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Ground (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

Ground redirects here. For the Egg Group formerly known as the Ground Egg Group, see Field (Egg Group).

The **Ground type** (Japanese: じめんタイプ *Ground type*) is one of the eighteen types. Notable Trainers who specialize in Ground-type Pokémon are Giovanni of Viridian City, Bertha of the Sinnoh Elite Four, Clay of Driftveil City, and Island Kahuna Hapu of Poni Island. Prior to changes in Generation IV, all damaging Ground-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

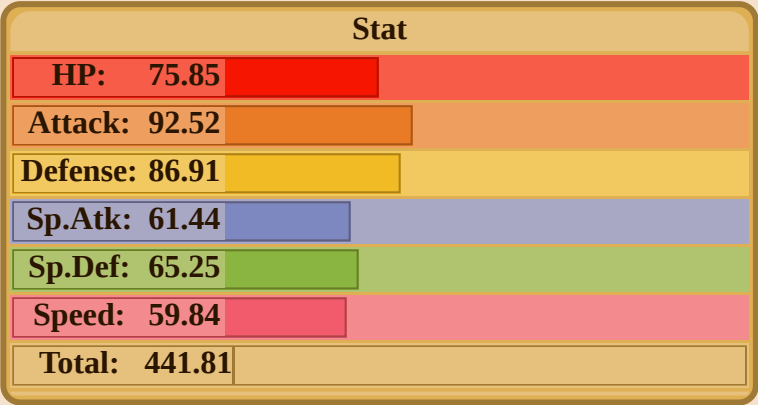
Fairy

???

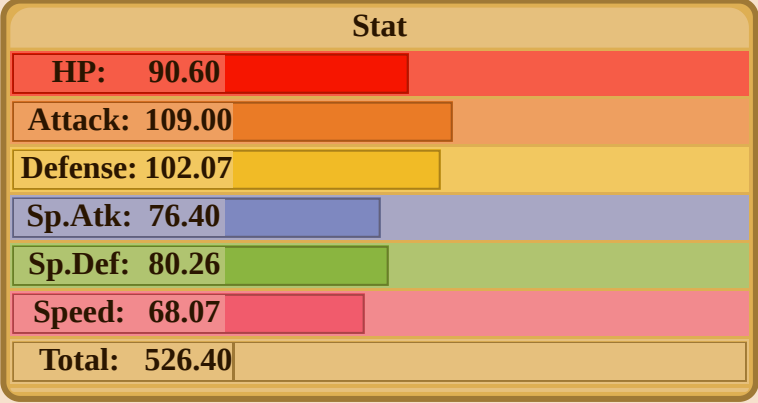
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Statistical averages

Overall



Fully evolved



Battle properties

Generation I



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Ground-type Pokémon are immune to Thunder Wave.

Offensive		GROUND	Defensive	
Power	Types		Power	Types
2×	ELECTR		1/2×	POISON
	FIRE			ROCK
	POISON			
	ROCK			
1/2×	BUG		2×	GRASS
	GRASS			ICE
				WATER
0×	FLYING		0×	ELECTR

Generation II onwards

Ground-type Pokémon are immune to damage from the sandstorm weather condition.

Offensive		GROUND	Defensive	
Power	Types		Power	Types
2×	ELECTR		1/2×	POISON
	FIRE			ROCK
	POISON			
	ROCK			
	STEEL		2×	GRASS
1/2×	BUG			ICE
	GRASS			WATER
0×	FLYING		0×	ELECTR

Characteristics

Defense

Ground-type Pokémon are not damaged by sandstorms.

Offense

Ground is the only type super effective against Electric, and is super effective against five types in total, tying with Fighting for the most super effective matchups.

Because Ground is so useful offensively and resisted by so few types, Ground often provides good coverage when combined with another type of attack. It does particularly well when combined with Ice, as Ice's strong matchups include Grass and Flying.

Ground attacks cannot hit Pokémon under the effect of Magnet Rise or Telekinesis, though all Pokémon lose their immunity to Ground when they are grounded (such as by Ingrain, Gravity, or Thousand Arrows). Further, most Ground-type Pokémon can learn Rock-type moves (mainly those available via TM such as Rock Slide) to check Flying-types, along with Bug-types and Ice-types.

Contest properties




In Contests, Ground-type moves are typically Tough moves.

Pokémon

As of Generation VII, there are 65 Ground-type Pokémon or 8.1% of all Pokémon (counting those that are Ground-type in at least one of their forms), making it the 9th most common type.

Pure Ground-type Pokémon





#		Name
027		Sandshrew
028		Sandslash
050		Diglett
051		Dugtrio
104		Cubone
105		Marowak
231		Phanpy
232		Donphan
328		Trapinch
383		Groudon
449		Hippopotas
450		Hippowdon

#		Name
529		Drilbur
749		Mudbray
750		Mudsdale

Half Ground-type Pokémon

Primary Ground-type Pokémon

#		Name	Type 1	Type 2
050		Diglett Alola Form	Ground	Steel
051		Dugtrio Alola Form	Ground	Steel
111		Rhyhorn	Ground	Rock
112		Rhydon	Ground	Rock
207		Gligar	Ground	Flying
329		Vibrava	Ground	Dragon
330		Flygon	Ground	Dragon
343		Baltoy	Ground	Psychic
344		Claydol	Ground	Psychic
383		Primal Groudon	Ground	Fire
464		Rhyperior	Ground	Rock
472		Gliscor	Ground	Flying
530		Excadrill	Ground	Steel
551		Sandile	Ground	Dark
552		Krokorok	Ground	Dark
553		Krookodile	Ground	Dark
618		Stunfisk	Ground	Electric

#		Name	Type 1	Type 2
622		Golett	Ground	Ghost
623		Golurk	Ground	Ghost
645		Landorus Incarnate Forme	Ground	Flying
		Landorus Therian Forme	Ground	Flying

Secondary Ground-type Pokémon






#		Name	Type 1	Type 2
031		Nidoqueen	Poison	Ground
034		Nidoking	Poison	Ground
074		Geodude	Rock	Ground
075		Graveler	Rock	Ground
076		Golem	Rock	Ground
095		Onix	Rock	Ground
194		Wooper	Water	Ground
195		Quagsire	Water	Ground
208		Steelix	Steel	Ground
		Mega Steelix	Steel	Ground
220		Swinub	Ice	Ground
221		Piloswine	Ice	Ground
246		Larvitar	Rock	Ground
247		Pupitar	Rock	Ground
259		Marshomp	Water	Ground
260		Swampert	Water	Ground
		Mega Swampert	Water	Ground




#		Name	Type 1	Type 2
290		Nincada	Bug	Ground
322		Numel	Fire	Ground
323		Camerupt	Fire	Ground
		Mega Camerupt	Fire	Ground
339		Barboach	Water	Ground
340		Whiscash	Water	Ground
389		Torterra	Grass	Ground
413		Wormadam Sandy Cloak	Bug	Ground
423		Gastrodon	Water	Ground
			Water	Ground
443		Gible	Dragon	Ground
444		Gabite	Dragon	Ground
445		Garchomp	Dragon	Ground
		Mega Garchomp	Dragon	Ground
473		Mamoswine	Ice	Ground
536		Palpitoad	Water	Ground
537		Seismitoad	Water	Ground
660		Diggersby	Normal	Ground
718		Zygarde 10% Forme	Dragon	Ground
		Zygarde 50% Forme	Dragon	Ground
		Zygarde Complete Forme	Dragon	Ground
769		Sandygast	Ghost	Ground
770		Palossand	Ghost	Ground

Moves






Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
I	Bone Club	Physical	Tough	65	85%	20 (max 32)	 Any adjacent Pokémon	The user clubs the target with a bone. This may also make the target flinch.
II	Bone Rush	Physical	Tough	25	90%	10 (max 16)	 Any adjacent Pokémon	The user strikes the target with a hard bone two to five times in a row.
I	Bonemerang	Physical	Tough	50	90%	10 (max 16)	 Any adjacent Pokémon	The user throws the bone it holds. The bone loops around to hit the target twice—coming and going.
V	Bulldoze	Physical	Tough	60	100%	20 (max 32)	 All adjacent Pokémon	The user strikes everything around it by stomping down on the ground. This lowers the Speed stat of those hit.
I	Dig	Physical	Tough	80	100%	10 (max 16)	 Any adjacent Pokémon	The user burrows, then attacks on the next turn.

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.

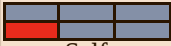



Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
V	Drill Run	Physical	Tough	80	95%	10 (max 16)	 Any adjacent Pokémon	The user crashes into its target while rotating its body like a drill. Critical hits land more easily.
IV	Earth Power	Special	Beautiful	90	100%	10 (max 16)	 Any adjacent Pokémon	The user makes the ground under the target erupt with power. This may also lower the target's Sp. Def stat.
I	Earthquake	Physical	Tough	100	100%	10 (max 16)	 All adjacent Pokémon	The user sets off an earthquake that strikes every Pokémon around it.
I	Fissure	Physical	Tough	—	30%	5 (max 8)	 Any adjacent Pokémon	The user opens up a fissure in the ground and drops the target in. The target faints instantly if this attack hits.
VII	High Horsepower	Physical		95	95%	10 (max 16)	 Any adjacent Pokémon	The user fiercely attacks the target using its entire body.
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	Land's Wrath	Physical	Beautiful	90	100%	10 (max 16)	 All adjacent foes	The user gathers the energy of the land and focuses that power on opposing Pokémon to damage them.
II	Magnitude	Physical	Tough	Varies	100%	30 (max 48)	 All adjacent Pokémon	The user attacks everything around it with a ground-shaking quake. Its power varies.
IV	Mud Bomb	Special	Cute	65	85%	10 (max 16)	 Any adjacent Pokémon	The user launches a hard-packed mud ball to attack. This may also lower the target's accuracy.
III	Mud Shot	Special	Tough	55	95%	15 (max 24)	 Any adjacent Pokémon	The user attacks by hurling a blob of mud at the target. This also lowers the target's Speed stat.
III	Mud Sport	Status	Cute	—	—%	15 (max 24)	 All Pokémon	The user kicks up mud on the battlefield. This weakens Electric-type moves for five turns.

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
II	Mud-Slap	Special	Cute	20	100%	10 (max 16)	 Any adjacent Pokémon	The user hurls mud in the target's face to inflict damage and lower its accuracy.
VI	Precipice Blades	Physical	Cool	120	85%	10 (max 16)	 All adjacent foes	The user attacks opposing Pokémon by manifesting the power of the land in fearsome blades of stone.
VI	Rototiller	Status	Tough	—	—%	10 (max 16)	 All Pokémon	Tilling the soil, the user makes it easier for plants to grow. This raises the Attack and Sp. Atk stats of Grass-type Pokémon.
I	Sand Attack	Status	Cute	—	100%	15 (max 24)	 Any adjacent Pokémon	Sand is hurled in the target's face, reducing the target's accuracy.
III	Sand Tomb	Physical	Clever	35	85%	15 (max 24)	 Any adjacent Pokémon	The user traps the target inside a harshly raging sandstorm for four to five turns.

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	Shore Up	Status		—	—%	10 (max 16)	 Self	The user regains up to half of its max HP. It restores more HP in a sandstorm.
II	Spikes	Status	Clever	—	—%	20 (max 32)	 All foes	The user lays a trap of spikes at the opposing team's feet. The trap hurts Pokémon that switch into battle.
VII	Stomping Tantrum	Physical		75	100%	10 (max 16)	 Any adjacent Pokémon	Driven by frustration, the user attacks the target. If the user's previous move has failed, the power of this move doubles.
VII	Tectonic Rage	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user burrows deep into the ground and slams into the target with the full force of its Z-Power. 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.								

Gen ↕	Move ↕	Category ↕	Contest ↕	Power ↕	Accuracy ↕	PP ↕	Target ↕	Description
VII	Tectonic Rage	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user burrows deep into the ground and slams into the target with the full force of its Z-Power. The power varies, depending on the original move.
VI	Thousand Arrows	Physical	Beautiful	90	100%	10 (max 16)	 All adjacent foes	This move also hits opposing Pokémon that are in the air. Those Pokémon are knocked down to the ground.
VI	Thousand Waves	Physical	Tough	90	100%	10 (max 16)	 All adjacent foes	The user attacks with a wave that crawls along the ground. Those hit can't flee from 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.								

Abilities

Interacting with the Ground type

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









Gen	Ability	Description
III	Levitate	Gives full immunity to all Ground-type moves.
V	Sand Force	Strengthens Rock, Ground, and Steel moves to 1.3× their power during a sandstorm.
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 Ground-type Pokémon can have these Abilities. This does not include signature Abilities.

Gen	Ability	Description
III	Arena Trap	Prevents opposing Pokémon from fleeing.
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
	Air Balloon	An item to be held by a Pokémon. The holder will float in the air until hit. Once hit, this item will burst.
	Earth Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Ground-type moves.
	Ground Gem	A gem with an ordinary essence. When held, it strengthens the power of a Ground-type move one time.
	Ground Memory	A memory disc that contains Ground-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Groundium Z	It converts Z-Power into crystals that upgrade Ground-type moves to Ground-type Z-Moves.
	Iron Ball	An item to be held by a Pokémon. It lowers Speed and allows Ground-type moves to hit Flying-type and levitating holders.
	Shuca Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Ground-type attack.
	Soft Sand	An item to be held by a Pokémon. It's a loose, silky sand that boosts the power of Ground-type moves.
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: Fighting (TCG)

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

Ground-type Pokémon in the TCG are generally weak to Grass and Water with a resistance to the Lightning type. Fighting-type Pokémon are strong against Colorless, Darkness and Lightning Pokémon, whilst some Colorless and Psychic Pokémon can resist the Fighting type.



Trivia

- Generation I introduced the most Ground-type Pokémon of any Generation, with 14, and Generation VI introduced the fewest, with two.
- Generation I introduced the most Ground-type moves of any Generation, with six, and Generations IV and V introduced the fewest, with two each.

- Generation VI is the only Generation to not introduce a pure Ground-type Pokémon.
- In the anime, Ground-type Pokémon's immunity to Electric-type attacks is treated inconsistently, sometimes upheld and sometimes ignored. The anime (in particular *Showdown at Pewter City*) also implies that Ground's immunity to Electric has a limit depending on the voltage, as Brock's Onix, when first fighting Pikachu, was completely unaffected by Pikachu's electricity, but in the rematch, Pikachu's electric attacks, having been boosted at an abandoned hydroelectric plant, were giving Onix a noticeable degree of pain, although it still was not enough to completely incapacitate it, as well as environmental factors (such as water being sprayed on it).
- Each type that resists Flying is weak to Ground, and vice versa.
- More Pokémon are immune to Ground-type moves than any other type, as both Flying Pokémon and levitating Pokémon are immune to Ground.
- Ground is the only type in the Generation II games and their remakes that a notable Trainer does not specialize in.

In other languages

Language		Title
<div><div></div><div>Japanese</div></div>		じめん (地面) <i>Jimen</i>
Chinese	Cantonese	地面 <i>Deihmín</i> * 地上 <i>Deihseuhng</i> *
	Mandarin	地面 <i>Dìmiàn</i> * 地上 <i>Dìshàng</i> *
<div><div></div><div>Czech</div></div>		Zemní
<div><div></div><div>Danish</div></div>		Jord
<div><div></div><div>Dutch</div></div>		Grond
<div><div></div><div>Finnish</div></div>		Maa
<div><div></div><div>French</div></div>		Sol
<div><div></div><div>German</div></div>		Boden
<div><div></div><div>Greek</div></div>		Εδάφους <i>Edáfous</i>
<div><div></div><div>Hebrew</div></div>		אדמה <i>Adama</i>
<div><div></div><div>Hindi</div></div>		ज़मीनी <i>Zameeni</i>
<div><div></div><div>Hungarian</div></div>		Föld
<div><div></div><div>Indonesian</div></div>		Tanah
<div><div></div><div>Italian</div></div>		Terra
<div><div></div><div>Korean</div></div>		땅 <i>Ttang</i>
<div><div></div><div>Norwegian</div></div>		Grund Jord
	<div><div></div><div>Malaysian</div></div>	Darat
<div><div></div><div>Polish</div></div>		Ziemny
Portuguese	<div><div></div><div>Brazil</div></div>	Terrestre Solo Terra
	<div><div></div><div>Portugal</div></div>	Terra
<div><div></div><div>Romanian</div></div>		Pământ
<div><div></div><div>Russian</div></div>		Земля <i>Zemlya</i>
<div><div></div><div>Spanish</div></div>		Tierra
<div><div></div><div>Swedish</div></div>		Mark Jord*
	<div><div></div><div>Thai</div></div>	ดิน <i>Din</i>

 Turkish	Yer
 Vietnamese	Đất

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