

Best Pokémon for PvE in Pokémon Go


June 16, 2019

► **Relevant types:** FIGHT GHOST DARK DRAGON ICE ROCK GROUND ELECTA GRASS WATER FIRE STEEL FAIRY

► **Not Relevant types:** PSYCH FLYING POISON BUG NORMAL

► Pokémon with barred names mean that there are either not still not available in the game, or that it is worthwhile to wait a Community Day before evolving it.

► Moves with symbol † are legacy and unavailable.

►  means that the Pokémon can mega-evolve at generation 6.

► Neutral DPS, Effective Health, and TDO are computed for Pokémon at level 40, with perfect IVs.

► **Neutral DPS** (Damage per Second) represents how much damage a Pokémon can make in a second. It depends on the Pokémon's attack stat $(\text{base ATT} + \text{ATT IV}) \times 0.7903$, on the Pokémon's fast and charged moves and on the "Same Type Attack Bonus" (STAB, 25% damage boost of a move when it is the same type as one of the types of the Pokémon using the move). They define the damages and the necessary energy for realising the damages.

$\text{DPS} \leq 12.5$	not an attacker
$12.5 < \text{DPS} \leq 16$	a good attacker (but privilege ATT IV = 15, and level up to 35)
$\text{DPS} > 16$	excellent attacker

► The **Effective Health** (EH) is computed via the formula:

$$\text{EH} = (\text{base DEF} + \text{DEF IV}) \times (\text{base HP} + \text{HP IV}) \times \frac{0.7903^2}{900}$$

$\text{EH} \leq 25$	very fragile
$25 < \text{EH} \leq 30$	fragile but viable
$30 < \text{EH} \leq 35$	bulky
$\text{EH} > 35$	very bulky

► **TDO** (Total Damage Output) represents how much damage a Pokémon can make before it faints. It is computed via the formula: $\text{TDO} = \text{DPS} \times \text{EH}$.

► **Useful ressources**

► [Base Statistics](#)

► [Base Statistics for generations 5 to 7](#)

► [Comprehensive DPS/TDO spreadsheet](#)

► [Raid simulator](#)

► ["Best Pokémon in the game" \(v7\)](#)

Fighting

Machamp

FIGHT



Base ATK **234**
Base DEF **159**
Base HP **207**
Movesets
• Counter (12)
• Dynamic Punch (90)
Weak to **PSYCHIC** **FAIRY** **FLYING**

DPS **16.21**
Health **26.81**
TDO **434.6**
Remarks
Machamp is the best **FIGHT** Pokémon until gen 5

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- ▶ **Other viable alternatives:** Breloom (more DPS than Machamp, but very low EH), Mewtwo (with Focus Blast, DPS: 13.64, good EH, and not weak to **PSYCHIC** moves)
- ▶ **Generation 5 competitor:** Conkeldurr (higher DPS&TDO than Machamp)

This type is useful versus **NORMAL** **DARK** **ICE** **STEEL** **ROCK** and versus the following raid bosses:

