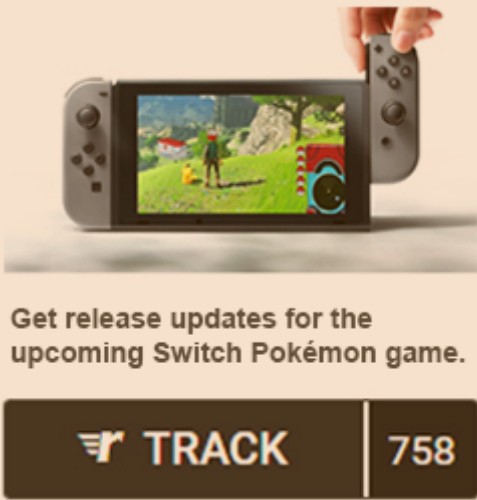


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Ice (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Ice type** (Japanese: こおりタイプ *Ice type*) is one of the eighteen types. Notable Trainers who specialize in Ice-type Pokémon are Lorelei, a former member of the Indigo Plateau Elite Four, Pryce of Mahogany Town, Glacia of the Hoenn Elite Four, Candice of Snowpoint City, Brycen, the former Gym Leader of Icirrus City, Wulfric of Snowbelle City, and Sina. Prior to changes in Generation IV, all damaging Ice-type moves were special, but they may now also be physical depending on the attack.

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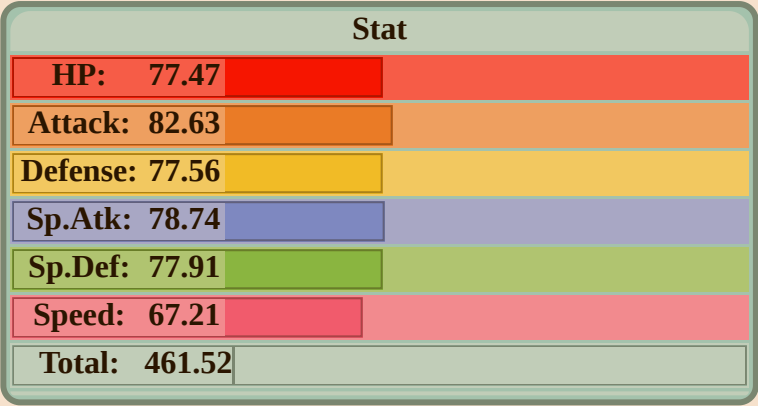
Types

Normal	Fire
Fighting	Water
Flying	Grass
Poison	Electric
Ground	Psychic
Rock	Ice
Bug	Dragon
Ghost	Dark
Steel	Fairy
???	

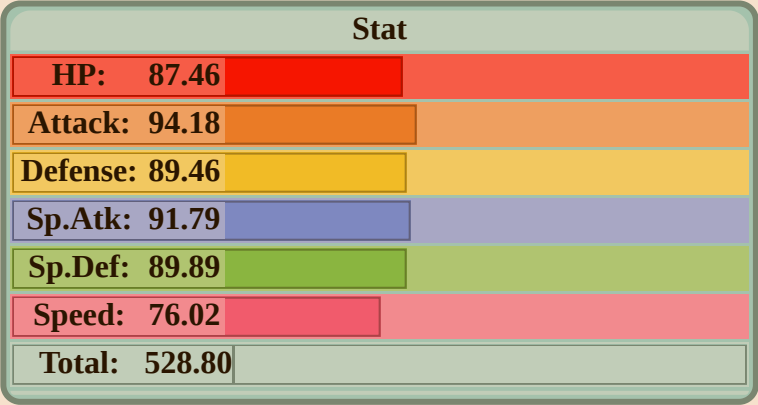
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Statistical averages

Overall

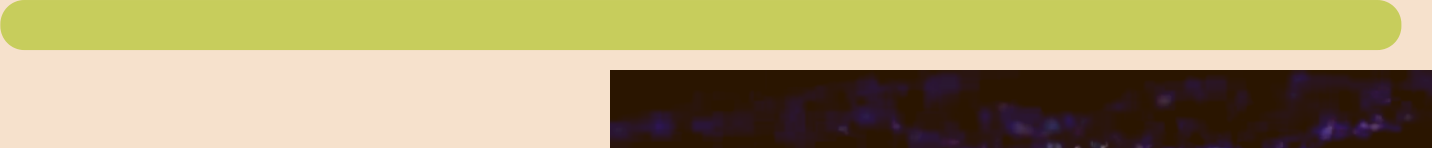


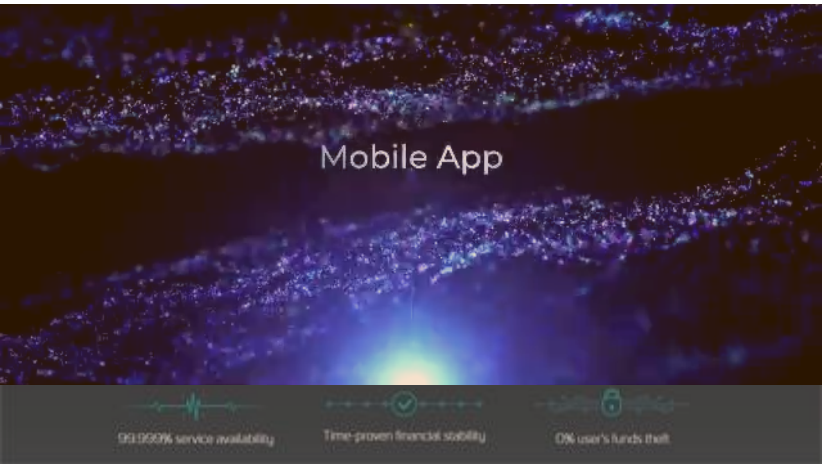
Fully evolved



Battle properties

Generation I





Ice-type Pokémon cannot be frozen by Ice-type moves.

Offensive		ICE	Defensive	
Power	Types		Power	Types
2×	DRAGON		1/2×	ICE
	FLYING			
	GRASS			
	GROUND			
1/2×	ICE WATER		2×	FIGHT FIRE ROCK
0×	None		0×	None

Generation II onwards

Ice-type Pokémon are immune to Hail weather damage.

In Generation II, Ice-type Pokémon cannot be frozen by Ice-type moves. Starting in Generation III, Ice-type Pokémon cannot be frozen. As of Generation VII, Ice-type Pokémon are also immune to Sheer Cold.

Offensive		ICE	Defensive	
Power	Types		Power	Types
2×	DRAGON		1/2×	ICE
	FLYING			
	GRASS			
	GROUND			
1/2×	FIRE ICE STEEL WATER		2×	FIGHT FIRE ROCK STEEL
0×	None		0×	None

Characteristics

Defense

Resisting only itself, the Ice type is tied with Normal as the least resistant type. However, it is immune to freezing, the damage from hail, and Sheer Cold (as of Generation VII).

Offense

Ice pairs well with other common attacking types, most notably Ground, which deals at least neutral damage to all types resisting Ice and covers Fire and Steel while Ice covers Flying and Grass. As of Generation VII, Sheer Cold is more accurate when used by an Ice Pokémon.

Contest properties

When used in Pokémon Contests, most Ice-type moves become Beautiful moves, with two Cool moves being the only exceptions.

Pokémon

As of Generation VII, there are 40 Ice-type Pokémon or 5.0% of all Pokémon (counting those that are Ice-type in at least one of their forms, including Alola Forms), making it the rarest type.

Pure Ice-type Pokémon

#		Name
037		Vulpix Alola Form
351		Castform Snowy Form
361		Snorunt
362		Glalie
		Mega Glalie
378		Regice
471		Glaceon
582		Vanillite
583		Vanillish
584		Vanilluxe
613		Cubchoo
614		Beartic
615		Cryogonal



#		Name
712		Bergmite
713		Avalugg

Half Ice-type Pokémon

Primary Ice-type Pokémon


#		Name	Type 1	Type 2
027		Sandshrew Alola Form	Ice	Steel
028		Sandslash Alola Form	Ice	Steel
038		Ninetales Alola Form	Ice	Fairy
124		Jynx	Ice	Psychic
144		Articuno	Ice	Flying
220		Swinub	Ice	Ground
221		Piloswine	Ice	Ground
225		Delibird	Ice	Flying
238		Smoochum	Ice	Psychic
363		Spheal	Ice	Water
364		Sealeo	Ice	Water
365		Walrein	Ice	Water
473		Mamoswine	Ice	Ground
478		Froslass	Ice	Ghost

Secondary Ice-type Pokémon





#		Name	Type 1	Type 2
087		Dewgong	Water	Ice
091		Cloyster	Water	Ice




#		Name	Type 1	Type 2
131		Lapras	Water	Ice
215		Sneasel	Dark	Ice
459		Snover	Grass	Ice
460		Abomasnow	Grass	Ice
		Mega Abomasnow	Grass	Ice
461		Weavile	Dark	Ice
479		Frost Rotom*	Electric	Ice
646		Kyurem	Dragon	Ice
		White Kyurem	Dragon	Ice
		Black Kyurem	Dragon	Ice
698		Amaura	Rock	Ice
699		Aurorus	Rock	Ice
740		Crabominable	Fighting	Ice

Moves






Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
I	Aurora Beam	Special	Beautiful	65	100%	20 (max 32)	 Any adjacent Pokémon	The target is hit with a rainbow-colored beam. This may also lower the target's Attack stat.






All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

Gen ◊	Move ◊	Category ◊	Contest ◊	Power ◊	Accuracy ◊	PP ◊	Target ◊	Description
VII	Aurora Veil	Status		—	—%	20 (max 32)	 All allies	This move reduces damage from physical and special moves for five turns. This can be used only in a hailstorm.
IV	Avalanche	Physical	Beautiful	60	100%	10 (max 16)	 Any adjacent Pokémon	The power of this attack move is doubled if the user has been hurt by the target in the same turn.
I	Blizzard	Special	Beautiful	110	70%	5 (max 8)	 All adjacent foes	A howling blizzard is summoned to strike opposing Pokémon. This may also leave the opposing Pokémon frozen.
V	Freeze Shock	Physical	Beautiful	140	90%	5 (max 8)	 Any adjacent Pokémon	On the second turn, the user hits the target with electrically charged ice. This may also leave the target with paralysis.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.								





Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
VI	Freeze-Dry	Special	Beautiful	70	100%	20 (max 32)	 Any adjacent Pokémon	The user rapidly cools the target. This may also leave the target frozen. This move is super effective on Water types.
V	Frost Breath	Special	Beautiful	60	90%	10 (max 16)	 Any adjacent Pokémon	The user blows its cold breath on the target. This attack always results in a critical hit.
V	Glaciate	Special	Beautiful	65	95%	10 (max 16)	 All adjacent foes	The user attacks by blowing freezing cold air at opposing Pokémon. This lowers their Speed stat.
III	Hail	Status	Beautiful	—	—%	10 (max 16)	 All Pokémon	The user summons a hailstorm lasting five turns. It damages all Pokémon except the Ice type.
I	Haze	Status	Beautiful	—	—%	30 (max 48)	 All Pokémon	The user creates a haze that eliminates every stat change among all the Pokémon engaged in battle.









All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

Gen ♦	Move ♦	Category ♦	Contest ♦	Power ♦	Accuracy ♦	PP ♦	Target ♦	Description
III	Ice Ball	Physical	Beautiful	30	90%	20 (max 32)	 Any adjacent Pokémon	The user attacks the target for five turns. The move's power increases each time it hits.
I	Ice Beam	Special	Beautiful	90	100%	10 (max 16)	 Any adjacent Pokémon	The target is struck with an icy-cold beam of energy. This may also leave the target frozen.
V	Ice Burn	Special	Beautiful	140	90%	5 (max 8)	 Any adjacent Pokémon	On the second turn, an ultracold, freezing wind surrounds the target. This may leave the target with a burn.
IV	Ice Fang	Physical	Cool	65	95%	15 (max 24)	 Any adjacent Pokémon	The user bites with cold-infused fangs. This may also make the target flinch or leave it frozen.
VII	Ice Hammer	Physical		100	90%	10 (max 16)	 Any adjacent Pokémon	The user swings and hits with its strong, heavy fist. It lowers the user's Speed, however.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.								

Gen ♦	Move ♦	Category ♦	Contest ♦	Power ♦	Accuracy ♦	PP ♦	Target ♦	Description
I	Ice Punch	Physical	Beautiful	75	100%	15 (max 24)	 Any adjacent Pokémon	The target is punched with an icy fist. This may also leave the target frozen.
IV	Ice Shard	Physical	Beautiful	40	100%	30 (max 48)	 Any adjacent Pokémon	The user flash-freezes chunks of ice and hurls them at the target. This move always goes first.
V	Icicle Crash	Physical	Beautiful	85	90%	10 (max 16)	 Any adjacent Pokémon	The user attacks by harshly dropping large icicles onto the target. This may also make the target flinch.
III	Icicle Spear	Physical	Beautiful	25	100%	30 (max 48)	 Any adjacent Pokémon	The user launches sharp icicles at the target two to five times in a row.
II	Icy Wind	Special	Beautiful	55	95%	15 (max 24)	 All adjacent foes	The user attacks with a gust of chilled air. This also lowers the opposing Pokémon's Speed stats.

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.

Gen ♦	Move ♦	Category ♦	Contest ♦	Power ♦	Accuracy ♦	PP ♦	Target ♦	Description
I	Mist	Status	Beautiful	—	—%	30 (max 48)	 All allies	The user cloaks itself and its allies in a white mist that prevents any of their stats from being lowered for five turns.
II	Powder Snow	Special	Beautiful	40	100%	25 (max 40)	 All adjacent foes	The user attacks with a chilling gust of powdery snow. This may also freeze the opposing Pokémon.
III	Sheer Cold	Special	Beautiful	—	30%	5 (max 8)	 Any adjacent Pokémon	The target faints instantly. It's less likely to hit the target if it's used by Pokémon other than Ice types.
VII	Subzero Slammer	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user dramatically drops the temperature using its Z-Power and freezes the target with full force. The power varies, depending on the original move.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual move's page. Target data assumes user is in the lower left.								

	Name	Description
	Chill Drive	A cassette to be held by Genesect. It changes Genesect's Techno Blast move so it becomes Ice type.
	Ice Gem	A gem with an ordinary essence. When held, it strengthens the power of a Ice-type move one time.
	Ice Memory	A memory disc that contains Ice-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Icicle Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Ice-type moves.
	Icium Z	It converts Z-Power into crystals that upgrade Ice-type moves to Ice-type Z-Moves.
	Never-Melt Ice	An item to be held by a Pokémon. It's a heat-repelling piece of ice that boosts the power of Ice-type moves.
	Snowball	An item to be held by a Pokémon. It boosts Attack if hit with an Ice-type attack. It can only be used once.
	Yache Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Ice-type attack.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual item's page.		

In the TCG

Main article: Water (TCG)

Due to the decreased amount of types in the TCG, Ice-type Pokémon are generally listed as Water-type Pokémon.

Ice-type Pokémon in the TCG are generally weak to Fighting and Metal with no resistances. Ice-type Pokémon are strong against Fighting and Fire Pokémon, whilst Grass and Colorless Pokémon can resist this type.

Trivia

- Generation V introduced the most Ice-type Pokémon of any generation, with seven, and Generation VII introduced the fewest Ice-type Pokémon, with only one.
- Generation I introduced the most Ice-type moves of any generation, with six, and Generation VI introduced the fewest Ice-type moves, with only one.
- The Ice type has more unique combinations with other types than any other type has, with 11.
- Although the Ice-type existed since Generation I, pure Ice-type Pokémon were not introduced until Generation III.
- Similar to Fire-type moves, all Ice-type moves were Beautiful moves in Generation III.
- Only the Normal type has a lower number of resistances than the Ice-type, having no resistances (but one immunity). Ice only resists itself.
- Ice is the only type for which a specialist was not introduced in Generation VII, although Ice-type specialist Sina does make appearances.
- Ice is the only super effective type against the Flying-type and Grass-type that does not in turn resist them.
- Ice-type attacks are resisted by all types that Water-type Pokémon resist.

In other languages

Language	Title

<div><div><div><div><div></div></div></div><div>Japanese</div></div></div>		こおり (氷) <i>Kōri</i>
Chinese	Cantonese	冰 <i>Bīng</i>
	Mandarin	冰 <i>Bīng</i>
<div><div><div><div></div></div></div><div>Czech</div></div>		Ledový
<div><div><div><div></div></div></div><div>Danish</div></div>		Is
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<div><div><div><div></div></div></div><div>Hebrew</div></div>		קרר <i>Kerach</i>
<div><div><div><div></div></div></div><div>Hungarian</div></div>		Jég
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<div><div><div><div></div></div></div><div>Russian</div></div>		Лёд <i>Lyod</i>
<div><div><div><div></div></div></div><div>Slovak</div></div>		Ľadový
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- Oct 4 Zekrom, Reshiram to be distributed in October: To be distributed for Pokémon's L...
- Oct 4 HORI to release accessories for the Poké Ball Plus: Will be available from Novem...
- Oct 3 Many new DVDs, Blu-rays to be released in Australia Nov, Dec: The Power of Us, U...

Rainbow Rocket
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- Sep 26 Beldum announced for October Pokémon GO Community Day: Takes place October 21...
- Sep 25 Meltan announced as a new Mythical

- Oct 1 Pokémon GO Safari Zone Event announced for Taiwan: Starts November 1, ends Novem...

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Pokémon: Upcoming Special Research for Meltan...

- Sep 20 Sun & Moon: Lost Thunder TCG expansion, Zeraora

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- See Details about Pokémon

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Discord

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