

► Relevant types:

[FIGHT](#) [GHOST](#) [DARK](#) [DRAGON](#) [ICE](#) [ROCK](#) [GROUND](#) [ELECTR](#) [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 (base ATK + ATK 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.

$DPS \leq 12.5$ not an attacker

$12.5 < DPS \leq 16$ a good attacker (but privilege ATT IV = 15, and level up to 35)

$DPS > 16$ excellent attacker

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

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

$EH \leq 25$ very fragile

$25 < EH \leq 30$ fragile but viable

$30 < EH \leq 35$ bulky

$EH > 35$ very bulky

- **TDO** (Total Damage Output) represents how much damage a Pokémon can make before it faints. It is computed via the formula: $TDO = DPS \times EH$.
- **Base statistics and moves**

► [Base Statistics](#)

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

- **Raid simulator**

► [Comprehensive DPS/TDO spreadsheet](#)

► [Pokébattler Raid simulator](#)

- **Sheets "Best Pokémon in the game"**

Fighting

Machamp

FIGHT



ATK **234**
DEF **159**
HP **207**
Moves
• Counter (12)
• Dynamic Punch (90)

Weak to **PSYCHIC** **FAIRY** **ELECTRIC**

DPS **16.21**
Health **26.81**
TDO **434.6**

Remarks
Machamp is the best **FIGHT** type Pokémon until gen 5

Hariyama

FIGHT



ATK **209**
DEF **114**
HP **302**
Moves
• Counter (12)
• Dynamic Punch (90)

Weak to **PSYCHIC** **FAIRY** **ELECTRIC**

DPS **15.19**
Health **28.38**
TDO **431.1**

Remarks
Bulkier, less DPS

► Other alternatives:

- **Breloom** (more DPS than Machamp, but very low Health),
- **Mewtwo** (with Focus Blast, DPS: 13.64, good Health, and not weak to **PSYCHIC** moves)

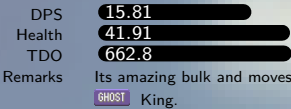
► Generation 5 competitor: **Conkeldurr** (higher DPS&TDO than Machamp)

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

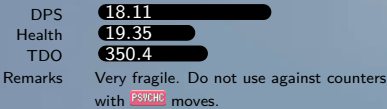
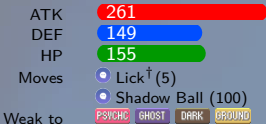


Ghost

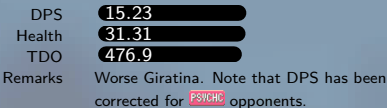
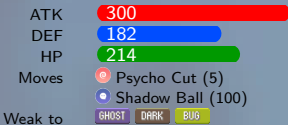
Giratina (O) Ghost Dragon



Gengar Ghost Poison



Mewtwo Psychic



Generation 5 competitor: Chandelure (more DPS&TDO than Gengar, but still fragile)

This type is useful versus PSYCHIC GHOST and versus the following raid bosses:

