

Alternate Pokemon Starter Types

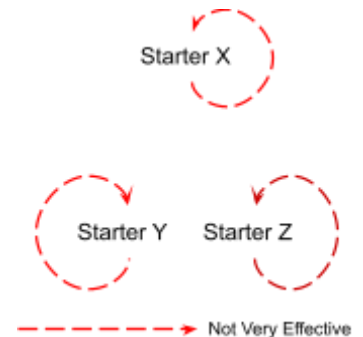
The tl:dr Version

With the release of Ultra Sun and Ultra Moon in Gen VII, Poipole, the poison pin pokemon was introduced. Poipole has a pokedex entry revealing that it is actually a starter pokemon in the dimension from which it originates: “This Ultra Beast is well enough liked to be chosen as a first partner in its own world.” (Pokemon Ultra Sun). Even GameFreak wonders about different starter types.

Are there any possible trios of pokemon that could work just as well as Water, Grass, and Fire? [I wrote a code to find out!](#) (Shout out to my buddy Kyle for inspiring me to do this)

Requirements

1. Pokemon must obey some type of dual-relationship with the other pokemon in the trio. For example, they are super effective one way and not very effective the other way, just like the traditional trio. Or perhaps they are neutral one way and neutral the other way. Doesn't matter as long as all the pokemon in the trio follow the rule. (There are 6 possible relationships: super effective-super effective, super effective-neutral, super effective- not very effective, neutral-neutral, neutral-not very effective, not very effective-not very effective).
2. Pokemon must share the same self-relationship. Just like Water, Grass, and Fire all resist themselves, all pokemon within the trio should share some self-relationship, whether it's super effective, neutral, or not very effective.
3. Pokemon should have the same number of immunities or have a direct relationship between the number of immunities had vs immunities given. Water, Grass, and Fire all have 0 immunities and have 0 types immune to them. We want something similar for our trio.
4. We are excluding Water, Grass, and Fire from our possible types. They had a good 20 year run, but now we want something new.
5. No two pokemon within a trio may share a type.



Analysis

From the nearly 1000 trios that satisfied the trio relationship requirement, only one trio also has the exact same number of immunities possessed and given for each pokemon, and obeys a self relation:

Fighting/Ice, Poison/Rock, Electric. Other potential trios are presented below

(SE means Super Effective, NVE means Not Very Effective, and Neu means neutral. So SE-Neu means the trio deals super effective damage one way, and neutral damage the other way.)

Multitype Trio Table

<u>Trio</u>	<u>Trio Relation</u>	<u>Self Relation</u>	<u>Immunities Possessed</u>	<u>Immunities Given</u>	<u>Notes</u>
Electric, Fighting/Ice, Poison/Rock	Neu-Neu	Not Very Effective	0	1	The only trio to obey all requirements and all have the same number of immunities.
Dragon/Fairy, Ghost/Psychic, Ground/Rock	Neu-Neu	Super Effective & Not Very Effective	Mixed (1,2,1)	Matched (1,2,1)	Each pokemon has two self-relationships: they can all deal super effective and resist/are immune to one of their own types.
Ice(/Rock), Electric/Fairy, Ghost/Psychic	Neu-Neu	Not Very Effective	Mixed (0,1,2)	Matched (0,1,2)	Ice and Ice/Rock work equally well. Rock could be gained upon evolution.
Ice, Bug/Ground, Normal/Rock	SE-Neu	Not Very Effective	Mixed (0,1,1)	Matched (0,1,1)	Similar to the next trio, but perhaps more balanced.
Ice, Bug/Ground, Dragon/Steel	SE-Neu	Not Very Effective	Mixed (0,1,1)	Matched (0,1,1)	Similar to previous trio. Dragon/Steel may be too good of a defensive typing
Electric, Fighting/Ice, Normal/Poison	Neu-Neu	Not Very Effective	Mixed (0,0,1)	One More (1,1,2)	Each pokemon gives one more immunity than it has, offering a different type of balance.
Honorable Mentions Pokemon in these trios do not share an Immunities Difference Value					
Dark/Ground, Electric/Ghost, Fighting/Flying	SE-NVE	Not very effective	Mixed (2,2,1)	Mixed (1,2,1)	One of only two trios available with an Immunity Triangle. Each pokemon is immune to one and gives an immunity to another.

Dragon/Fairy, Flying/Ground, Ghost/Normal	Neu-Neu	Immune	Mixed (1,2,3)	Mixed (1,1,2)	The only available trio where each pokemon is immune to one of its own types. G/N is also the only possible typing that is fully immune to itself.
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Monotype Trio Table

<u>Trio</u>	<u>Trio Relation</u>	<u>Self Relation</u>	<u>Immunities Possessed</u>	<u>Immunities Given</u>	<u>Notes</u>
Electric, Ice, Psychic	Neu-Neu	Not Very Effective	0	Mixed (1,0,1)	These 4 trios were the only monotype trios that obeyed the trio relationship, shared a self-relation, and shared the same number of immunities. Unfortunately, none also shared the same number of given immunities and no monotype trio shared immunity difference values.
Electric, Ice, Poison	Neu-Neu	Not Very Effective	0	Mixed (1,0,1)	
Fairy, Flying, Normal	Neu-Neu	Neutral	1	Mixed (0,0,1)	
Fairy, Ground, Normal	Neu-Neu	Neutral	1	Mixed (0,1,1)	

Data

Each pokemon is categorized based on this order:

Trio Relationship → Number of Immunities Possessed → Self Relation.

Our ideal trio will be in green and bold, the next ideal would be yellow and bold.

Key:

Dark Blue: Identify type of Trio relationship (SE = Super Effective, NVE = Not Very Effective, NEU = Neutral)

Magenta: Identify number of immunities possessed

Red/Underlined: Identify type of self relationship

Green Trios: Trios that obey the trio relationship, immunities possessed, and self relationship requirements

Teal Trios: Trios that have mixed immunity and/or no uniform self relation

Yellow/Bold Trios: Trios that have mixed immunity with uniform self relation and uniform immunity difference values

Bold Trios: Immunity difference value is equal for each pokemon

Light Trios: Trio has a type immunity imbalance: one type is immune to another type within the trio

Highlight: Each pokemon in the trio has and gives an immunity to another pokemon within the trio

Data Printout:

Super Effective - Super Effective

One Immunity

Self Not Very Effective:

1: Dark/Ice, Ground/Rock, Psychic/Steel

No Self Relation

1: Dark/Ice, Fighting/Ground, Psychic/Steel

2: Electric/Steel, Fighting/Flying, Ground/Ice

Mixed Immunities

Self Not Very Effective:

1: Bug/Fairy, Dark/Flying, Psychic/Rock

2: Bug/Flying, Dark/Ice, Psychic/Rock

3: Bug/Ghost, Dark/Ice, Psychic/Rock

4: Bug/Ice, Dark/Flying, Psychic/Rock

5: Bug/Psychic, Dark/Electric, Fighting/Flying

6: Bug/Psychic, Dark/Ground, Fighting/Rock

7: Bug/Psychic, Dark/Ice, Fighting/Flying

8: Bug/Poison, Dark/Rock, Ground/Psychic

9: Dark/Fairy, Ghost/Poison, Psychic/Steel

10: Dark/Flying, Ghost/Ice, Psychic/Rock

11: Dark/Ground, Fighting/Rock, Ice/Psychic

12: Dark/Ground, Fighting/Rock, Ice/Steel

13: Dark/Ice, Ghost/Steel, Ground/Rock

14: Dark/Rock, Ghost/Steel, Ground/Psychic

15: Dark/Steel, Fighting/Ice, Ground/Psychic

16: Ghost/Ice, Ground/Rock, Psychic/Steel

No Self Relation

1: Steel, Fairy/Ground, Fighting/Ice

2: Steel, Fighting/Rock, Ground/Ice

3: Bug/Dark, Flying/Ghost, Psychic/Rock

4: Bug/Dragon, Dark/Ice, Psychic/Rock

5: Bug/Ice, Dark/Rock, Fairy/Flying

6: Bug/Ice, Dragon/Rock, Fairy/Flying

7: Bug/Ice, Flying/Ghost, Psychic/Rock

8: Bug/Poison, Dark/Rock, Fairy/Flying

9: Dark/Ice, Dragon/Rock, Fairy/Flying

10: Dark/Ice, Fairy/Ground, Ghost/Steel

11: Dark/Ice, Fairy/Ground, Psychic/Steel

12: Dark/Ice, Fighting/Ground, Psychic/Rock

13: Dark/Ice, Ghost/Rock, Psychic/Steel

14: Dark/Steel, Fairy/Ground, Fighting/Ice

15: Dark/Steel, Fighting/Rock, Ground/Ice

16: Dragon/Steel, Fairy/Ground, Fighting/Ice

17: Dragon/Steel, Fighting/Rock, Ground/Ice

18: Electric/Steel, Fairy/Ground, Fighting/Ice

19: Electric/Steel, Fighting/Rock, Ground/Ice

20: Fairy/Ground, Fighting/Ice, Normal/Steel

21: Fairy/Ground, Fighting/Ice, Rock/Steel

22: Fighting/Rock, Ground/Ice, Normal/Steel

23: Fighting/Rock, Ground/Normal, Ice/Steel

Neutral - Neutral

No Immunities

Self Not Very Effective:

1: Electric, Ice, Psychic

2: Electric, Ice, Poison

3: Electric, Ice, Bug/Psychic

4: Electric, Ice, Bug/Poison

5: Electric, Ice, Psychic/Poison

6: Electric, Psychic, Ice/Rock

7: Electric, Bug/Ice, Fighting/Psychic

8: Electric, Bug/Ice, Psychic/Poison

9: Electric, Fighting/Ice, Poison/Rock

10: Ice, Bug/Electric, Psychic/Poison

No Self Relation

- 1: Bug, Dragon, Psychic/Poison
- 2: Bug, Electric, Ice
- 3: Bug, Electric, Psychic/Poison
- 4: Bug, Ice, Psychic/Poison
- 5: Bug, Dragon/Electric, Psychic/Poison
- 6: Bug, Dragon/Ice, Psychic/Poison
- 7: Bug, Electric/Ice, Psychic/Poison
- 8: Dragon, Psychic, Rock
- 9: Electric, Fighting, Ice/Poison**
- 10: Electric, Psychic, Rock
- 11: Psychic, Rock, Dragon/Electric

One ImmunitySelf Not Very Effective:

- 1: Dark, Electric/Flying, Normal/Poison

Self Neutral:

- 1: Fairy, Flying, Normal
- 2: Fairy, Ground, Normal
- 3: Fairy, Normal, Flying/Ice
- 4: Fairy, Normal, Ground/Ice

No Self Relation

- 1: Dark, Flying, Normal
- 2: Dark, Flying, Dragon/Normal
- 3: Dark, Flying, Normal/Poison
- 4: Dark, Ground, Normal
- 5: Dark, Ground, Dragon/Normal
- 6: Dark, Normal, Dragon/Flying
- 7: Dark, Normal, Dragon/Ground
- 8: Dark, Normal, Electric/Flying
- 9: Dark, Normal, Electric/Ground
- 10: Dark, Normal, Flying/Ice
- 11: Dark, Normal, Flying/Poison
- 12: Dark, Normal, Ground/Ice
- 13: Dark, Normal, Ground/Poison
- 14: Dark, Dragon/Flying, Normal/Poison
- 15: Dark, Dragon/Normal, Flying/Poison
- 16: Dark, Dragon/Normal, Ground/Poison
- 17: Dark, Flying/Ice, Normal/Poison
- 18: Fairy, Flying, Normal/Psychic
- 19: Fairy, Ground, Normal/Psychic
- 20: Fairy, Normal, Electric/Flying
- 21: Fairy, Normal, Electric/Ground
- 22: Fairy, Normal, Flying/Psychic
- 23: Fairy, Normal, Ground/Psychic
- 24: Fairy, Electric/Flying, Normal/Psychic
- 25: Fairy, Electric/Ground, Normal/Psychic
- 26: Fairy, Flying/Ice, Normal/Psychic
- 27: Fairy, Ground/Ice, Normal/Psychic
- 28: Flying, Normal, Dark/Dragon

- 29: Flying, Normal, Dark/Psychic
- 30: Flying, Normal, Dark/Poison
- 31: Flying, Normal, Dragon/Fairy
- 32: Flying, Normal, Fairy/Psychic
- 33: Flying, Normal, Fairy/Poison
- 34: Flying, Dark/Dragon, Normal/Poison
- 35: Flying, Dark/Psychic, Dragon/Normal
- 36: Flying, Dark/Poison, Dragon/Normal
- 37: Flying, Dragon/Fairy, Normal/Psychic
- 38: Ground, Normal, Dark/Dragon**
- 39: Ground, Normal, Dark/Psychic**
- 40: Ground, Normal, Dragon/Fairy**
- 41: Ground, Normal, Fairy/Psychic**
- 42: Ground, Bug/Steel, Dark/Fighting
- 43: Ground, Dark/Psychic, Dragon/Normal
- 44: Ground, Dragon/Fairy, Normal/Psychic
- 45: Normal, Bug/Flying, Dark/Poison
- 46: Normal, Bug/Flying, Fairy/Psychic
- 47: Normal, Bug/Ground, Fairy/Psychic**
- 48: Normal, Dark/Dragon, Flying/Poison**
- 49: Normal, Dark/Dragon, Ground/Poison
- 50: Normal, Dark/Psychic, Dragon/Flying**
- 51: Normal, Dark/Psychic, Dragon/Ground
- 52: Normal, Dark/Psychic, Electric/Flying**
- 53: Normal, Dark/Psychic, Electric/Ground
- 54: Normal, Dark/Psychic, Flying/Ice
- 55: Normal, Dark/Psychic, Ground/Ice**
- 56: Normal, Dark/Poison, Dragon/Flying**
- 57: Normal, Dark/Poison, Electric/Flying**
- 58: Normal, Dark/Poison, Flying/Ice
- 59: Normal, Dragon/Fairy, Flying/Psychic**
- 60: Normal, Dragon/Fairy, Ground/Psychic
- 61: Normal, Electric/Flying, Fairy/Psychic**
- 62: Normal, Electric/Flying, Fairy/Poison**
- 63: Normal, Electric/Ground, Fairy/Psychic
- 64: Normal, Fairy/Psychic, Flying/Ice
- 65: Normal, Fairy/Psychic, Ground/Ice**
- 66: Normal, Fairy/Poison, Flying/Ice
- 67: Bug/Flying, Dark/Poison, Dragon/Normal

Mixed ImmunitiesSelf Super Effective:

- 1: Dragon, Ghost, Flying/Rock
- 2: Dragon, Ghost, Ground/Rock
- 3: Dragon, Bug/Flying, Ghost/Psychic
- 4: Dragon, Bug/Rock, Ghost/Psychic
- 5: Dragon, Flying/Rock, Ghost/Psychic
- 6: Dragon, Ghost/Psychic, Ground/Rock
- 7: Ghost, Dragon/Fairy, Flying/Rock
- 8: Ghost, Dragon/Fairy, Ground/Rock

- 9: Bug/Rock, Dragon/Electric, Ghost/Psychic
 10: Dragon/Fairy, Flying/Rock, Ghost/Psychic
11: Dragon/Fairy, Ghost/Psychic, Ground/Rock

Self Not Very Effective:

- 1: Dark, Electric, Ice
 2: Dark, Electric, Poison
 3: Dark, Electric, Ice/Normal
 4: Dark, Electric, Ice/Poison
 5: Dark, Electric, Ice/Rock
 6: Dark, Electric, Normal/Poison
 7: Dark, Electric, Normal/Rock
 8: Dark, Electric, Poison/Rock
 9: Dark, Ice, Poison
 10: Dark, Ice, Electric/Normal
 11: Dark, Ice, Electric/Poison
 12: Dark, Ice, Normal/Poison
 13: Dark, Poison, Dragon/Electric
 14: Dark, Poison, Electric/Flying
 15: Dark, Poison, Electric/Ice
 16: Dark, Poison, Electric/Normal
 17: Dark, Poison, Ice/Normal
 18: Dark, Dragon/Electric, Normal/Poison
 19: Dark, Dragon/Electric, Normal/Rock
 20: Dark, Dragon/Electric, Poison/Rock
 21: Dark, Electric/Ice, Normal/Poison
 22: Dark, Electric/Normal, Ice/Poison
 23: Dark, Electric/Poison, Ice/Normal
 24: Dark, Electric/Rock, Ice/Steel
 25: Electric, Ice, Bug/Dark
 26: Electric, Ice, Bug/Fairy
 27: Electric, Ice, Bug/Ghost
 28: Electric, Ice, Dark/Fairy
 29: Electric, Ice, Dark/Normal
 30: Electric, Ice, Dark/Poison
 31: Electric, Ice, Fairy/Psychic
 32: Electric, Ice, Fairy/Poison
 33: Electric, Ice, Ghost/Psychic
 34: Electric, Ice, Ghost/Poison
 35: Electric, Ice, Normal/Psychic
 36: Electric, Ice, Normal/Poison
 37: Electric, Psychic, Fairy/Ice
 38: Electric, Psychic, Ice/Normal
 39: Electric, Psychic, Normal/Rock
 40: Electric, Poison, Dark/Ice
 41: Electric, Poison, Dark/Normal
 42: Electric, Poison, Ice/Normal
 43: Electric, Bug/Dark, Ice/Normal
 44: Electric, Bug/Fairy, Ghost/Psychic
 45: Electric, Bug/Fairy, Ice/Normal
 46: Electric, Bug/Ice, Dark/Fairy
 47: Electric, Bug/Ice, Dark/Fighting
 48: Electric, Bug/Ice, Dark/Poison
 49: Electric, Bug/Ice, Fairy/Psychic
 50: Electric, Bug/Ice, Ghost/Psychic
 51: Electric, Bug/Psychic, Ice/Normal
 52: Electric, Bug/Poison, Ice/Normal
 53: Electric, Dark/Fairy, Ice/Normal
 54: Electric, Dark/Fairy, Ice/Rock
 55: Electric, Dark/Fairy, Normal/Rock
 56: Electric, Dark/Fighting, Ice/Poison
 57: Electric, Dark/Fighting, Normal/Poison
 58: Electric, Dark/Ice, Normal/Poison
 59: Electric, Dark/Normal, Ice/Poison
 60: Electric, Dark/Poison, Ice/Normal
 61: Electric, Fairy/Ice, Ghost/Psychic
 62: Electric, Fairy/Ice, Normal/Psychic
 63: Electric, Fairy/Psychic, Ice/Normal
 64: Electric, Fairy/Psychic, Ice/Rock
 65: Electric, Fairy/Psychic, Normal/Rock
 66: Electric, Fairy/Poison, Ice/Normal
67: Electric, Fighting/Ice, Normal/Poison
 68: Electric, Ghost/Psychic, Ice/Rock
 69: Electric, Ice/Normal, Psychic/Poison
 70: Ice, Psychic, Electric/Fairy
 71: Ice, Psychic, Electric/Normal
 72: Ice, Poison, Dark/Electric
 73: Ice, Poison, Dark/Normal
 74: Ice, Poison, Electric/Normal
 75: Ice, Bug/Dark, Electric/Normal
 76: Ice, Bug/Electric, Dark/Fairy
 77: Ice, Bug/Electric, Dark/Poison
 78: Ice, Bug/Electric, Fairy/Psychic
 79: Ice, Bug/Electric, Ghost/Psychic
 80: Ice, Bug/Fairy, Electric/Normal
 81: Ice, Bug/Fairy, Ghost/Psychic
 82: Ice, Bug/Psychic, Electric/Normal
 83: Ice, Bug/Poison, Electric/Normal
 84: Ice, Dark/Electric, Normal/Poison
 85: Ice, Dark/Fairy, Electric/Normal
 86: Ice, Dark/Normal, Electric/Poison
 87: Ice, Dark/Poison, Electric/Normal
88: Ice, Electric/Fairy, Ghost/Psychic
 89: Ice, Electric/Fairy, Normal/Psychic
 90: Ice, Electric/Normal, Fairy/Psychic
 91: Ice, Electric/Normal, Fairy/Poison
 92: Ice, Electric/Normal, Psychic/Poison
 93: Psychic, Dragon/Electric, Normal/Rock
 94: Psychic, Electric/Fairy, Ice/Normal

95: Psychic, Electric/Fairy, Ice/Rock
 96: Psychic, Electric/Fairy, Normal/Rock
 97: Psychic, Electric/Normal, Fairy/Ice
 98: Poison, Dark/Electric, Ice/Normal
 99: Poison, Dark/Ice, Electric/Normal
 100: Poison, Dark/Normal, Dragon/Electric
 101: Poison, Dark/Normal, Electric/Flying
 102: Poison, Dark/Normal, Electric/Ice
 103: Bug/Electric, Dark/Fairy, Ice/Normal
 104: Bug/Electric, Dark/Poison, Ice/Normal
 105: Bug/Electric, Fairy/Psychic, Ice/Normal
 106: Bug/Electric, Ice/Normal, Psychic/Poison
 107: Bug/Fairy, Electric/Ice, Ghost/Psychic
 108: Bug/Ice, Dark/Fairy, Electric/Normal
 109: Bug/Ice, Dark/Poison, Electric/Normal
 110: Bug/Ice, Electric/Normal, Fairy/Psychic
 111: Bug/Ice, Electric/Normal, Psychic/Poison
 112: Dark/Fighting, Dragon/Electric, Normal/Poison

113: Electric/Fairy, Ghost/Psychic, Ice/Rock

Self Immune:

1: Dragon/Fairy, Flying/Ground, Ghost/Normal

No Self Relation

1: Bug, Dragon, Normal
 2: Bug, Dragon, Dark/Ghost
 3: Bug, Dragon, Dark/Poison
 4: Bug, Dragon, Ghost/Psychic
 5: Bug, Electric, Normal
 6: Bug, Electric, Dark/Fairy
 7: Bug, Electric, Dark/Ghost
 8: Bug, Electric, Dark/Poison
 9: Bug, Electric, Fairy/Psychic
 10: Bug, Electric, Ghost/Psychic
 11: Bug, Electric, Ice/Normal
12: Bug, Ice, Normal
 13: Bug, Ice, Dark/Fairy
 14: Bug, Ice, Dark/Ghost
15: Bug, Ice, Dark/Poison
 16: Bug, Ice, Electric/Normal
17: Bug, Ice, Fairy/Psychic
18: Bug, Ice, Ghost/Psychic
 19: Bug, Normal, Dark/Fairy
20: Bug, Normal, Dark/Poison
 21: Bug, Normal, Dragon/Electric
 22: Bug, Normal, Dragon/Ice
 23: Bug, Normal, Electric/Ice
24: Bug, Normal, Fairy/Psychic
 25: Bug, Normal, Psychic/Poison
 26: Bug, Dark/Fairy, Electric/Ice
 27: Bug, Dark/Fairy, Electric/Normal

28: Bug, Dark/Fairy, Ice/Normal
 29: Bug, Dark/Ghost, Dragon/Electric
 30: Bug, Dark/Ghost, Dragon/Ice
 31: Bug, Dark/Ghost, Electric/Ice
 32: Bug, Dark/Poison, Dragon/Electric
 33: Bug, Dark/Poison, Dragon/Ice
 34: Bug, Dark/Poison, Dragon/Normal
 35: Bug, Dark/Poison, Electric/Ice
 36: Bug, Dark/Poison, Electric/Normal
37: Bug, Dark/Poison, Ice/Normal
 38: Bug, Dragon/Electric, Ghost/Psychic
 39: Bug, Dragon/Ice, Ghost/Psychic
 40: Bug, Dragon/Normal, Psychic/Poison
 41: Bug, Electric/Ice, Fairy/Psychic
 42: Bug, Electric/Ice, Ghost/Psychic
 43: Bug, Electric/Normal, Fairy/Psychic
 44: Bug, Electric/Normal, Psychic/Poison
45: Bug, Fairy/Psychic, Ice/Normal
 46: Bug, Ice/Normal, Psychic/Poison
 47: Dark, Dragon, Flying
 48: Dark, Dragon, Ground
 49: Dark, Dragon, Normal
 50: Dark, Dragon, Poison
 51: Dark, Dragon, Rock
 52: Dark, Dragon, Flying/Ground
 53: Dark, Dragon, Flying/Normal
 54: Dark, Dragon, Flying/Poison
 55: Dark, Dragon, Flying/Rock
 56: Dark, Dragon, Ground/Normal
 57: Dark, Dragon, Ground/Poison
 58: Dark, Dragon, Ground/Rock
 59: Dark, Dragon, Normal/Poison
 60: Dark, Dragon, Normal/Rock
 61: Dark, Dragon, Poison/Rock
 62: Dark, Electric, Normal
 63: Dark, Electric, Rock
 64: Dark, Flying, Poison
 65: Dark, Flying, Dragon/Poison
 66: Dark, Ice, Normal
 67: Dark, Normal, Poison
 68: Dark, Normal, Dragon/Electric
 69: Dark, Normal, Dragon/Ice
 70: Dark, Normal, Dragon/Poison
 71: Dark, Normal, Electric/Ice
 72: Dark, Normal, Electric/Poison
 73: Dark, Normal, Flying/Ground
 74: Dark, Normal, Ice/Poison
 75: Dark, Poison, Dragon/Flying
 76: Dark, Poison, Dragon/Ice

- 77: Dark, Poison, Dragon/Normal
 78: Dark, Poison, Flying/Ice
 79: Dark, Poison, Flying/Normal
 80: Dark, Rock, Dragon/Electric
 81: Dark, Dragon/Ice, Normal/Poison
 82: Dark, Dragon/Normal, Flying/Ground
 83: Dark, Dragon/Poison, Flying/Normal
 84: Dragon, Fighting, Ground
85: Dragon, Fighting, Normal/Poison
 86: Dragon, Flying, Ghost
 87: Dragon, Flying, Normal
 88: Dragon, Flying, Psychic
 89: Dragon, Flying, Poison
 90: Dragon, Flying, Dark/Ghost
 91: Dragon, Flying, Dark/Normal
 92: Dragon, Flying, Dark/Psychic
 93: Dragon, Flying, Dark/Poison
 94: Dragon, Flying, Ghost/Normal
 95: Dragon, Flying, Ghost/Psychic
 96: Dragon, Flying, Ghost/Poison
 97: Dragon, Flying, Normal/Psychic
 98: Dragon, Flying, Normal/Poison
 99: Dragon, Flying, Psychic/Poison
 100: Dragon, Ghost, Ground
 101: Dragon, Ghost, Rock
 102: Dragon, Ghost, Flying/Ground
 103: Dragon, Ground, Normal
 104: Dragon, Ground, Psychic
 105: Dragon, Ground, Dark/Fighting
 106: Dragon, Ground, Dark/Ghost
 107: Dragon, Ground, Dark/Normal
 108: Dragon, Ground, Dark/Psychic
 109: Dragon, Ground, Fighting/Ghost
 110: Dragon, Ground, Fighting/Normal
 111: Dragon, Ground, Fighting/Psychic
 112: Dragon, Ground, Ghost/Normal
 113: Dragon, Ground, Ghost/Psychic
 114: Dragon, Ground, Normal/Psychic
 115: Dragon, Normal, Psychic
 116: Dragon, Normal, Poison
 117: Dragon, Normal, Bug/Dark
 118: Dragon, Normal, Bug/Flying
 119: Dragon, Normal, Bug/Ground
 120: Dragon, Normal, Bug/Psychic
 121: Dragon, Normal, Bug/Poison
 122: Dragon, Normal, Dark/Flying
 123: Dragon, Normal, Dark/Ground
 124: Dragon, Normal, Dark/Psychic
 125: Dragon, Normal, Dark/Poison
 126: Dragon, Normal, Flying/Ground
 127: Dragon, Normal, Flying/Psychic
 128: Dragon, Normal, Flying/Poison
 129: Dragon, Normal, Ground/Psychic
 130: Dragon, Normal, Ground/Poison
 131: Dragon, Normal, Psychic/Poison
 132: Dragon, Psychic, Flying/Ground
 133: Dragon, Psychic, Flying/Normal
 134: Dragon, Psychic, Flying/Rock
 135: Dragon, Psychic, Ground/Normal
 136: Dragon, Psychic, Ground/Rock
 137: Dragon, Psychic, Normal/Rock
 138: Dragon, Poison, Dark/Flying
 139: Dragon, Poison, Dark/Normal
 140: Dragon, Poison, Flying/Normal
 141: Dragon, Rock, Dark/Ghost
 142: Dragon, Rock, Dark/Psychic
 143: Dragon, Rock, Ghost/Psychic
 144: Dragon, Bug/Flying, Dark/Ghost
 145: Dragon, Bug/Flying, Dark/Poison
 146: Dragon, Bug/Flying, Psychic/Poison
 147: Dragon, Bug/Ground, Dark/Ghost
 148: Dragon, Bug/Ground, Ghost/Psychic
 149: Dragon, Bug/Normal, Dark/Fighting
 150: Dragon, Bug/Normal, Dark/Poison
 151: Dragon, Bug/Normal, Fighting/Psychic
 152: Dragon, Bug/Normal, Psychic/Poison
 153: Dragon, Bug/Rock, Dark/Ghost
 154: Dragon, Dark/Fighting, Normal/Poison
 155: Dragon, Dark/Flying, Normal/Poison
 156: Dragon, Dark/Ghost, Flying/Ground
 157: Dragon, Dark/Ghost, Flying/Rock
 158: Dragon, Dark/Ghost, Ground/Rock
 159: Dragon, Dark/Normal, Flying/Ground
 160: Dragon, Dark/Normal, Flying/Poison
 161: Dragon, Dark/Normal, Ground/Poison
 162: Dragon, Dark/Psychic, Flying/Ground
 163: Dragon, Dark/Psychic, Flying/Normal
 164: Dragon, Dark/Psychic, Flying/Rock
 165: Dragon, Dark/Psychic, Ground/Normal
 166: Dragon, Dark/Psychic, Ground/Rock
 167: Dragon, Dark/Psychic, Normal/Rock
 168: Dragon, Dark/Poison, Flying/Normal
 169: Dragon, Fighting/Flying, Normal/Poison
 170: Dragon, Flying/Ground, Ghost/Normal
 171: Dragon, Flying/Ground, Ghost/Psychic
 172: Dragon, Flying/Ground, Normal/Psychic
 173: Dragon, Flying/Normal, Psychic/Poison
 174: Electric, Fairy, Ghost

- 175: Electric, Fairy, Ice
 176: Electric, Fairy, Normal
 177: Electric, Fairy, Psychic
 178: Electric, Fairy, Rock
 179: Electric, Fairy, Ghost/Ice
 180: Electric, Fairy, Ghost/Normal
 181: Electric, Fairy, Ghost/Psychic
 182: Electric, Fairy, Ghost/Rock
 183: Electric, Fairy, Ice/Normal
 184: Electric, Fairy, Ice/Psychic
 185: Electric, Fairy, Ice/Rock
 186: Electric, Fairy, Normal/Psychic
 187: Electric, Fairy, Normal/Rock
 188: Electric, Fairy, Psychic/Rock
189: Electric, Fighting, Normal/Poison
 190: Electric, Ghost, Ice
 191: Electric, Ghost, Rock
 192: Electric, Ghost, Fairy/Ice
 193: Electric, Ghost, Fairy/Rock
 194: Electric, Ghost, Ice/Rock
 195: Electric, Ice, Normal
 196: Electric, Ice, Bug/Normal
 197: Electric, Ice, Dark/Ghost
 198: Electric, Ice, Dark/Psychic
 199: Electric, Ice, Fairy/Ghost
 200: Electric, Ice, Fairy/Normal
 201: Electric, Ice, Ghost/Normal
 202: Electric, Normal, Psychic
 203: Electric, Normal, Poison
 204: Electric, Normal, Bug/Dark
 205: Electric, Normal, Bug/Fairy
 206: Electric, Normal, Bug/Ice
 207: Electric, Normal, Bug/Psychic
 208: Electric, Normal, Bug/Poison
 209: Electric, Normal, Dark/Fairy
 210: Electric, Normal, Dark/Ice
 211: Electric, Normal, Dark/Psychic
 212: Electric, Normal, Dark/Poison
 213: Electric, Normal, Fairy/Ice
 214: Electric, Normal, Fairy/Psychic
 215: Electric, Normal, Fairy/Poison
 216: Electric, Normal, Ice/Psychic
 217: Electric, Normal, Ice/Poison
 218: Electric, Normal, Psychic/Poison
 219: Electric, Psychic, Fairy/Normal
 220: Electric, Psychic, Fairy/Rock
 221: Electric, Rock, Dark/Fairy
 222: Electric, Rock, Dark/Ghost
 223: Electric, Rock, Dark/Psychic
 224: Electric, Rock, Fairy/Ghost
 225: Electric, Rock, Fairy/Psychic
 226: Electric, Rock, Ghost/Psychic
 227: Electric, Bug/Ice, Dark/Ghost
 228: Electric, Bug/Normal, Dark/Fairy
 229: Electric, Bug/Normal, Dark/Fighting
 230: Electric, Bug/Normal, Dark/Poison
 231: Electric, Bug/Normal, Fairy/Psychic
 232: Electric, Bug/Normal, Fighting/Psychic
 233: Electric, Bug/Normal, Psychic/Poison
 234: Electric, Bug/Rock, Dark/Fairy
 235: Electric, Bug/Rock, Dark/Ghost
 236: Electric, Bug/Rock, Fairy/Psychic
 237: Electric, Bug/Rock, Ghost/Psychic
 238: Electric, Dark/Ghost, Ice/Rock
 239: Electric, Dark/Psychic, Ice/Normal
 240: Electric, Dark/Psychic, Ice/Rock
 241: Electric, Dark/Psychic, Normal/Rock
 242: Electric, Fairy/Ghost, Ice/Rock
 243: Electric, Fairy/Ice, Ghost/Normal
 244: Electric, Fairy/Normal, Ice/Psychic
 245: Electric, Fairy/Rock, Ghost/Psychic
246: Electric, Fighting/Normal, Ice/Poison
247: Fairy, Flying, Ghost
 248: Fairy, Flying, Psychic
249: Fairy, Flying, Ghost/Normal
 250: Fairy, Flying, Ghost/Psychic
 251: Fairy, Ghost, Ground
 252: Fairy, Ghost, Ice
 253: Fairy, Ghost, Rock
 254: Fairy, Ghost, Electric/Flying
 255: Fairy, Ghost, Electric/Ground
 256: Fairy, Ghost, Electric/Ice
 257: Fairy, Ghost, Electric/Rock
258: Fairy, Ghost, Flying/Ground
259: Fairy, Ghost, Flying/Ice
260: Fairy, Ghost, Flying/Rock
 261: Fairy, Ghost, Ground/Ice
 262: Fairy, Ghost, Ground/Rock
 263: Fairy, Ghost, Ice/Rock
 264: Fairy, Ground, Psychic
 265: Fairy, Ground, Ghost/Normal
 266: Fairy, Ground, Ghost/Psychic
 267: Fairy, Ice, Normal
 268: Fairy, Ice, Psychic
 269: Fairy, Ice, Electric/Ghost
 270: Fairy, Ice, Electric/Normal
 271: Fairy, Ice, Electric/Psychic
 272: Fairy, Ice, Ghost/Normal

- 273: Fairy, Ice, Ghost/Psychic
 274: Fairy, Ice, Normal/Psychic
 275: Fairy, Normal, Psychic
 276: Fairy, Normal, Electric/Ice
 277: Fairy, Normal, Electric/Psychic
 278: Fairy, Normal, Flying/Ground
 279: Fairy, Normal, Ice/Psychic
 280: Fairy, Psychic, Rock
 281: Fairy, Psychic, Electric/Flying
 282: Fairy, Psychic, Electric/Ground
 283: Fairy, Psychic, Electric/Ice
 284: Fairy, Psychic, Electric/Normal
 285: Fairy, Psychic, Electric/Rock
 286: Fairy, Psychic, Flying/Ground
 287: Fairy, Psychic, Flying/Ice
 288: Fairy, Psychic, Flying/Normal
 289: Fairy, Psychic, Flying/Rock
 290: Fairy, Psychic, Ground/Ice
 291: Fairy, Psychic, Ground/Normal
 292: Fairy, Psychic, Ground/Rock
 293: Fairy, Psychic, Ice/Normal
 294: Fairy, Psychic, Ice/Rock
 295: Fairy, Psychic, Normal/Rock
 296: Fairy, Rock, Electric/Ghost
 297: Fairy, Rock, Electric/Psychic
 298: Fairy, Rock, Ghost/Psychic
 299: Fairy, Electric/Flying, Ghost/Normal
 300: Fairy, Electric/Flying, Ghost/Psychic
 301: Fairy, Electric/Ghost, Ice/Rock
 302: Fairy, Electric/Ground, Ghost/Normal
 303: Fairy, Electric/Ground, Ghost/Psychic
 304: Fairy, Electric/Ice, Ghost/Normal
 305: Fairy, Electric/Ice, Ghost/Psychic
 306: Fairy, Electric/Ice, Normal/Psychic
 307: Fairy, Electric/Normal, Ice/Psychic
 308: Fairy, Electric/Psychic, Ice/Normal
 309: Fairy, Electric/Psychic, Ice/Rock
 310: Fairy, Electric/Psychic, Normal/Rock
 311: Fairy, Electric/Rock, Ghost/Psychic
312: Fairy, Flying/Ground, Ghost/Normal
 313: Fairy, Flying/Ground, Ghost/Psychic
 314: Fairy, Flying/Ground, Normal/Psychic
315: Fairy, Flying/Ice, Ghost/Normal
 316: Fairy, Flying/Ice, Ghost/Psychic
 317: Fairy, Flying/Rock, Ghost/Psychic
 318: Fairy, Ghost/Normal, Ground/Ice
 319: Fairy, Ghost/Psychic, Ground/Ice
 320: Fairy, Ghost/Psychic, Ground/Rock
 321: Fairy, Ghost/Psychic, Ice/Rock
 322: Fighting, Dragon/Electric, Normal/Poison
 323: Flying, Ghost, Dragon/Fairy
 324: Flying, Normal, Psychic
 325: Flying, Normal, Poison
 326: Flying, Normal, Dark/Fairy
 327: Flying, Normal, Dragon/Psychic
 328: Flying, Normal, Dragon/Poison
 329: Flying, Normal, Psychic/Poison
 330: Flying, Psychic, Dragon/Fairy
 331: Flying, Psychic, Dragon/Normal
 332: Flying, Psychic, Fairy/Normal
 333: Flying, Poison, Dark/Dragon
 334: Flying, Poison, Dark/Normal
 335: Flying, Poison, Dragon/Normal
 336: Flying, Dark/Normal, Dragon/Poison
 337: Flying, Dragon/Fairy, Ghost/Normal
 338: Flying, Dragon/Fairy, Ghost/Psychic
 339: Flying, Dragon/Normal, Psychic/Poison
 340: Ghost, Ground, Dragon/Fairy
 341: Ghost, Ice, Electric/Fairy
 342: Ghost, Rock, Dragon/Electric
 343: Ghost, Rock, Dragon/Fairy
 344: Ghost, Rock, Electric/Fairy
 345: Ghost, Dragon/Fairy, Flying/Ground
 346: Ghost, Electric/Fairy, Ice/Rock
 347: Ghost, Electric/Rock, Ice/Steel
 348: Ground, Normal, Psychic
 349: Ground, Normal, Dark/Fairy
 350: Ground, Normal, Dragon/Psychic
 351: Ground, Psychic, Dragon/Fairy
 352: Ground, Psychic, Dragon/Normal
 353: Ground, Psychic, Fairy/Normal
 354: Ground, Bug/Steel, Dark/Ghost
 355: Ground, Dragon/Fairy, Ghost/Normal
356: Ground, Dragon/Fairy, Ghost/Psychic
 357: Ice, Normal, Psychic
 358: Ice, Normal, Poison
 359: Ice, Normal, Bug/Dark
 360: Ice, Normal, Bug/Electric
 361: Ice, Normal, Bug/Fairy
 362: Ice, Normal, Bug/Psychic
 363: Ice, Normal, Bug/Poison
364: Ice, Normal, Dark/Electric
 365: Ice, Normal, Dark/Fairy
366: Ice, Normal, Dark/Psychic
367: Ice, Normal, Dark/Poison
368: Ice, Normal, Electric/Fairy
 369: Ice, Normal, Electric/Psychic
 370: Ice, Normal, Electric/Poison

371: Ice, Normal, Fairy/Psychic

372: Ice, Normal, Fairy/Poison

373: Ice, Normal, Psychic/Poison

374: Ice, Psychic, Fairy/Normal

375: Ice, Bug/Electric, Dark/Ghost

376: Ice, Bug/Normal, Dark/Fairy

377: Ice, Bug/Normal, Dark/Poison

378: Ice, Bug/Normal, Fairy/Psychic

379: Ice, Bug/Normal, Psychic/Poison

380: Ice, Dark/Psychic, Electric/Normal

381: Ice, Electric/Fairy, Ghost/Normal

382: Ice, Electric/Psychic, Fairy/Normal

383: Normal, Psychic, Dragon/Electric

384: Normal, Psychic, Dragon/Fairy

385: Normal, Psychic, Dragon/Flying

386: Normal, Psychic, Dragon/Ground

387: Normal, Psychic, Dragon/Ice

388: Normal, Psychic, Electric/Fairy

389: Normal, Psychic, Electric/Flying

390: Normal, Psychic, Electric/Ground

391: Normal, Psychic, Electric/Ice

392: Normal, Psychic, Fairy/Flying

393: Normal, Psychic, Fairy/Ground

394: Normal, Psychic, Fairy/Ice

395: Normal, Psychic, Flying/Ground

396: Normal, Psychic, Flying/Ice

397: Normal, Psychic, Ground/Ice

398: Normal, Poison, Dark/Dragon

399: Normal, Poison, Dark/Electric

400: Normal, Poison, Dark/Flying

401: Normal, Poison, Dark/Ice

402: Normal, Poison, Dragon/Electric

403: Normal, Poison, Dragon/Flying

404: Normal, Poison, Dragon/Ice

405: Normal, Poison, Electric/Flying

406: Normal, Poison, Electric/Ice

407: Normal, Poison, Flying/Ice

408: Normal, Bug/Dark, Dragon/Electric

409: Normal, Bug/Dark, Dragon/Ice

410: Normal, Bug/Dark, Electric/Ice

411: Normal, Bug/Dragon, Dark/Poison

412: Normal, Bug/Dragon, Psychic/Poison

413: Normal, Bug/Electric, Dark/Fairy

414: Normal, Bug/Electric, Dark/Poison

415: Normal, Bug/Electric, Fairy/Psychic

416: Normal, Bug/Electric, Psychic/Poison

417: Normal, Bug/Fairy, Electric/Ice

418: Normal, Bug/Flying, Dark/Fairy

419: Normal, Bug/Flying, Psychic/Poison

420: Normal, Bug/Ground, Dark/Fairy

421: Normal, Bug/Ice, Dark/Fairy

422: Normal, Bug/Ice, Dark/Poison

423: Normal, Bug/Ice, Fairy/Psychic

424: Normal, Bug/Ice, Psychic/Poison

425: Normal, Bug/Psychic, Dragon/Electric

426: Normal, Bug/Psychic, Dragon/Ice

427: Normal, Bug/Psychic, Electric/Ice

428: Normal, Bug/Poison, Dragon/Electric

429: Normal, Bug/Poison, Dragon/Ice

430: Normal, Bug/Poison, Electric/Ice

431: Normal, Dark/Dragon, Flying/Ground

432: Normal, Dark/Electric, Ice/Poison

433: Normal, Dark/Fairy, Electric/Flying

434: Normal, Dark/Fairy, Electric/Ground

435: Normal, Dark/Fairy, Electric/Ice

436: Normal, Dark/Fairy, Flying/Ground

437: Normal, Dark/Fairy, Flying/Ice

438: Normal, Dark/Fairy, Ground/Ice

439: Normal, Dark/Flying, Dragon/Poison

440: Normal, Dark/Ice, Electric/Poison

441: Normal, Dark/Psychic, Dragon/Electric

442: Normal, Dark/Psychic, Dragon/Ice

443: Normal, Dark/Psychic, Electric/Ice

444: Normal, Dark/Psychic, Flying/Ground

445: Normal, Dark/Poison, Dragon/Electric

446: Normal, Dark/Poison, Dragon/Ice

447: Normal, Dark/Poison, Electric/Ice

448: Normal, Dragon/Electric, Psychic/Poison

449: Normal, Dragon/Fairy, Flying/Ground

450: Normal, Dragon/Flying, Psychic/Poison

451: Normal, Dragon/Ice, Psychic/Poison

452: Normal, Dragon/Psychic, Flying/Ground

453: Normal, Electric/Fairy, Ice/Psychic

454: Normal, Electric/Flying, Psychic/Poison

455: Normal, Electric/Ice, Fairy/Psychic

456: Normal, Electric/Ice, Fairy/Poison

457: Normal, Electric/Ice, Psychic/Poison

458: Normal, Electric/Psychic, Fairy/Ice

459: Normal, Fairy/Psychic, Flying/Ground

460: Normal, Flying/Ice, Psychic/Poison

461: Psychic, Rock, Dragon/Fairy

462: Psychic, Rock, Electric/Fairy

463: Psychic, Dragon/Fairy, Flying/Ground

464: Psychic, Dragon/Fairy, Flying/Normal

465: Psychic, Dragon/Fairy, Flying/Rock

466: Psychic, Dragon/Fairy, Ground/Normal

467: Psychic, Dragon/Fairy, Ground/Rock

468: Psychic, Dragon/Fairy, Normal/Rock

469: Psychic, Dragon/Normal, Flying/Ground
 470: Psychic, Electric/Flying, Fairy/Normal
 471: Psychic, Electric/Ground, Fairy/Normal
 472: Psychic, Electric/Ice, Fairy/Normal
 473: Psychic, Fairy/Normal, Flying/Ground
 474: Psychic, Fairy/Normal, Flying/Ice
 475: Psychic, Fairy/Normal, Ground/Ice
 476: Poison, Dark/Dragon, Flying/Normal
 477: Poison, Dark/Flying, Dragon/Normal
 478: Poison, Dark/Normal, Dragon/Flying
 479: Poison, Dark/Normal, Dragon/Ice
 480: Poison, Dark/Normal, Flying/Ice
 481: Rock, Dark/Ghost, Dragon/Electric
 482: Rock, Dark/Psychic, Dragon/Electric
 483: Rock, Dragon/Electric, Ghost/Psychic
484: Rock, Dragon/Fairy, Ghost/Psychic
485: Rock, Electric/Fairy, Ghost/Psychic
 486: Bug/Flying, Dragon/Normal, Psychic/Poison
 487: Bug/Normal, Dark/Fairy, Electric/Ice
 488: Bug/Normal, Dark/Fighting, Dragon/Electric
 489: Bug/Normal, Dark/Poison, Dragon/Electric
 490: Bug/Normal, Dark/Poison, Dragon/Ice
 491: Bug/Normal, Dark/Poison, Electric/Ice
 492: Bug/Normal, Dragon/Electric, Fighting/Psychic
 493: Bug/Normal, Dragon/Electric, Psychic/Poison
 494: Bug/Normal, Dragon/Ice, Psychic/Poison
 495: Bug/Normal, Electric/Ice, Fairy/Psychic
 496: Bug/Normal, Electric/Ice, Psychic/Poison
 497: Bug/Rock, Dark/Fairy, Ground/Ice
 498: Bug/Rock, Dark/Ghost, Dragon/Electric
 499: Bug/Rock, Dark/Ghost, Ground/Ice
500: Bug/Rock, Fairy/Psychic, Ground/Ice
501: Bug/Rock, Ghost/Psychic, Ground/Ice
 502: Bug/Steel, Dark/Ghost, Electric/Rock
 503: Dark/Ghost, Electric/Rock, Ice/Steel
 504: Dark/Psychic, Dragon/Electric, Normal/Rock
 505: Dark/Psychic, Dragon/Normal, Flying/Ground
 506: Dragon/Fairy, Flying/Ground, Ghost/Psychic
 507: Dragon/Fairy, Flying/Ground, Normal/Psychic
 Super Effective - Not Very Effective

One Immunity

Self Not Very Effective:

1: Dark/Rock, Fairy/Fighting, Flying/Poison

No Self Relation

1: Flying, Dark/Electric, Fighting/Ground
 2: Flying, Dark/Rock, Fighting/Ground
3: Dark/Electric, Dragon/Fairy, Psychic/Steel
4: Dark/Electric, Fighting/Ground, Flying/Psychic
 5: Dark/Rock, Fighting/Ground, Flying/Psychic

6: Dark/Rock, Fighting/Ground, Flying/Poison

Mixed Immunities

Self Super Effective:

1: Bug/Dark, Fighting/Rock, Ghost/Ground

Self Not Very Effective:

1: Dark, Fighting/Poison, Ghost/Psychic
 2: Electric, Bug/Ground, Flying/Steel
 3: Poison, Bug/Fairy, Dark/Ground
 4: Bug/Dark, Fighting/Rock, Ground/Psychic
 5: Bug/Fairy, Dark/Ground, Electric/Poison
 6: Bug/Fairy, Dark/Ground, Ghost/Poison
 7: Bug/Fairy, Dark/Ground, Poison/Rock
 8: Bug/Ground, Electric/Poison, Fighting/Flying
 9: Bug/Ground, Electric/Poison, Flying/Steel
10: Dark/Ground, Electric/Ghost, Fighting/Flying
 11: Dark/Ground, Electric/Psychic, Fighting/Flying
 12: Dark/Ground, Electric/Poison, Fighting/Flying
 13: Dark/Rock, Fairy/Fighting, Ghost/Poison
 14: Dark/Rock, Fairy/Fighting, Psychic/Poison
 15: Dark/Rock, Fighting/Poison, Ghost/Psychic
 16: Dark/Steel, Dragon/Psychic, Electric/Fighting

Self Neutral:

1: Fighting, Flying, Rock
 2: Flying, Rock, Fighting/Ground

No Self Relation

1: Dark, Fighting, Psychic
 2: Dark, Fighting, Ghost/Psychic
 3: Dark, Fighting/Normal, Ghost/Psychic
 4: Electric, Flying, Bug/Ground
 5: Electric, Flying, Fighting/Ground
 6: Electric, Fairy/Ground, Flying/Steel
 7: Fighting, Flying, Dark/Rock
 8: Fighting, Psychic, Dark/Rock
 9: Fighting, Rock, Flying/Poison
 10: Fighting, Dark/Rock, Flying/Ghost
 11: Fighting, Dark/Rock, Flying/Psychic
 12: Fighting, Dark/Rock, Flying/Poison
 13: Fighting, Dark/Rock, Ghost/Psychic
 14: Fighting, Dark/Rock, Psychic/Poison
 15: Flying, Bug/Ground, Electric/Poison
 16: Flying, Electric/Poison, Fighting/Ground
 17: Flying, Electric/Rock, Fighting/Ground
 18: Flying, Fighting/Ground, Poison/Rock
 19: Poison, Bug/Fairy, Dragon/Ground
 20: Poison, Bug/Fairy, Fighting/Ground
21: Rock, Fairy/Fighting, Flying/Poison
 22: Rock, Fighting/Ground, Flying/Poison
 23: Steel, Dragon/Fairy, Electric/Fighting
 24: Bug/Fairy, Dragon/Ground, Electric/Poison

- 25: Bug/Fairy, Dragon/Ground, Poison/Rock
- 26: Bug/Fairy, Electric/Poison, Fighting/Ground
- 27: Bug/Fairy, Fighting/Ground, Poison/Rock
- 28: Bug/Flying, Electric/Poison, Fighting/Ground
- 29: Bug/Flying, Fighting/Ground, Poison/Rock
- 30: Bug/Ground, Electric/Poison, Fairy/Flying
- 31: Dark/Electric, Dragon/Fairy, Flying/Steel
- 32: Dark/Electric, Dragon/Fairy, Ghost/Steel
- 33: Dark/Electric, Fairy/Ground, Flying/Steel
- 34: Dark/Electric, Fighting/Ground, Flying/Ghost
- 35: Dark/Ground, Electric/Poison, Fairy/Flying
- 36: Dark/Ground, Fairy/Flying, Poison/Rock
- 37: Dark/Rock, Fighting/Ground, Flying/Ghost
- 38: Dark/Rock, Fighting/Normal, Flying/Ghost
- 39: Dark/Rock, Fighting/Normal, Ghost/Psychic
- 40: Dark/Rock, Fighting/Poison, Flying/Ghost
- 41: Dragon/Electric, Fairy/Ground, Flying/Steel
- 42: Dragon/Fairy, Electric/Fighting, Rock/Steel
- 43: Dragon/Ground, Electric/Poison, Fairy/Flying
- 44: Dragon/Ground, Fairy/Flying, Poison/Rock
- 45: Dragon/Rock, Fairy/Fighting, Flying/Poison
- 46: Electric/Poison, Fairy/Flying, Fighting/Ground
- 47: Electric/Rock, Fighting/Ground, Flying/Poison
- 48: Fairy/Flying, Fighting/Ground, Poison/Rock

Super Effective - Neutral

No Immunities

Self Not Very Effective:

- 1: Ice, Dragon/Psychic, Poison/Rock
- 2: Dragon/Psychic, Electric/Ice, Poison/Rock

One Immunity

Self Not Very Effective:

- 1: Dark/Ice, Dragon/Steel, Ground/Poison
- 2: Dragon/Steel, Fairy/Ice, Fighting/Flying
- 3: Dragon/Steel, Fairy/Ice, Ground/Psychic
- 4: Fairy/Ice, Fighting/Flying, Normal/Rock

No Self Relation

- 1: Ground, Dark/Ice, Dragon/Steel
- 2: Ground, Dragon/Steel, Fairy/Ice
- 3: Dark/Fighting, Flying/Rock, Ground/Ice
- 4: Dragon/Steel, Fairy/Ice, Fighting/Ground
- 5: Dragon/Steel, Fairy/Ice, Fighting/Normal
- 6: Fairy/Fighting, Flying/Rock, Ground/Ice

Mixed Immunities

Self Super Effective:

- 1: Dark/Fairy, Dragon/Poison, Fighting/Ice

Self Not Very Effective:

- 1: Ice, Bug/Fighting, Dark/Flying
- 2: Ice, Bug/Ground, Dark/Rock
- 3: Ice, Bug/Ground, Dragon/Steel

4: Ice, Bug/Ground, Normal/Rock

- 5: Ice, Bug/Ground, Psychic/Rock
- 6: Ice, Dark/Flying, Fighting/Poison
- 7: Ice, Dark/Ground, Dragon/Steel
- 8: Ice, Dragon/Steel, Ground/Psychic
- 9: Ice, Dragon/Steel, Ground/Poison
- 10: Psychic, Ghost/Ice, Poison/Rock
- 11: Bug/Fighting, Dark/Fairy, Dragon/Steel
- 12: Bug/Fighting, Dark/Flying, Ice/Normal
- 13: Dark/Fairy, Dragon/Poison, Fighting/Ice
- 14: Dark/Fairy, Dragon/Steel, Fighting/Flying
- 15: Dark/Flying, Fighting/Poison, Ice/Normal
- 16: Dragon/Psychic, Ghost/Ice, Poison/Rock
- 17: Dragon/Steel, Fairy/Ice, Fighting/Psychic
- 18: Dragon/Steel, Ghost/Ice, Ground/Psychic
- 19: Electric/Psychic, Ghost/Ice, Poison/Rock
- 20: Fighting/Flying, Ice/Psychic, Normal/Rock

Self Neutral:

- 1: Fighting, Fairy/Rock, Ground/Ice
- 2: Fighting, Flying/Normal, Ground/Ice

No Self Relation

- 1: Fighting, Ice, Dark/Flying
- 2: Fighting, Ice, Flying/Normal
- 3: Fighting, Dark/Fairy, Dragon/Steel
- 4: Fighting, Dark/Flying, Dragon/Ice
- 5: Fighting, Dark/Flying, Ground/Ice
- 6: Fighting, Dark/Flying, Ice/Normal
- 7: Fighting, Dragon/Ice, Flying/Normal
- 8: Fighting, Dragon/Steel, Fairy/Ice
- 9: Fighting, Fairy/Steel, Ground/Normal
- 10: Fighting, Flying/Rock, Ground/Ice
- 11: Fighting, Ground/Ice, Psychic/Rock
- 12: Fighting, Ground/Normal, Psychic/Steel
- 13: Ground, Ice, Dragon/Steel
- 14: Ground, Dragon/Steel, Ghost/Ice
- 15: Ice, Rock, Bug/Ground
- 16: Ice, Rock, Flying/Ground
- 17: Ice, Bug/Ground, Fairy/Rock
- 18: Ice, Bug/Ground, Ghost/Rock
- 19: Ice, Dark/Fighting, Flying/Normal
- 20: Ice, Dark/Flying, Fighting/Normal
- 21: Ice, Dark/Rock, Flying/Ground
- 22: Ice, Dragon/Ghost, Psychic/Rock
- 23: Ice, Dragon/Steel, Flying/Ground
- 24: Ice, Dragon/Steel, Ghost/Ground
- 25: Ice, Dragon/Steel, Ground/Normal
- 26: Ice, Fairy/Fighting, Flying/Normal
- 27: Ice, Fairy/Rock, Flying/Ground
- 28: Ice, Fighting/Psychic, Flying/Normal

29: Ice, Fighting/Poison, Flying/Normal
 30: Ice, Flying/Ground, Ghost/Rock
 31: Ice, Flying/Ground, Normal/Rock
 32: Ice, Flying/Ground, Psychic/Rock
 33: Psychic, Dragon/Ghost, Ice/Poison
 34: Psychic, Flying/Ghost, Ice/Poison
 35: Rock, Bug/Ground, Dragon/Ice
 36: Rock, Dark/Ice, Flying/Ground
 37: Rock, Dragon/Ice, Flying/Ground
 38: Rock, Fairy/Ice, Fighting/Flying
 39: Rock, Fairy/Ice, Flying/Ground
 40: Rock, Fighting/Flying, Ice/Psychic
 41: Rock, Flying/Ground, Ghost/Ice
 42: Rock, Flying/Ground, Ice/Psychic
 43: Bug/Fighting, Dark/Flying, Dragon/Ice
 44: Bug/Ground, Dark/Rock, Dragon/Ice
 45: Bug/Ground, Dragon/Ice, Ghost/Rock
 46: Bug/Ground, Dragon/Ice, Normal/Rock
 47: Bug/Ground, Dragon/Ice, Psychic/Rock
 48: Dark/Fairy, Dragon/Steel, Fighting/Ground
 49: Dark/Fairy, Dragon/Steel, Fighting/Normal
 50: Dark/Fighting, Dragon/Ice, Flying/Normal
 51: Dark/Fighting, Flying/Normal, Ground/Ice
 52: Dark/Flying, Dragon/Ice, Fighting/Normal
 53: Dark/Flying, Dragon/Ice, Fighting/Poison
 54: Dark/Flying, Fighting/Normal, Ground/Ice
 55: Dark/Ground, Dragon/Steel, Fairy/Ghost
 56: Dark/Ice, Dragon/Steel, Flying/Ground
 57: Dark/Ice, Dragon/Steel, Ground/Normal
 58: Dark/Ice, Fighting/Psychic, Flying/Normal
 59: Dark/Ice, Flying/Ground, Normal/Rock
 60: Dark/Rock, Dragon/Ice, Flying/Ground
 61: Dragon/Ghost, Electric/Ice, Psychic/Rock
 62: Dragon/Ghost, Fighting/Ice, Psychic/Rock
 63: Dragon/Ice, Fighting/Psychic, Flying/Normal
 64: Dragon/Ice, Fighting/Poison, Flying/Normal
 65: Dragon/Ice, Flying/Ground, Ghost/Rock

66: Dragon/Ice, Flying/Ground, Normal/Rock
 67: Dragon/Ice, Flying/Ground, Psychic/Rock
 68: Dragon/Poison, Fairy/Normal, Fighting/Ice
 69: Dragon/Poison, Fairy/Normal, Fighting/Psychic
 70: Dragon/Steel, Fairy/Ghost, Ground/Psychic
 71: Dragon/Steel, Fairy/Ice, Fighting/Ghost
 72: Dragon/Steel, Fairy/Ice, Flying/Ground
 73: Dragon/Steel, Fairy/Ice, Ghost/Ground
 74: Dragon/Steel, Fairy/Ice, Ground/Normal
 75: Dragon/Steel, Flying/Ground, Ghost/Ice
 76: Electric/Fighting, Flying/Ghost, Psychic/Steel
 77: Fairy/Fighting, Flying/Normal, Ground/Ice
 78: Fairy/Fighting, Ground/Ice, Psychic/Rock
 79: Fairy/Ice, Fighting/Poison, Flying/Normal
80: Fairy/Ice, Flying/Ground, Ghost/Rock
 81: Fairy/Ice, Flying/Ground, Normal/Rock
 82: Fairy/Ice, Flying/Ground, Psychic/Rock
 83: Fairy/Rock, Fighting/Ghost, Ground/Ice
 84: Fairy/Rock, Fighting/Psychic, Ground/Ice
85: Fairy/Rock, Flying/Ground, Ghost/Ice
 86: Fairy/Rock, Flying/Ground, Ice/Psychic
 87: Fighting/Ghost, Flying/Rock, Ground/Ice
 88: Fighting/Psychic, Flying/Normal, Ground/Ice
 89: Fighting/Psychic, Flying/Normal, Ice/Poison
 90: Fighting/Psychic, Flying/Rock, Ground/Ice
 91: Flying/Ground, Ghost/Rock, Ice/Psychic
 92: Flying/Ground, Ice/Psychic, Normal/Rock

Not Very Effective - Neutral

Mixed Immunities

Self Not Very Effective:

- 1: Electric, Steel, Dragon/Psychic
- 2: Electric, Steel, Dragon/Poison

No Self Relation

- 1: Dragon, Electric, Steel
- 2: Electric, Steel, Bug/Dragon
- 3: Electric, Steel, Dragon/Normal