

# Type Matchup Chart

Types are assigned both to moves and to the Pokémon themselves. These types can greatly affect the amount of damage dealt or received in battle, so if you learn how they line up against one another, you'll give yourself an edge in battle.

		Defending Pokémon's Type																	
		Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel	Fairy
Attacking Pokémon's Move Type	Normal													▲	×			▲	
	Fire		▲	▲	●		●						●	▲		▲		●	
	Water		●	▲	▲				●				●	▲		▲			
	Grass		▲	●	▲			▲	●	▲		▲	●		▲		▲		▲
	Electric			●	▲	▲			×	●					▲				
	Ice		▲	▲	●		▲		●	●						●		▲	
	Fighting	●					●		▲		▲	▲	▲	●	×		●	●	▲
	Poison				●				▲	▲				▲	▲			×	●
	Ground		●		▲	●		●		×		▲	●	●				●	
	Flying				●	▲		●				●	▲						▲
	Psychic						●	●			▲						×	▲	
	Bug		▲		●		▲	▲		▲	●				▲		●	▲	▲
	Rock		●				●	▲		▲	●		●					▲	
	Ghost	×									●				●		▲		
	Dragon															●		▲	×
	Dark						▲				●				●		▲		▲
	Steel		▲	▲		▲	●							●				▲	●
Fairy		▲					●	▲							●	●	▲		

Key	●	Very effective "It's super effective!"	×2
	No icon	Normal damage	×1
	▲	Not too effective "It's not very effective..."	×1/2
	×	No effect "It doesn't affect..."	×0

- Fire-type Pokémon cannot be afflicted with the Burned condition.
- Grass-type Pokémon are immune to Leech Seed and powder and spore moves.
- Electric-type Pokémon cannot be afflicted with the Paralyzed condition.
- Ice-type Pokémon are immune to the Frozen condition and take no damage from hail.

- Poison-type Pokémon are immune to the Poison and Badly Poisoned conditions, even when switching in with Toxic Spikes in play. Poison-type Pokémon nullify Toxic Spikes (unless these Pokémon are also Flying type or have the Levitate Ability).
- Ground-type Pokémon are immune to Thunder Wave and take no damage from a sandstorm.
- Flying-type Pokémon cannot be damaged by Spikes when switching in, nor become afflicted with a Poison or Badly Poisoned conditions due to switching in with Toxic Spikes in play.
- Rock-type Pokémon take no damage from a sandstorm. Their Sp. Def also goes up in a sandstorm.
- Ghost-type Pokémon are not affected by moves that prevent Pokémon from fleeing from battle.
- Steel-type Pokémon take no damage from a sandstorm. They are also immune to the Poison and Badly Poisoned conditions. Even if switched in with Toxic Spikes in play, they will not be afflicted with the Poison or Badly Poisoned conditions.