Relevant types:

```
FIGHT GHOST DARK DRAGON TOE ROCK GROUND ELECTE GRASS LINTER FIRE STEEL FATRY
```

Not Relevant types:

```
PSYCHO FLVING 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 computated 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)×0.7903, on the Pokemon'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\leq12.5 not an attacker
12.5<DPS\leq16 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 = (base DEF + DEF IV)× (base HP + HP IV)
$$\times \frac{0.7903^2}{900}$$

EH \leq 25 very fragile
25\leq30 fragile but viable
30\leq35 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 × EH.
- Base statistics and moves

Simulators

```
➤ Base Statistics ➤ Base Statistics for generations 5 to 7

➤ Comprehensive DPS/TDO spreadsheet ➤ Pokébattler Raid simulat
```

▶ Sheets "Best Pokémon in the game"

Fighting



This type is useful versus with the following raid bosses:





Conkeldurr (higher DPS&TDO than Machamp)





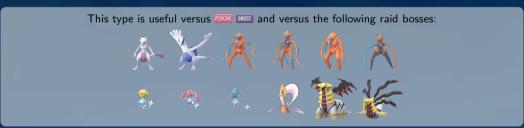






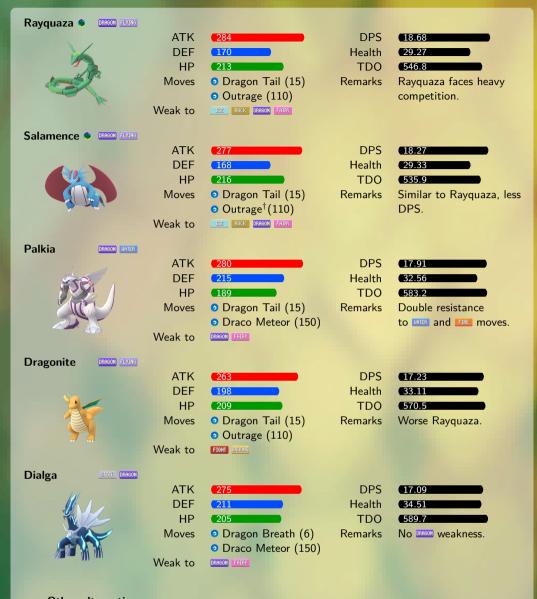
Ghost











Other alternatives:

- Garchomp (same DPS as Dragonite, more TDO). But it's more interesting as well type Pokémon,
- Latios (less DPS than Dialga), but 3-bar charged move (Dragon Claw)

Generation 5 competitors:

- Haxorus (more fragile than Rayquaza),
- Zekrom, Reshiram (same DPS as Salamence, but more TDO)

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









