




















# Best Pokémon for PvE in Pokémon Go

June 16, 2019

- ▶ **Relevant types:**             
- ▶ **Not Relevant types:**     
- ▶ 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 ATT + 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.

DPS  $\leq 12.5$  not an attacker

$12.5 < \text{DPS} \leq 16$  a good attacker (but privilege ATT IV = 15, and

DPS  $> 16$  excellent attacker

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

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

EH  $\leq 25$  very fragile

$25 < \text{EH} \leq 30$  fragile but viable

$30 < \text{EH} \leq 35$  bulky

EH  $> 35$  very bulky

# Fighting

## Machamp

FIGHT



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

