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TL; DR

- Fire good attacker krug
- Electric might be the best attacker, though, with Ice as also good
- Magic and Martial suck as attackers, but that's okay
- Earth and Void might be the best defenders, but Metal, Nature, and Water are good, too
- Some types have an immunity, but Electric is healed by other Electric Types instead of damaged

Note: Types may be found, analyzed, and modified using an EditorUtilityWidget found under **Content/Editor/Type-Advantage**, right-clicking the **TypeAdvantages** widget, and selecting **Run Editor Utility Widget**.

Highs and Lows

Note: “immune” and “healed” are grouped into “ineffective” (attacking) and “resists” (defending).

Attacking

- **Type with most effective attacks:**

Fire (4)

- To be fair, Fire also has a good number of ineffective attack (4; the same as its number of effective attacks).

- **Type with best ratio of effective-to-ineffective attacks:**

Spirit (1:0), Typeless (0:0), then Ice (3:2) and Electric (3:2, but those 2 are immune and healed by)

- Electric might be a dominant Type, but that's okay. One of them should be dominant.
- Earth takes zero damage from it, making it a solid check (although Electric + Metal/Nature/Water might be a terrifying combination, with Electric + Nature being able to take on other Electric Types).

- **Type with the least effective attacks:**

Magic (0)

- Toxic deserves a special mention here as the only Type with zero attack against *two* other Types (Poison and Metal). It has 3 effective attacks, though, making it not so bad.
- **Type with the worst ratio of effective-to-ineffective attacks:**
Magic (0:1) then Martial (2:3)
 - It’s okay that Magic and Martial suck. Magic should be used for utility reasons and Martial should be used for raw power.
 - Air is worth noting since it’s 1:1, which is super boring.

Defending

- **Type with the most resists:**
Earth (4), Void (4), Metal (4), Nature (4), and Water (4).
 - This is way fewer than Pokémon has. For example, Fire in Pokémon has 6 resists, Poison has 5, and Steel has a whopping 10.
 - To be fair, Pokémon also has more types overall (18 vs our 15).
 - Of ours, Earth, Void, and Metal are the “best”, since they only have 3 weaknesses and one of their resists is an immunity.
- **Type with the most immunities:**
Air (1), Earth (1), Metal (1), Toxic (1), and Void (1)
 - Electric gets a special mention as the only Type to have a “healed by” other Electric Types, which is better than being immune.
- Ratios don’t really make sense here. Is Toxic (2;1) really better than Earth (4:4)?

Map from Pokémon



Figure 1: The 18 Pokémon types (left) approximately mapped to the 16 Gene Hunter Types (right).

Fearsome Dual Types

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=====
Unresisted Atk Coverage (atk/def=2/2)
=====
Air/Spirit
Air/Void
Earth/Ice
Earth/Spirit
Electric/Spirit
Fire/Light
Fire/Spirit
Fire/Water
Ice/Spirit
Light/Magic
Light/Spirit
Magic/Spirit
Martial/Spirit
Metal/Spirit
Nature/Spirit
Sound/Spirit
Spirit/Toxic
Spirit/Void
Spirit/Water
```

Figure 2: Dual Types that have unresisted coverage against dual Type defenders. Without Spirit, the list becomes [Air/Void], [Earth/Ice], [Fire/Light], [Fire/Water], and [Light/Magic].

Rock-Paper-Scissors