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# Fighting (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Fighting type** (Japanese: かくとうタイプ *Fighting type*) is one of the eighteen types. Notable Trainers who specialize in Fighting-type Pokémon are Bruno of the Indigo Plateau Elite Four, Chuck of Cianwood City, Brawly of Dewford Town, Maylene of Veilstone City, Marshal of the Unova Elite Four, Korrina of Shalour City and Hala of the Alola Elite Four<sup>SM</sup>. The Fighting Dojo of Saffron City is also home to several Trainers of Fighting-type Pokémon, although it is no longer an official Gym. Prior to changes in Generation IV, all damaging Fighting-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

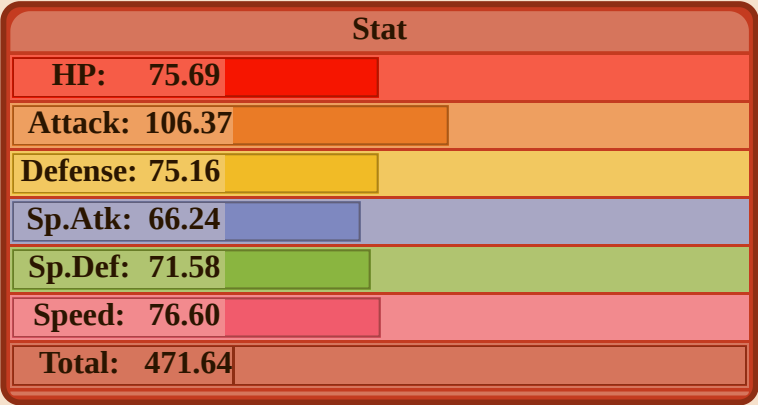
Fairy

???

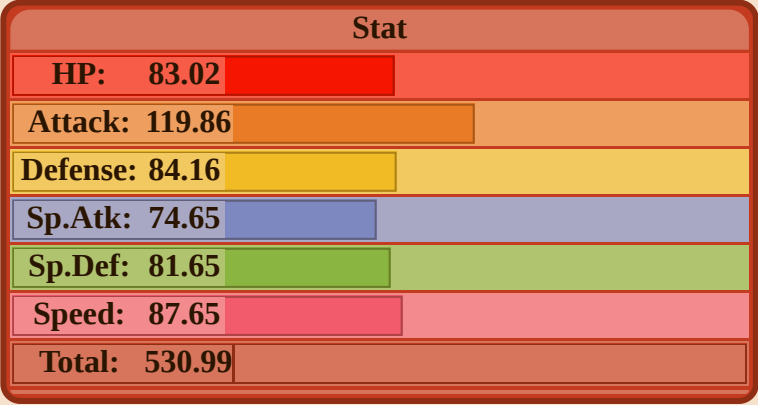
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Statistical averages

Overall



Fully evolved



Battle properties





Buy, mine and sell Bitcoin at one place!

Generation I

Offensive		FIGHT	Defensive	
Power	Types		Power	Types
2×	NORMAL		1/2×	BUG
	ROCK			ROCK
	ICE		2×	FLYING
1/2×	POISON			PSYCHC
	FLYING			
	BUG			
0×	PSYCHC		0×	None
	GHOST			

Generations II to V

Offensive		FIGHT	Defensive	
Power	Types		Power	Types
2×	NORMAL		1/2×	BUG
	ICE			DARK
	DARK			ROCK
	ROCK		2×	FLYING
1/2×	STEEL			PSYCHC
	POISON			
0×	FLYING		0×	None
	BUG			
	PSYCHC			
	GHOST			

Generation VI onwards

Offensive		FIGHT	Defensive	
Power	Types		Power	Types
2×	DARK		1/2×	BUG
	ICE			DARK
	NORMAL			ROCK

	ROCK		
	STEEL		
1/2×	BUG	2×	FAIRY
	FLYING		FLYING
	POISON		PSYCHC
0×	PSYCHC	0×	None
	GHOST		

## Characteristics

### Defense

While the Fighting type has three different weaknesses, Fighting-type Pokémon with a secondary Steel typing have the advantage of having those three weakness neutralized, leaving them only with Steel's weaknesses.

### Offense

The Fighting type hits five different types for super-effective damage, the most for any type, tied by only the Ground type. It is the only type that deals super effective damage against Normal. Ghost's immunity to Fighting can be nullified by Foresight or Odor Sleuth.

Most Fighting-type Pokémon can learn Rock-type moves to check Bug-type and Flying-type. Additionally, many Fighting types can also learn Poison type moves to deal with Fairy types. The combination of Fighting and Ghost is even better, dealing at least neutral damage to all type combinations bar Normal/Ghost, which has not materialized (unless Trick-or-Treat is considered).

On average, Fighting-type Pokémon have the highest physical Attack of all types.

### Contest properties



















In Contests, Fighting-type moves are typically Cool or Tough moves. None of them are considered Cute.

## Pokémon

As of Generation VII, there are 57 Fighting-type Pokémon or 7.1% of all Pokémon (counting those that are Fighting-type in at least one of their forms, including Mega Evolutions), making it the 8th rarest type.

### Pure Fighting-type Pokémon

#		Name
056		Mankey
057		Primeape
066		Machop
067		Machoke


#		Name
068		Machop
106		Hitmonlee
107		Hitmonchan
236		Tyrogue
237		Hitmontop
296		Makuhita
297		Hariyama
447		Riolu
532		Timburr
533		Gurdurr
534		Conkeldurr
538		Throh
539		Sawk
619		Mienfoo
620		Mienshao
674		Pancham
739		Crabrawler
766		Passimian

Pokéstar Studios opponents













#		Name
N/A		Black Belt


Half Fighting-type Pokémon

Primary Fighting-type Pokémon

#		Name	Type 1	Type 2
307		Meditite	Fighting	Psychic
308		Medicham	Fighting	Psychic
		Mega Medicham	Fighting	Psychic
448		Lucario	Fighting	Steel
		Mega Lucario	Fighting	Steel
675		Pangoro	Fighting	Dark
701		Hawlucha	Fighting	Flying
740		Crabominable	Fighting	Ice
802		Marshadow	Fighting	Ghost

## Secondary Fighting-type Pokémon

#		Name	Type 1	Type 2
062		Poliwrath	Water	Fighting
150		Mega Mewtwo X	Psychic	Fighting
214		Heracross	Bug	Fighting
		Mega Heracross	Bug	Fighting
256		Combusken	Fire	Fighting
257		Blaziken	Fire	Fighting
		Mega Blaziken	Fire	Fighting
286		Breloom	Grass	Fighting
391		Monferno	Fire	Fighting
392		Infernape	Fire	Fighting
428		Mega Lopunny	Normal	Fighting
453		Croagunk	Poison	Fighting

#		Name	Type 1	Type 2
454		Toxicroak	Poison	Fighting
475		Gallade	Psychic	Fighting
		Mega Gallade	Psychic	Fighting
499		Pignite	Fire	Fighting
500		Emboar	Fire	Fighting
559		Scraggy	Dark	Fighting
560		Scrafty	Dark	Fighting
638		Cobalion	Steel	Fighting
639		Terrakion	Rock	Fighting
640		Virizion	Grass	Fighting
647		Keldeo	Water	Fighting
			Water	Fighting
648		Meloetta Pirouette Forme	Normal	Fighting
652		Chesnaught	Grass	Fighting
759		Stufful	Normal	Fighting
760		Bewear	Normal	Fighting
783		Hakamo-o	Dragon	Fighting
784		Kommo-o	Dragon	Fighting
794		Buzzwole	Bug	Fighting
795		Pheromosa	Bug	Fighting






## Moves

Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
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	All-Out Pummeling	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user rams an energy orb created by its Z-Power into the target with full force. The power varies, depending on the original move.
VII	All-Out Pummeling	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user rams an energy orb created by its Z-Power into the target with full force. The power varies, depending on the original move.
III	Arm Thrust	Physical	Tough	15	100%	20 (max 32)	 Any adjacent Pokémon	The user lets loose a flurry of open-palmed arm thrusts that hit two to five times in a row.
IV	Aura Sphere	Special	Beautiful	80	—%	20 (max 32)	 Anyone	The user lets loose a blast of aura power from deep within its body at the target. This attack never misses.
III	Brick Break	Physical	Cool	75	100%	15 (max 24)	 Any adjacent Pokémon	The user attacks with a swift chop. It can also break barriers, such as Light Screen and Reflect.
III	Bulk Up	Status	Cool	—	—%	20 (max 32)	 Self	The user tenses its muscles to bulk up its body, raising both its Attack and Defense 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	Circle Throw	Physical	Cool	60	90%	10 (max 16)	 Any adjacent Pokémon	The target is thrown, and a different Pokémon is dragged out. In the wild, this ends a battle against a single Pokémon.
IV	Close Combat	Physical	Tough	120	100%	5 (max 8)	 Any adjacent Pokémon	The user fights the target up close without guarding itself. This also lowers the user's Defense and Sp. Def stats.
I	Counter	Physical	Tough	Varies	100%	20 (max 32)	 Self	A retaliation move that counters any physical attack, inflicting double the damage taken.
II	Cross Chop	Physical	Cool	100	80%	5 (max 8)	 Any adjacent Pokémon	The user delivers a double chop with its forearms crossed. Critical hits land more easily.
II	Detect	Status	Cool	—	—%	5 (max 8)	 Self	Enables the user to evade all attacks. Its chance of failing rises if it is used in succession.
I	Double Kick	Physical	Cool	30	100%	30 (max 48)	 Any adjacent Pokémon	The target is quickly kicked twice in succession using both feet.








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	Drain Punch	Physical	Tough	75	100%	10 (max 16)	 Any adjacent Pokémon	An energy-draining punch. The user's HP is restored by half the damage taken by the target.
II	Dynamic Punch	Physical	Cool	100	50%	5 (max 8)	 Any adjacent Pokémon	The user punches the target with full, concentrated power. This confuses the target if it hits.
V	Final Gambit	Special	Tough	Varies	100%	5 (max 8)	 Any adjacent Pokémon	The user risks everything to attack its target. The user faints but does damage equal to its HP.
VI	Flying Press	Physical	Tough	100	95%	10 (max 16)	 Any adjacent Pokémon	The user dives down onto the target from the sky. This move is Fighting and Flying type simultaneously.
IV	Focus Blast	Special	Cool	120	70%	5 (max 8)	 Any adjacent Pokémon	The user heightens its mental focus and unleashes its power. This may also lower the target's Sp. Def stat.
III	Focus Punch	Physical	Tough	150	100%	20 (max 32)	 Any adjacent Pokémon	The user focuses its mind before launching a punch. This move fails if the user is hit before it is used.
IV	Force Palm	Physical	Cool	60	100%	10 (max 16)	 Any adjacent Pokémon	The target is attacked with a shock wave. 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
IV	Hammer Arm	Physical	Tough	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.
I	High Jump Kick	Physical	Cool	130	90%	10 (max 16)	 Any adjacent Pokémon	The target is attacked with a knee kick from a jump. If it misses, the user is hurt instead.
I	Jump Kick	Physical	Cool	100	95%	10 (max 16)	 Any adjacent Pokémon	The user jumps up high, then strikes with a kick. If the kick misses, the user hurts itself.
I	Karate Chop	Physical	Tough	50	100%	25 (max 40)	 Any adjacent Pokémon	The target is attacked with a sharp chop. Critical hits land more easily.
I	Low Kick	Physical	Tough	Varies	100%	20 (max 32)	 Any adjacent Pokémon	A powerful low kick that makes the target fall over. The heavier the target, the greater the move's power.
V	Low Sweep	Physical	Clever	65	100%	20 (max 32)	 Any adjacent Pokémon	The user makes a swift attack on the target's legs, which lowers the target's Speed stat.
II	Mach Punch	Physical	Cool	40	100%	30 (max 48)	 Any adjacent Pokémon	The user throws a punch at blinding speed. This move always goes first.



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	Mat Block	Status	Cool	—	—%	10 (max 16)	 All allies	Using a pulled-up mat as a shield, the user protects itself and its allies from damaging moves. This does not stop status moves.
VI	Power-Up Punch	Physical	Tough	40	100%	20 (max 32)	 Any adjacent Pokémon	Striking opponents over and over makes the user's fists harder. Hitting a target raises the Attack stat.
V	Quick Guard	Status	Cool	—	—%	15 (max 24)	 All allies	The user protects itself and its allies from priority moves.
III	Revenge	Physical	Tough	60	100%	10 (max 16)	 Any adjacent Pokémon	This attack move's power is doubled if the user has been hurt by the opponent in the same turn.
II	Reversal	Physical	Cool	Varies	100%	15 (max 24)	 Any adjacent Pokémon	An all-out attack that becomes more powerful the less HP the user has.
II	Rock Smash	Physical	Tough	40	100%	15 (max 24)	 Any adjacent Pokémon	The user attacks with a punch. This may also lower the target's Defense stat.
I	Rolling Kick	Physical	Cool	60	85%	15 (max 24)	 Any adjacent Pokémon	The user lashes out with a quick, spinning kick. This may also make the target flinch.

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	Sacred Sword	Physical	Cool	90	100%	15 (max 24)	 Any adjacent Pokémon	The user attacks by slicing with a long horn. The target's stat changes don't affect this attack's damage.
V	Secret Sword	Special	Beautiful	85	100%	10 (max 16)	 Any adjacent Pokémon	The user cuts with its long horn. The odd power contained in the horn does physical damage to the target.
I	Seismic Toss	Physical	Tough	Varies	100%	20 (max 32)	 Any adjacent Pokémon	The target is thrown using the power of gravity. It inflicts damage equal to the user's level.
III	Sky Uppercut	Physical	Cool	85	90%	15 (max 24)	 Any adjacent Pokémon	The user attacks the target with an uppercut thrown skyward with force.
V	Storm Throw	Physical	Cool	60	100%	10 (max 16)	 Any adjacent Pokémon	The user strikes the target with a fierce blow. This attack always results in a critical hit.
I	Submission	Physical	Cool	80	80%	20 (max 32)	 Any adjacent Pokémon	The user grabs the target and recklessly dives for the ground. This also damages the user a little.

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	Superpower	Physical	Tough	120	100%	5 (max 8)	 Any adjacent Pokémon	The user attacks the target with great power. However, this also lowers the user's Attack and Defense stats.
II	Triple Kick	Physical	Cool	10	90%	10 (max 16)	 Any adjacent Pokémon	A consecutive three-kick attack that becomes more powerful with each successive hit.
IV	Vacuum Wave	Special	Cool	40	100%	30 (max 48)	 Any adjacent Pokémon	The user whirls its fists to send a wave of pure vacuum at the target. This move always goes first.
II	Vital Throw	Physical	Cool	70	—%	10 (max 16)	 Any adjacent Pokémon	The user attacks last. In return, this throw move never misses.
IV	Wake-Up Slap	Physical	Tough	70	100%	10 (max 16)	 Any adjacent Pokémon	This attack inflicts big damage on a sleeping target. This also wakes the target up, 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.

## Abilities

### Interacting with the Fighting type







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

Gen	Ability	Description
IV	Scrappy	Enables Normal- and Fighting-type moves to hit Ghost-type Pokémon.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual Ability's page.		

## Exclusive Abilities

Currently, no Abilities are exclusive to Fighting types. This does not include signature Abilities.

## Items

	Name	Description
	Black Belt	An item to be held by a Pokémon. This belt helps the wearer to focus and boosts the power of Fighting-type moves.
	Chople Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Fighting-type attack.
	Fighting Gem	A gem with an ordinary essence. When held, it strengthens the power of a Fighting-type move one time.
	Fighting Memory	A memory disc that contains Fighting-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Fightinium Z	It converts Z-Power into crystals that upgrade Fighting-type moves to Fighting-type Z-Moves.
	Fist Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Fighting-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, Fighting generally adopts all Rock- and Ground-type Pokémon under its typing.

Fighting-type Pokémon in the TCG are generally weak to Psychic with no resistances. Fighting-type Pokémon are strong against Colorless, Darkness and Lightning Pokémon, whilst some Colorless and Psychic Pokémon can resist the Fighting type.

## Trivia

- Generation V introduced the most Fighting-type Pokémon of any Generation, with 16, and Generation II introduced the fewest, with three.
- Generation I introduced the most Fighting-type moves of any Generation, with nine, and Generation VII introduced the fewest, with only one: All-Out Pummeling.
- All Fighting-type moves that do damage only target one foe, and all physical Fighting-type moves make contact.
- Fighting was the last type to receive a Pokémon with Flying as the other type, only receiving one with Hawlucha in Generation VI.
- Every region has a Fighting-type specialist.
- Color representations for the Fighting type have generally been inconsistent in various Pokémon media. While the Fighting type has been associated with the color red in the main Pokémon games since Generation III, it is associated with orange in the Pokémon Stadium series and the Pokémon Mystery Dungeon series, and brown in the Pokémon Trading Card Game.
- Fighting is the most common secondary type for evolutions of starter Pokémon, with four starter lines being paired with it, three of them being Fire-type.
- The Fighting type could be considered a physical counterpart to the Psychic type:

- The highest average stat among all Fighting types is Attack, while for Psychic types it is Special Attack.
- While the Fighting type is the only formerly physical type to not have any old moves changed into special moves, the Psychic type is the only formerly special type to not have any old moves changed into physical moves.
- Counter and Mirror Coat, moves countering physical and special attacks are, respectively, Fighting- and Psychic-type moves.
- Bulk Up and Calm Mind, moves raising physical and special stats are, respectively, Fighting- and Psychic-type moves.
- The Fighting and Bug-type types are the only two separate types that are not very effective against each other.

## In other languages

Language		Title
<span><span></span></span> Japanese		かくとう (格闘) <i>Kakutō</i>
Chinese	<span><span></span></span> Cantonese	格鬥 <i>Gaakdau</i>
	<span><span></span></span> Mandarin	格鬥 / 格斗 <i>Gédòu</i>
<span><span></span></span> Czech		Bojový
<span><span></span></span> Danish		Kamp
<span><span></span></span> Dutch		Vecht
<span><span></span></span> Finnish		Taistelu
<span><span></span></span> French		Combat
<span><span></span></span> German		Kampf
<span><span></span></span> Greek		Μαχητής <i>Machitís</i>
<span><span></span></span> Hebrew		לחימה <i>Lehima</i>
<span><span></span></span> Hungarian		Harcos
<span><span></span></span> Indonesian		Tanding Petarung
<span><span></span></span> Italian		Lotta
<span><span></span></span> Korean		격투 <i>Gyeoktu</i>
<span><span></span></span> Norwegian		Kjemper* Kamp
<span><span></span></span> Malaysian		Berlawan
<span><span></span></span> Polish		Walczący
Portuguese	<span><span></span></span> Brazil	Luta Lutador Guerreiro
	<span><span></span></span> Portugal	Luta
<span><span></span></span> Romanian		Luptă
<span><span></span></span> Russian		Сражение <i>Srazheniye</i> Боевой <i>Boyevoy</i>
Spanish	<span><span></span></span> Latin America	Peledor
	<span><span></span></span> Spain	Lucha
<span><span></span></span> Swedish		Strids* Slagsmål Boxartyp*
<span><span></span></span> Thai		ต่อสู้ <i>Tosu</i>
<span><span></span></span> Turkish		Dövüş
<span><span></span></span> Vietnamese		Giác đấu



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Handbook

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