

Banned moves are in **red**.

Type chart: Fire does not resist Fairy.

Damaging moves with modified mechanics

Anything not mentioned here just works like it did the gen it was introduced.

Aurora Veil	Only works under Hail (not Snow)
Damaging Boosting Moves	Does not boost a stat if the opposing pokemon faints. Does not apply to moves that self drop like Close Combat.
Fairy Moves	Fire types do not resist Fairy, but Poison and Steel still do.
Fake Out	Can be used any turn, will never fail.
First Impression	Can be used any turn, will never fail.
Hydro Steam	Does not apply damage boost in sun and is halved
Future Sight/Doom Desire	Pops balloon
Ivy Cudgel	Visually shows type change if in different Ogerpon forme but remains a special grass move
Magma Storm (and partial trapping moves in general)	Visual glitch only, upon Heatran's death, the target will still have the Magma Storm 'status', but will not take damage and is freely allowed to switch.
Misty Explosion	The target's Defense is halved during damage calculation.
Moves with Secondary Status Effects (from gen3 and beyond)	All moves that inflict a status do not inflict the status on a Pokemon with the same type of the move, but can on a Pokemon with a type that is immune to the status (Scald cannot burn Water types but can burn Fire types, etc)
Pivot moves (Flip Turn, U-Turn, Volt Switch)	If the move knocks out a Pokemon, the two players have to choose their Pokemon at the same time.
Population Bomb, Triple Axel	One accuracy check
Psychic Noise	Heal block lasts 5 turns, does not affect Leftovers and does not block Rest called from Sleep Talk.
Relic Song	Transforms Meloetta, but not visually.

Status moves with modified mechanics

Me First	No power boost
Snatch	Steals the move as intended, but the move is still used by the original user
Snow (the weather)	Does not boost Ice types defense, does not affect Weather Ball and cannot enable Aurora Veil. Is suspected to have no effects at all.

Items with modified mechanics

Air Balloon	Cannot be popped, ignores Smack Down, but still works as intended in regards to ground immunity and spikes/toxic spikes immunities. Can still be knocked off and Gravity nullifies its effects. Is popped if the user is hit by Future Sight or if its Substitute takes damages. If you switch in while gravity is in effect, air balloon will not be shown, but you will still be hit by ground moves. Once the effects of gravity are gone, air balloon will still not be shown, but you will once again be immune to ground moves. Switching out and back in will once again show air balloon outside of gravity.
Assault Vest	Blocks use of status moves, but doesn't boost SpDef
Berries	Type resist berries do not work, but Chilan Berry does. Stat boosting berries seem to work.
Flame Orb	Burns Fire types.
Heavy Duty Boots	Only immune to Stealth Rocks and Sticky Web, not Spikes or T-Spikes.
Life Orb	Takes recoil damage (not against substitute) but without the attack boost.
Light Clay	Only works with Aurora Veil.
Mega Stones and Forme Changing Items	>Can only Mega-Evolve once (as expected), but the Mega-Evolution state goes away if you switch out. Permanent forme changes like Red Orb and Rusted Shield stay. >Mega-Evolution transformation is not visible to the opponent. >Mega's abilities do not seem to work, aside from Rusted Shield/Sword. All the above applies to Ultra-Necrozma.
Thick Club	Does not work with Marowak-Alola

Toxic Orb	Applies severe poison to steel types when held, tricked, or flung (flinged).
Z-Crystals	Z-Moves do not function, however, you can bypass Torment and select (but NOT use) disabled/healing/status/sealed moves while under the effects of Disable/Heal Block/Taunt/Imprison. Cannot bypass Encore. Can “use” the zmove infinitely to bypass restrictions.

Items confirmed to work normally

Adamant Orb/Core, Adrenaline Orb, Apicot Berry, Aspear Berry, Big Root, Black Belt, Blue Orb, Chilan Berry, Clear Amulet, Damp Rock, Eject Button, Eject Pack, Focus Sash, Griseous Orb/Core, Kee/Maranga Berry, Light Ball, Lustrous Orb/Core, Masks, Mirror Herb, Muscle Band, Normal Gem, Plates, Power Herb, Red Card, Ring Target, Rusted Sword/Shield, Room Service, Safety Goggles, Seeds, Sticky Barb, Shed Shell, Shell Bell, Throat Spray, Wise Glasses, Custap Berry, Protective Pads (vs spiky shield), Punching Glove, Weather Rocks, Wide Lens (Probably), Wise Glasses

Items with no effects

Absorb Bulb, Blunder Policy, Cell Battery, Choice Band, Choice Scarf, Choice Specs, Deep Sea Scales, Deep Sea Tooth, Drives, Eviolite, Expert Belt, Grip Claw, Iron Ball, Mental Herb, Type-Resist berries, Rocky Helmet, Quick Powder, Weakness Policy, Utility Umbrella, Snowball, Metronome, Luminous Moss, Loaded Dice, Covert Cloak

Status moves with no effects

These moves either fail or do nothing (like Splash). Moves that don't do anything in the mg2 metagame due to the nature of the tier, such as Skill Swap, aren't listed.

Electric Terrain, Electrify, Grassy Terrain, Healing Wish*, Ion Deluge, Laser Focus, Lucky Chant, Lunar Dance*, Misty Terrain, Psychic Terrain, Revival Blessing, Speed Swap, Telekinesis, Wish, Wonder Room

*Still KOes the user