

NOTE: THIS DOC IS OUTDATED.
UPDATED RESOURCES WILL BE ON
<https://rby2k20.com/>

Metagame Philosophy

What does the ideal metagame look like?

To me, the ideal meta is one where everything is at least a viable choice on a team (maximized variety), and your 6 pokemon that you throw on a competently built team can adequately give you a matchup against every metagame threat (not overly matchup-based).

That sounds nice and peachy, but it simply isn't possible in later generations where you can have upwards of 400+ fully evolved pokemon. However in Gen 1 where you may have about 50-60 viable threats (the number of pokemon in USUM OU's Viability Rankings from S to C+) when properly balanced, this is actually a very feasible goal.

The goal of Gen 1: Rose Red/Iris Blue is to make **every fully evolved pokemon a viable pick at minimum** (pokemon can have low viability however, but this still implies being usable), while still allowing teams to have at least adequately good matchups against all reasonably viable threats. A criteria to gen 1 change decisions is also to avoid "gimmicky threats" and stick to what pokemon already do. This keeps the matchup-based aspect of the metagame to a minimum and allows teambuilding to be reasonable in adequately covering most or all threats.

I wrote up brief analyses for all 81 fully evolved pokemon, and I expect most of them to be reasonably viable picks, and all of these to be very cover-able within your usual 6 teamslots. This is a very reasonable and attainable goal, and many other later generation metagames have similar numbers of viable threats. RBY building is also more forgiving in general thanks to the increased overall bulk in the metagame. Breakers, cleaners, tanks, and walls were all implemented or buffed into the metagame, but RBY is a naturally bulky offensive metagame so don't expect there to be enough choices to make a full out defense team.

Mechanic Changes

Modernized type chart: ghost is super-effective against psychic; ice is not very effective against fire; bug is not very effective against poison; and poison is neutral against bug.

1/256 miss rate on 100 acc moves is gone.

Recovery moves don't fail at specific hp numbers

Sleep is 5 turns max

Freeze now acts as a 5-turn max sleep, with equivalent “wakeup” chances to sleep

TEAM PREVIEW IS ON

Move Changes

Moves categorized by their “classification”

Attacking Moves

All damaging move chances here

Trapping Moves

All have 8 pp, trap for 2-3 turns

Bind: 35 bp. Accuracy now 85

Clamp: 35 bp. Accuracy now 85

Fire Spin: 35 bp. Accuracy now 85

Wrap: 35 bp. Accuracy stays 85

Bug

Leech Life: 60 bp, recover 100% of hp

Twineedle: 40 bp. retains 20% chance to poison on each hit

Vice Grip: becomes bug type. remains 55 bp. GAINS HIGH CRIT RATE

Pin Missile: 100 acc

Dragon

Hyper Fang: becomes dragon type, 150 bp, drops special 2 stages

Thrash: becomes dragon type, 120 bp, repeats 2-3 times and then confuses

Electric

Thunder Shock: 55 bp, 100 acc. High crit rate

Thunder Punch: 120 bp, 100 acc. 1/4 recoil.

Fire

Fire Punch: 120bp, 100 acc. 1/4 recoil

Ember: still 40 bp, 100% burn rate

Flying

Razor Wind: flying type, 45 bp. 100 acc, high crit rate, single turn attack

Splash: becomes flying type, 60 bp, 100 acc, 30% chance to paralyze
Whirlwind: becomes flying type, +0 priority, 110 bp, 85 acc, 8 pp
Wing Attack: 80 bp, 100 acc

Fighting

Jump Kick: 90 bp, remains 95 acc
High Jump Kick: 130 bp, remains 90 acc
Karate Chop: fighting type, 55 bp. 100 acc. **NOTE: THIS HAS HIGH CRIT RATE
Submission: 100 bp, 100 acc. Recoil remains.

Grass

Mega Drain: bp remains 40, recover 100% of hp
Petal Dance: 120 bp, keep 2-3 turn repeat and confuse
Razor Leaf: gains 100 accuracy

Ghost

Dream Eater: becomes ghost type, **180** bp, works on *sleep OR poison*
Tri Attack: becomes ghost type, 80 bp, remains effectless

Ice

Ice Punch: 120 bp, 100 acc. 1/4 recoil

Poison

Acid: 70 bp, 100% chance to drop def -1
Poison Sting: 95 bp, 30% chance to poison
Sludge: 80 bp, 60% chance to poison

Rock

Rock Slide: 85 bp, accuracy raises to 100
Spike Cannon: 25 bp, 100% accuracy, hits 2-5 times

Normal

Constrict: 85 bp, 100% chance to lower speed

Water

Crabhammer: 90 bp, accuracy raises to 100, has high crit rate

Status Move Changes

Glare: 100 acc
Toxic: 100 acc
Recover: pp reduced from 32 to 16
Sharpen: Increases attack and special by 1 stage

Pokemon Changes

Stats, typing, and movepool changes will be described here as well as a brief description of the role the pokemon is aiming for. Sample sets included.

Aerodactyl



HP:80
Attack:105
Defense:65
Special:60
Speed:130

Aerodactyl

- Whirlwind
- Rock Slide
- Fire Blast
- Hyper Beam

whirlwind is buffed (80 bp flying stab)
gains rock slide (85 bp)

Aerodactyl becomes a potent cleaner now that it can actually use its stabs. It's walled by golem/rhydon, but can use fire blast to fish for a 30% burn. I expect this to be a top tier offensive threat, with nice dual stab and a nasty 25% crit rate, as well as a normal resistance and ground immunity.

Alakazam



HP:55
Attack:50

Defense:45
Special:135
Speed: 120

Alakazam

- Psychic
- Recover
- Thunder Wave
- Seismic Toss / Reflect

Removed access to tri-attack

Alakazam is still as strong as ever, though not much has changed for it and I still expect it to be a top tier pick. However, a lot has changed in the meta. A drastic amount of buffing to bug and ghost moves mean that Alakazam is very easily preyed on if it tries to absorb paralysis, and the numerous physical attack types that were buffed mean that 1v1 matchups aren't as clear cut as before. A speed creep in the meta also means that Zam's 120 speed tier isn't above stellar anymore, but it's still great by all means. Overall, Alakazam is still a great pick but now requires actual amounts of skill to use, as you can't brainlessly absorb status with this and still wall 70% of the tier like before.

Arbok



HP:60 -> 80
Attack:85 -> 105
Defense:69
Special:65
Speed:80 -> 100

Arbok

- Acid
- Earthquake
- Glare
- Hyper Beam

Acid buffed to 70 bp, 100% def drop rate
Glare buffed to 100 acc

Mega drain buffed to 100% recovery
Poison sting buffed to 95 bp

Arbok functions as an extremely niche para abuser, using acid to punish switch-ins and then use wrap to safely bring a teammate in, or chip away at -1 def opponents safely with wrap. Requires extensive support to use though, and will probably be low tier in favor of other poison types.

Articuno



HP:90
Attack:85
Defense:100
Special:125
Speed:85

Articuno
- Blizzard
- Whirlwind
- Agility
- Hyper Beam

Access to whirlwind, an 80 bp flying stab

Articuno has been known to have the strongest possible special damage output in the game tied with Moltres, courtesy of absurdly powerful blizzards when backed by 125 special. However, it always struggled to get around classic special walls or ice resists. Whirlwind becoming a flying stab helps it, but still only achieves 3hko's at best with it against ice resists. Fire types gaining ice resistance and large buffs also impact it, and its speed remains at a frustratingly low point (though it can boost that with agility). I expect it to be a much more threatening wallbreaker than before because it IS a flying type that can truly ohko the typical flying checks with ice stab, and may even be seen as a high tier now.

Arcanine



HP:90

Attack:110

Defense:80

Special:80

Speed:95

Arcanine

- Body Slam
- Hyper Beam
- Fire Blast
- Reflect

Becomes fire/normal type

Arcanine's sparse, normal-infested movepool becomes its blessing. Being able to 1v1 tauros and snorlax with a nasty 30% burn rate while being immune to body slam's para rate is huge. A normal attacker that smashes exeggutor (a premier normal check) is a solid niche as well. Fire blast tauros has seen some usage in OU to 1v1 other normals, arcanine takes that idea and slaps STAB onto it. May give tauros some competition as a semi-fast normal breaker and they give each other tradeoffs.

Beedrill



HP:65

Attack:80 -> 100

Defense:40

Special:45

Speed:75 -> 125

Beedrill

- Swords Dance
- Twineedle
- Poison Sting
- Dream Eater

Gains Dream Eater, 180 bp ghost move that works on sleeping or poisoned foes

Poison sting now 95 bp, 30% poison chance

Twineedle now 40 bp each hit, 20% poison chance per hit

Beedrill becomes an extremely powerful, anti-meta glass cannon, and arguably the best abuser of the toxic status. Spreading poison everywhere with either stab option, backed by a 180 bp ghost attack that works on poisoned targets and a nasty 24.4% crit rate... Beedrill can rip through many once-standard rby OU threats. However, a single super effective hit will destroy Beedrill, and it must be extremely wary of status to function. I expect the many buffs to fire types, ground types, flying types, and poison types to compensate for its seemingly overwhelming strengths when theorymonned in current rby OU.

Blastoise



HP:79

Attack:83

Defense:100

Special: 85

Speed:78

Blastoise

- Hydro Pump
- Earthquake
- Blizzard
- Substitute / Submission

Becomes water/ground type

A water type that counters or checks electrics is very interesting, and it has blizzard for the few switch-ins to its newfound dual stab. Blastoise's all-out-attacker tank role is optimized for rby, and I expect this to be a popular early-meta pick for many fire/water/grass cores that may arise.

Butterfree



HP:60 -> 70
Attack:45 -> 55
Defense:50 -> 70
Special:80 -> 95
Speed:70

Butterfree
- Sleep Powder
- Psychic
- Leech Life
- Stun Spore

Becomes bug/psychic type
Gains buffed leech life, 60 bp 100% recovery

Double powders, decent speed, and virtually unresisted dual stab makes Butterfree a great status spreader and decent attacker. Butterfree is notably **one of the hardest counters to psychic types as a whole**, switching well into psychics and healing off all the damage with leech life. Being a hard psychic counter is a valuable niche, though the increased viability of flying and fire types mean that Butterfree can't heal as freely as it would like... even if it has ways to punish these switch-ins.

Charizard



HP:78
Attack:84 -> 94
Defense:78
Special:85 -> 95
Speed:100

Charizard

- Fire Blast
- Thrash / Hyper Fang / Earthquake
- Swords Dance
- Hyper Beam

Becomes fire/dragon

Gains Thrash

Gains Hyper Fang

Unique typing that grants it useful resistances and alleviates typical bad matchups for fire or dragon types, Charizard is a versatile breaker that can use swords dance, slash, fire blast, earthquake, or the unresisted thrash to poke holes into teams for teammates. Probably a situational pick that may struggle to fit onto teams, but I think this one can make a breakthrough in the format if placed on the right team comp.

Clefable



HP:95

Attack:70

Defense:73

Special:85 -> 95

Speed:60

Clefable

- Body Slam / Ice Beam / Blizzard
- Hyper Beam / Thunder Wave
- Soft-Boiled
- Thunderbolt

Gains softboiled

The ORAS queen is back with her incredibly annoying bulk, power, and versatility. Being able to run a 3 attacks (physical or special) + heal set, status spreader, or reflect/light screen wall set makes Clef the annoyance it's known to be in current generation play. A very wide movepool

and high splashability means that this may very well be a staple pick of the metagame, and I expect a lot of creativity when it comes to making this shine.

Cloyster



HP:50

Attack:95

Defense:180

Special:85

Speed:70

Cloyster

- Clamp
- Blizzard
- Tri Attack / Explosion
- Rest / Explosion

Clamp is now 50 bp, but pp reduced to 8

Access to boosted Tri Attack, 80 bp ghost type

Cloyster's immense physical bulk and good mixed attacking stats, backed by high bp moves and explosion made it a great pick in the old rby meta to check physical normal types. In the new rby, massive buffs to fighting types and the mixed nature of flying types undermines its role as a physical tank. However, having the niche of being the hardest check to Articuno is a good one, and the prevalence of rock and ground types means Cloyster can still use clamp to immobilize foes for a teammate to come in safely. Explosion is also always a great tool when its usefulness is up or you really need to remove starmie. Overall, Cloyster is hurt by the new metagame but will still find its place on some teams, and still has strong merits to hold a teamslot.

Chansey



HP:250
Attack:5
Defense:5
Special:105
Speed:50

Chansey
- Ice Beam / Seismic Toss
- Thunder Wave
- Soft-Boiled
- Thunderbolt / Reflect

Well... it's still Chansey. It didn't receive any buffs, and a lot more of the metagame (especially the now strong fighting types) can really hurt it by exploiting its weaker physical bulk. It's also received some competition from other bulky normal types or recovery walls in general. So where does this all put Chansey? It's still one of the premier walls of the metagame, doing the usual boltbeam or reflect sets. Toxic may find a moveslot on dream eater teams looking to use Chansey to wall psychic types, so it may find slightly more diversity in its sets. However, Chansey is nowhere near as omnipresent as it was in old rby, and should not even be considered close to mandatory on teams.

Dewgong



HP:90
Attack:70
Defense:80
Special:95
Speed:70

Dewgong
- Surf
- Blizzard
- Amnesia
- Rest

Gains Amnesia

A fairly straightforward buff, Dewgong differentiates itself from all the other ice types by threatening to boost up and rip teams apart with amnesia-boosted blizzards. Its water/ice typing backed by good bulk has already been proven to have great defensive utility as Lapras and Cloyster have shown, meaning it will find many opportunities to set up. However, Dewgong is still one-dimensional and its coverage is nonexistent beyond its dual stab. It should be a good pick though, and may even become one of the stronger threats in RRIB.

Ditto



HP:48 -> 108
Attack:48 -> 58
Defense:48 -> 58
Special:48 -> 58
Speed:48 -> 128

Ditto
- Transform

Ditto is now able to get off a transformation and use its new transformed bulk before getting hit, courtesy of its new HP and speed. Furthermore, it keeps its crit rate (which is now 25%) even after transforming. However, building a team with Ditto means that you have one less teamslot to fill out your type synergy and cores. I'm really uncertain as to how this Ditto will fare in the meta, but it is now a functional Pokemon that could be scary when played right.

Dodrio



HP:60
Attack:110
Defense:70

Special:60
Speed:100

Dodrio

- Body Slam
- Hyper Beam
- Drill Peck
- Jump Kick

Access to boosted tri-attack

New access to boosted jump kick, 90 bp 95 acc

Dodrio is a flying type attacker with notoriously unresisted normal/ghost/fighting coverage. Being the definitive flying type with fighting coverage is an interesting niche, because it compresses coverage vs opposing rock types and even normal types too. Tri Attack also makes for a nice anti-dream eater tech, successfully ripping through almost all the common picks on a dream eater team like Gengar, Poliwrath, Hypno, and Beedrill. It still struggles with very healthy rocks but it can be paired with teammates that pressure them, and Dodrio hits everything else rather hard with Snorlax-level attack.

Dragonite



HP:91
Attack:134
Defense:95
Special:100
Speed:80

Dragonite

- Wrap
- Hyper Beam
- Agility
- Thunderbolt / Thrash / Hyper Fang

Gains Thrash

Gains Hyper Fang

Dragonite lost the ability to repeatedly spam wrap. Instead, it plays much differently in the form of a wallbreaker or setup cleaner. Boasting the strongest Thrash (an unresisted special dragon move) at the cost of confusion means this is a pokemon that can clean, and base 134 attack means that its amazing special attacks can be combined with physical ones to muscle through walls like Chansey. Wrap can function as a pivot move still, dealing a bit of damage and immobilizing the foe to safely switch. However, trapping moves have very low pp now and are unable to sweep paralyzed teams. Keep that in mind when using this stat machine, and I'm sure it can be creatively used to break teams open!

Dugtrio



HP:35
Attack:80 -> 100
Defense:50
Special:70
Speed:120

Dugtrio
Ability: None
- Earthquake
- Rock Slide
- Slash
- Substitute

Affectionately touted the "King of Crits" in RBY, Dugtrio's high 23.4% crit rate earthquake backed by a 99.6% crit rate slash means it WILL threaten to 2hko much of the tier thanks to its buffed attack stat and amazing normal/ground moves. It still suffers from having a bleak movepool and paper bulk, but Dugtrio's decent typing will lend it very niche switch-in scenarios and not make it prone to many ohkos. The prevalence of flying types (notably Aerodactyl) hurts Dugtrio's viability, but it still has potential as an effective cleaner.

Electabuzz



HP:65

Attack:83 -> 93

Defense:57

Special:85 -> 95

Speed:105

Electabuzz

- Thunderbolt
- Thunder Wave
- Submission
- Psychic

Becomes electric/fighting

Access to buffed 100 bp, 90 acc submission

True to its later evolution's role, Electabuzz hits the gym and becomes an extremely anti-meta electric type wallbreaker. Golem/Rhydon and Chansey are known as solid electric counters... but all of them get smashed by Electabuzz' new secondary typing. It should be noted that Buzz can only 2hko golem and only 3hko's rhydon, and hitting chansey means taking an absurd amount of recoil. Additionally, grass types like tangela and eggy are hard counters. Furthermore, Buzz loses the classic electric type's flying resistance to gain powerful fighting typing, and gains a psychic weakness. Regardless, Electabuzz brings a new dimension to electric types in the metagame and could wreck some matchups depending on metagame trends.

Electrode



HP:60 -> 65

Attack:50 -> 65

Defense:70

Special:80 -> 95

Speed:140

Electrode

- Thunderbolt
- Thunder Wave
- Explosion
- Hyper Beam

Becomes electric/normal

Electrode pretty much spammed twave, 27.5% crit rate electric stab, and clicked explosion. It will do the same thing in this meta, albeit the speed is more cherished because it outspeeds aerodactyl. Normal typing gives stab to explosion and hyper beam, which lets it break some electric checks more effectively. Still gets walled by the same old threats in golDon and gengar, but it could threaten to take out other ground types with it that do not resist normal.

Exeggutor



HP:95

Attack:95

Defense:85

Special:125

Speed:55

Exeggutor

- Sleep Powder
- Psychic
- Mega Drain / Explosion
- Stun Spore / Explosion

Access to buffed mega drain, heals 100% of damage dealt

Exeggutor's amazing stat spread, access to dual powders, reliable psychic stab, and explosion made it a fantastic mixed bag of options to throw onto many old rby teams. In new rby... it's still exeggutor. The increased prevalence of fighting, rock, electric, and ground types make it all the more valuable. However, the rise of flying, bug, and fire types means that it cannot be slapped

onto teams as carelessly as before and must actually be supported with reliable teammates. It's still amazing and will consistently get the job done, and I expect this to be a high tier pick at the very least.

Farfetch'd



HP:52 -> 62

Attack:65 -> 90

Defense:55 -> 65

Special:58 -> 78

Speed:60 -> 69

Farfetch'd

- Swords Dance
- Whirlwind
- Razor Leaf
- Hyper Beam / Slash / Body Slam / Agility

Becomes grass/flying

Gains Razor Leaf

Gains Hyper Beam

Items aren't a thing in gen 1 so Farfetch'd retains its love for the mighty sticc through a new grass primary typing. The combination of Flying and Grass could be tough for teams that rely on slow rock/ground types to check birds, and electric attacks are now neutral against this flying type. However, a horrendous quad weakness to ice and weaknesses to many other common attacking types really hurts the viability of Farfetch'd in the meta. Its low bulk does it no favors either, meaning even neutral hits from normal and psychic types will hurt. Overall, Farfetch'd is still a meme but probably a usable one now. Perhaps its greatest value when adding it to a team is the mental damage it causes your opponent, knowing they might lose to a... Farfetch'd.

Fearow



HP:65
Attack:90
Defense:65
Special:61
Speed:100

Fearow

- Hypnosis
- Tri Attack
- Drill Peck
- Hyper Beam

Becomes ghost/flying
Gains Hypnosis
Gains Tri Attack

Completely outclassed by all flying types in vanilla RBY, Fearow was one of the few pokemon that got a total revamp in playstyle. It is now a hypnosis abuser that can annoy teams with its fantastic triple immunity to common attacking types. However, Fearow has rather low damage output and Hypnosis is unreliable. It might be better off on dedicated ghost spam teams but that triple immunity to normal, fighting, and ground could lend it some placements on more standard teams.

Flareon



HP:65 -> 95
Attack:130
Defense:60
Special:110

Speed:65

Flareon

- Fire Blast
- Body Slam
- Hyper Beam / Fire Spin
- Explosion

Gains Explosion

Flareon's increased bulk and newfound access to Explosion makes it a master of trading with the opponent. Many typical fire resists like rock/ground types can find themselves getting worn down fast by its strong fire blasts, or water types can get outright destroyed by a powerful Explosion coming off of 130 base attack. It still struggles hard with water/rock types like most fire types do, but supporting that matchup isn't hard for Flareon to freely blast teams apart.

Gengar



HP:60

Attack:65

Defense:60

Special:130

Speed:110

Gengar

- Hypnosis
- Toxic
- Dream Eater
- Psychic / Thunderbolt / Mega Drain

Access to buffed dream eater, 180 bp ghost stab. Only works on sleeping/poisoned targets

Access to boosted mega drain, heals 100% of damage dealt

Gengar's access to the fastest combo of sleep inducer + dream eater, backed by its phenomenal movepool makes it one of the scariest threats in new rby. Its typing is also very valuable, hard checking the powerful fighting types and other miscellaneous threats, courtesy of its strangely good bulk. Its powerful stab is significantly hampered by its low 65 atk however,

and Gengar is still plagued with the issue of being unreliable in putting foes to sleep. The influx of fast or bulky ground types also hurts its role in the meta further, though it has the options to punish recklessly using ground types against it. Overall, Gengar has promising tools and I won't be surprised to see this be a top tier pick.

Golbat



HP:75 -> 85
Attack:80 -> 90
Defense:70 -> 80
Special:75 -> 85
Speed:90

Golbat

- Poison Sting
- Leech Life / Whirlwind
- Recover
- Mega Drain

Gains Recover and Poison Sting

With a bit more bulk and power, Golbat retains its position as an all-rounded flying type tank. It has all the right moves to hit the metagame but will struggle against opposing flying types, common ice/electric/psychic attacks, and healthy ground types that now run rock slide. Nevertheless, being a resilient check to bug, fighting, and grass types is a valuable niche. Its immunity to poison could also come in handy as a Dream Eater check.

Golduck



HP:80
Attack:82
Defense:78
Special:80

Speed:85

Golduck

- Amnesia
- Blizzard
- Surf
- Tri Attack / Rest

Becomes water/ghost

Gains Tri Attack, which is now an 80 bp ghost type attack

It has mediocre stats, but Golduck now has amazing typing and coverage synergy. Being able to hit near the entire tier super effectively is an incredible feat on paper with water/ghost dual stab combined with fighting and ice coverage, but it lacks the power to even nab the 2hko's it would like. Being a great check to normal types goes a long way however, resisting or taking little from all the coverage that normals typically run (though they may start running tbolt if golduck is relevant enough). Amnesia is bonkers too, as usual. I can see this being a good anti-normal mon, and also giving slowbro severe competition.

Golem



HP:80

Attack:110

Defense:130

Special:55

Speed:45

Golem

- Earthquake
- Rock Slide
- Explosion
- Rest / Body Slam

Access to buffed rock slide, 85 bp 95 acc

Access to buffed submission, 100 bp 90 acc

Golem didn't gain a lot, but a lot of new threats are checked by it. The drastic improvement to fighting type moves slightly hurts it, but most fighting types or coverage users can't ohko and some barely 2hko Golem. Buffs to bulky grass types hurt it, but grass types have always been relatively easy to prep for and Golem can always threaten them with explosion. I expect Golem to rise in viability from high tier in old rby, to top tier in new rby. The number of new threats it and other rocks can check is really high.

Gyarados



HP:95

Attack:125

Defense:79

Special:100

Speed:81

Gyarados

- Splash
- Hydro Pump
- Hyper Beam
- Thunderbolt

Exclusive access to buffed splash, a 60 bp 100 acc flying stab with 30% para chance

Access to thrash

Gyarados was always known to be an okay mixed attacker. Now, it gains access to powerful dual stab and just the right coverage in electric and fire, as well as an unresisted coverage move in thrash. However, it competes with Articuno for the mixed breaker role which has similarly oppressive dual stab. Using gyarados means playing it to its strengths, which are the coverage options it has.

Hitmonchan



HP:50

Attack:105 -> 110

Defense:79

Special:35 -> 110 (!)

Speed:76

Hitmonchan

- Submission
- Ice Punch
- Thunder Punch
- Body Slam / Hyper Beam

Access to buffed submission, 100 bp 90 acc

Access to boosted elemental punches, all 95 bp 100 acc

Gains Hyper Beam

Hitmonchan is finally able to use its elemental punches to some degree, and has a similar feel to a boxer in that you can take hits and hit hard in return by exploiting weaknesses. However, its seemingly good bulk is undermined by a low 50 hp and its special attacking prowess is hurt by not having any stab on special moves. It's also somewhat walled by psychics, but can do a number to ones with exploitable secondary typing. Hitmonchan still seems like a fun and hype pick. It will probably surprise foes if used on a great team that supports it.

Hitmonlee



HP:50

Attack:120

Defense:53 -> 63

Special:35

Speed:87 -> 97

Hitmonlee

Ability: Limber

- High Jump Kick
- Body Slam
- Double-Edge
- Meditate / Seismic Toss

Becomes fighting/normal

Exclusive access to buffed high jump kick, 130 bp 90 acc

Hitmonlee had exclusive access to the strongest fighting type attack in the game in rby, and now this move is actually good and lets it put out the **second highest physical damage output** in all of gen 1.. Its new normal typing also grants it STAB body slam/double edge (or mega kick if you're real) as well as a pseudo-limber from opposing body slams, a reference to its ability in later generations. However, Lee is extremely frail with 50/63/35 defenses, and is even more hopelessly walled against ghost types than Chan is. The increased prevalence of flying types also means it can be revenged frequently. Don't let this shy you away from Hitmonlee's amazing damage output however, as it can easily punch (well... kick ig) holes into foes for a teammate to sweep, or clean itself.

Hypno



HP:85

Attack:73 -> 93

Defense:70

Special:115

Speed:67

Hypno

- Psychic
- Submission
- Dream Eater
- Toxic

Becomes psychic/fighting

Has access to buffed dream eater

Has access to buffed submission

Hypno is a hybrid between conventional psychic, and a fighting type wallbreaker. It loses the ability to check other psychics in a healthy 1v1 scenario, but gains the ability to be a psychic type that can muscle through chansey. However if the psychic type is poisoned or asleep... hypno can rip through it with dream eater. This is a rather unconventional breaker that may

seem to struggle when they're monned without partners (due to weird typing and speed), but one that can be highly effective if played in a methodical, turtling, "play combo suddenly" manner.

Jolteon



HP:65

Attack:65

Defense:60

Special:110

Speed:130

Jolteon

- Thunderbolt
- Thunder Wave
- Pin Missile
- Double Kick

No notable buffs here, although Jolteon is significantly hampered by the increased importance of ground types in the new rby meta, and it doesn't have the means to get around them alone. The addition of other electrics gives Jolteon competition as well, as they offer great secondary typing to get around classic electric checks. However, Jolteon's speed is its selling point. Speed tying with Aerodactyl and having a huge 25% crit rate means that Jolteon is a very anti-offense threat. Pair it with balance breakers, and it can still shine.

Jynx



HP:65

Attack:50

Defense:35

Special:95

Speed:95

Jynx

- Lovely Kiss
- Blizzard
- Psychic
- Rest

Jynx is an interesting choice in the new rby meta. Having an amazing dual stab backed by a very fast lovely kiss makes it a really good early-game attacker. The increased relevance of ground types also gives it more opportunities to attack freely. However, there are a ton of physical attackers that outspeed or threaten to destroy Jynx thanks to the buffs to most physical types and pokemon. I'm uncertain about whether it will rise or drop, but it's at the very least viable.

Kabutops



HP:60

Attack:115

Defense:105

Special:70

Speed:80

Kabutops

- Swords Dance
- Rock Slide
- Surf / Hydro Pump
- Hyper Beam

Gains Rock Slide, 85 bp 95 acc

A simple buff, but all that it honestly needs to be much better. Being the only rock type with swords dance is a cool niche, and it has the special stat and secondary stab to nail ground types for decent damage. Also has ice coverage for grass types. I'm not sure how well this mon will fare, but it's an alright check to many flying types.

Kangaskhan



HP:105

Attack:95

Defense:80

Special:40

Speed:90

Kangaskhan

- Body Slam
- Hyper Beam
- Earthquake
- Rock Slide

Becomes normal/ground

Previously toted a “baby tauros”, kangaskhan’s lethal dual stab differentiates it from other normal types, hitting rocks without the need to use its paltry special stat. This added typing is a blessing to check electrics, but is also a curse in giving ice, water, and grass weaknesses (the former of which is thrown around everywhere). Having stab earthquake is also very nice to circumvent the move COUNTER (only works on normal/fighting moves), so that’s an added bonus. Overall, I expect this to give tauros a bit of competition, and may be valuable depending on meta trends.

Kingler



HP:55

Attack:130

Defense:115

Special:50

Speed:75

Kingler

- Swords Dance
- Vice Grip
- Hyper Beam
- Crabhammer

Has access to buffed vice grip, a 55 bp bug type move with HIGH CRIT RATE

Has access to buffed crabhammer, 90 bp with HIGH CRIT RATE, 100 acc

Kingler is an odd water type. He has no physical stab and would tend to rely on body slam + hyper beam for physical damage, and his special is so poor that he cannot properly utilize his water typing offensively. However, he has been granted new life with a slightly more accurate crabhammer (which has high crit rate), and a new toy in vice grip, a bug type high crit rate attack. Finally able to use his high attack, Kingler may be an interesting choice on para teams that punish foes for brainlessly letting their psychic types absorb paralysis or sleep. He's still frail and dies to most neutral special attacks in 2 hits at best, but definitely can be worth using to break or clean.

Lapras



HP:130

Attack:85

Defense:80

Special:95

Speed:60

Lapras

- Blizzard / Ice Beam
- Thunderbolt
- Hyper Beam / Reflect
- Sing / Rest

Lapras has a really good stat distribution, having great bulk and strong offensive presence thanks to the blizzard + thunderbolt (boltbeam) combo. Sing also makes it a bulky offensive ice type that can threaten to sleep a wall. Furthermore, it checks many flying, fire, and ground types because of how bulky it is and can retaliate with a stab option. Lack of recovery hurts it though.

However, the buffed fighting and electric types can easily force out Lapras, and most psychic types can 1v1 it consistently. It's probably a mid tier pick now, but one of the best and most consistent ones.

Lickitung



HP:90

Attack: 55 -> 75

Defense:75 -> 85

Special:60 -> 75

Speed:30 -> 50

Lickitung

- Swords Dance
- Body Slam / Wrap
- Hyper Beam
- Earthquake

Lickitung's unique access to SD for a normal type sets it apart from its competition. In RRIB, Lickitung's formerly UU set has been buffed to OU levels through the addition of bulk and more immediate power. Having more special also makes the rest of its very wide movepool more viable, though Lickitung is already pressed for moveslots. Lickitung will probably make for a nice setup wallbreaker, and can be expected to make some favourable trades to pave the way for another cleaner to end the game.

Machamp



HP:90 -> 100

Attack:130 -> 140

Defense:80 -> 85

Special:65

Speed:55

Machamp

- Karate Chop / Submission
- Earthquake
- Rock Slide
- Body Slam / Hyper Beam

Access to buffed karate chop, 55 bp fighting stab with 95 acc. HIGH CRIT RATE

Access to buffed submission, 100 bp 90 acc

With fighting type moves now being good, Machamp is able to actually be a para team sweeper now. Having a stab that always crits means that not even reflect can save normal types from getting destroyed while also not incurring recoil, and the added bulk means it has an easier time taking hits and retaliating hard in return like it's meant to. It struggles against psychics and ghosts as always and is slow, but I expect it to make an impact now that it has the tools of an actual fighting type.

Magmar



HP:65

Attack:95

Defense:57

Special:85 -> 95

Speed:93 -> 103

Magmar

- Fire Blast
- Submission
- Body Slam
- Confuse Ray / Hyper Beam

Becomes fire/fighting

Access to buffed submission, 100 bp 90 acc

A combination of two previously bad types, fire and fighting together have great synergy. Being a fire type that can hit rock types, and isn't weak to rock itself is a cool niche. However, the

typing brings a lot of weaknesses to common types like ground, psychic, and flying. Magmar has good speed though, just play it to its mixed attacking strengths and watch out for starmie.

Magnetron



HP:50 -> 70

Attack:60

Defense:95

Special:120

Speed:70

Magnetron

- Thunderbolt
- Thunder Wave
- Recover
- Double-Edge / Hyper Beam

Becomes electric/rock

Gains recover

Magnetron is a unique rock type in rby. Gaining rock typing turns magnetron into one of the best flying checks, especially when the increased hp is accounted for. Having access to recover solidifies this role, and even turns it into a psychic check (similar to its steel type role in future generations) that can threaten foes with paralysis. However, magnetron is countered by near every ground type in the game and has a crippling quad weakness to the type, and has a really bad movepool. The increased relevance of fighting types hurts it as well. Overall, it could find a place on teams with its specific blend of resistances and qualities but its viability is metagame-dependent.

Marowak



HP:60 -> 80

Attack:80 -> 180 (!!!)

Defense:110

Special:50 -> 70

Speed:45

Marowak

- Earthquake
- Submission
- Body Slam
- Hyper Beam

There are no items in rby, so marowak cannot use thick club. Drastically raising marowak's attack stat somewhat compensates and lets it do feats like 2hko tauros with earthquake. It's a very do-or-die pokemon and won't stick around for long on the battlefield, nor will it find switch-in opportunities against much except some electrics. Marowak also relies on blizzard to hit flying types off of a weak 50 special. Nevertheless, expect this to be a usable, high potential paraspread abuser.

Mew



HP:100 -> 80

Attack:100 -> 80

Defense:100 -> 80

Special:100 -> 80

Speed:100 -> 80

Mew

- Swords Dance
- Submission
- Tri Attack
- Soft-Boiled / Hyper Beam / Explosion / Coverage

Mew

- Psychic
- Soft-Boiled

- Thunder Wave / Coverage
- Tri Attack / Coverage

Mew's stats may be toned down, but it still retains its entire movepool and even gained a couple spicy additions. The SD sets are still threatening, and the utility sets can still check/cripple whatever you need. I'm uncertain where Mew will end up in terms of viability, it needs a lot of exploration and testing at this point.

Mewtwo



HP:106 -> 66
Attack:110
Defense:90 -> 60
Special:154 -> 144
Speed:130 -> 90

Mewtwo

- Psychic
- Blizzard
- Submission
- Thunderbolt / Tri Attack / Hyper Beam / Self-Destruct

Removed access to recover

Removed access to amnesia

Already learns buffed submission and tri attack

Mewtwo has been toned down for OU play, losing its main healing move and most devastating boosting option as well as seeing near all of its base stats reduced. Mewtwo is now relegated to the unique role of all-out-attacker among all psychic types, and it's a damn good one at that. Boasting perfect coverage backed by high offenses and occasional utility options will cause opponents to sweat, though it does have to worry about getting worn down fast. Mewtwo is a fun and effective pick with the versatility to adapt to the meta, I expect it to do well but not overwhelmingly so.

Moltres



HP:90
Attack:100
Defense:90
Special:125
Speed:90

Moltres

- Fire Blast
- Whirlwind
- Agility
- Hyper Beam / Fire Spin

Access to whirlwind, an 80 bp flying stab

In rby ou, moltres was the weakest of the 3 birds and struggled to do much in a water and chansey-heavy meta. Gaining physical flying stab somewhat helps against these matchups and it notably has the strongest whirlwind of the 3 birds, but now moltres has to watch out for a plethora of rock types. None of these rock types appreciate getting burned 30% of the time by fire blast though, so moltres is still a force to be reckoned with especially if paired with other mons that love rocks getting burned. I expect it to remain a niche pick in favor of other fire types, but it could still be good.

Mr. Mime



HP:40
Attack:45
Defense:65
Special:100 -> 110
Speed:90 -> 105

Mr. Mime

- Psychic
- Thunderbolt
- Thunder Wave
- Rest / Barrier

Becomes psychic/electric

Extremely powerful offensive dual stab, but very low physical bulk (it does learn barrier though) and lacks recovery. Also very susceptible to status and cannot afford to get paralyzed. Its power is also somewhat underwhelming for a psychic type, and it can get 1v1'd by most other psychics. However, Mr. Mime may have the potential to be a strong late-game breaker or cleaner because that dual stab is just insanely good and can put so much pressure on many teams.

Muk



HP:105 -> 145

Attack:105 -> 110

Defense:75 -> 85

Special:65 -> 75

Speed:50

Muk

- Sludge
- Mega Drain
- Thunderbolt
- Explosion

Access to buffed sludge, 80 bp with 60% chance to poison

Access to buffed mega drain, 40 bp with 100% recovery of damage dealt

Muk plays a lot like 4 attacks snorlax, eat a hit and go for a 2-for-1 scenario where you kill something, and then blow up on something else with explosion. The typing remains just as crippling to psychic and ground types, however. This may seem better on paper than practice and may struggle to fit onto teams, but it can certainly accomplish things.

Nidoking



HP:81

Attack:92 -> 102

Defense:77

Special:75

Speed:85

Nidoking

- Lovely Kiss
- Poison Sting
- Earthquake
- Blizzard / Thunderbolt

Gains lovely kiss

Access to boosted poison sting, 95 bp with 30% poison chance

Nidoking is a threatening balance breaker once more, with access to lovely kiss to put a switch-in to sleep (a reference to gaining it as an event move in gen 2 only), and then powerful physical dual stabs supported with high bp special attacks like blizzard, thunderbolt, surf, and fire blast. However, Nidoking is weak to almost all the most widespread attacking types in water, ice, ground, and psychic. Its bulk is passable enough vs typical electrics, but mediocre outside of those scenarios. Getting it on the field safely isn't easy, but expect it wreak havoc once it's in.

Nidoqueen



HP:90

Attack:82

Defense:87 -> 97

Special:75

Speed:76

Nidoqueen

- Earthquake
- Soft-Boiled
- Blizzard
- Body Slam / Thunderbolt

Gains SOFTBOILED

Nidoqueen has great bulk, which is bolstered immensely by its new access to softboiled. Being the only ground type with recovery is a huge boon, making it a reliable switch-in to many flying type threats, and electric ones too. It's also a good fighting type check, which is nice when considering the immense buffs they're gaining. Nidoqueen is also by no means passive (nothing truly is in rby anyway), having a fantastic attacking movepool with high bp stabs and coverage. I expect nidoqueen to become a top tier threat in the new rby meta.

Ninetales



HP:73

Attack:76

Defense:75

Special:100

Speed:100

Ninetales

- Fire Blast
- Psychic
- Thunder Wave
- Confuse Ray / Fire Spin

Becomes fire/psychic

Gains psychic, thunder wave

Ninetales is an unconventional psychic type. It lacks recovery and doesn't spread sleep. Rather, it can lock down the foe by utilizing parafusion and has an amazing dual stab combo, functioning primarily as an offensive threat that can check threats courtesy of its great typing. I expect this to be a high tier threat at minimum.

Omastar



HP:70 -> 60

Attack:60

Defense:125 -> 105

Special:115 -> 100

Speed:55

Omastar

- Hydro Pump
- Blizzard
- Recover
- Body Slam / Spike Cannon

Gains recover

Access to buffed Spike Cannon, 25 bp rock move that hits 2-5 times

Omastar gains recover, which is a HUGE niche in being the only rock type with reliable recovery. It has a nice 60/105/100 bulk which makes it a very sturdy counter to terrifying birds like Articuno, Moltres, and Aerodactyl. Access to body slam also lets it punish common water/ice resists. It's held back by its horrid movepool and low speed though, but a well-supported Omastar will make for an excellent anti-bird/normal threat.

Onix



HP:35 -> 65

Attack:45 -> 85

Defense:160

Special:30 -> 40

Speed:70

Onix

- Earthquake
- Rock Slide
- Bind
- Explosion

Access to buffed rock slide, 85 bp with 95 acc

Onix will be compared often to Golem and Rhydon. He's faster than the goldDon duo and notably Exeggutor (a hard check for rock/grounds typically) and can use Bind to pivot around or do some chip. He also has a fast explosion and higher defense. However, Onix has lower attack and even lower special than goldDon (and they already have horrid special). Make use of that key speed tier and bind; that's how you get the best value out of Onix.

Parasect



HP:60 -> 90
 Attack:95 -> 115
 Defense:80 -> 90
 Special:80
 Speed:30

Parasect

- Spore
- Leech Life
- Mega Drain
- Stun Spore / Swords Dance

Access to buffed leech life, 60 bp 100% heal

Access to buffed mega drain, 40 bp 100% heal

A double powder user that never misses sleep is cool, and swords dance + leech life may clean up teams that are paralyzed like crazy. However its dual stab is very bad with all the flying, fire, poison, ice, and rock attacks that infest the metagame. Other grass or psychics such as butterfree and exeggutor would give parasect severe competition, but it's hard to say that parasect would be unviable. I can see it being niche though, or maybe even decent if fighting types become centralizing for some reason.

Persian



HP:65

Attack:70

Defense:60

Special:65

Speed:115

Persian

- Hypnosis
- Slash
- Hyper Beam
- Bubble Beam

Gains Hypnosis

Persian was always a low risk-medium reward version of Tauros that saw very niche usage, but bringing back Hypnosis from its future generation movepools into gen 1 lets it shine alongside the bull and its other competition for once. It now takes the title for the fastest sleep inducer in all of gen 1, but Hypnosis is unreliable as always and missing will be punishing for the frail, speed-reliant Persian. Nevertheless, it is a lot better now and should be much more threatening than before.

Pidgeot



HP:83

Attack:80 -> 100

Defense:75

Special:70

Speed:91 -> 101

Pidgeot

- Body Slam
- Whirlwind
- Soft-Boiled
- Sing / Reflect / Double-Edge

Gains SOFTBOILED

Gains Sing

Gains Body Slam

Access to buffed whirlwind, 80 bp 100 acc flying stab

Pidgeot is the only flying type with a recovery move. This, in combination with its decent speed and boosted attack, lets it play a little bit like a tornadus-therian of sorts from modern generation play. Furthermore, it is the fastest user of Sing while having reliable recovery so typical hard checks should think twice before switching in. The normal typing is appreciated in normal type 1v1's, avoiding body slam paralysis. However, pidgeot is hard walled by classic flying checks, the rock and ground types. It also invites in Aerodactyl for basically free (if something is already asleep) and tends to lose to most other flying types 1v1. Recovery is fantastic though, and being able to play a flying type liberally is a fine quality. I expect this to be a mid tier at most, but who knows.

Pinsir



HP:65

Attack:125

Defense:100

Special:55

Speed:85

Pinsir

- Swords Dance
- Twineedle
- Hyper Beam
- Submission

Access to buffed vice grip, 55 bp 95 acc bug move, HIGH CRIT RATE

Access to buffed submission, 100 bp 90 acc

Gained twineedle, 40 bp 100 acc. Hits twice

Pinsir has always been straightforward to use. Use your crit rate attack (slash in rby ou) if you cannot sword dance up, use coverage if you click SD. It can clean up paralyzed teams rather easily now that it has an amazingly strong bug stab but it still struggles against ghosts, and now flying and fire types. Get those out of the way however, and you can expect Pinsir to rampage through a few opposing pokemon or even sweep completely if the conditions are right.

Poliwrath



HP:90

Attack:85 -> 115

Defense:95

Special:70

Speed:70

Poliwrath

- Hypnosis
- Submission
- Dream Eater
- Hydro Pump / Surf

Poliwrath

- Hypnosis / Blizzard
- Amnesia
- Surf
- Submission

Gains dream eater, 180 bp ghost move that only works on sleeping or poisoned targets

Access to buffed submission, 100 bp 90 acc

Poliwrath is a versatile threat in new rby, being a physical attacker with ghost/fighting unresisted coverage or a special attacker with access to amnesia. It can also threaten to sleep the foe with hypnosis to set up its own dream eater. Switching into poliwrath will not be an easy task until the set is scouted for, as it can punish teams with two differing sets and must be played against accordingly. Weaknesses to common flying, psychic, and electric attacks set it back though, but Poliwrath has the potential to be a top tier threat.

Porygon



HP:65 -> 75

Attack:60 -> 85

Defense:70 -> 80

Special:75 -> 95

Speed:40 -> 50

Porygon

- Body Slam / Hyper Beam
- Blizzard / Thunderbolt
- Recover
- Sharpen

Access to boosted sharpen, increases attack and special by 1 stage

Access to boosted tri-attack, 80 bp ghost move

Gains body slam

Porygon's unique move in sharpen lets it fully abuse its great mixed attacking movepool now by raising attack and special simultaneously. The addition of body slam now gives it a more spamable STAB option, while compressing Porygon's para spread utility better with the rest of its kit. It's still slow and susceptible to strong hits (before boosting) or sleep. But once it gets rolling, it can be hard to stop.

Primeape



HP:65

Attack:105

Defense:60

Special:60

Speed:95 -> 135

Primeape

- Karate Chop
- Rock Slide
- Body Slam
- Hyper Beam

Access to boosted karate chop, 55 bp fighting stab with HIGH CRIT RATE, 95 acc

Access to boosted submission, 100 bp, 100 acc

Access to boosted rock slide, 85 bp 100 acc

Primeape's UU cleaner role is adjusted for the OU metagame, outspeeding and dealing hefty damage to much of the tier. He's still walled by ghosts and hard checked by most psychics, and even rock slide doesn't do a ton to flying types. Tanks like Exeggutor and Nidoqueen being strong picks do no favors to Primeape either. A high 26.4% crit rate can turn games around in a pinch though, so Primeape should absolutely not be slept on.

Raichu



HP:60

Attack:90

Defense:55

Special:90

Speed:100

Raichu

- Thunderbolt
- Thunder Wave
- Surf
- Submission

Becomes electric/water

Raichu's only niche over other electrics was being able to use surf against ground types. New rby has granted typing that makes surf a stab option, and valuable resistances against fire, ice, and water attacks. This allows it to offensively check a variety of strong threats including (but not limited to) Aerodactyl, Starmie, Articuno, Moltres, Omastar, and the deadly Gyarados. However,

it gets 1v1'd competently by most psychics and cannot afford to get paralyzed in most matchups, but it's a good pick that offers amazing type synergy and may work well when supported.

Rapidash



HP:65

Attack:100

Defense:70

Special:80 -> 100

Speed:105 -> 130

Rapidash

- Fire Blast
- Fire Spin
- Agility
- Hyper Beam

It's really damn fast so it can crit 25% of the time, but its movepool is barren. Fire spin can let it pivot 70% of the time, and it outspeeds Beedrill and can go for burns against Tauros in the late-game. It does, however, suffer from classic fire type problems and cannot get around rocks, grounds, or waters. Also extremely prone to paralysis and loses to most psychic types 1v1. It will probably be a good low tier pick, but it's not unusable nor outclassed because it has a good niche in being by far the fastest fire type.

Raticate



HP:55 -> 70

Attack:81 -> 91

Defense:60 -> 75

Special: 50 -> 65

Speed: 97

Raticate

- Super Fang
- Body Slam
- Hyper Beam
- Bubble Beam

Honestly, Raticate was held back from OU purely because of its stats. All it needed was a bit more bulk to abuse its niche in Super Fang, and a tad more attack to finish things off more reliably. Its speed tier is nice and it is a normal type, but its coverage is lacking and it relies on predicting switches a decent amount of the time. Still, it is a worthwhile pick on a team that appreciates fast chip damage.

Rhydon



HP:105

Attack:130

Defense:120

Special:45

Speed:40

Rhydon

- Earthquake
- Rock Slide
- Body Slam
- Rest / Substitute

Access to buffed rock slide, 85 bp 100 acc

Access to buffed submission, 100 bp 100 acc

Rhydon didn't gain a lot, but a lot of new threats are checked by it. The drastic improvement to fighting type moves slightly hurts it, although its physical bulk is so high that even stab submissions can 3hko. Buffs to bulky grass types hurt it too, but grass types have always been relatively easy to prep for in gen 1. I expect Rhydon to rise in viability from high tier in old rby, to top tier in new rby. The number of new threats it can check is really high.

Sandslash



HP:75

Attack:100 -> 115

Defense:110

Special:55

Speed:65

Sandslash

- Swords Dance
- Earthquake
- Rock Slide
- Substitute / Hyper Beam

Access to boosted rock slide, 85 bp 100 acc

It will compete a lot with marowak, but it can use that solid bulk to set up a swords dance against a flying or electric type, and then eviscerate anything slower than it. Swords dance is the biggest reason to run sandslash over marowak, as it's technically a higher damage output potential. Marowak is rather brainless and immediate in damage, but Sandslash has swords dance and higher bulk.

Scyther



HP:70

Attack:110

Defense:80

Special:55

Speed:105

Scyther

- Swords Dance

- Wing Attack
- Twineedle
- Hyper Beam

Access to buffed wing attack, 80 bp 100 acc

Gains Twineedle, 40 bp, each hit has 20% chance to poison

The flying type with swords dance, Scyther boasts higher speed over most flying types and slash, a move that always crits. However, the niches end there. Its typing is among the worst out there and it's weak to every common attacking move. It also has lower bulk than every viable flying type. It should be noted that slash is only good because it provides immediate damage if you cannot swords dance up, because critical hits ignore your own boosts. I expect scyther to remain a niche pick like it is in old rby, but it's not the joke that it once was.

Seadra



HP:55 -> 65

Attack:65

Defense:95 -> 100

Special:95 -> 100

Speed:85

Seadra

- Hydro Pump
- Hyper Fang / Thrash
- Blizzard
- Smokescreen / Agility

Becomes water/dragon

Gains Thrash

Gains Hyper Fang

Seadra has exceptional typing, not being weak to anything except opposing dragon type attacks. Thrash is unresisted and it's tied with Dragonite for the strongest dragon attacker, Hyper Fang is a strong nuke that can also finish off threats similar to Hyper Beam, and Seadra also has agility to boost up and potentially clean. However, Seadra has a really bad movepool. It also fails to do anything against bulky threats such as Chansey or opposing fat water types,

relying on smokescreen + paralysis support to cheese its way through checks. If Seadra is placed on a team that can support its hit-and-run playstyle, it can do well.

Seaking



HP:80

Attack:92 -> 102

Defense:65

Special:80 -> 90

Speed:68 -> 78

Seaking

- Double-Edge
- Hyper Beam
- Surf
- Blizzard

Becomes water/normal

In new rby, Seaking is... not that terrible actually. All it can do is use normal attacks, and then use water/ice moves to hit normal resists and checks. It's slow, so you could try using agility to sweep and ignore paralysis. Its typing isn't easily exploitable either and provides some usable resistances and immunities, and it can hit decently hard with stab double edge and hyper beam. It's not unviable by any means, but requires a load of support to see this put in work.

Slowbro



HP:95

Attack:75

Defense:110

Special:80

Speed:30

Slowbro

- Surf / Psychic
- Amnesia
- Reflect / Thunder Wave
- Rest

Access to buffed submission, 100 bp 90 acc

Access to buffed tri attack, 80 bp ghost move

Slowbro's gen 1 amnesia set goes down as one of the most lethal in the history of competitive pokemon, having many variants to it as well to keep it unpredictable. The lack of reliable recovery hurts it (but also keeps it in balance tbh), and the increased strength of bug, ghost, and electric types all hurt Slowbro. It can, however, set up on most flying types. Slowbro is still as much of a threat as it was before, and I expect it to remain a high tier pick.

Snorlax



HP:160

Attack:110

Defense:65

Special:65

Speed:30

Snorlax

- Body Slam
- Hyper Beam
- Earthquake
- Self-Destruct

Snorlax

- Amnesia
- Blizzard / Ice Beam
- Body Slam / Thunderbolt / Reflect
- Rest

Snorlax didn't gain any notable buffs, because it didn't need them to remain a top tier threat. It has a near perfect movepool any pokemon could ask for in rby, with access to reflect and amnesia, a ton of special coverage, good physical coverage, and self-destruct. The increased viability of fighting types hurt it and it still doesn't have any resistances, not to mention it's still the slowest pokemon in the game... but don't let that dissuade you from the rby monster that can 1v1 almost anything.

Starmie



HP:60

Attack:75

Defense:85

Special:100

Speed:115

Starmie

- Blizzard / Psychic
- Thunderbolt
- Recover
- Thunder Wave / coverage

Access to buffed tri attack, 80 bp ghost attack

Starmie was a top tier classic rby threat, and it will probably remain one in new rby as well. It's able to check, revenge, and threaten so much of the metagame with its wonderful typing, bulk, coverage, healing, and speed. It can check most fighting, flying, rock, ground, fire, and dragon types while still being able to threaten grass, water, and even opposing psychic types. Starmie, like most other psychics, needs to watch out for the new bug and ghost type threats that can prey on it if it lets itself get paralyzed, or just get outsped in the case of beedrill. It's still amazingly effective and splashable though, and I expect it to be a top 5 threat in the new rby metagame.

Tangela



HP:65 -> 85
Attack:55 -> 65
Defense:115
Special:100 -> 105
Speed:60

Tangela

- Sleep Powder
- Mega Drain
- Bind / Constrict
- Stun Spore

Access to buffed mega drain, heals 100% damage dealt
Access to buffed constrict, 85 bp and always drops speed 1 stage

Tangela trades psychic typing and some special from Exeggutor, for much higher physical bulk and a bit of speed. They play very similarly, checking physical attackers while spreading status. Being weak to common flying, fire, ice, and poison attacks sucks, but it's so bulky that you can even eat those in a pinch.

Tauros



HP:75
Attack:100
Defense:95
Special:70
Speed:110

Tauros

- Body Slam
- Hyper Beam
- Earthquake / Thunderbolt
- Blizzard / Thunderbolt

Access to boosted thrash, 110 bp special dragon move

When rebalancing rby, Tauros was one of many pokemon that were a focal point of working around, down to the very calcs he can give and take. While many pokemon are capable of dealing decent damage or taking just the right number of hits from it... at the end of the day, a 21.4% crit rate backed by strong stab and all the right coverage will always keep Tauros in the high tiers. However, Tauros must watch out for all the new normal checks and faster sweepers than him now. He is by no means even close to mandatory on teams, but is still the fantastic mid/late-game threat he has always been. Overall, Tauros is Tauros. He can win games when played very well; he can and will turn games around (like many other fast threats) with a little bit of luck on his side.

Tentacruel



HP:80
 Attack:70 -> 90
 Defense:65
 Special:120
 Speed:100

- Tentacruel
- Swords Dance
 - Wrap / Constrict
 - Poison Sting
 - Hydro Pump / Surf

Access to buffed poison sting, 95 bp with 30% chance to poison
 Access to buffed constrict, 85 bp and always lower speed 1 stage

One of the coolest water types in rby, Tentacruel's swords dance set is now capable of dealing OU-worthy damage. Water/Poison is actually an incredible offensive typing in rby, so Tentacruel may see a niche as a fast mixed attacker with access to wrap to pivot. Its nice typing lets it resist

fighting, water, ice, and fire (all of which are good types now). However, Tentacruel is still weak to potent psychic and electric attackers, but that's nothing a little teambuilding elbow grease can't handle. It has some good potential in new rby, and I'm excited to see what it can do.

Vaporeon



HP:130

Attack:65

Defense:60

Special:110

Speed:65

Vaporeon

- Growth
- Acid Armor / Blizzard
- Surf
- Rest

Gains Growth

A reference to a move it gains exclusively to use in gen 2, Growth only boosts special in gen 1, and by one stage (essentially, it's calm mind). However, that's still an incredibly potent tool and Vaporeon has higher special than Slowbro, easing taking hits from the special side. Its typing is less exploitable as well, and isn't weak to bug and ghost types that would outspeed and destroy slowbro. However, it's a bit more prone to physical hits (but is still bulky in that regard), and takes more time to set up. I can see vaporeon and slowbro being used interchangeably depending on teammates however, and both can make waves in the meta.

Venomoth



HP:70

Attack:65 -> 75

Defense:60
Special:90
Speed:90 -> 95

Venomoth

- Sleep Powder
- Leech Life
- Mega Drain / Psychic
- Stun Spore

Access to buffed leech life, 60 bp 100% recovery
Access to buffed mega drain, 40 bp 100% recovery
Gains buffed Poison Sting, 95 bp 30% chance to poison

Why use this over Butterfree, you may ask? Venomoth has a stronger physical offensive presence and faster speed. It's able to debilitate the opposing team quickly with a fast dual powder, and can chip away with attacks that grant solid recovery. However, it's weak outside of that role and gets hit super effectively by very common offensive types (and Butterfree has significantly better typing). Venomoth can play the status support role well though, if given the opportunity and appreciation from teammates.

Venusaur



HP:80
Attack:82 -> 102
Defense:83
Special:100
Speed:80

Venusaur

- Sleep Powder
- Swords Dance
- Poison Sting
- Razor Leaf

Gains Poison Sting, 95 bp 100 acc, 30% chance to poison

Venusaur is already an alright pick in old rby, so all it needs is a bit more physical presence in an atk buff and gaining a physical stab, to be able to put in work with its swords dance set. Sleep powder makes this a threatening offensive setter, as you cannot switch in a counter right away. Watch out for the usual ice and psychic types, and now flying types too, but Venusaur is still a threatening offensive grass.

Victreebel



HP:80

Attack:105

Defense:65

Special:100

Speed:70

Victreebel

- Swords Dance
- Wrap / Sleep Powder
- Acid / Hyper Beam
- Razor Leaf

Access to buffed acid, 70 bp with guaranteed defense drop rate

Victreebel may have slightly higher attack, wrap, and swords dance as well, but it has lower defense than Venusaur and it's slower too. Wrap was also nerfed to be a pivoting tool and not a sweeping move, and its physical poison stab has lower base power but a more devastating secondary effect. Like venusaur, it's weak to common offensive types. Victreebel will probably remain a good mid tier pick, and may even be a good high tier pick if supported well.

Vileplume



HP:75

Attack:80
Defense:85
Special:100
Speed:50

Vileplume

- Sleep Powder / Swords Dance
- Recover
- Acid
- Mega Drain

Gains Recover

In vanilla gen 1, Vileplume was outclassed three-fold by the other grass types in the game. Recover gives it a high-potential niche over all other grass types, boasting the most reliable healing option and letting it check threats more easily while easing its own potential setup. A slow grass/poison is cripplingly weak to most attacking types however, so placing Vileplume on your team mandates careful support and defensive type synergy.

Weezing



HP:65
Attack:90
Defense:120 -> 170
Special:85
Speed:60

Weezing

- Sludge
- Explosion
- Thunderbolt
- Fire Blast / Ember

Access to buffed sludge, 80 bp, 60% poison chance

Access to buffed ember, 40 bp 100% burn chance

Weezing becomes a physical tank similar to Cloyster, but instead checks fighting, grass, and opposing poison types. Its coverage options in thunderbolt and fire blast are pretty good, and ember lets it burn things like rock switch-ins. It's also an okay normal check and can take earthquake coverage decently, but a single crit will do it in and force it to explode. It's very niche and not very good to be honest, but it's a passable tank and has explosion at the very least.

Wigglytuff



HP:140

Attack:70 -> 85

Defense:45 -> 65

Special:50 -> 70

Speed:45

Wigglytuff

- Body Slam
- Psychic / Seismic Toss / Filler
- Reflect
- Rest

Wigglytuff

- Body Slam
- Hyper Beam
- Psychic
- Thunder Wave / Filler

Becomes normal/psychic

Wigglytuff combines some qualities of Snorlax and Butterfree, becoming an offensive check to psychic types with Snorlax-level bulk that can find switch-in opportunities courtesy of its new typing, as well as the unpredictability of Clefable's utility due to them sharing near identical movepools. The sets provided above are a mere taste into what Wigglytuff is capable of as it is very versatile, and I'm excited to see how this deceptively anti-meta attacker develops with time.

Zapdos



HP:90
Attack:90
Defense:85
Special:125
Speed:100

Zapdos
- Thunderbolt
- Drill Peck
- Thunder Wave
- Agility

Access to whirlwind, an 80 bp flying stab

The premier electric sweeper makes its return to prominence in new rby! A significant number of ground and rock types were buffed and they are overall even more important than in old rby, meaning zapdos will be much more reliably prepped for now. The buffs to other electrics also means that in a pinch, both electrics can trade twaves with each other. However, the ability to beat most flying types 1v1 means that Zapdos can also thrive, given that you have teammates that can remove the lightningrods for the bird to shock away.

Speed Compendium

Pokemon	Base Speed	Crit Rate (%)
Electrode	140	27.34
Primeape	135	26.37
Aerodactyl, Jolteon, Rapidash	130	25.39
Ditto	128	25.00
Beedrill	125	24.41
Alakazam, Dugtrio	120	23.44
Persian, Starmie	115	22.46
Gengar, Tauros	110	21.48
Electabuzz, Mr. Mime, Scyther	105	20.51
Magmar	103	20.12
Pidgeot	101	19.73
Arbok, Charizard, Dodrio, Fearow, Ninetales, Raichu, Tentacruel, Zapdos	100	19.53
Hitmonlee, Raticate	97	18.95
Arcanine, Jynx, Venomoth	95	18.55
Golbat, Kangaskhan, Mewtwo, Moltres	90	17.58
Articuno, Golduck, Nidoking, Pinsir, Seadra	87	16.99
Gyarados	81	15.82
Dragonite, Kabutops, Mew, Venusaur	80	15.63
Blastoise, Seaking	78	15.23
Hitmonchan, Nidoqueen	76	14.84
Kingler	75	14.65
Butterfree, Cloyster, Dewgong, Magnetron, Onix, Poliwrath, Victreebel	70	13.67
Farfetch'd	69	13.48
Hypno	67	13.09
Flareon, Sandslash, Vaporeon	65	12.70
Clefable, Lapras, Tangela, Weezing	60	11.72
Exeggutor, Machop, Omastar	55	10.74
Chansey, Lickitung, Muk, Porygon, Vileplume	50	9.77
Golem, Marowak, Wigglytuff	45	8.79

Rhydon	40	7.81
Parasect, Slowbro, Snorlax	30	5.86

Type Compendium

Bug



Dragon



Electric



Fighting



Fire



Flying



Ghost



Grass



Ground



Ice



Normal



Poison



Psychic



Rock



Water

