



**PSYCHIC: (2), POISON**

**ICE: BUG, FIRE, (1), POISON**

**GRASS: (1)**

**ELECTRIC: DARK, FIGHTING, (2)**

**DARK: BUG, ELECTRIC, (4)**

**ROCK: GHOST, (4)**

**DRAGON: (2)**

**STEEL: (6), POISON**

**POISON: ELECTRIC, (2), ICE, NORMAL, PSYCHIC, STEEL**

**FIGHTING: (5), FAIRY, GROUND**

**FIRE: FAIRY, GRASS, (3)**

**BUG: DARK, (1), ICE, NORMAL, PSYCHIC**