 2 - Cost
Description

Attack 3 - Cost
Description

Weak to x. Resists y. Z Speed

Source

Database:

(use the find command RS01-XX, where XX is the card number, to quickly switch to your card of interest)

01 Snivy	02 Serperior	03 Tepig
04 Emboar	05 Oshawott	06 Samurott
07 Purrloin	08 Gurdurr	09 Swoobat
10 Cofagrigus	11 Emolga	12 Excadrill
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37 Drampa	38 Tapu Koko, Guardian Spirit of Melemele	39 Solgaleo, Symbol of the Sun
40 Lunala, Symbol of the Moon	41 Elio	42 Selene
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49 Guzma, The Boss Who Beats You Down and Never Lets Up	50 Lusamine, Mother to All Pokemon	

RS01-01/50

Snivy ()*

Nature Core

60 HP, 5 WE

Advantage: Grass (POWER)

This robot's attacks deal double damage to Water core robots.

Coil - 0 WE

Recover +2 WE. Damage during the next attack to this robot is halved. (Shield Type)

Leaf Tornado - 2 WE

30 Nature Damage. Your opponent may not use any item or weapon cards until the end of their next turn.

Weak to Flame. Resists Water. 50 Speed

Source: Pokemon Black & White

RS01-02/50

*Serperior (**)*

Nature Core

130 HP, 10 WE

Contrarian Chivalry (POWER)

This robot's attacks deal double damage to ** or *** robots at 75% of their max HP or higher.

Dragon Rush - 3 WE

40 Space Damage to any enemy. If the target is benched with 75% of their max HP or higher, this attack deals +10 damage.

Leaf Storm - 5 WE

50 Nature Damage to all ** or above enemies. Lose all remaining WE afterwards.

Weak to Flame. Resists Water. 40 Speed

Source: Pokemon Black & White

RS01-03/50

Tepig ()*

Flame Core

60 HP, 5 WE

Advantage: Fire (POWER)

This robot's attacks deal double damage to Nature core robots.

Flame Charge - 0 WE

During your next turn, this robot's attacks deal +40 damage but consumes all remaining WE afterwards. (Flame Type)

Heat Crash - 3 WE

30 Flame Damage. If the opponent's active robot was switched in from the bench since the end of your last turn, this attack deals +20 damage.

Weak to Water. Resists Nature. 50 Speed

Source: Pokemon Black & White

RS01-04/50

*Emboar (**)*

Flame Core

130 HP, 10 WE

Reckless Boar (POWER)

While this robot is at 50% of its max HP or lower, this robot's attacks deal +50 damage to both the target and this robot.

Arm Thrust - 2 WE

20 Impact Damage. For every 40 HP this robot has lost, this attack deals 20 additional damage.

Flare Blitz - 6 WE

50 Flame Damage. If this robot is at 25% of its max HP or lower, this attack deals +70 damage.

Weak to Water. Resists Nature. 40 Speed

Source: Pokemon Black & White

RS01-05/50

Oshawott ()*

Water Core

60 HP, 5 WE

Advantage: Water (POWER)

This robot's attacks deal double damage to Flame core robots.

Aqua Jet - 2 WE

20 Water Damage to any enemy..

Razor Shell - 3 WE

30 Water Damage. You may alter this attack's type to Cutter. Deals x1.5 damage to targets with a lower Speed stat.

Weak to Nature. Resists Flame. 50 Speed

Source: Pokemon Black & White

RS01-06/50

*Samurott (**)*

Water Core

130 HP, 10 WE

Armor of Shells (POWER)

While this robot is at 50% of its max HP or higher, all sources of damage boosts to attacks on this robot are nullified (except weakness).

Waterfall Dance - 4 WE

40 Water Damage. Until the end of your next turn, all attacks deal +40 damage.

Megahorn - 7 WE

+70 Nature Damage. This attack deals double damage if the target is weak to Missile.

Weak to Nature. Resists Flame. 40 Speed

Source: Pokemon Black & White

RS01-07/50

Purrloin ()*

Shadow Core

80 HP, 6 WE

Limbering Prankster (POWER)

If this robot's attack disables an enemy robot, recover all WE on this robot.

Pursuit - 0 WE

10 Shadow Damage to any enemy. If the target is benched, this attack deals +20 damage.

Assist - 4 WE

Randomly use an attack from an allied benched robot at no additional WE cost (unless part of the attack's effect). (Neutral type).

Weak to Impact. Resists Crystal. 60 Speed

Source: Pokemon Black & White

RS01-08/50

Gurdurr ()*

Impact Core

100 HP, 5 WE

Guts (POWER)

At the start of your turn, if this robot is at 25% HP or lower, this robot recovers all of its WE

Hammer Arm - 5 WE

30 Impact Damage. If the target has more than 75 HP, this attack deals 45 additional damage.

Rock Slide- 5 WE

30 Earth Damage to all enemies.

Weak to Crystal. Resists Shadow. 40 Speed

Source: Pokemon Black & White

RS01-09/50

Swoobat ()*

Crystal Core

80 HP, 6 WE

Heart Stamp - 3 WE

30 Damage. The target is afflicted with [Heart Stamp].

[Heart Stamp] - This robot cannot switch to the bench without the effect of a power, attack, or item. At the start of each of their turns, if this robot is at 50% of its max HP or lower, this robot loses [Heart Stamp].

Wing Attack - 2 WE

30 Wind Damage.

Fly- 5 WE

30 Wind Damage. Switch this robot with an ally on the bench.

Weak to Shadow. Resists Impact. 60 Speed

Source: Pokemon Black & White

RS01-10/50

*Cofagrigus (**)*

Shadow Core

80 HP, 10 WE

Mummy's Curse (POWER)

If this active robot is disabled by an enemy attack, that enemy loses its power and its attacks are replaced with this robot's attacks.

Sand Tomb - 3 WE

35 Earth Damage. The opponent cannot perform any switches during their next turn.

Shadow Sneak - 3 WE

20 Shadow Damage to all enemies. Afterwards, all enemies with 10 HP or lower receive 10 damage..

Weak to Shadow. Resists Neutral. 40 Speed

Source: Pokemon Black & White

RS01-11/50

*Emolga (**)*

Electric Core

100 HP, 10 WE

Pivot (POWER)

If you switch your active robot with this benched robot, you may perform an attack.

Aerial Ace - 3 WE

50 Wind and Swift Damage. This attack can target benched enemies with 50 HP or lower.

Volt Switch - 6 WE

40 Electric Damage. Afterwards, you may switch this robot with a benched ally.

Weak to Earth. Resists Electric. 60 Speed

Source: Pokemon Black & White

RS01-12/50

*Excadrill (**)*

Earth Core

150 HP, 10 WE

Sand Force (POWER)

If there is an Earth-type field in play, this robot deals +30 Damage and receives -20 Damage.

Drill Rush (Earth Type) - 4 WE

50 Damage. If there is a non-earth field in play, discard the field card and deal double damage.

Metal Claw (Cutter Type) - 4 WE

50 Damage. If this attack disables an enemy robot, this robot gains +10 attack until it leaves the field.

Weak to Water. Resists Cutter. 60 Speed

Source: Pokemon Black & White

RS01-13/50

*Cobalion, Iron-Willed Musketeer (***)*

Cutter Core

180 HP, 18 WE

Justified (POWER)

Whenever an allied robot is disabled while this robot is on the field, this robot gains +5 attack until it leaves the field. This effect can stack up to 6 times.

Sacred Sword - 2 WE

30 Cutter Damage. +60 Damage if the target is a *** robot.

Iron Head - 3 WE

40 Impact Damage. If the target is at 50% of its max HP or lower, you may choose an enemy benched robot and switch it with the target.

Weak to Impact. Resists Neutral. 40 Speed

Pokemon Black & White

RS01-14/50

*Reshiram, Avatar of Truth (***)*

Flame Core

200 HP, 15 WE

Turboblaze of Truth (POWER)

If this robot is your active robot, all enemy robots lose their powers.

Blue Flare - 6 WE

70 Flame Damage. This attack deals +20 damage against ** or *** robots, but fails against * robots.

Draco Meteor - X WE

This attack deals 20 Space Damage for each WE you have. Afterwards, this robot loses all WE.

Weak to Space. Resists Nature. 20 Speed

Pokemon Black & White

RS01-15/50

*Zekrom, Avatar of Ideals (***)*

Electric Core

200 HP, 15 WE

Teravolt of Ideals (POWER)

If this robot is your active robot, your opponent cannot activate item or weapon cards.

Bolt Strike - 6 WE

40 Electric Damage to any ** or *** enemy. If this attack targets the active enemy robot, this attack deals +40 damage.

Outrage - 2 WE

5 Space Damage. If this robot is at 50% of its max HP or lower, this attack deals +105 damage but deals 40 damage to this robot. If the target was destroyed by this attack, this robot loses all of its WE.

Weak to Space. Resists Water. 20 Speed

Pokemon Black & White

RS01-16/50

Hilda ()*

Neutral Item

During this turn, your robot's attacks deal +20 damage.

Pokemon Black & White

RS01-17/50

Hilbert ()*

Neutral Item

During your opponent's next turn, your robots take -20 damage.

Pokemon Black & White

RS01-18/50

*Professor Juniper (**)*

Neutral Item

Recover all WE for your active robot..

Pokemon Black & White

RS01-19/50

*Clay (**)*

Earth Item

All of your * robots receive -30 damage for 3 of your opponent's turns.

Pokemon Black & White

RS01-20/50

*Skyla (**)*

Wind Item

Switch your active robot with one of your benched robots. If you do, your new active robot recovers 30% of their max HP and WE (round down for decimals).

Pokemon Black & White

RS01-21/50

*Striaton Gym (**)*

Neutral Field

Nature, Flame, and Water x1.5

Pokemon Black & White

RS01-22/50

*Chargestone Cave (**)*

Earth Field

Earth, Electric, and Wind x1.5

Pokemon Black & White

RS01-23/50

*Liberty Island (**)*

Flame Type

Recovery x4.

Pokemon Black & White

RS01-24/50

*N, King for the Liberation of Pokemon (***)*

Neutral Type

All of your * robots on the field gain +50 Attack and Defense until they leave the field.

Pokemon Black & White

RS01-25/50

*Alder, Travelling Champion (***)*

Neutral Type

Disable an enemy *** robot.

Pokemon Black & White

RS01-26/50

Rowlett ()*

Nature Core

60 HP, 5 WE

Advantage: Grass (POWER)

This robot's attacks deal double damage to Water core robots.

Leafage - 1 WE

20 Nature Damage.

Peck - 3 WE

30 Wind Damage. Your opponent discards a random item card from their deck.

Weak to Flame. Resists Water. 50 Speed

Pokemon Sun & Moon

RS01-27/50

*Decidueye (**)*

Nature Core

130 HP, 10 WE

Long Reach (POWER)

You may attack with this benched robot. While on the bench, this robot's attacks cost twice as much WE. (Your turn ends regardless of which robot performs an attack).

Spirit Shackle - 3 WE

30 Shadow Damage. The target receives [Spirit Shackle] until this robot leaves the field or another enemy robot receives [Spirit Shackle].

[Spirit Shackle] - This robot receives 50% additional damage from the opposing active robot.

Assassination Leaf Blade - 4 WE

40 Nature Damage. If the target has the [Spirit Shackle] status, they receive -50 Defense until they leave the field].

Weak to Flame. Resists Water. 40 Speed.

Pokemon Sun & Moon

RS01-28/50

Litten ()*

Flame Core

60 HP, 5 WE

Advantage: Fire (POWER)

This robot's attacks deal double damage to Nature core robots.

Ember - 1 WE

20 Flame Damage.

Power Trip - 3 WE

10 Shadow Damage. If the target is at 20% of their max HP or lower, this attack costs +2 WE but instantly disables the target

Weak to Water. Resists Nature. 50 Speed.

Pokemon Sun & Moon

RS01-29/50

*Incineroar (**)*

Flame Core

130 HP, 10 WE

Malicious Heel (POWER)

When you use an item card during your turn, you may switch this benched robot with your active robot. If you do, this robot gains +30 attack until the end of the turn.

Darkest Lariat - 4 WE

50 Shadow Damage. If the target was disabled by this attack, you may switch this robot with one of your benched robots.

Fiery Revenge - 3 WE

This attack deals Flame damage equal to the amount of HP this robot has lost.

Weak to Water. Resists Nature. 40 Speed.

Pokemon Sun & Moon

RS01-30/50

Popplio ()*

Water Core

60 HP, 5 WE

Advantage: Water (POWER)

This robot's attacks deal double damage to Flame core robots.

Bubble - 1 WE

20 Water Damage

Disarming Voice - 3 WE

20 Crystal Damage. The target loses 3 WE.

Weak to Nature. Resists Flame. 50 Speed.

Pokemon Sun & Moon

RS01-31/50

*Primarina (**)*

Water Core

130 HP, 10 WE

Liquid Voice (POWER)

At the end of your turn, your active robot recovers 10 HP. If this robot is your active robot, all your benched robots recover 10 HP instead.

Sparkling Aria - 3 WE

30 Water Damage. Choose one benched ally; they recover 30 HP.

Aqua Jet - 2 WE

20 Water Damage. Even if you switched your active robot with this robot during this turn, you may still use this attack.

Weak to Nature. Resists Flame. 40 Speed.

Pokemon Sun & Moon

RS01-32/50

Pikipek ()*

Wind Core

50 HP, 6 WE

Alolan Bonds (POWER)

When you play this robot from your deck onto the bench, if your active robot has the Alolan Bonds power, you may switch this robot with your active robot. If you do, this robot gains +20 Attack until it leaves the active position.

Peck - 2 WE

25 Wind Damage.

Fury Attack - 1 WE

10 Neutral Damage. You may spend 2 additional WE and take a second turn.

Weak to Electric. Resists Impact. 60 Speed.

Pokemon Sun & Moon

RS01-33/50

*Gumshoos (**)*

Neutral Core

140 HP, 10 WE

Alolan Bonds (POWER)

When you play this robot from your deck onto the bench, if your active robot has the Alolan Bonds power, you may switch this robot with your active robot. If you do, this robot gains +20 Defense until it leaves the active position.

Thrash - 4 WE

60 Neutral Damage. This attack deals 30 damage to this robot.

Rest - 0 WE

Restore all HP and WE to this robot. This attack cannot be used until this robot leaves the active position.

Weak to Impact. Resists Shadow. 40 Speed.

Pokemon Sun & Moon

RS01-34/50

*Lycanroc (Dusk Form) (**)*

Earth Core

120 HP, 15 WE

Alolan Bonds (POWER)

When you play this robot from your deck onto the bench, if your active robot has the Alolan Bonds power, you may switch this robot with your active robot. If you do, this robot gains +10 Attack and Defense until it leaves the active position.

Accelerock - 2 WE

35 Earth Damage. If the target has 15 HP or less afterwards, you may spend another 2 WE to disable the target.

Counter - 10 WE

Impact Damage equal to twice the amount of damage this robot took during your opponent's last turn. This attack is unaffected by Weaknesses and Resistances.

Weak to Impact. Resists Neutral. 45 Speed.

Pokemon Sun & Moon

RS01-35/50

Cutiefly ()*

Crystal Core

40 HP, 5 WE

Alolan Bonds (POWER)

When you play this robot from your deck onto the bench, if your active robot has the Alolan Bonds power, you may switch this robot with your active robot. If you do, this robot gains +40 HP and Max HP until it leaves the active position.

Fairy Wind - 1 WE

10 Crystal Damage. If this robot is at half of its max HP or lower, this attack deals +10 damage.

Struggle Bug - 2 WE

20 Nature Damage. The target loses -20 Attack during their next turn.

Weak to Shadow. Resists Nature. 60 Speed.

Pokemon Sun & Moon

RS01-36/50
*Wishiwashi (**)*
Water Core
160 HP, 12 WE

Schooling (POWER)

When this robot enters the active position, this robot gains [Schooling] until it leaves the active position or has its HP reduced to 30% of its max HP.

[Schooling] - This robot gains +10 Attack but has its Speed halved..

Aqua Tail - 1 WE

10 Water Damage. If this robot has [Schooling], this attack costs 3 WE and deals 50 Water Damage instead.

Aqua Ring - 1 WE

Recover 20 HP. If this robot doesn't have [Schooling], you may spend 6 additional WE and switch this robot with one of your benched robots.

Weak to Electric. Resists Freeze. 60 Speed.

RS01-37/50
*Drampa (**)*
Space Core
150 HP, 12 WE

Berserking Drampa (POWER)

If an allied * robot is disabled while this robot is on the field, this robot gains a stack of [Berserking Drampa] until it leaves the field.

[Berserking Drampa] - Lose -10 max HP and gain +10 attack. If your max HP is reduced below your current HP, your current HP is adjusted to compensate.

Outrage - 3 WE

30 Space Damage. If this robot has 3 or more stacks of [Berserking Drampa], this attack deals 30 Space Damage to the benched enemy with the highest HP.

Hyper Voice - 6 WE

50 Neutral Damage. If this robot has 5 or more stacks of [Berserking Drampa], this attack targets all ** and *** robots on the bench as well.

Weak to Space. Resists Water. 30 Speed.

Pokemon Sun & Moon

RS01-38/50

*Tapu Koko, Guardian Spirit of Melemele (***)*

Electric Core

180 HP, 15 WE

Guardian Surge (POWER)

This robot gains +30 Attack but can only attack *** robots.

Nature's Madness - 5 WE

70 Crystal Damage. If the target has more than 200 HP, this attack deals +50 damage.

Wild Charge - 3 WE

70 Electric Damage. You may double this attack's damage. If you do, this attack deals 70 damage to this robot as well.

Weak to Earth. Resists Water. 40 Speed.

Pokemon Sun & Moon

RS01-39/50

*Solgaleo, Symbol of the Sun (***)*

Cutter Core

200 HP, 15 WE

Trial of the Sunne (POWER)

This robot cannot enter the active position unless you control 4 or more ** or lower benched robots who are not at full HP. (If you have no robots who can enter the active position, you lose the game).

Sunsteel Strike - 4 WE

70 Cutter and Impact Damage.

Searing Sunraze Smash - 10 WE

70 Flame Damage. The target loses all their WE.

Weak to Flame. Resists Crystal. 30 Speed.

Pokemon Sun & Moon

RS01-40/50

*Lunala, Symbol of the Moon (***)*

Shadow Type

200 HP, 15 WE

Trial of the Moone (POWER)

This robot cannot enter the active position unless you control 4 or more ** or lower benched robots who are not at full HP. (If you have no robots who can enter the active position, you lose the game).

Moongeist Beam - 4 WE

70 Shadow and Space Damage.

Menacing Moonraze Maelstrom - 10 WE

70 Crystal Damage. The target loses its ability until they leave the field.

Weak to Shadow. Resists Neutral. 30 Speed.

Pokemon Sun & Moon

RS01-41/50

Elio ()*

Neutral Item

Recover 30 HP from your active robot.

Pokemon Sun & Moon

RS01-42/50

Selene ()*

Neutral Item

Recover 30 HP from one of your benched robots.

Pokemon Sun & Moon

RS01-43/50

*Hau (**)*

Neutral Item

Return a benched robot to your deck and recover 30 HP and 3 WE from that robot.

Pokemon Sun & Moon

RS01-44/50
*Gladion (**)*
Shadow Item

Choose an item or field card in your opponent's deck and discard it.

Pokemon Sun & Moon

RS01-45/50
*Lillie (**)*
Crystal Item

Choose a ** or lower item or field card in your discard pile and add it to your deck.

Pokemon Sun & Moon

RS01-46/50
*Pikachu Valley (**)*
Electric Field

Electric x1.5, Earth x.75

Pokemon Sun & Moon

RS01-47/50
*Po Town (**)*
Shadow Field

Neutral x1.5, Shadow x.75, Cutter x.75

Pokemon Sun & Moon

RS01-48/50
*Aether Foundation (**)*
Neutral Field

Recovery x4

Pokemon Sun & Moon

RS01-49/50

*Guzma, The Boss Who Beats You Down and Never Lets Up (***)*
Nature Item

For every robot on your bench, your opponent's active robot receives 20 damage.

Pokemon Sun & Moon

RS01-50/50

*Lusamine, Mother to All Pokemon (***)*
Shadow Item

Discard a ** or higher robot at full health in your deck. If you do, discard an item or field card in your opponent's deck, add a ** item or field card from your discard to your deck, then recover 5 WE to all robots on your bench.

Pokemon Sun & Moon