

A Guide To The Basics of Competitive RBY Introduction to Red & Blue DX Competitive

Overview

Red & Blue DX stands before you as a full fledged ROM hack now, but its roots lie within as a competitive modification for RBY which was intended to breathe new life into the nearly twenty year old metagame without touching it's core mechanics too much.

RBY may have been one of the glitchiest video games to grace existence, but it is perhaps that why it stands out so much from future generations; it is quite arguably the most unique metagame in Pokemon history, with many mechanics being changed or outright scrapped later. Team building is faster and much easier as compared to later generations; you do not have to worry about Natures, Abilities, EVs, or even Items!

For those diving into RBY competitive coming off from a modern generation, loads of things are different.

Differences in RBY

- Special Defense and Special Attack are one stat in RBY, "Special". Every single move that drops or raises it counts towards this single stat, and it is this stat that determines how much damage you will take from Special moves and how much damage you will deal out.
- Electric Pokemon can be paralysed. Grass Pokemon are affected by spore moves.
- The physical and special split does not exist, and would not be introduced until Generation 4.
- The critical hit ratio is based on a Pokemon's base speed; faster Pokemon will crit more often than slower ones, with most fast Pokemon having crit rates over 20%! As it is determined by base speed - that value that determines how high your Speed will become - and not the speed number you currently have, paralysis or having your speed stat lowered in battle will not affect this. Crits also ignore any stat modifiers you or the opponent may have - that's right, crits will not take your x4 Attack boost into account, nor will it take your opponent's x2 Defense boost into account. It also ignores Reflect and Light Screen.
- Speaking of the critical hit ratio, all high crit moves are also based on speed, and the way the code is written, Pokemon with decently high speed will pretty much crit on every attack.

- Frozen Pokemon will never unthaw. It is effectively a fainted Pokemon unless you can get it hit by a fire-type move, or if the opponent uses Haze while the frozen Pokemon is on the field. Considering Haze is never used in competitive RBY play, your best bet is being hit by Fire Blast, Flamethrower or Will-o-Wisp.
- Multi hit moves do the same damage on every hit, the RNG will not generate a different damage count for the second and subsequent hits. This also means that if the first hit is a critical, the remaining hits will be, too. Extremely useful on very fast Pokemon like Jolteon.
- Perhaps the most annoying and famous RBY mechanic of all, trapping moves will prevent your opponent from moving. Fire Spin and Sand Tomb have terrible accuracy, but Wrap has over 80% accuracy. If you switch out, the attack will simply carry over to the next Pokemon, though accuracy will be re-checked, thus the attack has a chance of missing. If Wrap is used on a Ghost type, or Sand Tomb on a Flying type, the move will do no damage, but will continue to keep the opponent from attacking.
- In the original game, the type chart was radically different. Ice attacks were neutral to Fire types, Poison and Bug type attacks were super effective against each other, and Ghosts did squat to Psychic types. In RBDX, the modern type chart (as of Generation 6) is used. This is the only major deviance from the original mechanics as it was an absolute necessity to some Pokemon in the game, e.g Umbreon. All Pokemon who held changed types in future generations, e.g Magnemite line which went from pure Electric to Electric/Steel in later generations have their modern typings - Clefairy is a Fairy type in RBDX, for example.
- Due to the way stat changing moves are grouped and coded, a single +2 speed or attack move (like Agility or Swords Dance) will erase the negative effects of a burn or paralysed state.
- A sleeping Pokemon will never wake up and attack on the same turn - they take a turn to wake up and can only attack on the next turn. This lets a faster Pokemon put a slower Pokemon back to sleep easily. Additionally, sleep can last as long as six turns, can also wake up the same turn if the sleep move-using Pokemon is faster, and if the RNG happens to be in the sleeping Pokemon's favor.

Major Move Differences

- There are only 4 priority brackets in Gen 1:
 - + 2: Switching
 - + 1: Quick Attack (Extremespeed, Sucker Punch, Ice Shard, Aqua Jet, Vacuum Wave, Bullet Punch)
 - + 0: All moves not listed
 - 1: Counter
- There is a 1/256 chance that even 100% accuracy moves will miss due to poor coding.

- Recovery moves will fail if the Pokemon's HP is 255 or 511, once again due to poor coding.
- Counter only counts damage from Normal and Fighting type moves
- Dig/Fly users are immune to Earthquake and Gust/Thunder, respectively. An invulnerability glitch occurs if the flying or digging Pokemon is paralyzed or hits itself in confusion while in the air/underground, meaning these moves are typically banned in competitive play.
- Hyper Beam will never require a recharge turn if it KO's the opponent the same turn.
- Reflect/Light Screen double the user's defenses instead of halving the opponent's attack. They also last as long as the user is in the battle, and only ends when they switch out.
- Rest will not remove the negatives of status effects unless you switch out.
- Roar and Whirlwind are useless in link play.
- In the original games, Substitute will not block status ailments except Poison. In Stadium and RBDX, this has been fixed. If Selfdestruct/Explosion and Hyper Beam are used on a substitute, the consequences of those attacks will not apply. Using substitute at exactly 1/4 of your HP will cause your Pokemon to faint.
- Leech Seed + Toxic is one of the deadliest combos in the entire game. Using these in combination will make Leech Seed absorb more damage as Toxic's poison effect increases.

Minor Move Differences

- Bide, Whirlwind and Rage have been completely erased from the game in RBDX due to how useless they were.
- Bite flinches only 10% of the time.
- Blizzard has 90% accuracy.
- Conversion changes the user's type to the opponent's type.
- Disable randomly disables one of the opponent's moves.
- Explosion's base power is 170, down from 250 - it still hits stronger than it does in Generation 5 and 6, as it halves defense ($170 \times 2 = 340$)
- Fire Blast burns 30% of the time
- Focus Energy has been removed from the game due to the fact it does absolutely nothing in RBY, as an oversight by Game Freak makes it halve your critical rate instead of increasing it. Later research revealed that the standard critical rate was intended to be lower than it is in the games, so even the proper "fix" for Focus Energy is redundant without changing the critical hit rate altogether - this was fixed in Stadium, however.
- Glare can paralyze Ghost types.
- In addition to clearing all stat changes, Haze removes any status inflictions from the opponent. Toxic is reset to regular status for the user.
- Hi Jump Kick and Jump Kick makes the user lose only 1 HP upon missing.

- Leech Seed absorbs 1/16 of the opponent's HP.
- Low Kick does not deal damage based on weight, instead being only 50 base power.
- Night Shade and Seismic Toss will hit any Pokemon regardless of type.
- Psychic has a 30% chance of dropping the opponent's Special instead of 110%.
- Selfdestruct's base power is also decreased to 130.
- Skull Bash does not raise the user's defense.
- Stomp doesn't do double damage on Pokemon that have used Minimize
- Swift is the only move that can hit Pokemon underground and in the air.
- Thrash lasts for 3 to 4 turns.
- Thunder paralyzes only 10% of the time, down from 30%
- Toxic will revert to regular poison status when the afflicted Pokemon switches out
- Tri Attack has no side effects.

RBDX Move Differences from original games

- A few moves have been merged into one because of how similar they are, and because space was running out in the game itself. They are:
 Recover = Slack Off, Morning Sun, Milk Drink
 Mega Drain = Giga Drain
 Amnesia = Nasty Plot
 Vacuum Wave = Mach Punch
 Sludge Wave = Sludge Bomb
- Karate Chop and Gust are Fighting and Flying types, respectively. In the original games they were both Normal types.
- Razor Wind has a high critical hit ratio.
- Wing Attack now has 60 base power, up from 35 in the original games.
- Jump Kick and Hi Jump Kick now have 85 and 100 base power respectively, up from 65 and 85 in the original.
- Double-Edge has 120 base power, up from 100.
- Bite is Dark type, Normal in the original.
- Mega Drain was replaced by Giga Drain, which is 60 BP, down from 75 in later games.
- Rock Throw is 90% accuracy, up from 65%
- Waterfall flinches 20% of the time
- Skull Bash is 130 base power, up from 100
- Sky Attack now has a high critical hit ratio
- Dizzy Punch confuses 10% of the time
- Rock Slide flinches 30% of the time

Newer-Gen Move Differences

- Sand Tomb is 15 BP and 70% Accuracy, down from 35 BP and 85% Accuracy in

later generations

- Superpower does not reduce attack and defense
- Doom Desire is a 120 BP immediate-turn move, down from 140 BP.
- Cosmic Power boosts Special by one. In later generations, including the one it was introduced in, it boosted both Special Defense and Defense.
- Moonlight and Synthesis always heal 50% HP
- Sucker Punch does not have the requirement of the opponent using an attacking move to strike
- Crunch has a 30% chance of lowering Special - originally, it lowered Special by 20% and later, Defense by 20%
- Flash Cannon has a 30% chance of lowering Special by 30%, originally 10%
- Leaf Blade is 70 base power, down from 90
- Gunk Shot is 70% accuracy, down from 80%
- Bug Buzz lowers Special by 30%, up from 10%
- Ominous Wind and Ancientpower do not have a chance of raising all stats by 1
- Hurricane has a 10% chance to confuse, down from 30%
- Roost does not remove Flying type on the same turn

Battling Overview

So now that we've got that out of the way, one can see that Generation 1 is a vastly different metagame from the rest. It is the Smash 64 of the Pokemon competitive scene; it's quite broken but when one takes the time to play, it can be quite fun.

The basic gist of Gen 1 competitive is to spread Paralysis as fast as you can to cripple your enemy's team. Paralysis is super important in this generation - the only way you can eliminate it is through Rest. Thus, Ground types and slow Pokemon become vital to soaking up paralysis. Ground types achieve this by being immune to Electric types while slow Pokemon can afford to soak up paralysis and won't be too heavily affected by it. Agility also bypasses paralysis if used once. Of course, you yourself will have to fend off the opponent's attempts to paralyze your team, so a dash of prediction and knowing when to switch is mandatory to play effectively. After the enemy's team has been crippled to the best of your ability, a late game cleaner is sent in to mop up.

Sleep is also very powerful in Gen 1. Because of your inability to wake up and attack on the same turn, slow Pokemon can be kept sleeping indefinitely - at least, until the crappy accuracy of sleep inducing moves catches up with you. Sleep also lasts a maximum of 6 turns, so you may be stuck sleeping for quite some time. A lead who can put the opponent to sleep is a staple on nearly every RBY team.

Freeze, as previously mentioned is pretty much having your Pokemon faint prematurely. Your only way to defrost is if the opponent uses Haze - which is nonexistent in RBY competitive - or get your Pokemon hit purposely by a fire type

move.

Substitute has been vastly improved in RBDX, on par with Stadium - this is also an effective way to evade getting statused. This may not be immediately apparent as you boot up your RBDX competitive save file, as the buff to Substitute was made after the file was made. Rest assured, expect many Pokemon to incorporate it.

One notion you should come to terms with before driving into Gen 1 competitive is hax. Hax exists in all Pokemon battles, generation throughout generation. Gen 1 takes it up quite a few notches with the wonky critical mechanics and faster Pokemon having higher crit rates. **If you are someone who for whatever reason cannot bear to get haxed in battle, *RBY isn't for you*.** Entire battles can be decided depending on how long your Pokemon stays asleep, your Pokemon being unable to move due to paralysis, or that stray critical hit that kills your Alakazam.

In vanilla Gen 1, there is very little room for surprises or innovation because of how small the Overused tier is, the generally small number of Pokemon and moves. Red and Blue DX expands the number of Pokemon by 100; around 30 of this number are evolutions that Kanto Pokemon received in later generations, breathing new life into otherwise average or below average Pokemon in RBY and making already solid Pokemon even better. With the retooling of the type chart and the addition of new Pokemon and moves, one can expect the variety to be greatly increased from vanilla Gen 1. Even still, it's far from what the modern generations offer, and it comes down to prediction, your grasp on the situation at hand, and a bit of luck. You will need to maximize your team's usefulness and know when to take risks and chances.

The metagame will have a big selection of Ground types to choose from, almost too many in fact. They are all quite important due to being Thunder Wave resistant. As a result, Stun Spore users may become far more common to get around this. Psychic types as previously mentioned will take a step back, but are still immensely powerful. Fighting types will rise to prominence due to their ability of being able to knock Rock, Dark and Steel types down, as well as Psychics being less abundant. Bug type moves, and Bug types in general will also become common due to their increased ability to put Psychics in check, as well as Dark types. Clefable, being one of the only fairy types will be immensely common with a pinch of Wigglytuff here and there due to their ability to check most fighting types, as well as dark types and superb typing.

Moveset wise...

- You will find yourself relying on Hyper Beam on physical sweepers to finish off opponents. Hyper Beam should only be used when you are absolutely sure you can KO your opponent, otherwise you'll find yourself vulnerable the next turn for the opponent to set up or KO you.
- Switching is far less punishable in this metagame, as hazards do not exist in any form.

- Using a high crit move in conjunction with Swords Dance or Amnesia is generally not recommended unless your Pokemon's movepool is dry, as crits ignore stat boosts.
- Per usual, you'll want to carry moves that can strike most common threats down reliably. Mirror Move, Mimic and Toxic can all prove useful on certain Pokemon, but Toxic is generally not your first choice due to the fact that it resets upon switching out.
- Body Slam, Thunder Wave and Stun Spore are essential tools for spreading paralysis - beware the fact that the defending Pokemon with the same type as the move cannot be paralysed - secondary move effects are cancelled out in this case.
- Hypnosis, Spore and Sleep Powder are your go to moves for putting Pokemon to sleep.
- In agreements where Wrap, Bind, Clamp, Fire Spin and Sand Tomb are legal, you may want to consider those if you're feeling lucky.
- Because of how move effects work, Agility is good for getting around paralysis on Pokemon that are susceptible to it.
- Reflect and Light Screen last as long as the user is on the field, so they are also viable options.
- Rest is good on bulky Pokemon.
- Explosion is a solid last-resort move on Pokemon that have the offenses to make it work, and on some leads.
- Multi hit moves should only be used by Speed Tier 0 Pokemon, such as Jolteon - and that requires a bit of luck to use effectively.

So with the basics of how to play out of the way, let's move on to the Pokemon themselves. There are 3 tiers in RBY: **Uber**, **OU**, and **UU**. Mewtwo and Mew are the only Pokemon that reside in Uber. In the original games, these nineteen Pokemon were considered Overused, and a brief explanation of why they were:

- Alakazam - 135 base Special backed up by 120 base speed and thus having a solid critical hit rate, combined with having the best type in the game, and access to Thunder Wave, making it one of the fastest users of such, and Recover.
- Articuno - 125 base Special, giving it a super powerful Blizzard, solid defenses.
- Chansey - 250 base HP backed by 105 Special makes it the sturdiest special wall in the game. Has access to Thunder Wave, Reflect, Softboiled, and a myriad of special moves.
- Cloyster - Access to Clamp, a moderately powerful Explosion, sturdy defenses against the likes of Snorlax and Tauros, not too shabby Special.
- Dragonite - AgiliWrap.
- Exeggutor - Psychic type, 125 base Special, 95 HP and 85 Defense, moderately powerful Explosion, can status Pokemon
- Gengar - One of, if not the fastest sleeper in the game. 130 base Special, fast exploder.

- Golem - Part Ground type, good physical defense and attack.
- Jolteon - Tied for the second fastest Pokemon in the whole game, thus having a nearly 30% critical rate. Fastest paralyser in the game, makes good use of Pin Missile and sometimes Double Kick.
- Jynx - Lovely Kiss, Psychic type, STAB Blizzard.
- Lapras - Bulky Ice/Water type with STAB Blizzard, variety of moves.
- Persian - 115 base speed, STAB Slash, access to Bubblebeam to hit Ground/Rock types.
- Rhydon - see Golem. It even gets Swords Dance!
- Slowbro - REALLY good defenses, access to Amnesia and Thunder Wave as well as Rest. TobyBro is one of the most powerful sets in the game (Thunder Wave, Rest, Amnesia, Surf)
- Snorlax - Huge HP, access to Amnesia, really solid Attack (higher than Tauros)
- Starmie - Fast and hits relatively hard. Learns a variety of moves, Recover, and Thunder Wave.
- Tauros - The best Pokemon in the game, next to the banned Mewtwo and Mew. Fast, hits hard, and can spread paralysis with Body Slam. It even gets a Blizzard capable enough of downing Golem and Rhydon. Hyper Beam kills near everything in the game in two hits.
- Vactreebel - Access to Sleep Powder and Razor Leaf. Swords Dance + Hyper Beam, it can even use Wrap
- Zapdos - 125 base special, Electric type, mixed late game sweeper once Golem and/or Rhydon have been cleared off the opposing party

These Pokemon have ruled over RBY competitive for nearly twenty years. Here's how each of them are affected by RBDX changes, or might be:

(the majority of this list doesn't include common moves like Hyper Beam and Body Slam)



Alakazam - The introduction of Dark and Steel types hurts Zam - and all psychics - quite a bit, but it also picks up Dazzling Gleam, and the one move that might be powerful enough to send it to Ubers - Psycho Cut. Zam 2KOs near everything with this move and is only stopped by Dark or Steel types with enough Special to avoid the 2KO. Zam's biggest issue is being crippled by paralysis - many powerful bug types can easily finish it off in a single hit after it's been crippled. Pokemon that are specially bulky enough to avoid being destroyed by Psycho Cut can also dance around it. Otherwise, Zam's bread and butter set does not change much. Psycho Cut will likely be banned on it due to how absurdly powerful it is. Even if it gets banned, Alakazam is still an incredibly good Pokemon.

- Alakazam Psycho Cut vs. Tauros on a critical hit: 230-271 (65.1 - 76.7%) -- guaranteed 2HKO
- Alakazam Psycho Cut vs. Miltank on a critical hit: 230-271 (58.5 - 68.9%) -- guaranteed 2HKO
- Alakazam Psycho Cut vs. Snorlax on a critical hit: 238-280 (45.5 - 53.5%) -- 38.6% chance to 2HKO
- Alakazam Psycho Cut vs. Chandelure on a critical hit: 140-165 (43.3 - 51%) -- 4.1% chance to 2HKO
- Alakazam Psycho Cut vs. Excadrill on a critical hit: 137-162 (32.3 - 38.2%) -- 98.4% chance to 3HKO
- Alakazam Psycho Cut vs. Rhyperior on a critical hit: 261-307 (60.2 - 70.9%) -- guaranteed 2HKO
- Alakazam Psycho Cut vs. Moltres on a critical hit: 156-184 (40.7 - 48%) -- guaranteed 3HKO

Expected Tier: OU



Articuno - Articuno picked up the ever useful Roost, as well as Hurricane in RBDX, expanding it's usefulness quite a bit. Hurricane hits things quite hard, and Articuno's natural bulk lets it put Roost to use quite well. It still greatly fears being hit by Rock type moves, and can't take on Steel types too reliably.

- Articuno Hurricane vs. Machop: 272-320 (71 - 83.5%) -- guaranteed 2HKO
- Articuno Hurricane vs. Alakazam: 184-217 (58.7 - 69.3%) -- guaranteed 2HKO
- Articuno Hurricane vs. Blissey: 298-351 (41.7 - 49.2%) -- guaranteed 3HKO
- Articuno Hurricane vs. Wailord: 184-217 (33.8 - 39.9%) -- guaranteed 3HKO

Expected Tier: OU



Chansey/Blissey - Blissey is a direct, but monstrous upgrade to Chansey. The main issue with Blissey is it's staggering 135 base Special - even Amnesia boosted special attacks won't dent this thing, and because Special Attack and Special Defense is shared in this generation, Blissey has attacking power on par with Alakazam. While it won't be receiving STAB on any of it's special based moves, it still hurts. A lot. Chansey on the other hand is obsoleted by Blissey, but will likely never fall into UU because of how good it is. Blissey is still frail defensively, and most fighting types will destroy it.

Expected Tier: OU (Blissey), BL (Chansey)



Cloyster - Cloyster didn't pick up much at all. While it does get Hydro Pump and Poison Jab, the Clamp set is still the best. Overall, Cloyster's main selling point is still it's ability to trap Pokemon and it's really, really good physical defense. Both Primeape and Machop score a clean OHKO with Cross Chop though, and specially bulky Pokemon will give it a hard time.

Expected Tier: BL



Dragonite - If it wasn't for AgiliWrap, Dragonite's impact on OU would be far less. This is no longer the case in RBDX, as Dragonite's movepool has been expanded enough where Agiliwrap is no longer it's only option - and may be even the weaker of Dragonite's two most viable movepools. One move in particular propels Dragonite to the top of the ladder, and that's Hurricane. Dragonite's Hurricanes hit EXTREMELY hard - as hard, if not harder than Tauros's Hyper Beams and 2KOs nearly everything in the game. It even has a 10% confusion chance! Dragonite becomes one of the best Pokemon in the game thanks to this. And if that wasn't enough, it even gets Roost to capitalize on it's decent bulk, and Dragon Rush if it wants to have a STAB Dragon type move on board. It does face some new worries in the form of Fairies, but it's not nearly enough to deter from Dragonite's benefits.

- Dragonite Hurricane vs. Miltank: 154-181 (39.1 - 46%) -- guaranteed 3HKO
- Dragonite Hurricane vs. Clefable: 194-228 (49.3 - 58%) -- 98.3% chance to 2HKO
- Dragonite Hurricane vs. Tauros: 164-193 (46.4 - 54.6%) -- 61.9% chance to 2HKO
- Dragonite Hurricane vs. Snorlax: 206-243 (39.3 - 46.4%) -- guaranteed 3HKO
- Dragonite Hurricane vs. Alakazam: 251-295 (80.1 - 94.2%) -- guaranteed 2HKO
- Dragonite Hurricane vs. Blissey: 405-477 (56.8 - 66.9%) -- guaranteed 2HKO

Expected Tier: OU



Exeggutor - Exeggutor's life has become much harsher. In addition to the plentiful additions of Dark and Steel types, it now has to worry about strong Bug types with X-Scissor or other strong Bug moves seriously damaging it. While it's still a very good Pokemon, I personally do not feel that Exeggutor will be as impactful as it once was due to these factors. Do not expect it to drop below BL, though.

Expected Tier: BL



Gengar - Gengar gets access to Sucker Punch, Dazzling Gleam, Poison Jab and Shadow Punch, making it's repitore slightly more varied. Shadow Punch notably scores a 2KO on Alakazam; Poison Jab puts the hurt on fairies. Besides this, Gengar's role doesn't change that much at all, and it also resists the newly introduced fairy type. It's still an incredibly solid Pokemon, but is frail defensively and has to dance around Ground types.

- Gengar Shadow Punch vs. Alakazam: 159-188 (50.7 - 60%) -- guaranteed 2HKO
- Gengar Poison Jab vs. Clefable: 163-192 (41.4 - 48.8%) -- guaranteed 3HKO
- Gengar Shadow Punch vs. Chandelure: 108-128 (33.4 - 39.6%) -- guaranteed 3HKO
- Gengar Dazzling Gleam vs. Hydreigon: 238-280 (61.4 - 72.3%) -- guaranteed 2HKO

Expected Tier: OU



Golem - Golem was already starting to decline in usefulness after the revelation that moves with secondary effects do not work on Pokemon of the same type: It could no longer hope to score paralysis on Tauros while Tauros could do that and more to it and Rhydon. Thankfully, Golem picks up a few new tools in RBDX, most notably Rock Polish and Stone Edge. Stone Edge puts serious hurt on things but crits only 70% of the time due to Golem having fairly low Speed. Rock Polish enables Golem to double its speed, thus getting the jump over most Pokemon. Unfortunately, the debate between Golem and Rhydon is effectively laid to rest, as Rhydon can now evolve into Rhyperior, an all around superior Pokemon. Even worse is that Gigalith, Steelix and Excadrill are all around, lacking the Ice type weakness that Golem has. It's still good, but will struggle to find a place in your team when those also exist in the same tier as it.

Expected Tier: BL



Jolteon - Life's a bit hard for Jolteon. It picked up nothing notable in RBDX, and Zapdos, Galvantula and Raichu are all generally better picks. Jolteon feels genuinely displaced by all of the changes. The abundance of ground types with no way to strike them well generally make Jolteon's life more difficult than it needs to be. It's still a decent Pokémon, just one that may not be in OU over time.

Expected Tier: UU



Jynx - It didn't pick up much, but it did pick up an important new move in the metagame - Fake Tears. The ability to reduce a Pokémon's special by two stages is huge in this metagame because of the shared Special stat, and Jynx happens to be one of the lucky ones that can take full advantage of that. Expect it to use that in tandem with Psychic, Blizzard and Lovely Kiss. It has just enough speed to outspeed some important threats.

Expected tier: OU



Lapras - Lapras didn't change that much either, though it did pick up Ice Shard, a +1 priority Ice type move. It likely won't find much usage in it, however. While Lapras hasn't changed much, the metagame around it has, and could genuinely find itself displaced.

Expected Tier: BL



Persian - Persian picks up both Night Slash and Amnesia. However, so does Liepard, who packs more of a punch and has access to Thunder Wave, but isn't faster than Persian. Liepard also lacks Bubblebeam, being unable to deal direct, severe damage to Golem, Rhyperior and Gigalith - something which Persian has. Persian will likely hold on to relevance, and be a 50/50 pick with Liepard when most players consider

which to use.

Expected Tier: OU



Rhydon/Rhyperior - Rhydon receives it's fearsome later-gen evolutionary form, Rhyperior in RBDX. Rhyperior is a direct upgrade to Rhydon, gaining +10 to all of it's most important base stats - HP, Attack and Defense, and +10 to Special as well, giving it even more special bulk than Golem. It's still slower than Golem, but superior in every other way imaginable. It's bulk is such that without prior damage, Tauros can no longer score a 2KO reliably on it with Blizzard. If that wasn't enough, not only does it get Stone Edge, but it gets Drill Run, both which crit 62.5% of the time. It even gets Megahorn, allowing it to completely destroy Alakazam even without a Swords Dance boost. What, that's not enough? It gets the only Hyper Beam variant in the game, Rock Wrecker. This move 2KOs Tauros clean without a single Swords Dance boost, and OHKOs it, Miltank and Snorlax with one. A double boosting set may be powerful enough to warrant Rock Wrecker being banned from its movepool.

- +2 Rhydon Rock Wrecker vs. Clefable: 500-588 (127.2 - 149.6%) -- guaranteed OHKO
- +2 Rhydon Rock Wrecker vs. Tauros: 423-498 (119.8 - 141%) -- guaranteed OHKO
- +2 Rhydon Rock Wrecker vs. Miltank: 423-498 (107.6 - 126.7%) -- guaranteed OHKO
- +2 Rhydon Rock Wrecker vs. Snorlax: 534-628 (102.1 - 120%) -- guaranteed OHKO
- +2 Rhydon Rock Wrecker vs. Gigalith: 331-390 (88.7 - 104.5%) -- 30.8% chance to OHKO
- +2 Rhydon Rock Wrecker vs. Machamp: 238-280 (62.1 - 73.1%) -- guaranteed 2HKO
- +2 Rhydon Rock Wrecker vs. Mienshao: 282-332 (84.6 - 99.6%) -- guaranteed 2HKO

Expected Tier: BL (Rhydon), OU (Rhyperior)



Slowbro/Slowking - Both of these are being listed here because of how interchangeable they are. They didn't change much in function, but they now get

Recover (Slack Off) - if you thought they were annoying before, now imagine them without needing to use Rest. Slowking hits harder than Slowbro, so beware!

Expected Tier: OU (Both)



Snorlax - Snorlax didn't gain much in the transition to RBDX, and feels slightly less threatening as a result. The buff to fighting types means it runs a serious risk of being OHKO'd, or at least heavily damaged by most Cross Chop users and can really do nothing back except try to paralyze them. While it did pick up Defense Curl, that doesn't help too much in a metagame where crits are abundant everywhere. It also picked up Screech, which might be nice for forcing switches. Even still, it's a good Pokemon, and won't be dropping out of OU anytime soon.

Expected Tier: OU



Starmie - If the type chart was not updated, Starmie has a serious chance at being sent to ubers. The reason? Cosmic Power. It's not as powerful as Alakazam and Psycho Cut, but being able to boost Special on something this fast and varied is a terror to behold. It would be even worse if it had it's Defense boosting properties as well, but that is not the case. In tandem with Dark types and superior Bug type moves, Starmie is balanced out by these elements.

Expected Tier: OU



Tauros - Tauros is no longer the best Pokemon in the game by default. In addition to having further competition in the form of Miltank, which is generally bulkier than it (and has access to Recover), it picked up nothing headed into RBDX, and with the advent of Steel types and superior fighting type Pokemon, Tauros finds itself taking a few steps back. Do not let this fool you - it's still faster than every single fighting type in the game, including Mienshao - and it's standard set still kicks all kinds of ass. It's still good... just not the cream of the crop anymore.

Expected Tier: OU



Victreebel - Victreebel gains one new toy headed into RBDX, and that's Leaf Blade. Leaf Blade is a direct upgrade of Razor Leaf, letting it hit a bit harder. With Psychics taking a small step back, and it's neat resistance to Fairy type moves, Victreebel still finds it's place in OU.

Expected Tier: OU



Zapdos - Zapdos gets even better coverage in RBDX. While still walled to hell and back by Rhyperior, Golem and other Ground types, it picks up Heat Wave, letting it strike down nearly everything that resisted Drill Peck and Thunderbolt - including Steel types like Steelix and Excadrill. It also gets Roost, letting it utilize it's natural bulk a bit more. Zapdos is seriously one of the best Pokemon in the game.

Expected Tier: OU

Overall, the majority of currently OU Pokemon in vanilla Gen 1 will remain that way, with only a few taking enough hits that they should be considering being dropped a tier.

Now, with that out of the way, let's take a look at some UU Kanto Pokemon that have drastically changed.



Lickitung/Lickilicky - Lickitung is trash. While it has one hell of a movepool, its stats are just too poor to keep up with any fellow normal types in OU. This is no longer the case when it's evolution, Lickilicky gets introduced. It takes a Pokemon in the depths of UU and shoots it up to top tier OU with awesome stat gains and the movepool to take full advantage of forementioned stat gains with. Of course, Snorlax comparisons will be drawn. Lickilicky has slightly better special bulk, and just slightly less physical bulk. It's also faster than Snorlax and can boost it's attack with Swords Dance. It even gets access to Wrap! If that isn't enough, Lickilicky gets access to Power Whip, which packs enough of a punch to swat down both Golem and Rhyperior in a single hit, the latter being KO'd roughly 90% of the time. It also does a ton of damage to unboosted Slowbro and Starmie. Simply put, this thing is fucking awesome.

- Lickilicky Power Whip vs. Golem: 428-504 (117.9 - 138.8%) -- guaranteed OHKO
- Lickilicky Power Whip vs. Rhyperior: 428-504 (98.8 - 116.3%) -- 92.3% chance to OHKO
- +2 Lickilicky Hyper Beam vs. Tauros: 301-354 (85.2 - 100.2%) -- 2.6% chance to OHKO
- Lickilicky Power Whip vs. Gigalith: 205-242 (54.9 - 64.8%) -- guaranteed 2HKO
- +2 Lickilicky Hyper Beam vs. Starmie: 324-381 (100.3 - 117.9%) -- guaranteed OHKO
- Tauros Body Slam vs. Lickilicky: 95-112 (22.4 - 26.4%) -- 16.9% chance to 4HKO
- Dragonite Hurricane vs. Lickilicky: 164-193 (38.7 - 45.6%) -- guaranteed 3HKO
- Articuno Blizzard vs. Lickilicky: 177-208 (41.8 - 49.1%) -- guaranteed 3HKO

Expected Tier: UU (Lickitung), OU (Lickilicky)



Scyther/Scizor - This one is a no brainer. In addition to receiving a superior evolution, Scyther itself gets boosted enough that it will likely end up in BL, gaining access to powerful STAB Flying and Bug moves in the form of Air Slash and X-Scissor. Scizor however is where the true money lies; while it might be slow and lacking in Special, a single Swords Dance is enough to propel it's attack to unforeseen new heights. It also gains access to Bullet Punch, scoring a clean 2KO on Alakazam (with +2 Attack) while resisting it's Psychic and doing serious damage to Rock types. Bullet Punch can be traded in for the more powerful Iron Head to score a clean 2KO on Tauros and Snorlax. If resisting Psychic type moves wasn't enough, it also resists normal and fairy type moves. Quite simply put, Scizor is a powerful Pokemon.

- +2 Scizor Bullet Punch vs. Articuno: 211-248 (55 - 64.7%) -- guaranteed 2HKO
- +2 Scizor Iron Head vs. Articuno: 418-492 (109.1 - 128.4%) -- guaranteed OHKO
- +2 Scizor Bullet Punch vs. Alakazam: 164-193 (52.3 - 61.6%) -- guaranteed 2HKO
- +2 Scizor Iron Head vs. Alakazam: 327-385 (104.4 - 123%) -- guaranteed OHKO
- +2 Scizor Iron Head vs. Tauros: 215-253 (60.9 - 71.6%) -- guaranteed 2HKO
- +2 Scizor Iron Head vs. Clefable: 507-596 (129 - 151.6%) -- guaranteed OHKO
- +2 Scizor Iron Head vs. Rhydon: 348-410 (80.3 - 94.6%) -- guaranteed 2HKO

Expected Tier: BL (Scyther), OU (Scizor)



Wigglytuff - Wigglytuff wouldn't be noteworthy at all, but it is one of three Pokémon lines to have their Special stat swapped - instead of using its Special Defense, Wigglytuff now uses its Special Attack. This alone sends it up at least one tier, as it has tremendous special bulk and hits decently well. Even further is that it obtains part Fairy type, giving it some new resistances - as well as weaknesses. However, it's still inferior to Clefable, who not only gets pure fairy typing, but gets Moonlight AND Cosmic Power.

- Alakazam Psycho Cut vs. Wigglytuff on a critical hit: 202-238 (41.8 - 49.2%) -- guaranteed 3HKO
- Chandelure Fire Blast vs. Wigglytuff: 187-220 (38.7 - 45.5%) -- guaranteed 3HKO
- +2 Raichu Volt Tackle vs. Wigglytuff: 268-316 (55.4 - 65.4%) -- guaranteed 2HKO

Expected Tier: BL



Vileplume - Vileplume gains Moonblast and Moonlight, enough to send it up at least one tier. Not only that, but it gets a +10 Special boost from the sleuth of stat boosts XY gave a few Kanto 'mons. It won't be critting often at all, but the combination of Giga Drain and Moonblast is walled only by Steel and Poison types. And it has more than enough bulk to use Moonlight decently. It still struggles against Psychic and Ice types, however.

Expected Tier: BL



Tangela/Tangrowth - Tangrowth's stats were so good in the transition to RBY that they had to be nerfed a little bit. Umbreon shares a similar case. Even with the nerf, Tangrowth is still OU material. Access to Swords Dance, the most powerful non-drawback Grass move in the game (Power Whip), and Ancientpower/Earthquake is enough to easily sustain it. It also has superb bulk, being able to tank a variety of attacks.

- Tauros Hyper Beam vs. Tangrowth: 138-163 (36.9 - 43.6%) -- guaranteed

3HKO

- Articuno Blizzard vs. Tangrowth: 287-338 (76.9 - 90.6%) -- guaranteed 2HKO
- Chandelure Fire Blast vs. Tangrowth: 318-374 (85.2 - 100.2%) -- 2.6% chance to OHKO
- Machop Cross Chop vs. Tangrowth on a critical hit: 215-253 (57.6 - 67.8%) -- guaranteed 2HKO

Expected Tier: UU (Tangela), OU (Tangrowth)



Seadra/Kingdra - Kingdra suffers from the exact same issues that it does in GSC - a not so great movepool. It does pick up Blizzard and, in RBDX, Dragon Pulse, and with those stats, it's not going to be dying anytime soon. A new issue Kingdra runs into are Fairy types, specifically Clefable, who can wall it to kingdom come once it gets a Cosmic Power in. It's still a pretty good Pokémon, though.

Expected Tier: BL (Kingdra)



Rapidash - Rapidash gains access to both Megahorn and Poison Jab, allowing it to strike Psychic, Dark and Fairy types down. This alone is enough to send it up a tier, as one of it's biggest problems was it's horrendous movepool. It's still outsped by Starmie however, and can't do much to rock types.

- Rapidash Megahorn vs. Alakazam: 272-320 (86.9 - 102.2%) -- 15.4% chance to OHKO
- Rapidash Megahorn vs. Liepard: 262-308 (79.1 - 93%) -- guaranteed 2HKO
- Rapidash Megahorn vs. Starmie: 192-226 (59.4 - 69.9%) -- guaranteed 2HKO
- Rapidash Megahorn vs. Jynx: 304-358 (91.2 - 107.5%) -- 46.2% chance to OHKO
- Rapidash Megahorn vs. Hypno: 217-256 (58.1 - 68.6%) -- guaranteed 2HKO

Expected Tier: BL



Primeape - Primeape gets Cross Chop. With that means it is a Pokémon that can always outspeed Cloyster and kill it in a single attack. It also hammers Tauros,

Miltank and Snorlax's faces in, along with Rock, Steel and Dark types. This is enough to send it straight to OU. It gets Poison Jab as well, but it isn't powerful enough to score a clean 2KO on Clefable without a crit.

- Primeape Cross Chop vs. Cloyster on a critical hit: 285-336 (94 - 110.8%) -- 66.7% chance to OHKO
- Primeape Cross Chop vs. Rhyperior on a critical hit: 364-428 (84 - 98.8%) -- guaranteed 2HKO
- Primeape Cross Chop vs. Alakazam on a critical hit: 171-202 (54.6 - 64.5%) -- guaranteed 2HKO
- Primeape Cross Chop vs. Steelix on a critical hit: 262-308 (47.3 - 55.6%) -- 79% chance to 2HKO

Expected Tier: OU



Porygon / Porygon2 / Porygon-Z - Porygon2 and Porygon-Z are both really good. Porygon2 has better physical bulk than Porygon-Z, but Z has far superior special bulk - 140 special, 5 more than Alakazam - and can boost its power even further with Amnesia. It also gets Thunder Wave, which can cripple faster Pokemon.. and it can Recover, too. Yeah, Porygon-Z might even be uber material.

- +2 Porygon-Z Blizzard vs. Alakazam: 172-203 (54.9 - 64.8%) -- guaranteed 2HKO
- Alakazam Psycho Cut vs. Porygon-Z on a critical hit: 148-174 (39.6 - 46.6%) -- guaranteed 3HKO

Expected Tier: BL (Porygon2), OU (Porygon-Z)



Pinsir - Comparable to Heracross, but lacks it's fairy or psychic weaknesses, and delivers a fighting-type move at nearly the same power as Heracross's Submission. Despite not having Earthquake or Rock Slide or the power of Heracross's Megahorn, it's those key lack of weaknesses that make Pinsir stand out. A single Swords Dance gives it enough power to KO Tauros and Snorlax in one hit with Superpower, KOs Miltank around 95% of the time, and X-Scissor OHKOs Alakazam without Reflect.

Expected Tier: OU



Pidgeot - Pidgeot gets access to Ominous Wind, Heat Wave and an immensely buffed Sky Attack, as well as Hurricane for those who don't want to take one turn to charge up. It even gets access to Roost. And thanks to XY changes, it even goes up a speed tier. While it's probably not better than Fearow or Dodrio, it still offers enough benefits to not only challenge them for a slot in your team, but to function better in OU.

- Pidgeot Heat Wave vs. Steelix: 166-196 (47 - 55.5%) -- 76.2% chance to 2HKO
- Pidgeot Sky Attack vs. Miltank on a critical hit: 245-288 (62.3 - 73.2%) -- guaranteed 2HKO

Expected Tier: High UU



Ninetales - Whoo boy, this thing. Not only does it get Amnesia, it also gets Dark Pulse, and... Will-o-Wisp. Ninetales is one of three Pokémon that learn this move, allowing it to instantly burn an opponent and introducing Burn as a relevant status condition in RBY. All of this is enough to send it straight to OU and then some. And least we not forget, this thing learns Fire Spin.

Expected Tier: OU



Marowak - Gaining access to Swords Dance and the second of three Pokémon to have it's Special stats swapped, Marowak is another Ground type worthy of a slot on your team. It's still 2KO'd by a Blizzard from Tauros/Miltank, but it's own Blizzards and Fire Blasts hit stronger than Tauros/Miltank's and can fire off +2 Earthquakes for decent damage. Give Marowak a try, he just might surprise you.

- Marowak Blizzard vs. Exeggutor: 129-152 (32.8 - 38.6%) -- 99.5% chance to 3HKO
- Marowak Fire Blast vs. Scizor: 428-504 (124.7 - 146.9%) -- guaranteed OHKO
- +2 Marowak Earthquake vs. Tauros: 194-228 (54.9 - 64.5%) -- guaranteed 2HKO
- Marowak Fire Blast vs. Pinsir: 214-252 (64.2 - 75.6%) -- guaranteed 2HKO

Expected Tier: OU



Magnezone/Magnetron - Magnezone still suffers from the same issues Magnetron did. It can't do much to Rock/Ground types, and even worse, it's even slower than Magnetron. The reason why it's on this list however comes from a newly acquired move, Metal Sound. Much like Jynx's ordeal, having this move tremendously boosts what it can do against Special Attackers. And while it won't be able to survive a hit from them, Flash Cannon shaves off around 35% on average from Golem and 29% from Rhyperior, and is still faster than both of them. Still, Magnezone's x4 Ground weak, low Speed and inability to do damage to most Ground/Steel types means it needs a lot of team support and pre-existing damage done to the opposing team for it to shine.

Expected Tier: UU (Both)



Magmar/Magmortar - The last of the three Pokémon to have their special stats swapped (Magmar used it's Special Defense stat originally), Magmortar has the same attacking power as Moltres, but lacks the weaknesses that come with being a Flying type and has a much more diverse movepool, though it lacks the sheer physical power Hurricane Moltres has. It's also weak to Ground. Upon evolving it gains access to Thunderbolt as well as Earthquake, meaning it can serve as a mixed sweeper. It's a bit frail on the defensive side and can't do too much to Rock types though, so beware.

Expected Tier: BL (Maggmortar)



Machop - Machop finally gets to shine in RBY now that Psychics have taken a small step back, and it gains access to both the incredibly powerful Cross Chop and Poison Jab. It's far sturdier than Primeape, but slower, which means it only has a 70% chance of scoring a crit with Cross Chop. Even still, that's manageable. Cross Chop does tremendous amounts of damage to anything that is unfortunate enough to get hit by it. Machop struggles a bit against Clefable, however - Poison Jab only 3KOs it, too.

- Machop Cross Chop vs. Steelix on a critical hit: 302-356 (85.5 - 100.8%) -- 7.7% chance to OHKO
- Machop Poison Jab vs. Exeggutor: 154-182 (39.1 - 46.3%) -- guaranteed 3HKO

Expected Tier: OU



Kabutops - Kabutops finally gets access to a Rock type move, Ancientpower. Not only that, it also gets Metal Sound, letting it lower the Special of opponents if it so desired. It also gets Night Slash and X-Scissor, as well as Mud Shot, which lets it strike Electric types and potentially lower their speed upon a switch in. All in all, Kabutops's expanded repertoire is enough to move it up a tier.

Expected Tier: BL



Golduck - Yet another Amnesia user, Golduck that as well as Aqua Jet, enabling it to set up and sweep. It still has to compete with Poliwrath for a slot on your team, and doesn't have many attacking options.

Expected Tier: High UU



Golbat/Crobat - Crobat takes a bottom of the barrel UU Pokemon and sends it straight up to the top of the game. No, that's how good Crobat is in RBY. Despite being part Poison type, it gains stats upgrades across the board and it's moveset is greatly expanded. It can score a 2KO on both Golem and Rhyperior with Giga Drain, X-Scissor Exeggutor and Alakazam into the ground while surviving a Psychic from the former, and Heat Wave Steel types such as Scizor and Steelix. It gets Air Slash to work with for a STAB move. However, none of these are more dangerous qualities to Crobat than it's blistering speed, becoming tied for the second fastest Pokemon in the game with Jolteon, Mewtwo and Aerodactyl, as well as gaining a critical rate of 25%. It doesn't take rocket science to figure out this thing would be OU.

Expected Tier: UU (Golbat), OU (Crobat)



Fearow - Fearow gives Pidgeot and Dodrio serious competition by picking up Drill Run, allowing it to strike fear into Electric types that are slower than it. Unfortunately, with Raichu getting a +10 speed boost, very few electrics are actually slower than Fearow, meaning it will have to rely on paralysis to outspeed them. Even still, Fearow no longer fears electric types that much and can now strike Steel and Fire types super effectively as well - it even 2KOs Golem and Rhyperior, the latter around 20% of the time. It also hits various Steel types, most notably Excadrill, which is 2KO'd by it. It even gets Ominous Wind to mess with Psychics as well as Roost. While not particularly a superb Pokémon, it is surprisingly powerful in OU.

- Fearow Drill Run vs. Golem on a critical hit: 175-206 (48.2 - 56.7%) -- 90.5% chance to 2HKO
- Fearow Drill Run vs. Steelix on a critical hit: 127-150 (35.9 - 42.4%) -- guaranteed 3HKO
- Fearow Drill Run vs. Raichu on a critical hit: 299-352 (92.5 - 108.9%) -- 56.4% chance to OHKO

Expected Tier: BL



Aerodactyl - Aerodactyl becomes a true terror in RBDX. It finally gets access to Rock STAB as well as taking full advantage of the tremendously buffed Sky Attack. It even picks up Iron Head to combat Clefable, as well as denting its fellow Rock types. All of this combined with its insane speed and crit rate means Aerodactyl can finally shine in OU. It still struggles against Steel types, but has enough Special to try and dent them with Fire Blast.

- Aerodactyl Sky Attack vs. Tauros on a critical hit: 314-370 (88.9 - 104.8%) -- 30.8% chance to OHKO
- Aerodactyl Iron Head vs. Clefable: 146-172 (37.1 - 43.7%) -- guaranteed 3HKO
- Aerodactyl Fire Blast vs. Steelix: 182-214 (51.5 - 60.6%) -- guaranteed 2HKO

Expected Tier: OU



Onix/Steelix - Another contender to Golem and Rhyperior's throne, Steelix may do the job better than either of them when it comes to defense. A staggering 200 base Defense backed up by 75 HP means defenses superior to that of Cloyster's. Additionally, it has part Steel typing, meaning it resists Psychic types and takes only neutral damage from Blizzard, making it the ideal Tauros counter.

- Tauros Earthquake vs. Steelix: 88-104 (24.9 - 29.4%) -- 100% chance to 4HKO
- Tauros Blizzard vs. Steelix: 99-117 (28 - 33.1%) -- guaranteed 4HKO
- Steelix Earthquake vs. Tauros: 102-120 (28.8 - 33.9%) -- 1% chance to 3HKO
- Steelix Stone Edge vs. Tauros on a critical hit: 131-154 (37.1 - 43.6%) -- guaranteed 3HKO

Steelix is incredibly slow however, a base speed of merely 30 - meaning the crit rate for Stone Edge is around 46.9%. Either way, Steelix can outlast Tauros and heal itself up with Rest. Miltank presents a bigger wall for Steelix to overcome, as Miltank is bulkier than Tauros and has access to Recover/Milk Drink. Overall, Steelix is amazing, and is a strong contender for one of the top OU Pokemon. Onix also gets a sizable buff due to Stone Edge, and thanks to it's greater Speed than Steelix, will crit with it 99.6% of the time.

Expected Tier: Mid-High UU (Onix), OU (Steelix)

A ton of Pokemon are buffed in the transition to RBDX, diversifying OU and giving a lot of neglected Pokemon time to shine.

There are some minor examples of other Pokemon as well that may not make it out of UU, but still more useful:

- Weezing picks up Sludge Wave
- Venomoth picks up Bug Buzz
- Seaking picks up Megahorn and Poison Jab
- Sandslash picks up X-Scissor, Poison Jab and Sand Tomb
- Raticate picks up Swords Dance and Crunch
- Muk gets Gunk Shot
- Kingler gets X-Scissor and Mud Shot
- Hitmonchan gets Vacuum Wave, Drain Punch and Bullet Punch
- Farfetch'd gets Air Slash, Night Slash and Heat Wave
- Electabuzz gets an evolution into Electivire
- Dewgong gets Ice Shard and Aqua Jet
- Charizard gets Air Slash and Ominous Wind
- Butterfree gets Bug Buzz
- Blastoise gets Flash Cannon and Dark Pulse
- Beedrill gets X-Scissor, Poison Jab and Ominous Wind
- Arcanine gets Crunch and Extremespeed
- Arbok gets Gunk Shot and Crunch

What about the Pokemon in BL?



Clefable goes from BL to one of the top Pokemon in OU, not only thanks to it's slight Special buff, Moonlight and Cosmic Power, but hugely in thanks part to it's new typing - Fairy. With Fairy, Clefable threatens most Dragons, Dark or Fighting types that dare cross it's path, as well as losing it's former weakness to fighting. With Cosmic Power, it can boost it's Special stats even further, and Moonlight lets it heal up damage taken. This thing can be incredibly hard to take down and does not particularly fear paralysis due to it's fairly low speed. Psychic types can still give it trouble though through their natural special bulk. Some Steel types can threaten Clefable, but those that pack Fire Blast can easily win against most of them.

Expected Tier: OU



Dodrio gained Steel Wing and Quick Attack, allowing it to finally hit Rock types. Unfortunately for it, it's nothing compared to the damage Fearow does to them with Drill Run. Even worse is that Steel Wing does nothing to the newly introduced Steel types, which wall Dodrio to hell and back. Dodrio has competition from various birds; it's essentially mini-Tauros that hits stronger but is slower, and struggles to do much against Rock types. Other birds probably do better than it now, but it's not an overly bad Pokemon - just one that's likely not fully capable of shining in OU anymore.

Expected Tier: UU



Dugtrio gained a few new moves that help it function better, most notably Sand Tomb and Night Slash. In fact, it's the fastest trapper in the entire game. It also has enough Special to make Night Slash work well, but Sand Tomb is the main selling point. You need quite a bit of luck to make it work, though. It's still quite frail, and any powerful physical or special attack will destroy it.

Expected Tier: BL



Gyarados didn't change much. It gained Crunch which lets it take a shot at lowering the Special of opposing Pokemon, but otherwise it plays the same way it did originally. It has incredible stats all across the board that allows it to attack on both ends of the spectrum as well as soak up hits - besides electric moves, anyway.

Expected Tier: BL



Hypno gained Amnesia and Dazzling Gleam, and has become one step closer to usurping Alakazam. Sadly, it's still slow, and not particularly bulky on the physical side (but still far better than Alakazam). Even still, Hypno can sweep crippled teams when given the chance, and soaks up special hits quite nicely. If it wants to, it can patch up its physical defense with Reflect, as well.

Expected Tier: OU



Kangaskhan continues to be an inferior Tauros. It gained Crunch and Drain Punch, which doesn't really help it out much. Considering Tauros has already taken a hit in usability, Kangaskhan doesn't really have much of a place in OU anymore. It's simply too outclassed.

Expected Tier: UU



Moltres is fantastic. Like the rest of the birds, it gains Roost, and like Articuno, it gains Hurricane, to which it hits incredibly hard with. These two new tools are enough to place it firmly in OU with it's fellow legendary birds. Also like Articuno, it does fear rocks, so make sure any opposing Rock types are cleaned up off the field.

Expected Tier: OU



Mr. Mime gained a new typing: Fairy. It's also gained Dazzling Gleam as a result. However, Mr. Mime has no real place in OU. It hits less hard than other Psychic types and is really frail physically. And unlike Alakazam, it doesn't have enough Speed to counteract that. It's also walled pretty hard by Steel types.

Expected Tier: UU



Nidoking/Nidoqueen - These two Pokémon are pretty much the same with minor differences. King gained Megahorn, Queen gained Superpower and Crunch, both gained Poison Jab and a +10 Attack boost from XY. King continues to be the superior Nido however, thanks to its better Speed and offenses. Queen's got slightly better bulk. Nidoking also gets hit hammer Psychic and Dark types with Megahorn, which is always cool.

Expected Tier: BL (King), UU (Queen)



Raichu got two huge buffs: Amnesia and Volt Tackle. If it wasn't for these, Raichu would continue to live in Jolteon's shadow. Raichu also got a +10 base Speed boost, and is the second fastest user of Amnesia behind Persian. It's pretty damn good, and hits hard with Volt Tackle. And of course, thanks to Surf, Rock/Ground types aren't walling it anytime soon.

Expected Tier: OU



Tentacruel picked up Sludge Wave, which is all it needed to bring the terror of physical Tentacruel to RBY, full stop. It can now afford to sub out Hyper Beam or Blizzard for it, and continue to be one of the fastest Wrappers in the game. It helps that Psychics aren't as powerful as they are in vanilla RBY, too. It's also a pretty solid answer to Clefables who aren't running Psychic or Thunderbolt.

Expected Tier: OU



Venusaur picked up Synthesis, which is an excellent option if you want to recover health. The decreased Psychic presence helps, too. Otherwise, Venusaur still plays the same. Really solid Pokémon, shines a bit brighter due to the changes around it, and that should be enough to keep it firmly in OU. Gengar and Chandelure both counter this thing pretty hard, even still - as does Jirachi.

Expected Tier: BL

And of course, what about the newcomers? This list will be previewing newcomers strong enough to make it to BL or OU (with some notable UU exceptions).



Galvantula has a superb typing, eliminating a common weakness to Ground found in nearly all Electric types, while trading it in for a weakness to Rock and Fire. It has a superb 108 base speed, backed up by a 97 base special. At 77 base Attack, it has enough power to put its Bug STAB to use, considerably damaging the likes of Alakazam, Exeggutor, Hypno, Jynx and Hydreigon:

- Galvantula Bug Buzz vs. Alakazam: 262-308 (83.7 - 98.4%) -- guaranteed 2HKO
- Galvantula Bug Buzz vs. Exeggutor: 371-436 (94.4 - 110.9%) -- 66.7% chance to OHKO
- Galvantula Bug Buzz vs. Hydreigon: 180-212 (46.5 - 54.7%) -- 64.3% chance to 2HKO
- Galvantula Bug Buzz vs. Hypno: 209-246 (56 - 65.9%) -- guaranteed 2HKO
- Galvantula Bug Buzz vs. Jynx: 292-344 (87.6 - 103.3%) -- 23.1% chance to OHKO

It also gets access to Thunder Wave and Giga Drain, allowing it to be a fast Pokémon capable of spreading paralysis and striking down Ground and Rock types. Overall, Galvantula is an amazing Pokémon who should definitely be considered in your team.

Expected Tier: OU



Gigalith has the distinction of being the only pure Rock type in the game. This eliminates its pesky x4 weaknesses to Water and Grass, as well as its weakness to Ice - but unfortunately opens it up to being paralyzed by Thunder Wave. Gigalith is very slow however - in fact, the slowest Pokémon in the game - so this should not be much of a concern. It possesses an extremely high attack - nearly on par with that of Rhyperior - and has access to Stone Edge (which crits only 39% of the time), Explosion and Rock Polish. While it's not top notch like Rhyperior, Gigalith should be considered if you want an alternative to it, or something that isn't hit as hard to Water, Grass and Ice types.

Expected Tier: OU



Heracross doesn't change a lot in the transition to RBY competitive. It loses a ton of special bulk however, so strong special attacks will easily knock it out. It also boasts a crippling weakness to Psychic, something Pinsir doesn't have - the gap between the two is much smaller in this metagame. It does resist Dark types, and Heracross hits much harder with Megahorn. It also has access to Earthquake, allowing it to hit Steel types reliably. Its only fighting type move causes recoil however, something Pinsir avoids. It can't do much against Flying types, which easily knock it out because of its x4 weakness to Flying type moves. While Heracross isn't as impressive as it was in Gen 2, it's still an excellent Pokémon. Pinsir may tempt you more due to Superpower and a lack of weaknesses that come with the Fighting type.

Expected Tier: OU



Golurk has quite the unique typing. While Ground type opens it up to being struck by Blizzard, it can't be paralyzed by Thunder Wave. Ghost type prevents it from being hit by Explosion and being paralyzed by Body Slam, too. At base 89 HP and 80 defense, Golurk has the defensive bulk to take attacks while dishing out its own at an impressive 124 base attack, hitting harder than Banette with Shadow Punch. Having STAB on Earthquake is incredibly useful as well, enabling it to hit very hard against the likes of Golem, Gigalith, Rhyperior, Steelix, etc. It also gets access to Drain Punch, helping it restore some of its HP. It unfortunately only has 55 base Special, opening it up to being heavily damaged by Special attacks.

Expected Tier: OU



Liepard is very similar to Persian, though it is more Special-based and a bit slower. It's armed with Nasty Plot, Thunder Wave, and even Play Rough. It also has STAB on its Night Slash and Dark Pulse, making it hurt much more, and it's resistant to Psychic. Unfortunately, it's also weak to Bug, Fairy and Fighting types, making Liepard's life a bit harder. Even still, it functions very well in the OU metagame and choosing between it and Persian all comes down to your overall team.

Expected Tier: OU



Chandelure has absolutely insane Special. 145 is the highest base Special, both Legendary and non-Legendary behind Mewtwo, and it has the moves to use it effectively, including Fire Blast, Dark Pulse and Psychic.

Chandelure Fire Blast vs. Alakazam: 137-162 (43.7 - 51.7%) -- 10.4% chance to 2HKO

This alone should describe the sheer power this thing packs on the Special side. It also has a solid 90 base defense, backed up further by it's ability to cripple physical attackers with Will-o-Wisp, the last of 3 users (Ninetales, Banette, and itself). Base 80 speed is by no means bad either, allowing it to get the jump on several threats. Unfortunately, due to its rather low HP, its special bulk is not as solid as it potentially can be, meaning Pokemon like Starmie can still 2KO it reliably. Even still, the number of positives outweigh Chandelure's negatives. Every team should be prepared for this thing.

Expected Tier: OU



Cryogonal is without a doubt the best Ice type in the entire game. Base 135 special is even higher than that of Articuno's! It also packs Night Slash and an above average 105 base speed stat. It's physical defense is absolutely pitiful however, and any strong physical attack would knock it out. However, it also happens to sport both

Reflect AND Acid Armor, enabling it to boost its defenses - it even packs Recover. There's no denying it, this thing is incredible and is assured to be a common Pokemon in the metagame.

Expected Tier: OU



And Mienshao may be the best fighting type in the game! While it is incredibly frail on both ends, it sports 125 base attack, 105 base speed, Swords Dance, and Hi Jump Kick. Once it has a Swords Dance up, very few things can reliably take a hit from it.

- +2 Mienshao Hi Jump Kick vs. Clefable: 153-180 (38.9 - 45.8%) -- guaranteed 3HKO
- +2 Mienshao Hi Jump Kick vs. Alakazam: 199-234 (63.5 - 74.7%) -- guaranteed 2HKO
- +2 Mienshao Hi Jump Kick vs. Steelix: 302-356 (85.5 - 100.8%) -- 7.7% chance to OHKO

Mienshao also has access to Poison Jab and Rock Slide, enabling it to hit a variety of things, and will often be scoring critical hits due to its base speed. However, being paralyzed completely dampers its usefulness, and it does not have any way of circumventing it.

Expected Tier: OU



Wailord is the closest thing to answering the question 'What if Chansey had access to Amnesia?'. This thing is incredibly bulky, especially on the special side, and certainly more than Slowbro. In fact, Wailord can afford to run a TobyBro-like set with even better results than Slowbro, and being slightly faster than it.

- Alakazam Psycho Cut vs. Wailord on a critical hit: 197-232 (36.2 - 42.7%) -- guaranteed 3HKO
- +2 Wailord Surf vs. Alakazam: 155-183 (49.5 - 58.4%) -- 99.5% chance to 2HKO
- Mienshao Hi Jump Kick vs. Wailord: 199-235 (36.6 - 43.2%) -- guaranteed 3HKO

Wailord might just be the bulkiest water type in the entire game, and is extremely hard to take down once it gets going. Its presence across OU will definitely be felt.

Expected Tier: OU



Excadrill is a breather from the common slow, bulky Steel/Ground types. It is just as effective and deadly as it is in later generations, and unlike those generations, does not require sand support to get off the ground. Its ground typing prevents it from being paralyzed by Thunder Wave, and its Steel typing prevents it from being Blizzard fodder, and also providing it Psychic resistance. A single Swords Dance sends this thing's Attack up to over 600 - it is also deceptively bulky due to its amazing base 110 HP. However, it is also deceptively slow, just shy 2 points from base 90 and has no way of raising its speed, leaving it suspectable to faster Pokemon that can exploit its Fire, Water, Fighting or Ground type weaknesses. Even still, every team should be prepared for this thing in some way, as it will sweep unprepared teams in the blink of an eye. Its repitire includes the likes of Poison Jab, Submission, X-Scissor, Earthquake and Rock Slide, and even has access to Slash and Drill Run, should the player opt for immediate power over setting up.

Expected Tier: OU



Spiritomb is yet another Amnesia user, and possibly one of the most powerful. It has only one weakness - Fairy, and an immunity to two of the most dominant types in Gen 1 - Normal and Psychic - and its defenses are quite solid, making it somewhat difficult to take down. However, it's limited by its 50 base HP, which is even less than the likes of Chandelure and Alakazam. It's also very slow at only base 35 HP, but with Sucker Punch in its movepool, it can circumvent this. Unlike later generations, Spiritomb doesn't have access to a reliable recovery move other than Rest, leaving it a bit gimped in that department. Even still, at just +2 Spiritomb can wreck havoc to the enemy's team, and can even function as a mixed sweeper thanks to Ominous Wind. Spiritomb has immense trouble muscling its way past other Dark types however, and bulky fairies who can also boost up like Clefable may give it trouble. Even still, Spiritomb is probably the best Ghost in the entire game, and perhaps may even be too good.

- +2 Spiritomb Sucker Punch vs. Alakazam: 265-312 (84.6 - 99.6%) -- guaranteed 2HKO
- Rhyperior Earthquake vs. Spiritomb: 131-154 (43.2 - 50.8%) -- 2.4% chance to 2HKO
- Heracross Megahorn vs. Spiritomb: 145-171 (47.8 - 56.4%) -- 87.1% chance to

2HKO

Expected Tier: OU



Miltank is basically a bulkier, slightly slower and slightly less powerful Tauros with access to Recover. It has the same base Special, but way more HP, and more defense, enabling it to take attacks Tauros might have trouble taking. There's not much else to be said. Miltank is damn good just like Tauros, and may even be a little better with its ability to heal off damage.

Expected Tier: OU



Mamoswine is another Ground type that doesn't happen to be weak to Ice - in fact, it is part Ice type itself that comes with Amnesia, making it yet another bulky Pokemon. Blizzard hits things that take physical hits well quite hard, especially after receiving an Amnesia boost. It possesses access to Ice Shard if you want to get the jump on things, but Blizzard is generally the superior choice. Earthquake hits everything hard. Mamoswine is deceptively fast, but not fast enough where it will outspeed most fast threats.

Expected Tier: OU



Skarmory functions very differently than it does in the following generations. Having lost its role of hazard setter, Skarmory must readapt to a different role. Thankfully, it doesn't have much trouble doing that. With access to Swords Dance and Agility, Skarmory becomes an effective set-up sweeper retaining all of its physical bulk. It kept the better of its special stats in the transition to RBDX, giving it 70 Special and allowing it to do this to Alakazam:

Skarmory Night Slash vs. Alakazam on a critical hit: 127-150 (40.5 - 47.9%) -- guaranteed 3HKO

Skarmory also gets access to Air Slash, Ominous Wind, Rock Slide, X-Scissor, and Steel Wing, meaning it has no shortage of moves to take advantage of. Even despite

being stripped of its ability to set hazards, Skarmory finds a way to thrive in this new, unfamiliar metagame.

Expected Tier: OU



Jirachi sports a unique typing, Steel/Psychic - two of the best types in the game. Jirachi receives a neat buff in RBDX - its signature attack, Doom Desire, acts immediately, serving as a 120 base power Steel type move. Fairies don't appreciate this too much, with Jirachi being able to outright KO Clefable in 2 hits. Jirachi gets several moves such as Thunder Wave, Psychic, Thunderbolt, Dazzling Gleam, and even Cosmic Power - like its 500 BST counterpart, Mew, it may be too good for OU, and will likely see the boot up to ubers along with a host of Pokémon. It still does have a weakness to two of the most important types in the game, Ground and Dark. Time will tell if Jirachi is just too good.

Expected Tier: OU



Hydreigon brings its terror to RBY with a frightening 125 base Special and 105 base Attack. On average, Hydreigon's bulk is actually better than that of Dragonite's on both ends, as well as being faster - it also lacks the x4 weakness to Blizzard. However, Hydreigon suffers from being 4x weak to Fairy types instead, as well as to Fighting and Bug types, weaknesses which all bring it down a bit. It doesn't have a move that deals immense damage like Dragonite's hurricane, but still puts the hurt on most things.

- Hydreigon Fire Blast vs. Jynx: 209-246 (62.7 - 73.8%) -- guaranteed 2HKO
- Hydreigon Dragon Pulse vs. Tauros: 143-169 (40.5 - 47.8%) -- guaranteed 3HKO
- Hydreigon Surf vs. Rhyperior: 459-540 (106 - 124.7%) -- guaranteed OHKO
- Hydreigon Dragon Pulse vs. Starmie: 114-135 (35.2 - 41.7%) -- guaranteed 3HKO
- Hydreigon Hyper Beam vs. Starmie: 124-146 (38.3 - 45.2%) -- guaranteed 3HKO
- Hydreigon Steel Wing vs. Clefable: 129-152 (32.8 - 38.6%) -- 99.5% chance to 3HKO
- Hydreigon Dark Pulse vs. Alakazam: 165-194 (52.7 - 61.9%) -- guaranteed 2HKO

Hydreigon unfortunately suffers from a case of 4MSS, as it has many tools but only 4 moveslots to work with. It also lacks a reliable recovery move, unlike Dragonite. While it may not be as good as such, it's still an incredibly versatile Pokemon that can function perfectly fine in OU, as long as your team provides the support it needs.

Expected Tier: BL



Malamar holds the distinction of having 3 high critical moves - 2 which have STAB. It's well rounded stats enable it to use them excellently, including a 73 base speed, meaning they will crit 99.6% of the time. Just how much damage can Malamar do?

- Malamar Night Slash vs. Alakazam on a critical hit: 200-236 (63.8 - 75.3%) -- guaranteed 2HKO
- Malamar Night Slash vs. Hypno on a critical hit: 224-264 (60 - 70.7%) -- guaranteed 2HKO
- Malamar Superpower vs. Blissey: 416-490 (58.3 - 68.7%) -- guaranteed 2HKO
- Malamar Night Slash vs. Golem on a critical hit: 176-207 (48.4 - 57%) -- 92.8% chance to 2HKO
- Malamar Night Slash vs. Starmie on a critical hit: 250-294 (77.3 - 91%) -- guaranteed 2HKO
- Malamar Night Slash vs. Chandelure on a critical hit: 190-224 (58.8 - 69.3%) -- guaranteed 2HKO
- Malamar Night Slash vs. Dragonite on a critical hit: 125-147 (32.4 - 38.1%) -- 97.7% chance to 3HKO
- Malamar Psycho Cut vs. Aerodactyl on a critical hit: 168-198 (46.2 - 54.5%) -- 59.6% chance to 2HKO

While it does have trouble breaking the legendary birds, Malamar has the ability to put the hurt on just about anything in the game. However, Malamar also has its downsides - it has a crippling 4x weakness to Bug, and a 2x weakness to Fairy - two common attacking types. It's also not too fast, enabling a lot of things to outspeed it.

Expected Tier: BL



Banette has the distinction of being one of two physical Ghost types in the game, allowing it to use its STAB effectively. Boasting 115 base attack, it easily disposes of

most Psychics and has enough special bulk to tank some of their hits.

- Banette Ominous Wind vs. Alakazam: 226-266 (72.2 - 84.9%) -- guaranteed 2HKO
- Banette Ominous Wind vs. Hypno: 183-216 (49 - 57.9%) -- 97.9% chance to 2HKO
- Hypno Psychic vs. Banette: 120-142 (36.2 - 42.9%) -- guaranteed 3HKO
- Banette Ominous Wind vs. Starmie: 159-188 (49.2 - 58.2%) -- 98.8% chance to 2HKO

In addition, it has access to Sucker Punch, Thunderbolt, and Will-o-Wisp, allowing it to cripple physical attackers as well. While Banette may not be as good as Gengar or even Golurk, it's more than capable of holding its own in OU.

Expected Tier: BL



Klinklang is a weird case. A pure Steel type may seem quite underwhelming at first - having Body Slam, Hyper Beam and Gear Grind may not be all that encouraging - and indeed, it is walled really hard by Steelix and Excadrill. However, it also gets access to Metal Sound, enabling it to drop the Special of Pokemon and hit them with Thunderbolt. Jynx can pull this off too, and so can Magnezone, but neither of them can say they are capable of striking physically as well - something Klinklang can do, and well enough with access to Shift Gear which has been retooled into being a +2 Attack status move. Still, you may find better options than Klinklang to use.

Expected Tier: BL



Camerupt is another slow but steady Amnesia user that can be a mixed attacker. Dual Fire and Ground STAB hits the right things for reasonable amounts of damage. Camerupt is also immune to Thunder Wave thanks to it's partial Ground typing. After a few Amnesias, Camerupt can do insane amounts of damage to practically every common threat in the game, and has a moderately powerful Explosion to pop off when it's low on HP. Unfortunately, the positives cease there: Camerupt is 4x weak to Water, one of the most common attacking types in the game, and is also 2x weak to Ground, which is also one of the most common attacking types.

Expected Tier: BL



Flygon is yet another Ground type that enters the fray, as well as another Dragon type. Flygon holds the distinction of being one of the only Pokémon to learn Boomburst (earlier as Vibrava), an incredibly powerful 140 base power normal-type attack. This replaces Hyper Beam, as it is generally more reliable and only 10 less in power. Flygon possesses a great movepool, including Superpower, Crunch, Rock Slide, Earthquake, Dragon Rush, Bug Buzz, Giga Drain, and even Sand Tomb, allowing it to take on a variety of different approaches. Like Dragonite, Flygon suffers from being x4 weak to Ice, while also being x2 weak to Fairy and Dragon. Bug Buzz is a surprising addition that lets it hit Psychics and Darks for relatively decent damage, while Earthquake can 2KO the likes of Golem and Gigalith. Superpower strikes Blissey down easily, and Rock Slide hits flying types. There's a ton Flygon can do, and while it may be too 'average' in stats for its own good, it's still not to be underestimated.

Expected Tier: BL



Sigilyph is essentially a superior Xatu no matter what generation it ends up in, and RBY is no exception whatsoever. It gets a variety of moves, such as Hypnosis, Thunder Wave, Reflect, Mirror Move, Psychic, Sky Attack, Heat Wave, Dazzling Gleam, Dark Pulse... even Ice Beam, the list could go on forever. And behind the foundation of these moves is Cosmic Power, capable of boosting its Special even further. Sigilyph suffers from a severe case of 4MSS, as it has all the moves it needs but only 4 movesets - 3 really if you're using Cosmic Power. A mixed attacking set may be possible with the absurdly powerful Sky Attack, but it's generally not recommended. Sigilyph also may be deceptively slow, as it is just short 3 points from base 100 speed. It does have solid bulk though, and won't die as easily. Keep it out of the range of Ice, Rock and Dark attacks.

Expected Tier: BL



Sylveon may seem like a better Clefable at first, and to be honest, it's pretty damn close to being so. 130 base special is nothing to joke about; and neither is its HP stat backing that up. It has much more powerful and bulk than Clefable off the gate on

the special side while being slightly weaker physically. Sadly, the advantages end there. Sylveon has a generally worse movepool than Clefable, and lacks Cosmic Power or even Moonlight to back it up. That said, Sylveon is by no means a bad Pokemon. Many will be hard pressed to get past its special bulk, and it can bolster its physical bulk with Reflect. It has a solid fairy STAB option in Moonblast, complimented by Psychic and Bite. While it can't do much to steel types, everything else isn't going to like taking a hit from this thing.

Expected Tier: BL



Take Victreebel, remove its Poison type, and give it a bit more Attack, a lot more defense, and much less Special - you get Leafeon. Leafeon is a bit of an odd bag. Its Special is pretty low for a Grass type, meaning it doesn't have reliable STAB, right? Not quite. Leafeon is one of the few Pokemon to get Leaf Blade, a generally upgraded Razor Leaf. This is more than capable of shredding into Pokemon weak to Grass, including things like Starmie and Slowbro - both which it 2KOs. Leafeon also gets access to X-Scissor, giving it better approach than Victreebel and allowing it to take out fellow grass types such as Exeggutor. It does have only 65 base HP however, so while it is indeed defensively bulky, it still isn't top of the line - and most strong special attacks will knock it out.

Expected Tier: BL



Drapion has an incredible typing which has only one weakness, an 2x Ground one. But it's not just typing that Drapion has - it has all the tools needed to be an effective sweeper and a Pokemon that can surprisingly soak up hits. With access to the likes of Swords Dance, X-Scissor, Night Slash, Poison Jab and even Submission, Drapion is a very varied Pokemon that can attack from both sides - its solid base 75 special will ensure Night Slash puts the hurt on things. And with 95 base speed, Drapion is also quite fast.

Expected Tier: BL



Donphan hasn't changed much from its previous outings in future generations;

thankfully, this is a good thing. Donphan may be the only pure Ground type that's bulky without having a secondary type attached to it; this means it is only 2x weak to Grass and Water - even if those moves are still quite damaging to it. It also no longer takes 1/2 damage from Normal types, and takes neutral damage from Fighting types. Donphan is incredibly bulky physically with huge HP and Defense, and also hits hard with a STAB Earthquake coming off of base 120 attack. Like with most bulky part Ground types, it is slow, so it won't be outspeeding things much. There may be better options out there in the bloated selection of Ground Pokemon, but Donphan is certainly not a bad one.

Expected Tier: BL

A quick rundown of the remaining new Pokemon:

- Pangoro gets Slash and Night Slash as well as Swords Dance, X-Scissor, Poison Jab, Drain Punch, Earthquake
- Druidigon gets Slash, Night Slash, Superpower, Ominous Wind, Earthquake, Rock Slide and Heat Wave, backed up by 90 base Special and 120 base Attack
- Breloom is Breloom minus any ability to hit ghosts, gets Drain Punch, Swords Dance, Vacuum Wave, Seismic Toss, Spore, Growth and Giga Drain
- Cacturne gets Swords Dance, Sucker Punch, Leech Seed, Giga Drain, Poison Jab, Dark Pulse, Drain Punch
- Tyrantrum gets Rock Slide, Earthquake
- Aurorus gets Thunder Wave, Dark Pulse, Psychic and Thunderbolt
- Gastrodon gets Earthquake, Recover, Blizzard and Surf
- Abomasnow gets Razor Leaf, Swords Dance, Earthquake, Wood Hammer
- Tropius gets Razor Leaf, Swords Dance, Earthquake, Air Slash, Steel Wing, and Synthesis
- Toxicroak gets Amnesia, Sucker Punch, Drain Punch, Sludge Wave, Earthquake, Poison Jab, X-Scissor
- Ampharos gets Fire Punch, Dragon Pulse
- Florges gets Moonblast, Giga Drain, Psychic, Razor Leaf

Tier Lists

Uber

- Mewtwo

Pokemon that could be sent to Uber or have a move restricted

- Alakazam
- Rhyperior

- Spiritomb
- Porygon-Z
- Jirachi
- Mew

OU

- Clefable
- Hypno
- Moltres
- Raichu
- Tentacruel
- Alakazam
- Articuno
- Blissey
- Dragonite
- Gengar
- Jynx
- Persian
- Rhyperior
- Slowbro
- Slowking
- Snorlax
- Starmie
- Tauros
- Victreebel
- Zapdos
- Lickilicky
- Scizor
- Tangrowth
- Primeape
- Porygon-Z
- Pinsir
- Ninetales
- Marowak
- Machop
- Crobat
- Aerodactyl
- Steelix
- Espeon
- Gigalith
- Heracross
- Golurk
- Liepard

- Chandelure
- Mienshao
- Cryogonal
- Excadrill
- Wailord
- Miltank
- Mamoswine
- Jirachi
- Galvantula
- Spiritomb
- Mew
- Skarmory

BL

- Cloyster
- Chansey
- Scyther
- Golem
- Lapras
- Wigglytuff
- Vileplume
- Kingdra
- Rapidash
- Magmortar
- Kabutops
- Exeggutor
- Fearow
- Porygon2
- Dugtrio
- Gyarados
- Nidoking
- Venusaur
- Hydreigon
- Banette
- Klinklang
- Camerupt
- Flygon
- Malamar
- Sigilyph
- Sylveon
- Leafeon
- Drapion
- Donphan

- Haunter
- Kadabra

UU

- Jolteon
- Lickitung
- Tangela
- Porygon
- Pidgeot
- Magnetron
- Magnezone
- Magmar
- Golduck
- Golbat
- Onix
- Dodrio
- Kangaskhan
- Mr. Mime
- Nidoqueen
- Weezing
- Venomoth
- Seaking
- Sandslash
- Raticate
- Muk
- Klinger
- Hitmonchan
- Farfetch'd
- Electabuzz
- Dewgong
- Charizard
- Butterfree
- Blastoise
- Beedrill
- Arcanine
- Arbok
- Pangoro
- Druidigon
- Breloom
- Cacturne
- Tyranntrum
- Aurorus
- Gastrodon

- Abomasnow
- Tropius
- Toxicroak
- Ampharos
- Florges
- Machoke
- Graveler
- Boldore
- Lampent
- Seadra

Remember, this is all early speculation. As of the time of this writing, I've only just finished RBDX and have yet to release it to the public, and only I and some of my friends are playing it via TGB Dual or the Showdown server. Should the metagame take off, I'm sure the tier predictions on this article will be obsoleted fairly quickly.

Speed Tiers

All base speeds have a critical rate of 99.6% on high critical moves unless mentioned otherwise

Tier 0

140 (Max: 378 - 27.3% Crit)

- Electrode

130 (Max: 358 - 25.4% Crit)

- Aerodactyl
- Jolteon
- Mewtwo
- Crobat

120 (Max: 338 - 23.4% Crit)

- Alakazam
- Dugtrio

115 (Max: 328 - 22.3% Crit)

- Persian
- Starmie

110 (Max: 318 - 21.5% Crit)

- Gengar
- Tauros
- Raichu
- Espeon

108 (Max: 314 - 21% Crit)

- Galvantula

106 (Max: 310 - 20.7% Crit)

- Liepard

105 (Max: 308 - 20.5% Crit)

- Electabuzz
- Kadabra
- Rapidash
- Scyther
- Cryogonal
- Mienshao

101 (Max: 300 - 19.7% Crit)

- Pidgeot

Tier 1

100 (Max: 298 - 19.5% Crit)

- Charizard
- Dodrio
- Fearow
- Mew
- Ninetales
- Tentacruel
- Zapdos
- Jirachi
- Flygon
- Miltank

98 (*Max: 294 - 19.1% Crit*)

- Hydreigon

97 (*Max: 292 - 18.9% Crit*)

- Raticate
- Sigilyph

95 (*Max: 288 - 18.6% Crit*)

- Arcanine
- Haunter
- Jynx
- Primeape
- Drapion
- Electivire

93 (*Max: 284 - 18.2% Crit*)

- Magmar

90 (*Max: 278 - 17.6% Crit*)

- Golbat
- Kangaskhan
- Moltres
- Mr. Mime
- Venomoth
- Klinklang
- Porygon-Z

88 (*Max: 274 - 17.1% Crit*)

- Excadrill

87 (*Max: 272 - 17% Crit*)

- Hitmonlee

85 (*Max: 268 - 16.6% Crit*)

- Articuno
- Golduck
- Nidoking
- Pinsir
- Seadra
- Toxicroak
- Heracross
- Kingdra

83 (Max: 264 - 16.2% Crit)

- Magmortar

81 (Max: 260 - 15.8% Crit)

- Gyarados

80 (Max: 258 - 15.6% Crit)

- Arbok
- Dragonite
- Kabutops
- Venusaur
- Mamoswine
- Chandelure

78 (Max: 254 - 15.2% Crit)

- Blastoise

76 (Max: 250 - 14.8% Crit)

- Hitmonchan
- Nidoqueen

75 (Max: 248 - 14.6% Crit)

- Beedrill
- Klinger
- Florges

73 (Max: 244 - 14.2% Crit)

- Malamar

71 (*Max: 240 - 13.8% Crit*)

- Tyrantrum

70 (*Max: 238 - 13.7% Crit*)

- Butterfree
- Cloyster
- Dewgong
- Magnetron
- Onix
- Poliwrath
- Victreebel
- Skarmory
- Breloom
- Politoed
- Hitmontop

68 (*Max: 234 - 13.3% Crit*)

- Seaking

67 (*Max: 232 - 13.1% Crit*)

- Hypno

66 (*Max: 230 - 12.8% Crit*)

- Banette

65 (*Max: 228 - 12.7% Crit*)

- Flareon
- Sandlash
- Vaporeon
- Umbreon
- Leafeon
- Scizor
- Glaceon

60 (*Max: 218 - 11.7% Crit, 93.75% w/ high crit move*)

- Clefable
- Farfetch'd
- Lapras
- Tangela
- Weezing
- Wailord
- Abomasnow
- Magnezone
- Sylveon
- Porygon2

58 (Max: 214 - 11.3% Crit, 90.6% w/ high crit move)

- Aurorus
- Pangoro

55 (Max: 208 - 10.7% Crit, 85.9% w/ high crit move)

- Exeggutor
- Machop
- Omastar
- Ampharos
- Cacturne
- Golurk
- Blissey

51 (Max: 200 - 9.9% Crit, 79.6 w/ high crit move)

- Tropius

Tier 2

50 (Max: 198 - 9.8% Crit, 78.1% w/ high crit move)

- Chansey
- Muk
- Vileplume
- Tangrowth
- Donphan
- Piloswine
- Bellossom
- Lickilicky

48 (Max: 194 - 9.3% Crit, 75% w/ high crit move)

- Ditto
- Druidigon

45 (Max: 188 - 8.8% Crit, 70.1% w/ high crit move)

- Golem
- Marowak
- Wigglytuff

40 (Max: 178 - 7.8% Crit, 62.5% w/ high crit move)

- Porygon
- Rhydon
- Rhyperior
- Camerupt

39 (Max 176 - 7.6% Crit, 60.9% w/ high crit move)

- Gastrodon

35 (Max: 168 - 6.8% Crit, 54.6% w/ high crit move)

- Spiritomb

30 (Max: 158 - 5.9% Crit, 46.9% w/ high crit move)

- Lickitung
- Parasect
- Slowbro
- Slowking
- Snorlax
- Steelix

25 (Max: 148 - 4.8% Crit, 39% w/ high crit move)

- Gigalith