

Golbat

Master Set Checklist

#0042 · National Pokédex

39 pockets · 26 cards across 25 sets, 1999-10-10 – 2026-05-22

Tick a box to track your collection — works in any PDF reader. 2 pages · generated 2026-09-18

NO.	CARD	RARITY	PRINTING
Fossil			1 card
34	Golbat	Uncommon	Standard
Team Rocket			2 cards
7	Dark Golbat	Rare	Standard
24	Dark Golbat	Rare	Standard
Gym Heroes			1 card
39	Brock's Golbat	Uncommon	Standard
Gym Challenge			1 card
46	Koga's Golbat	Uncommon	Standard
Neo Revelation			1 card
29	Golbat	Uncommon	Standard
Skyridge			2 cards
60	Golbat	Common	Standard
60	Golbat	Common	Reverse Holo
Hidden Legends			2 cards
36	Golbat	Uncommon	Standard
36	Golbat	Uncommon	Reverse Holo
Team Rocket Returns			2 cards
34	Dark Golbat	Uncommon	Standard
34	Dark Golbat	Uncommon	Reverse Holo
Deoxys			2 cards
31	Golbat	Uncommon	Standard
31	Golbat	Uncommon	Reverse Holo
Delta Species			1 card
43	Golbat	Uncommon	Standard
Mysterious Treasures			2 cards
50	Golbat	Uncommon	Standard
50	Golbat	Uncommon	Reverse Holo

NO.	CARD	RARITY	PRINTING
Unleashed			2 cards
30	Golbat	Uncommon	Standard
30	Golbat	Uncommon	Reverse Holo
Plasma Storm			1 card
54	Golbat	Uncommon	Standard
Phantom Forces			1 card
32	Golbat	Uncommon	Standard
Generations			1 card
31	Golbat	Uncommon	Standard
Sun & Moon			1 card
55	Golbat	Uncommon	Standard
SM trainer Kit (Alolan Raichu)			1 card
6	Golbat	Uncommon	Standard
Unbroken Bonds			1 card
65	Golbat	Uncommon	Standard
Battle Styles			2 cards
90	Golbat	Uncommon	Standard
90	Golbat	Uncommon	Reverse Holo
Silver Tempest			2 cards
104	Golbat	Uncommon	Standard
104	Golbat	Uncommon	Reverse Holo
151			2 cards
042	Golbat	Uncommon	Standard
042	Golbat	Uncommon	Reverse Holo
Paradox Rift			2 cards
111	Golbat	Common	Standard
111	Golbat	Common	Reverse Holo
Shrouded Fable			2 cards
028	Golbat	Common	Standard
028	Golbat	Common	Reverse Holo
Destined Rivals			2 cards
121	Team Rocket's Golbat	Uncommon	Standard
121	Team Rocket's Golbat	Uncommon	Reverse Holo
Chaos Rising			2 cards
050	Golbat	Common	Standard
050	Golbat	Common	Reverse Holo