

		Defender																	
																			
		Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel	Fairy
Attacker	 Normal	1	1	1	1	1	1	1	1	1	1	1	0.5	0	1	1	0.5	1	
	 Fire	1	0.5	0.5	1	2	2	1	1	1	1	2	0.5	1	0.5	1	2	1	
	 Water	1	2	0.5	1	0.5	1	1	1	2	1	1	2	1	0.5	1	1	1	
	 Electric	1	1	2	0.5	0.5	1	1	1	0	2	1	1	1	1	0.5	1	1	
	 Grass	1	0.5	2	1	0.5	1	1	0.5	2	0.5	1	0.5	2	1	0.5	1	0.5	1
	 Ice	1	0.5	0.5	1	2	0.5	1	1	2	2	1	1	1	1	2	1	0.5	1
	 Fighting	2	1	1	1	1	2	1	0.5	1	0.5	0.5	0.5	2	0	1	2	2	0.5
	 Poison	1	1	1	1	2	1	1	0.5	0.5	1	1	1	0.5	0.5	1	1	0	2
	 Ground	1	2	1	2	0.5	1	1	2	1	0	1	0.5	2	1	1	1	2	1
	 Flying	1	1	1	0.5	2	1	2	1	1	1	1	2	0.5	1	1	1	0.5	1
	 Psychic	1	1	1	1	1	1	2	2	1	1	0.5	1	1	1	1	0	0.5	1
	 Bug	1	0.5	1	1	2	1	0.5	0.5	1	0.5	2	1	1	0.5	1	2	0.5	0.5
	 Rock	1	2	1	1	1	2	0.5	1	0.5	2	1	2	1	1	1	1	0.5	1
	 Ghost	0	1	1	1	1	1	1	1	1	1	2	1	1	2	1	0.5	1	1
	 Dragon	1	1	1	1	1	1	1	1	1	1	1	1	1	1	2	1	0.5	0
	 Dark	1	1	1	1	1	1	0.5	1	1	1	2	1	1	2	1	0.5	1	0.5
	 Steel	1	0.5	0.5	0.5	1	2	1	1	1	1	1	1	2	1	1	1	0.5	2
	Fairy	1	0.5	1	1	1	1	2	0.5	1	1	1	1	1	1	2	2	0.5	1