

**Last updated: 2022/07/02**

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**.

## Map from Pokémon

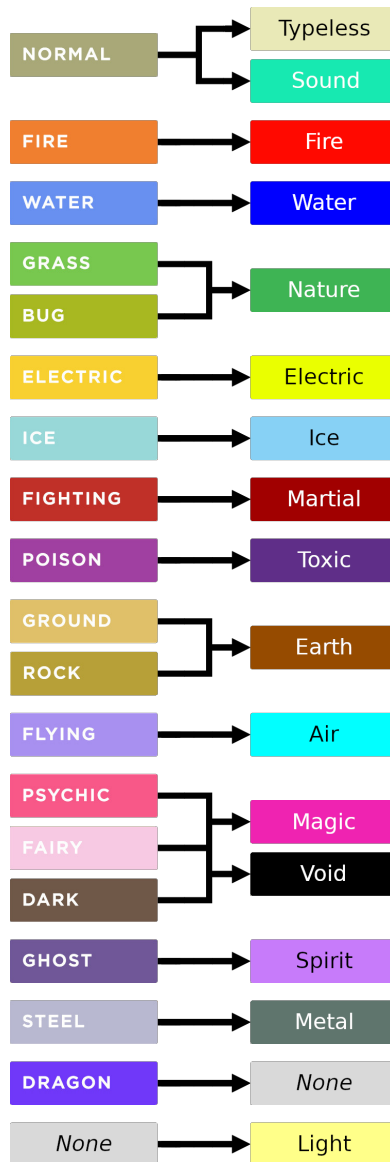


Figure 1: The 18 Pokémon types (left) approximately mapped to the 16 Gene Hunter Types (right).

## Data

Table 1: 1v1 Attacking Ineffective

---

(4) [Fire]:	Air
	Ice
	Metal
	Nature
(3) [Electric]:	Air
	Metal
	Water
(3) [Earth]:	Electric
	Fire
	Toxic
(3) [Ice]:	Air
	Nature
	Water
(3) [Nature]:	Earth
	Light
	Water
(3) [Sound]:	Air
	Metal
	Spirit
(3) [Void]:	Fire
	Light
	Sound
(3) [Toxic]:	Martial
	Nature
	Water
(2) [Metal]:	Earth
	Nature
(2) [Light]:	Magic
	Void
(2) [Martial]:	Ice
	Metal
(2) [Water]:	Earth
4	Fire
(1) [Magic]:	Spirit