

# Pokemon Type Matchup Cheat Sheet

CheatSheets.Games

Find the defending type block, then choose attacks that are super effective.

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## How to Read This Sheet

Each block means the enemy Pokemon is that type.  
Example:

Against Ground

**Use these attacks:** Water, Grass, Ice

So if the enemy is **Ground type**, use **Water**, **Grass**, or **Ice** moves.

**Use** Super effective, does 2× damage  
**Avoid** Not very effective, does 0.5× damage  
**No effect** Does 0× damage

## Against Normal

**Use these attacks:** Fighting  
**Avoid if possible:** None  
**No effect:** Ghost

## Against Fire

**Use these attacks:** Water, Ground, Rock  
**Avoid if possible:** Fire, Grass, Ice, Bug, Steel, Fairy  
**No effect:** None

## Against Water

**Use these attacks:** Electric, Grass  
**Avoid if possible:** Fire, Water, Ice, Steel  
**No effect:** None

## Against Electric

**Use these attacks:** Ground  
**Avoid if possible:** Electric, Flying, Steel  
**No effect:** None

## Against Grass

**Use these attacks:** Fire, Ice, Poison, Flying, Bug  
**Avoid if possible:** Water, Electric, Grass, Ground  
**No effect:** None

## Against Ice

**Use these attacks:** Fire, Fighting, Rock, Steel  
**Avoid if possible:** Ice  
**No effect:** None

## Against Fighting

**Use these attacks:** Flying, Psychic, Fairy  
**Avoid if possible:** Bug, Rock, Dark  
**No effect:** None

## Against Poison

**Use these attacks:** Ground, Psychic  
**Avoid if possible:** Grass, Fighting, Poison, Bug, Fairy  
**No effect:** None

## Against Ground

**Use these attacks:** Water, Grass, Ice  
**Avoid if possible:** Poison, Rock  
**No effect:** Electric

## Against Flying

**Use these attacks:** Electric, Ice, Rock  
**Avoid if possible:** Grass, Fighting, Bug  
**No effect:** Ground

## Against Psychic

**Use these attacks:** Bug, Ghost, Dark  
**Avoid if possible:** Fighting, Psychic  
**No effect:** None

## Against Bug

**Use these attacks:** Fire, Flying, Rock  
**Avoid if possible:** Grass, Fighting, Ground  
**No effect:** None

## Against Rock

**Use these attacks:** Water, Grass, Fighting, Ground, Steel  
**Avoid if possible:** Normal, Fire, Poison, Flying  
**No effect:** None

## Against Ghost

**Use these attacks:** Ghost, Dark

**Avoid if possible:** Poison, Bug

**No effect:** Normal, Fighting

## Against Dragon

**Use these attacks:** Ice, Dragon, Fairy

**Avoid if possible:** Fire, Water, Electric, Grass

**No effect:** None

## Against Dark

**Use these attacks:** Fighting, Bug, Fairy

**Avoid if possible:** Ghost, Dark

**No effect:** Psychic

## Against Steel

**Use these attacks:** Fire, Fighting, Ground

**Avoid if possible:** Normal, Grass, Ice, Flying, Psychic, Bug, Rock, Dragon, Steel, Fairy

**No effect:** Poison

## Against Fairy

**Use these attacks:** Poison, Steel

**Avoid if possible:** Fighting, Bug, Dark

**No effect:** Dragon

## Quick Memory Tips

- **Ground** is weak to **Water, Grass, Ice**.
- **Water** is weak to **Electric, Grass**.
- **Fire** is weak to **Water, Ground, Rock**.
- **Dragon** is weak to **Ice, Dragon, Fairy**.
- **Steel** has many resistances, but loses to **Fire, Fighting, Ground**.
- **Ghost** cannot be hit by **Normal** or **Fighting**.
- **Fairy** is immune to **Dragon**.
- **Electric** attacks do nothing to **Ground**.

## Beginner Battle Rule

First identify the opponent's type.  
Then look for that type's block.  
Choose a move from:

### Use these attacks

If a move appears under **Avoid**, it will do reduced damage.

If it appears under **No effect**, it will not damage that type.