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Bug (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Bug type** (Japanese: むしタイプ *Bug type*) is one of the eighteen types. Notable Trainers who specialize in Bug-type Pokémon are Bugsy of Azalea Town, Aaron of the Sinnoh Elite Four, Burgh of Castelia City, Viola of Santalune City, and Team Skull Boss Guzma. Prior to changes in Generation IV, all damaging Bug-type moves were physical, but they may now also be special 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

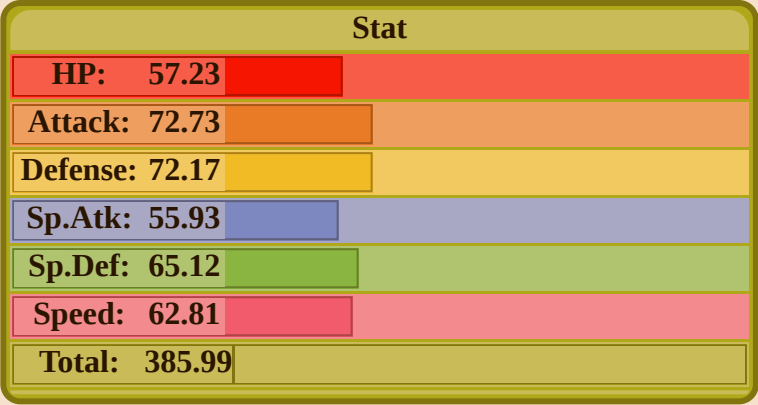
Fairy

???

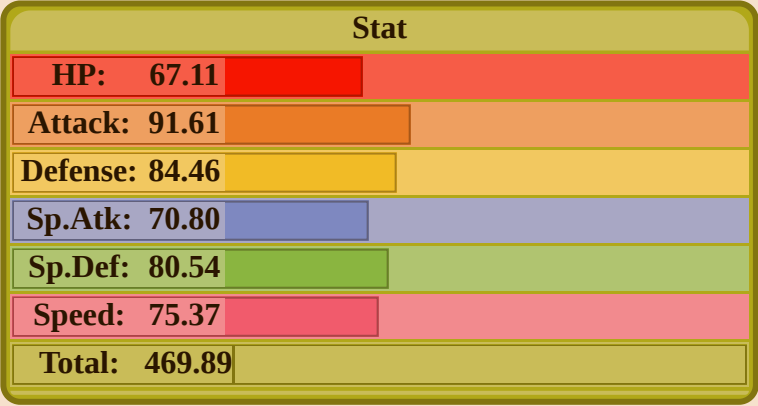
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Statistical averages

Overall

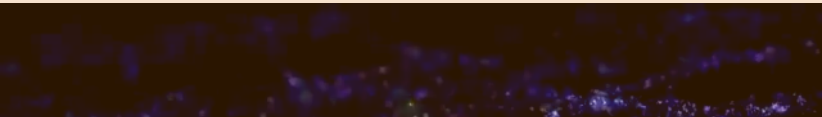
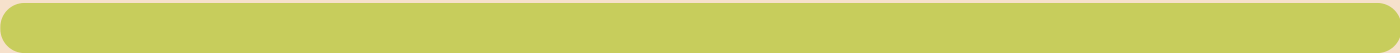


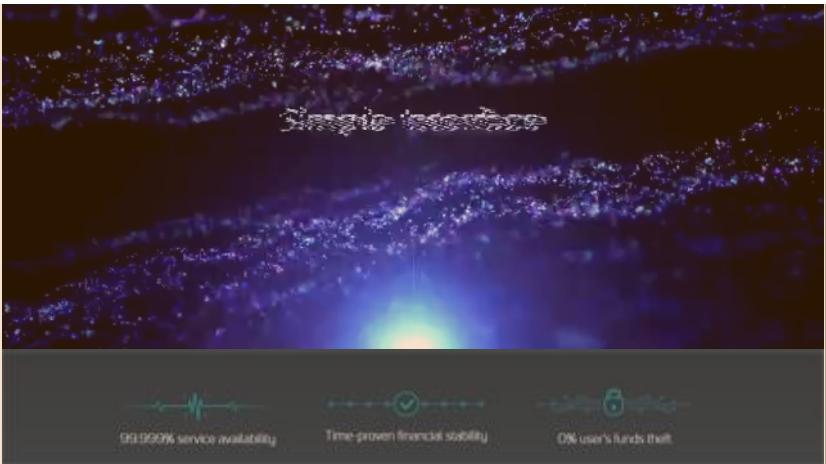
Fully evolved



Battle properties

Generation I





Offensive		BUG	Defensive	
Power	Types		Power	Types
2×	GRASS POISON PSYCHC		1/2×	FIGHT GRASS GROUND
1/2×	FIGHT FIRE FLYING GHOST		2×	FIRE FLYING POISON ROCK
0×	None		0×	None

Generations II to V

Offensive		BUG	Defensive	
Power	Types		Power	Types
2×	DARK GRASS PSYCHC		1/2×	FIGHT GRASS GROUND
1/2×	FIGHT FIRE FLYING GHOST POISON STEEL		2×	FIRE FLYING ROCK
0×	None		0×	None

Generation VI onwards

Offensive		BUG	Defensive	
Power	Types		Power	Types
2×	DARK GRASS PSYCHC		1/2×	FIGHT GRASS GROUND
1/2×	FAIRY FIGHT FIRE FLYING GHOST		2×	FIRE FLYING ROCK

POISON

STEEL

0×

None

0×

None

Characteristics

Defense

On average, Bug Pokémon have the lowest base HP and base stat total of all types.

Offense

Bug is tied with Grass as the most resisted type, with seven types resisting each of them. These resistant types are most effectively covered by Water-type attacks.

On average, Bug Pokémon have the lowest base Special Attack of all types.

Contest properties

In Contests, Bug-type moves do not favor any one Contest category.

Pokémon

As of Generation VII, there are 77 Bug-type Pokémon or 9.5% of all Pokémon, making it the 6th most common type.




Pure Bug-type Pokémon

#		Name
010		Caterpie
011		Metapod
127		Pinsir
204		Pineco
265		Wurmple
266		Silcoon
268		Cascoon
313		Volbeat
314		Illumise
401		Kricketot

#		Name
402		Kricketune
412		Burmy Plant Cloak
		Burmy Sandy Cloak
		Burmy Trash Cloak
588		Karrablast
616		Shelmet
617		Accelgor
664		Scatterbug
665		Spewpa
736		Grubbin





Half Bug-type Pokémon

Primary Bug-type Pokémon






#		Name	Type 1	Type 2
012		Butterfree	Bug	Flying
013		Weedle	Bug	Poison
014		Kakuna	Bug	Poison
015		Beedrill	Bug	Poison
		Mega Beedrill	Bug	Poison
046		Paras	Bug	Grass
047		Parasect	Bug	Grass
048		Venonat	Bug	Poison
049		Venomoth	Bug	Poison
123		Scyther	Bug	Flying

#		Name	Type 1	Type 2
127		Mega Pinsir	Bug	Flying
165		Ledyba	Bug	Flying
166		Ledian	Bug	Flying
167		Spinarak	Bug	Poison
168		Ariados	Bug	Poison
193		Yanma	Bug	Flying
205		Forretress	Bug	Steel
212		Scizor	Bug	Steel
		Mega Scizor	Bug	Steel
213		Shuckle	Bug	Rock
214		Heracross	Bug	Fighting
		Mega Heracross	Bug	Fighting
267		Beautifly	Bug	Flying
269		Dustox	Bug	Poison
283		Surskit	Bug	Water
284		Masquerain	Bug	Flying
290		Nincada	Bug	Ground
291		Ninjask	Bug	Flying
292		Shedinja	Bug	Ghost
413		Wormadam Plant Cloak	Bug	Grass
		Wormadam Sandy Cloak	Bug	Ground
		Wormadam Trash Cloak	Bug	Steel
414		Mothim	Bug	Flying



#		Name	Type 1	Type 2
415		Combee	Bug	Flying
416		Vespiqueen	Bug	Flying
469		Yanmega	Bug	Flying
540		Sewaddle	Bug	Grass
541		Swadloon	Bug	Grass
542		Leavanny	Bug	Grass
543		Venipede	Bug	Poison
544		Whirlipede	Bug	Poison
545		Scolipede	Bug	Poison
557		Dwebble	Bug	Rock
558		Crustle	Bug	Rock
589		Escavalier	Bug	Steel
595		Joltik	Bug	Electric
596		Galvantula	Bug	Electric
632		Durant	Bug	Steel
636		Larvesta	Bug	Fire
637		Volcarona	Bug	Fire
649		Genesect	Bug	Steel
666		Vivillon	Bug	Flying
737		Charjabug	Bug	Electric
738		Vikavolt	Bug	Electric
742		Cutiefly	Bug	Fairy
743		Ribombee	Bug	Fairy

#		Name	Type 1	Type 2
767		Wimpod	Bug	Water
768		Golisopod	Bug	Water
794		Buzzwole	Bug	Fighting
795		Pheromosa	Bug	Fighting






Secondary Bug-type Pokémon

#		Name	Type 1	Type 2
347		Anorith	Rock	Bug
348		Armaldo	Rock	Bug
451		Skorupi	Poison	Bug
751		Dewpider	Water	Bug
752		Araquanid	Water	Bug

Moves




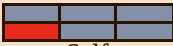
Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
IV	Attack Order	Physical	Clever	90	100%	15 (max 24)	 Any adjacent Pokémon	The user calls out its underlings to pummel the target. Critical hits land more easily.
IV	Bug Bite	Physical	Cute	60	100%	20 (max 32)	 Any adjacent Pokémon	The user bites the target. If the target is holding a Berry, the user eats it and gains its effect.

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
IV	Bug Buzz	Special	Beautiful	90	100%	10 (max 16)	 Any adjacent Pokémon	The user generates a damaging sound wave by vibration. This may also lower the target's Sp. Def stat.
IV	Defend Order	Status	Clever	—	—%	10 (max 16)	 Self	The user calls out its underlings to shield its body, raising its Defense and Sp. Def stats.
VI	Fell Stinger	Physical	Cool	50	100%	25 (max 40)	 Any adjacent Pokémon	When the user knocks out a target with this move, the user's Attack stat rises drastically.
VII	First Impression	Physical		90	100%	10 (max 16)	 Any adjacent Pokémon	Although this move has great power, it only works the first turn the user is in battle.
II	Fury Cutter	Physical	Cool	40	95%	20 (max 32)	 Any adjacent Pokémon	The target is slashed with scythes or claws. This attack becomes more powerful if it hits in succession.






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
IV	Heal Order	Status	Clever	—	—%	10 (max 16)	 Self	The user calls out its underlings to heal it. The user regains up to half of its max HP.
VI	Infestation	Special	Cute	20	100%	20 (max 32)	 Any adjacent Pokémon	The target is infested and attacked for four to five turns. The target can't flee during this time.
I	Leech Life	Physical	Clever	80	100%	10 (max 16)	 Any adjacent Pokémon	The user drains the target's blood. The user's HP is restored by half the damage taken by the target.
VII	Lunge	Physical		80	100%	15 (max 24)	 Any adjacent Pokémon	The user makes a lunge at the target, attacking with full force. This also lowers the target's Attack stat.
II	Megahorn	Physical	Cool	120	85%	10 (max 16)	 Any adjacent Pokémon	Using its tough and impressive horn, the user rams into the target with no letup.
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	Pin Missile	Physical	Cool	25	95%	20 (max 32)	 Any adjacent Pokémon	Sharp spikes are shot at the target in rapid succession. They hit two to five times in a row.
VII	Pollen Puff	Special		90	100%	15 (max 24)	 Any adjacent Pokémon	The user attacks the enemy with a pollen puff that explodes. If the target is an ally, it gives the ally a pollen puff that restores its HP instead.
VI	Powder	Status	Clever	—	100%	20 (max 32)	 Any adjacent Pokémon	The user covers the target in a combustible powder. If the target uses a Fire-type move, the powder explodes and damages the target.
V	Quiver Dance	Status	Beautiful	—	—%	20 (max 32)	 Self	The user lightly performs a beautiful, mystic dance. This boosts the user's Sp. Atk, Sp. Def, and 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
V	Rage Powder	Status	Clever	—	—%	20 (max 32)	 Self	The user scatters a cloud of irritating powder to draw attention to itself. Opponents aim only at the user.
VII	Savage Spin-Out	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user binds the target with full force with threads of silk that the user spits using its Z-Power. The power varies, depending on the original move.
VII	Savage Spin-Out	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user binds the target with full force with threads of silk that the user spits using its Z-Power. The power varies, depending on the original move.
III	Signal Beam	Special	Beautiful	75	100%	15 (max 24)	 Any adjacent Pokémon	The user attacks with a sinister beam of light. This may also confuse the target.
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	Silver Wind	Special	Beautiful	60	100%	5 (max 8)	 Any adjacent Pokémon	The target is attacked with powdery scales blown by the wind. This may also raise all the user's stats.
II	Spider Web	Status	Clever	—	—%	10 (max 16)	 Any adjacent Pokémon	The user ensnares the target with thin, gooey silk so it can't flee from battle.
V	Steamroller	Physical	Tough	65	100%	20 (max 32)	 Any adjacent Pokémon	The user crushes its target by rolling over the target with its rolled-up body. This may also make the target flinch.
VI	Sticky Web	Status	Tough	—	—%	20 (max 32)	 All foes	The user weaves a sticky net around the opposing team, which lowers their Speed stat upon switching into battle.
I	String Shot	Status	Clever	—	95%	40 (max 64)	 All adjacent foes	The opposing Pokémon are bound with silk blown from the user's mouth that harshly lowers the Speed 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
V	Struggle Bug	Special	Cute	50	100%	20 (max 32)	 All adjacent foes	While resisting, the user attacks the opposing Pokémon. This lowers the Sp. Atk stat of those hit.
III	Tail Glow	Status	Beautiful	—	—%	20 (max 32)	 Self	The user stares at flashing lights to focus its mind, drastically raising its Sp. Atk stat.
I	Twineedle	Physical	Cool	25	100%	20 (max 32)	 Any adjacent Pokémon	The user damages the target twice in succession by jabbing it with two spikes. This may also poison the target.
IV	U-turn	Physical	Cute	70	100%	20 (max 32)	 Any adjacent Pokémon	After making its attack, the user rushes back to switch places with a party Pokémon in waiting.
IV	X-Scissor	Physical	Cool	80	100%	15 (max 24)	 Any adjacent Pokémon	The user slashes at the target by crossing its scythes or claws as if they were a pair of scissors.
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.								

Abilities

Interacting with the Bug type

A Pokémon with Color Change, Protean, Imposter, RKS System, or Multitype will become a Bug-type Pokémon if (respectively) it is hit with a Bug-type move, uses a Bug-type move, is sent out against a Bug-type opponent, is holding a Bug Memory, or is holding an Insect Plate or Buginium Z.







Gen	Ability	Description
V	Rattled	Raises Speed one stage upon being hit by a Dark, Ghost, or Bug move.
III	Swarm	Powers up Bug-type moves when the Pokémon is in trouble.
All details are accurate to Generation VI games. For details that have changed between generations, please see an individual Ability's page.		

Exclusive Abilities

Only Bug-type Pokémon can have these Abilities. This does not include signature Abilities.

Gen	Ability	Description
III	Compound Eyes	Boosts the Pokémon's accuracy.
III	Swarm	Powers up Bug-type moves when the Pokémon is in trouble.
III	Shield Dust	Blocks the additional effects of attacks taken.
All details are accurate to Generation VI games. For details that have changed between generations, please see an individual Ability's page.		

Items

	Name	Description
	Bug Gem	A gem with an ordinary essence. When held, it strengthens the power of a Bug-type move one time.
	Bug Memory	A memory disc that contains Bug-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Buginium Z	It converts Z-Power into crystals that upgrade Bug-type moves to Bug-type Z-Moves.
	Insect Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Bug-type moves.
	Silver Powder	An item to be held by a Pokémon. It's a shiny silver powder that will boost the power of Bug-type moves.
	Tanga Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Bug-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: Grass (TCG)

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

Bug-type Pokémon in the TCG are generally weak to Fire-type Pokémon and have a resistance to Fighting-types. They are strong against Fighting and Water, whilst Metal Pokémon resisted it until the EX Power Keepers expansion set.

Trivia

- Generation V introduced the most Bug-type Pokémon of any Generation, with 18, and Generation VI introduced the fewest Bug-type Pokémon, with three.
- Generation IV introduced the most Bug-type moves of any Generation, with seven, and Generations II and III introduced the fewest Bug-type moves, with three.
- The Flying type is one of the two types most commonly paired with the Bug type, with the other type being Poison. However, there are a number of Bug types, despite being able to fly, that are not Flying types, nor have the Ability Levitate, such as Beedrill and Venomoth.
 - Despite this, the only Bug-type Pokémon that can learn the move Fly, Volcarona and Genesect, are not Flying types.
- Until Pokémon Platinum, several Bug-type Pokémon (Shuckle, Kricketot, Burmy, Wormadam, and Combee) were unable to learn any Bug-type moves naturally. Each of them is now able to learn Bug Bite by level up.
- In Generation I, the Bug type is super effective against Poison-type Pokémon, while the Poison type is super effective against Bug-type Pokémon. As such, this was the only case when two different types were ever super-effective against each other.
- The Bug type was the most common 4× weakness in Generation I, with 11 Pokémon doubly weak to it, mainly due to Poison type having a weakness to it at the time.
- No Pokémon gains the Bug type upon evolving that did not already have it. It shares this distinction with the Normal type.
- Of all Pokémon that evolve at or above a certain level, all of the 10 earliest-evolving Pokémon are of the Bug type.
- The Bug and Fighting type are the only two separate types that are not very effective against each other.

In other languages

Language		Title
 Japanese		むし (虫) <i>Mushi</i>
Chinese	Cantonese	蟲 <i>Chùhng</i>
	Mandarin	蟲 / 虫 <i>Chóng</i> 爬蟲 <i>Páchóng</i>
 Czech		Hmyzí
 Danish		Kryb Insekt
 Dutch		Insect
 Finnish		Ötökkä Hyönteinen
 French		Insecte
 German		Käfer
 Greek		Εντόμους <i>Entómou</i>
 Hebrew		חרק <i>Harak</i>
 Hungarian		Bogár
 Indonesian		Serangga

 Italian		Coleottero
 Korean		벌레 <i>Beolle</i>
 Norwegian		Insekt
 Malaysian		Serangga
 Polish		Robak Chrząszcz
Portuguese	 Brazil	Inseto
	 Portugal	Insecto Inseto
 Romanian		Insectă
 Russian		Насекомое <i>Nasekomoye</i> Жук <i>Zhuk</i>
Spanish	 Latin America	Insecto
	 Spain	Bicho
 Swedish		Insekt Kryp*
 Thai		แมลง <i>Malaeng</i>
 Turkish		Böcek
 Vietnamese		Côn trùng

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- Oct 3 Many new DVDs, Blu-rays to be released in Australia Nov, Dec: The Power of Us, U...
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- Sep 25 Meltan announced as a new Mythical Pokémon: Upcoming Special Research for Meltan...
- Sep 20 Sun & Moon: Lost Thunder TCG expansion, Zeraora



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