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## Rock (type)

From Bulbapedia, the community-driven Pokémon encyclopedia.

The **Rock type** (Japanese: いわタイプ *Rock type*) is one of the eighteen types. Notable Trainers who specialize in Rock-type Pokémon are Brock of Pewter City, Roxanne of Rustboro City, Roark of Oreburgh City, Grant of Cyllage City, and Olivia of the Alola Elite Four. Jasmine is also stated to have trained Rock types in the past. Prior to changes in Generation IV, all damaging Rock-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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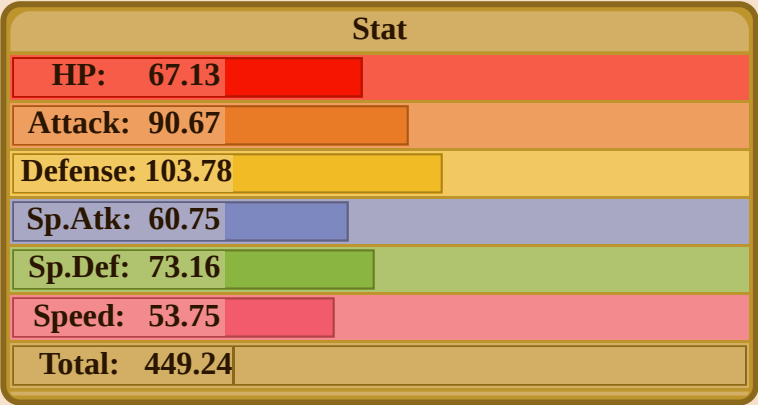
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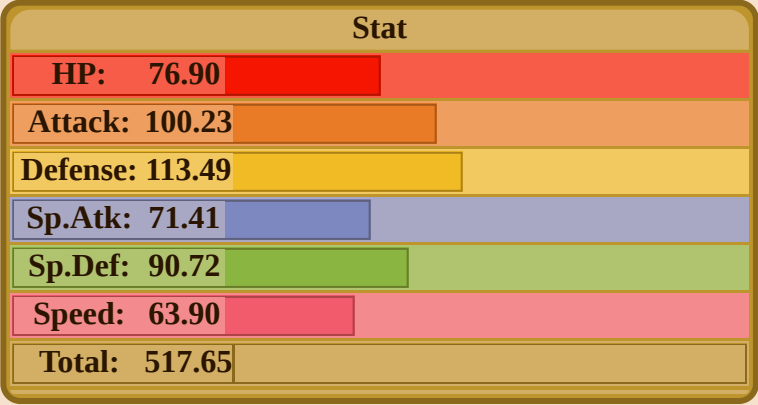
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## Statistical averages

### Overall



### Fully evolved



## Battle properties

Generation I



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Offensive		ROCK	Defensive	
Power	Types		Power	Types
2×	BUG		½×	FIRE
	FIRE			FLYING
	FLYING			NORMAL
	ICE			POISON
½×	FIGHT		2×	FIGHT
	GROUND			GRASS
0×	None			GROUND
				WATER
0×	None		0×	None

Generation II onwards

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

Starting in Generation IV, Rock-type Pokémon have their Special Defense boosted by 50% during a sandstorm.

Offensive		ROCK	Defensive	
Power	Types		Power	Types
2×	BUG		½×	FIRE
	FIRE			FLYING
	FLYING			NORMAL
	ICE			POISON
½×	FIGHT		2×	FIGHT
	GROUND			GRASS
	STEEL			GROUND
				STEEL
0×	None			WATER
			0×	None

# Characteristics

## Defense

Tied with Grass, Rock types have the most weaknesses of any type, with five. Additionally, double weaknesses among Rock types are very common.

Since Generation IV, the Special Defense of a Rock-type Pokémon is increased by 50% during a sandstorm, in addition to being immune to the damage caused by it.

Rock-type Pokémon, on average, have the lowest Speed of all Pokémon and of fully evolved Pokémon.

## Offense

In particular, Rock pairs well with Ground, since very few Pokémon naturally resist this combination. Most Rock-types can learn Earthquake to this end. The biggest drawback of Rock-type moves is the large percentage of moves which have less than 100% accuracy.


## Contest properties

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

# Pokémon

As of Generation VII, there are 60 Rock-type Pokémon or 7.4% of all Pokémon, making it the 9th rarest type.

## Pure Rock-type Pokémon

#		Name
185		Sudowoodo
299		Nosepass
377		Regirock
408		Cranidos
409		Rampardos
438		Bonsly
524		Roggenrola
525		Boldore
526		Gigalith
744		Rockruff


#		Name
745		Lycanroc Midday Form
		Lycanroc Midnight Form
		Lycanroc Dusk Form

Half Rock-type Pokémon

Primary Rock-type Pokémon

#		Name	Type 1	Type 2
074		Geodude	Rock	Ground
		Geodude Alola Form	Rock	Electric
075		Graveler	Rock	Ground
		Graveler Alola Form	Rock	Electric
076		Golem	Rock	Ground
		Golem Alola Form	Rock	Electric
095		Onix	Rock	Ground
138		Omanyte	Rock	Water
139		Omastar	Rock	Water
140		Kabuto	Rock	Water
141		Kabutops	Rock	Water
142		Aerodactyl	Rock	Flying
		Mega Aerodactyl	Rock	Flying
246		Larvitar	Rock	Ground
247		Pupitar	Rock	Ground
248		Tyranitar	Rock	Dark
		Mega Tyranitar	Rock	Dark

#		Name	Type 1	Type 2
337		Lunatone	Rock	Psychic
338		Solrock	Rock	Psychic
345		Lileep	Rock	Grass
346		Cradily	Rock	Grass
347		Anorith	Rock	Bug
348		Armaldo	Rock	Bug
410		Shieldon	Rock	Steel
411		Bastiodon	Rock	Steel
476		Probopass	Rock	Steel
566		Archen	Rock	Flying
567		Archeops	Rock	Flying
639		Terrakion	Rock	Fighting
688		Binacle	Rock	Water
689		Barbaracle	Rock	Water
696		Tyrunt	Rock	Dragon
697		Tyrantrum	Rock	Dragon
698		Amaura	Rock	Ice
699		Aurorus	Rock	Ice
703		Carbink	Rock	Fairy
719		Diancie	Rock	Fairy
		Mega Diancie	Rock	Fairy
774		Minior	Rock	Flying
793		Nihilego	Rock	Poison

#		Name	Type 1	Type 2
805		Stakataka	Rock	Steel

Secondary Rock-type Pokémon



#		Name	Type 1	Type 2
111		Rhyhorn	Ground	Rock
112		Rhydon	Ground	Rock
213		Shuckle	Bug	Rock
219		Magcargo	Fire	Rock
222		Corsola	Water	Rock
304		Aron	Steel	Rock
305		Lairon	Steel	Rock
306		Aggron	Steel	Rock
369		Relicanth	Water	Rock
464		Rhyperior	Ground	Rock
557		Dwebble	Bug	Rock
558		Crustle	Bug	Rock
564		Tirtouga	Water	Rock
565		Carracosta	Water	Rock

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	Accelerock	Physical		40	100%	20 (max 32)	<div><div></div><div></div><div></div></div> Any adjacent Pokémon	The user smashes into the target at high speed. This move always goes first.
II	Ancient Power	Special	Tough	60	100%	5 (max 8)	<div><div></div><div></div><div></div></div> Any adjacent Pokémon	The user attacks with a prehistoric power. This may also raise all the user's stats at once.
VII	Continental Crush	Physical		—	—%	1 (max 1)	<div><div></div><div></div><div></div></div> Any adjacent Pokémon	The user summons a huge rock mountain using its Z-Power and drops it onto the target with full force. The power varies, depending on the original move.
VII	Continental Crush	Special		—	—%	1 (max 1)	<div><div></div><div></div><div></div></div> Any adjacent Pokémon	The user summons a huge rock mountain using its Z-Power and drops it onto 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.								










Gen	Move	Category	Contest	Power	Accuracy	PP	Target	Description
VI	Diamond Storm	Physical	Beautiful	100	95%	5 (max 8)	 All adjacent foes	The user whips up a storm of diamonds to damage opposing Pokémon. This may also sharply raise the user's Defense stat.
IV	Head Smash	Physical	Tough	150	80%	5 (max 8)	 Any adjacent Pokémon	The user attacks the target with a hazardous, full-power headbutt. This also damages the user terribly.
IV	Power Gem	Special	Beautiful	80	100%	20 (max 32)	 Any adjacent Pokémon	The user attacks with a ray of light that sparkles as if it were made of gemstones.
III	Rock Blast	Physical	Tough	25	90%	10 (max 16)	 Any adjacent Pokémon	The user hurls hard rocks at the target. Two to five rocks are launched in a row.
IV	Rock Polish	Status	Tough	—	—%	20 (max 32)	 Self	The user polishes its body to reduce drag. This can sharply raise 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
I	Rock Slide	Physical	Tough	75	90%	10 (max 16)	 All adjacent foes	Large boulders are hurled at the opposing Pokémon to inflict damage. This may also make the opposing Pokémon flinch.
I	Rock Throw	Physical	Tough	50	90%	15 (max 24)	 Any adjacent Pokémon	The user picks up and throws a small rock at the target to attack.
III	Rock Tomb	Physical	Clever	60	95%	15 (max 24)	 Any adjacent Pokémon	Boulders are hurled at the target. This also lowers the target's Speed stat by preventing its movement.
IV	Rock Wrecker	Physical	Tough	150	90%	5 (max 8)	 Any adjacent Pokémon	The user launches a huge boulder at the target to attack. The user can't move 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
II	Rollout	Physical	Cute	30	90%	20 (max 32)	 Any adjacent Pokémon	The user continually rolls into the target over five turns. It becomes more powerful each time it hits.
II	Sandstorm	Status	Tough	—	—%	10 (max 16)	 All Pokémon	A five-turn sandstorm is summoned to hurt all combatants except the Rock, Ground, and Steel types. It raises the Sp. Def stat of Rock types.
V	Smack Down	Physical	Tough	50	100%	15 (max 24)	 Any adjacent Pokémon	The user throws a stone or similar projectile to attack an opponent. A flying Pokémon will fall to the ground when it's hit.
VII	Splintered Stormshards	Physical		190	—%	1 (max 1)	 Any adjacent Pokémon	After obtaining Z-Power, the user, Lycanroc, attacks the target with full force. This move negates the effect on the battlefield.
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	Stealth Rock	Status	Cool	—	—%	20 (max 32)	 All foes	The user lays a trap of levitating stones around the opposing team. The trap hurts opposing Pokémon that switch into battle.
IV	Stone Edge	Physical	Tough	100	80%	5 (max 8)	 Any adjacent Pokémon	The user stabs the target from below with sharpened stones. Critical hits land more easily.
V	Wide Guard	Status	Tough	—	—%	10 (max 16)	 All allies	The user and its allies are protected from wide-ranging attacks for one 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.								

Abilities

Interacting with the Rock type








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

Gen	Ability	Description
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

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

Items

	Name	Description
	Charti Berry	If held by a Pokémon, this Berry will lessen the damage taken from one supereffective Rock-type attack.
	Hard Stone	An item to be held by a Pokémon. It's a durable stone that boosts the power of Rock-type moves.
	Rock Gem	A gem with an ordinary essence. When held, it strengthens the power of a Rock-type move one time.
	Rock Incense	An item to be held by a Pokémon. This exotic-smelling incense boosts the power of Rock-type moves.
	Rock Memory	A memory disc that contains Rock-type data. It changes the type of the holder if held by a certain species of Pokémon.
	Rockium Z	It converts Z-Power into crystals that upgrade Rock-type moves to Rock-type Z-Moves.
	Stone Plate	An item to be held by a Pokémon. It's a stone tablet that boosts the power of Rock-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, Rock-type Pokémon are generally listed as Fighting-type Pokémon.

Fighting-type Pokémon in the TCG are generally weak to Grass and Water 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 III introduced the most Rock-type Pokémon of any Generation, with 12, and Generation VII introduced the fewest Rock-type Pokémon, with five.
- Generation IV introduced the most Rock-type moves of any Generation, with six, and Generation VI introduced the fewest Rock-type moves, with only one.
- In the first season of the anime and during much of Generation I, the Rock type was often wrongly assumed to be unaffected by Electric-type attacks. This was likely due to the fact that at the time, most Rock-type Pokémon (namely the Geodude and Rhyhorn evolution lines, and Onix) were part Ground-type and thus immune to Electric-type moves. However, the only non-Ground Rock-type Pokémon around at the time (the then five Fossil Pokémon) were actually weak to them.
- The Rock type is tied with the Grass type for the largest number of weaknesses when unpaired, with five. However, a combination of the two types (Rock/Grass) would only have four weaknesses.
  - Rock moves are super effective against four of the five types Grass is weak to, with Poison being the exception.
- Every known Fossil Pokémon is part or solely Rock-type. This is most likely due to the placement of real fossils in rock formations, as well as the process by which fossils are created.
- Johto's Olivine Gym was a Rock type Gym before the Steel type was discovered.
- The Rock type has the fewest special moves of all types, with three.
- Rock is the only type whose positive offensive matchups outnumber its negative offensive matchups without one of said negative matchups being an immunity.

## In other languages

Language		Title
 Japanese		いわ (岩) <i>Iwa</i>
Chinese	Cantonese	岩石 <i>Ngàahmsehk</i> 石頭 <i>Sehktàuh</i> *
	Mandarin	岩石 <i>Yánshí</i>
 Czech		Kamenný
 Danish		Sten
 Dutch		Steen
 Finnish		Kivi
 French		Roche
 German		Gestein
 Greek		Πέτρας <i>Pétras</i>
 Hebrew		שלד <i>Sela</i>
 Hindi		पथरीले <i>Pathreele</i>
 Hungarian		Szikla
 Indonesian		Karang Batu
 Italian		Roccia
 Korean		바위 <i>Bawi</i>
 Norwegian		Stein
 Malaysian		Batu
 Polish		Kamienny
Portuguese	 Brazil	Pedra Mineral Rocha
	 Portugal	Pedra
 Romanian		Piatră
 Russian		Камень <i>Kamen'</i>
 Spanish		Roca
 Swedish		Sten
 Thai		หิน <i>Hin</i>
 Turkish		Kaya
 Vietnamese		Đá

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