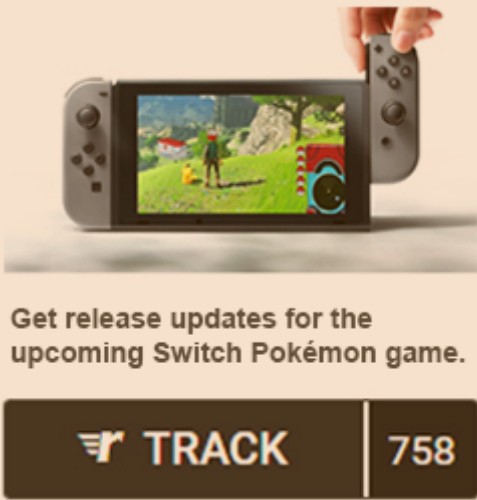


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Steel (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

This article is about the in-game type. For the TCG type, see Metal (TCG). For the mountain in Pokémon Mystery Dungeon: Red Rescue Team and Blue Rescue Team, see Mt. Steel.

The **Steel type** (Japanese: はがねタイプ *Steel type*) is one of the eighteen types. Notable Trainers who specialize in Steel-type Pokémon are Jasmine of Olivine City, Steven Stone, Champion of Hoenn, Byron of Canalave City, Wikstrom of the Kalos Elite Four, and Molayne of the Alola Elite Four^{USUM}. Prior to changes in Generation IV, all damaging Steel-type moves were physical, but they may now also be special depending on the attack.

The Steel type was introduced in Generation II, along with the Dark type.

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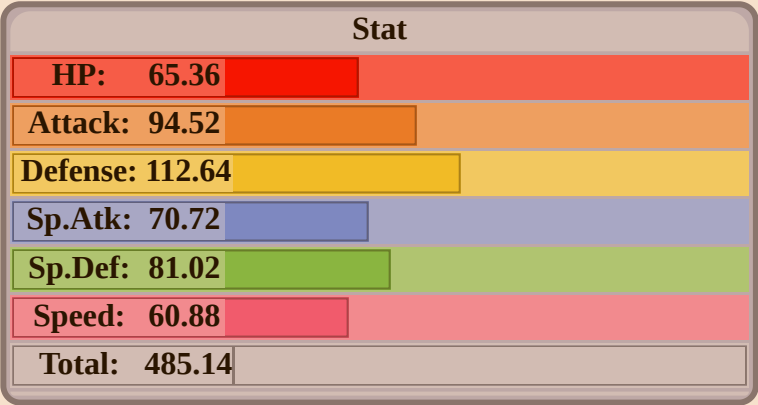
Types

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

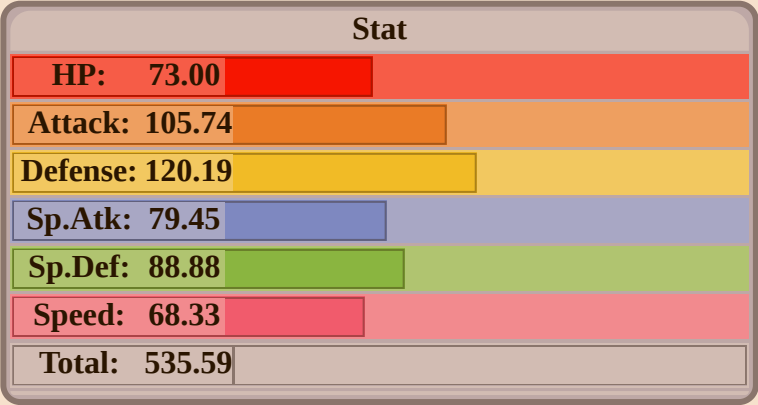
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Statistical averages

Overall



Fully evolved



Battle properties



Buy, mine and sell Bitcoin at one place!

Generations II to V

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

In Generation II, Steel-type Pokémon cannot be poisoned by Poison-type moves. Starting in Generation III, Steel-type Pokémon cannot be poisoned.

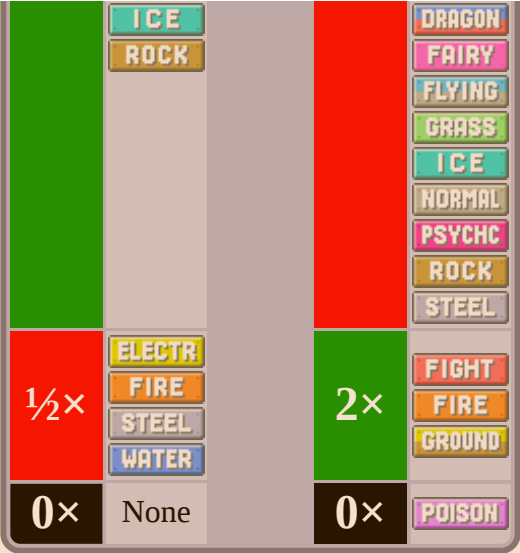
Offensive		STEEL	Defensive	
Power	Types		Power	Types
2×			1/2×	BUG
				DARK
				DRAGON
1/2×	ICE			FLYING
	ROCK			GHOST
				GRASS
				ICE
0×				NORMAL
	ELECTR			PSYCHC
	FIRE			ROCK
	STEEL			STEEL
None			2×	FIGHT
				FIRE
				GROUND
				POISON

Generation VI onwards

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

Steel-type Pokémon cannot be poisoned, except by a Pokémon with Corrosion.

Offensive		STEEL	Defensive	
Power	Types		Power	Types
2×	FAIRY		1/2×	BUG



Characteristics

Defense

In Generation II, the Steel type was created to balance out the previously overpowered Normal and Psychic types, as both types are resisted by Steel. Although the number of Steel's resistances decreased from 11 to 10 in Generation VI, Steel remains the most resistant type. Steel types also cannot be poisoned (except by Twineedle in Generation II or if poisoned by a Pokémon with Corrosion) or damaged by a sandstorm.

Pure Steel-type Pokémon have the second-greatest amount of resistances of all type combinations. Electric/Steel is the most resistant dual type, having 11 resistances plus an immunity to Poison.

Steel-type Pokémon, on average, have the highest physical Defense among all Pokémon and among fully evolved Pokémon.

Offense

While some Pokémon resist Steel-type attacks, many of these Pokémon are weak to Ground, so combinations of Steel and Ground attacks tend to work well.



Contest properties

In Contests, Steel-type moves are typically Cool moves.

Pokémon



As of Generation VII, there are 53 Steel-type Pokémon or 6.6% of all Pokémon (counting those that are Steel-type in at least one of their forms, including Alola Forms), making it the 6th rarest type.

Pure Steel-type Pokémon

#		Name
306		Mega Aggron
379		Registeel

#		Name
599		Klink
600		Klang
601		Klinklang
???		Meltan

Pokéstar Studios opponents

#		Name
N/A		MT
N/A		Transport


Half Steel-type Pokémon






















Primary Steel-type Pokémon

#		Name	Type 1	Type 2
208		Steelix	Steel	Ground
		Mega Steelix	Steel	Ground
227		Skarmory	Steel	Flying
303		Mawile*	Steel	Fairy
		Mega Mawile	Steel	Fairy
304		Aron	Steel	Rock
305		Lairon	Steel	Rock
306		Aggron	Steel	Rock
374		Beldum	Steel	Psychic
375		Metang	Steel	Psychic
376		Metagross	Steel	Psychic
		Mega Metagross	Steel	Psychic

#		Name	Type 1	Type 2
385		Jirachi	Steel	Psychic
436		Bronzor	Steel	Psychic
437		Bronzong	Steel	Psychic
483		Dialga	Steel	Dragon
638		Cobalion	Steel	Fighting
679		Honedge	Steel	Ghost
680		Doublade	Steel	Ghost
681		Aegislash	Steel	Ghost
707		Klefki	Steel	Fairy
797		Celesteela	Steel	Flying
801		Magearna	Steel	Fairy



Secondary Steel-type Pokémon

#		Name	Type 1	Type 2
027		Sandshrew Alola Form	Ice	Steel
028		Sandslash Alola Form	Ice	Steel
050		Diglett Alola Form	Ground	Steel
051		Dugtrio Alola Form	Ground	Steel
081		Magnetite*	Electric	Steel
082		Magnetron*	Electric	Steel
205		Forretress	Bug	Steel
212		Scizor	Bug	Steel
		Mega Scizor	Bug	Steel
395		Empoleon	Water	Steel

#		Name	Type 1	Type 2
410		Shieldon	Rock	Steel
411		Bastiodon	Rock	Steel
413		Wormadam Trash Cloak	Bug	Steel
448		Lucario	Fighting	Steel
		Mega Lucario	Fighting	Steel
462		Magnezone	Electric	Steel
476		Probopass	Rock	Steel
485		Heatran	Fire	Steel
530		Excadrill	Ground	Steel
589		Escavalier	Bug	Steel
597		Ferroseed	Grass	Steel
598		Ferrothorn	Grass	Steel
624		Pawniard	Dark	Steel
625		Bisharp	Dark	Steel
632		Durant	Bug	Steel
649		Genesect	Bug	Steel
777		Togedemaru	Electric	Steel
791		Solgaleo	Psychic	Steel
798		Kartana	Grass	Steel
800		Dusk Mane Necrozma	Psychic	Steel
805		Stakataka	Rock	Steel

Pokéstar Studios opponents






Name Type 1 Type 2

#		Name	Type 1	Type 2
N/A		F-00	Steel	Normal
N/A		MT2	Steel	Electric






Moves

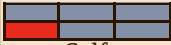

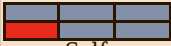


Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
VII	Anchor Shot	Physical		80	100%	20 (max 32)	 Any adjacent Pokémon	The user entangles the target with its anchor chain while attacking. The target becomes unable to flee.
V	Autotomize	Status	Beautiful	—	—%	15 (max 24)	 Self	The user sheds part of its body to make itself lighter and sharply raise its Speed stat.
IV	Bullet Punch	Physical	Tough	40	100%	30 (max 48)	 Any adjacent Pokémon	The user strikes the target with tough punches as fast as bullets. This move always goes first.
VII	Corkscrew Crash	Physical		—	—%	1 (max 1)	 Any adjacent Pokémon	The user spins very fast and rams 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	Corkscrew Crash	Special		—	—%	1 (max 1)	 Any adjacent Pokémon	The user spins very fast and rams into the target with the full force of its Z-Power. The power varies, depending on the original move.
III	Doom Desire	Special	Beautiful	140	100%	5 (max 8)	 Any adjacent Pokémon	Two turns after this move is used, a concentrated bundle of light blasts the target.
IV	Flash Cannon	Special	Beautiful	80	100%	10 (max 16)	 Any adjacent Pokémon	The user gathers all its light energy and releases it all at once. This may also lower the target's Sp. Def stat.
V	Gear Grind	Physical	Clever	50	85%	15 (max 24)	 Any adjacent Pokémon	The user attacks by throwing steel gears at its target twice.
VII	Gear Up	Status		—	—%	20 (max 32)	 All allies	The user engages its gears to raise the Attack and Sp. Atk stats of ally Pokémon with the Plus or Minus Ability.



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	Gyro Ball	Physical	Cool	Varies	100%	5 (max 8)	 Any adjacent Pokémon	The user tackles the target with a high-speed spin. The slower the user compared to the target, the greater the move's power.
V	Heavy Slam	Physical	Tough	Varies	100%	10 (max 16)	 Any adjacent Pokémon	The user slams into the target with its heavy body. The more the user outweighs the target, the greater the move's power.
III	Iron Defense	Status	Tough	—	—%	15 (max 24)	 Self	The user hardens its body's surface like iron, sharply raising its Defense stat.
IV	Iron Head	Physical	Tough	80	100%	15 (max 24)	 Any adjacent Pokémon	The user slams the target with its steel-hard head. This may also make the target flinch.
II	Iron Tail	Physical	Cool	100	75%	15 (max 24)	 Any adjacent Pokémon	The target is slammed with a steel-hard tail. This may also lower the target's Defense 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
VI	King's Shield	Status	Cool	—	—%	10 (max 16)	 Self	The user takes a defensive stance while it protects itself from damage. It also harshly lowers the Attack stat of any attacker who makes direct contact.
IV	Magnet Bomb	Physical	Cool	60	—%	20 (max 32)	 Any adjacent Pokémon	The user launches steel bombs that stick to the target. This attack never misses.
IV	Metal Burst	Physical	Cool	Varies	100%	10 (max 16)	 Self	The user retaliates with much greater force against the opponent that last inflicted damage on it.
II	Metal Claw	Physical	Cool	50	95%	35 (max 56)	 Any adjacent Pokémon	The target is raked with steel claws. This may also raise the user's Attack stat.
III	Metal Sound	Status	Clever	—	85%	40 (max 64)	 Any adjacent Pokémon	A horrible sound like scraping metal harshly lowers the target's Sp. Def 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
III	Meteor Mash	Physical	Cool	90	90%	10 (max 16)	 Any adjacent Pokémon	The target is hit with a hard punch fired like a meteor. This may also raise the user's Attack stat.
IV	Mirror Shot	Special	Beautiful	65	85%	10 (max 16)	 Any adjacent Pokémon	The user lets loose a flash of energy at the target from its polished body. This may also lower the target's accuracy.
VII	Searing Sunraze Smash	Physical		200	—%	1 (max 1)	 Any adjacent Pokémon	After obtaining Z-Power, the user, Solgaleo, attacks the target with full force. This move can ignore the effect of the target's Ability.
V	Shift Gear	Status	Clever	—	—%	10 (max 16)	 Self	The user rotates its gears, raising its Attack stat and sharply raising its Speed stat.
VII	Smart Strike	Physical		70	—%	10 (max 16)	 Any adjacent Pokémon	The user stabs the target with a sharp horn. This attack never misses.

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	Steel Wing	Physical	Cool	70	90%	25 (max 40)	 Any adjacent Pokémon	The target is hit with wings of steel. This may also raise the user's Defense stat.
VII	Sunsteel Strike	Physical		100	100%	5 (max 8)	 Any adjacent Pokémon	The user slams into the target with the force of a meteor. This move can be used on the target regardless of its Abilities.

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 Steel type

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

Steel-type Pokémon are also immune to becoming poisoned from the Abilities Poison Point, Poison Touch, Synchronize, or Effect Spore.

Gen	Ability	Description
VII	Corrosion	Allows Poison-type and Steel-type Pokémon to be poisoned.
III	Magnet Pull	Prevents Steel-type Pokémon from escaping.
V	Sand Force	Strengthens Rock, Ground, and Steel moves to 1.3× their power during a sandstorm.
VII	Steelworker	Strengthens Steel moves to 1.5× their power.

All details are accurate to Generation VII games. For details that have changed between generations, please see an individual Ability's page.








Exclusive Abilities

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

Gen	Ability	Description

Gen	Ability	Description
V	Heavy Metal	Doubles the Pokémon's weight.
V	Iron Barbs	Inflicts damage to the attacker on contact.
V	Light Metal	Halves the Pokémon's weight.
All details are accurate to Generation VII games. For details that have changed between generations, please see an individual Ability's page.		

Items

	Name	Description
	Adamant Orb	A brightly gleaming orb to be held by Dialga. It boosts the power of Dragon- and Steel-type moves when it is held.
	Babiri Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Steel-type attack.
	Iron Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Steel-type moves.
	Metal Coat	An item to be held by a Pokémon. It's a special metallic film that can boost the power of Steel-type moves.
	Steel Gem	A gem with an ordinary essence. When held, it strengthens the power of a Steel-type move one time.
	Steel Memory	A memory disc that contains Steel-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Steelium Z	It converts Z-Power into crystals that upgrade Steel-type moves to Steel-type Z-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: Metal (TCG)

Introduced in the Neo Genesis set, Metal-type Pokémon in the TCG are generally weak to Fire and Fighting with resistances to Grass and Psychic. Metal-type Pokémon can be strong against Water and Fairy, whilst some Water and Lightning Pokémon can resist this type.

Trivia

- Generation V introduced the most Steel-type Pokémon of any generation, with 12, and Generation VI introduced the fewest Steel-type Pokémon since the type was created, with four.
- Generation IV introduced the most Steel-type moves of any generation, with seven, and Generation VI introduced the fewest Steel-type moves since the type was created, with one.
- In Generation II, the Steel type saw one type change in a Pokémon family (Magnemite and Magnetron), but no change in moves. The opposite is true for the Dark type, which saw one type change in a move (Bite), but no change in a Pokémon.
- Prior to Generation VI, Steel was the only type that had a non-neutral type match-up with all of the seventeen existing types, considering both the offense and defense of both types. In Generation VI, it was changed so that Steel no longer resisted Dark- or Ghost-type moves.
- Each of the three starter types have a different effectiveness when attacking a pure Steel-type Pokémon (Grass does ½× damage, Water does 1× damage, and Fire does 2× damage).
- More Pokémon gain the Steel type upon evolving than any other type, with a total of 9.

In other languages

Language		Title
 Japanese		はがね (鋼) <i>Hagane</i>
Chinese	Cantonese	鋼 <i>Gong</i>
	Mandarin	鋼 / 钢 <i>Gāng</i>
 Czech		Ocelový
 Danish		Stål
 Dutch		Staal
 Finnish		Teräs
 French		Acier
 German		Stahl
 Greek		Μετάλλου <i>Metallou</i>
 Hebrew		פלדה <i>Plada</i>
 Hungarian		Acél
 Indonesian		Baja Besi
 Italian		Acciaio
 Korean		강철 <i>Gangcheol</i>
 Norwegian		Stål
 Malaysian		Besi
 Polish		Stalowy
Portuguese	 Brazil	Aço Metal
	 Portugal	Aço
 Romanian		Oțel
 Russian		Сталь <i>Stal'</i>
 Spanish		Acero
 Swedish		Stål
 Thai		โลหะ <i>Loha</i>
		เหล็ก <i>Lek</i>
 Turkish		Çelik
 Vietnamese		Thép

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