

Center Lane "Jungle" Objectives

Some wild Pokémon can use moves to attack the player. All of these moves scale based on the wild Pokémon's Attack Stat. As the Attack stat increases over time, the move damage does as well. All wild Pokémon moves count as physical damage.

Accelgor

Attack

Bug Buzz: Damages and pushes three times @100% Atk each, 8s Cooldown.

Blue Buff

Duration: 70 seconds

Effect: Grants the holder 10% cooldown reduction.

Escavalier

Attack

Tackle: Damages and knocks up @250% Atk, 8s Cooldown.

Red Buff

Duration: 70 seconds

Effect: Basic attacks slow enemies.

Scaling: 30%

Note: This slow lasts 2 seconds and the duration resets upon a new application of itself. This means you can keep an enemy slowed as long as you continue basic attacking them.

Neutral Objectives

Almost all objectives grant every team member who assisted in the KO healing equal to 30% of their max HP (not just the person who registered the last hit) and global exp. Regidrago does not provide any healing, and Regieleki only grants exp locally.

Lane Objectives

On the new Theia Sky Ruins (Groudou) Map there are six objectives that can spawn: Registeel, Regirock, Regice, Regidrago, Regieleki and Groudou. It is random where Regieleki will spawn, once it spawns it will continue to spawn in that lane for

the rest of the match. Registeel, Regirock and Regice will spawn in the opposite lane of Regieleki (which of the three that spawn is also random). Regidrago will spawn in the center lane but also has a chance to spawn an Altaria group instead. Groudon will spawn in the center lane at 2:00 forcing all objectives and center area Pokémon to despawn.

All are immune to crowd control effects.

Registeel

Attack

Flash Cannon: Damages one enemy @300% Atk, 8s Cooldown.

Body Slam: Damages and throws enemies around Registeel @300% Atk, 8s Cooldown.

Shield Buff

Duration: 30 seconds

Effect: After securing, Registeel provides a shield buff to all teammates.

Scaling: 8% max HP

Offensive Buff

Duration: 90 seconds

Effect: After securing, Registeel provides a Atk and Spa buff to all teammates.

Scaling: 15% Atk & 15% Spa

Regirock

Attack

Rock Throw: Throw a rock that lands in a location as an object, damaging and pushing aside enemies @300% Atk, 8s Cooldown.

Ancient Power: Damage and push enemies with three projectiles @300% Atk each, 8s Cooldown.

Shield Buff

Duration: 30 seconds

Effect: After securing, Regirock provides a shield buff to all teammates.

Scaling: 8% max HP

Defensive Buff

Duration: 90 seconds

Effect: After securing, Regirock provides a Def and SpD buff to all teammates.

Scaling: 30% Def & 25% SpD

Regice

Attack

Ice Shard: Shoot three Ice shards @300% Atk each, 8s Cooldown.

Icy Wind: Damage and slow enemies by 50% for 1.5s in a cone @300% Atk, 8s Cooldown.

Shield Buff

Duration: 30 seconds

Effect: After securing, Regice provides a shield buff to all teammates.

Scaling: 8% max HP

Healing Buff

Duration: 90 seconds

Effect: After securing, Regice provides a heal of 5% maximum HP every 3s.

Regidrago

Regidrago spawn in the center lane.

Attack

Dragon Claw: Charges for moment before swiping in front of itself @350% Atk.

Dragon Energy: Charges for a moment before launching a beam in the designated direction damaging and slowing enemies by 50% for 1.5s @450% Atk.

Score Speed Buff

Duration: 60 seconds

Effect: After securing, Regidrago provides a buff to the player that secured it doubling goal-scoring speed.

Regieleki

Regieleki spawn in the top lane or bot lane.

Wild Regieleki is immune to crowd control effects, allied or enemy Regieleki is not.

Attack

Electroweb: Shoot webs in 3 directions, slowing and damaging @300% Atk, 8s Cooldown.

Thunder Cage: Damage and immobilize in a radius @250% Atk, 8s Cooldown.

Extended Benefit

Effect: After securing, Regieleki begins to walk towards the closest enemy goal zone. When reaching the goal, Regieleki scores points for your team and leaves the goal vulnerable - eliminating Goal Zone Protection and allowing anyone on your team to instantly score. The amount of points Regieleki scores and the duration of goal zone vulnerability scales according to the amount of HP Regieleki has remaining.

Scaling:

Health	Vulnerability	Points
61% - 100%	25s	20
41% - 60%	20s	16
21% - 40%	15s	12
0% - 20%	15s	8

Rayquaza

Rayquaza spawns only on Theia Sky Ruins (Rayquaza) Map. Immune to crowd control effects.

Attack

Draco Meteor: Meteors fly from the sky, damaging twice @200% Atk, 12s Cooldown.

Twister: Cast a Twister at the marked location, damage and throw targets @200% Atk, 8s Cooldown.

Dragon Ascent: Fly into the sky, upon landing damage and throw targets @350% Atk, 16s Cooldown.

Instant Benefit

Effect:

The user who secures Rayquaza gains 30 Aeos Energy, while the rest of their team gains 15 Aeos Energy.

Effect:

After securing, Rayquaza provides a shield to all living teammates, which quadruples goal-scoring speed, scoring is uninterruptable and boosts all damage against enemy players, while the shield is active.

Scaling:

Shield Strength: 30%HP +3000

Damage boost: 40%

Scoring boost: 300%

Groudon

Immune to crowd control effects.

Attack

Auto Attack: Swipes at targets in melee range @125% Atk.

Precipice Blades: Charges for a moment before launching in a large area around Groudon dealing damage and throwing targets, @300% Atk.

Bulldoze: Slams the area causing multiple shockwaves damaging targets @100% Atk, 4 times.

Rock Slide: Targets nearby opponents with a falling rock that drops after a few seconds, @250% Atk.

Flamethrower: Breathes flame in the designated direction dealing damage @50% Atk, 4 times. This move is dealt as special type damage.

Instant Benefit**Effect:**

The user who secures Groudon gains 30 Aeos Energy, while the rest of their team gains 15 Aeos Energy.

Effect:

After securing, Groudon provides a shield and buff to all living teammates, which quadruples goal-scoring speed and boosts all damage against enemy players. Getting KO'd will transfer the buff

to the one who KO'd you. The buff does not expire.

Scaling:

Shield Strength: $30\%HP + 1000$ (does not transfer when KO'd)

Damage boost: 50%

Scoring boost: 300%

Practice Dummy

Q: How much HP does the practice dummy have?

A: 99,999 HP.

Q: Why do I deal more damage to the practice dummy than other enemies?

A: The practice dummy has 0 Defense and Special Defense; so all moves deal full damage against it. Moves that deal damage based on enemy health are also going to deal more damage since the practice doll has very high HP.

Note: The practice dummy counts as an enemy player and not a wild Pokémon. (Some Pokémon's mechanics are affected by this.)

Q: What is an execute move? / How do % of enemy Health attacks work?

A: Execute damage is generally referred to as an attack that has "% of enemy missing HP" as a part of the damage calculation. This property makes it easier to secure a knock out on an enemy. The lower their HP is, the more damage you deal with this type of move. There are 3 types of % HP damage moves.

Game Mechanics

Defeating Wild Pokémon

Q: Does defeating wild Pokémon heal you?

A: Yes, defeating wild Pokémon causes a heal that ticks twice. First, immediately after the KO and then again 1 second later; each for 3% of max HP. This heal can stack. Therefore, you could

have 9% healing per second for 3 wild Pokémon defeated at the same time. This form of healing has no cooldown.

However, defeating Rotom, Zapdos, or Drednaw grants a 30% max HP heal and is given to every team member that assisted with the objective, not just the person who hit last.

Bonus Damage to Wild Pokémon

Q: Do defenders and supports deal more damage to wild Pokémon?

A: Yes they do.

Nearly all defender and supporter Pokémon deal 10% more damage with some sources against wild Pokémon, increased to 20% past level 9. Exceptions are: Hoopa, Alcremie, Latias.

The following damage sources are increased:

- Basic attacks (normal and boosted)
- Move A (the move closer to the bottom of the screen)
- Eldegoss's passive revenge damage
- Blastoise: move A and auto attacks during Rapid Spin

The following are not:

- Move B
- Unite move
- Eldegoss: auto attack fluff bonus damage

Wild Pokémon Scaling

Q: Do wild Pokémon level up the further the match progresses?

A: Yes, all wild Pokémon on the map slowly increase their stats every 30 seconds. They increase attack, health, and experience gained. Defense and special defense stay the same and are always 250 each.

Q: Do you gain more experience from knocking out wild Pokémon later in the game?

A: Yes, every 30 seconds wild Pokémon grant more XP points for KO'ing them. An exception are the starting aipoms worth 2 points; they do not gain experience during the match.

Scoring a Goal

Q: Does scoring a goal heal you?

A: Yes, scoring heals for 10% of max HP.

Q: Do you get experience from scoring?

A: Yes, experience earned is dependent on the amount of points you score.

1 point: 0 xp

2 points: 50 xp

3+ points: 10 x points + 40xp

Scoring Alerts

Q: What do the score alerts mean?

A: At 5:00, 3:00, 2:00, and 1:00 the game will display a message based on the score at the time:

"It's a close battle!" means that there is a difference of 20 points or less between the two teams.

"We're in the lead!" means that your team is winning by 21-99 points.

"We have a huge lead!" means that your team is winning by at least 100 points.

"We're struggling to keep up!" means that your team is losing by 21-99 points.

"We're really struggling!" means that your team is losing by at least 100 points.

Goal Zone Protection

Q: What benefits do you get from standing in an allied goal zone?

A: Health restoration and shielding depending on the location of the goal.

The outer goal zones give:

- a shield for 800 HP
- a heal for 200 HP every 1.5 seconds

The middle goal zones give:

- a shield for 1500 HP
- a heal for 500 HP every 1.5 seconds

The base goal zone gives:

- a shield for 2400 HP
- a heal for 800 HP every 1.5 seconds

The respawn zone gives:

- a heal for 15% HP every 0.5 seconds

Shields applied by the goal zones last for 4.5s after stepping off the goal zone.

Damage Colors

Q: What do the damage colors mean?

A: Damage numbers are color coded. Red = Attack damage, Purple = Special Attack damage, White = true damage (ignoring DEF, SPD and shields).

Moves

Unite Moves

Q: What is the buff that every Pokémon has after using their Unite Move?

A: It depends on the Pokémon, each Pokémon's detailed page has them listed with their Unite Moves. Shields are granted immediately upon activating a Unite move, and the buffs are activated after the move ends (I.E. after Decidueye finishes shooting the last arrow of Nock Nock, Unite Buffs will be granted to Decidueye for 6s).

Maximum HP Moves

Moves like Seismic Slam (Charizard) deal maximum HP damage. This damage is dealt based on the targets' maximum HP. Because of this, maximum HP damage moves often have low percentages and deal consistent additional damage.

Missing HP moves:

Moves like Blazing Bicycle Kick (Cinderace) or Power-Up Punch (Lucario) deal missing HP damage. They first deal their ability damage calculated using the RSB damage formula (reduced by enemy defenses). Then, they deal percentage damage based on the amount of HP the enemy is missing (also reduced by enemy defenses).

Against wild Pokémon, many of these types of moves are "capped" at a specific maximum damage to avoid exploitation.

Note: There are a few moves and items that are capped against enemy players as well!

Remaining HP Moves:

Muscle Band (item) or Garchomp's Auto Attacks work the opposite way of their missing HP counterparts. This type of damage is based off of the targets' maximum HP, minus their missing HP. This damage is great for dealing a lot of burst damage to high health targets, but it falls off as the target loses HP.