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VandalJuegosPokémon UniteGuía Pokémon UnitePokémon(¡ACTUALIZADO!) Esta es la Tier List que te muestra cuáles son los mejores Pokémon para luchar en Pokémon Unite para ayudarte a ganar todas tus partidas en el MOBA de Pokémon. Daniel González · 8:58 26/7/2023 Pokémon Unite, como juego de género MOBA que es, nos ofrece la posibilidad de jugar con casi dos docenas de Pokémon distintos, al menos de lanzamiento. Y como parte del mismo género, hay Pokémon que son más útiles que otros. Para que sepáis cuál es el mejor Pokémon, os mostramos nuestra Tier List. Si veis disponible uno de los de clase SS o S, escogedlo y notaréis la diferencia con los de clase menor. Recordad que el Tier List puede variar en función de actualizaciones, que nerfeen a Pokémon excesivamente poderosos, o equilibren el poder de otros menos populares. Esta lista se basa en la opinión general de la comunidad y cambiará seguramente cada pocos días, hasta que se establezca un meta más consolidado. Tier SS Estos son los mejores Pokémon. Si consigues empezar tu partida con uno de estos, contarás con una evidente ventaja sobre el resto de jugadores, siempre que no juegues masticando el joycon. PokémonConsejos para usarlo ComfeyPuede dar apoyo a sus compañeros de equipo de forma segura cuando se adhiere a ellos. Sus habilidades ofrecen muchas formas de curación y diversas maneras de afectar a los rivales.Tiene baja movilidad y resistencia y no puede jugarse de forma solitaria ya que depende bastante del rendimiento de sus aliados. DodrioDodrio es un excelente Pokémon para anotar puntos en las porterías del equipo rival gracias a su agilidad, sus tres cabezas y su increíblemente rapidez.No es muy resistente y puede caer con facilidad ante multitudes; para exprimirlo al máximo hay que sacar partido de sus mecánicas de velocidad y la combinación de movimientos como Pico Taladro y Agilidad. LeafeonLeafeon es un Pokémon de gran escalado, múltiples opciones de movilidad y un notable daño para la zona de la jungla.Puede cargar su Clorofila con movimientos como Hoja Aguda y luego desatar todo su poder con Cuchilla Solar. MewtwoMewtwo puede cargar un Megamedidor para Megaevolucionar y potenciar sus características temporalmente.En su versión Mega-Mewtwo X este Pokémon ofrece un buen balance entre daño, resistencia y movilidad, con movimientos como Teletransporte y Premonición para acabar rápidamente con rivales en la jungla. SlowbroSlowbro es básicamente un tanque, por mucho que cuente con propiedades de apoyo (support).Sus mejores ataques son Surf y Telekinesis. UrshifuOfrece dos especializaciones que potencian su capacidad para infligir daño explosivo, por un lado con el estilo Brusco (que además otorga escudos) y por otro con el estilo Fluido (que reduce tiempos de reutilización).No ofrece opciones para combos y tiene movilidad ciertamente reducida. ZacianZacian es uno de los Pokémon equilibrados que más daño producen en el juego. Además, tiene una mecánica única que le permite reiniciar el tiempo de reutilización de habilidades.Ofrece un notable escalado a lo largo de toda la partida y puede acumular energía Æos para potenciar sus distintos movimientos. Tier S En el Tier S nos encontramos a Pokémon que dan excelentes resultados, son casi los mejores, aunque aún les queda un poco para llegar a ser realmente excepcionales. PokémonConsejos para usarlo Ninetales de AlolaNinetales de Alola destaca por su alto poder ofensivo, pero de cara al final de las partidas, cuenta con una habilidad de apoyo bastante interesante.Los ataques que nos interesan son Dazzling Gleam, que daña a los enemigos en su área de efecto y además los paraliza; y Aurora Veil, un buff completo para todos los pokémon aliados en su zona de efecto. Aumenta la velocidad de movimiento, reduce el daño sufrido y hace que todos los ataques básicos sean ataques cargados. Nada mal, ¿verdad? BlastoiseA pesar de ser un Pokémon defensivo, sus capacidades ofensivas son muy elevadas gracias a su movilidad y daños en área.Puede ayudar a crear emboscadas para que sus compañeros de equipo acaben con rivales desorientados.Si ataque definitivo es muy útil para derrotar a Zapdos y obtener ventaja al final de la partida. BlisseyBlissey es un Pokémon de soporte estupendo para proporcionar cura de estados alterados y mejoras en velocidades de movimiento o ataque (especialmente a los aliados atacantes).Su movimiento Unite puede resultar un gran apoyo para atacantes en momentos críticos, al igual que algunos movimientos como Heal Bell y Helping Hand, que combinados crean una mejora ofensiva para el equipo. ChandelureChandelure es un Pokémon ofensivo capaz de producir grandes explosiones de largo alance y puede ignorar parcialmente la defensa especial de los enemigos con su habilidad.Tiene poca resistencia y movilidad, pero lo compensa con su formidable ofensiva y combinaciones de movimientos geniales como Sellar y Sofoco. EldegossEldegoss es un pokémon de tipo apoyo, su utilidad irá cambiando a lo largo de las distintas actualizaciones, pero por ahora podemos decir que es muy útil.De cara al final de la partida, intenta conseguir las habilidades Polen Puff y Cotton Guard. La primera te permite curar a aliados, mientras que la segunda te ofrece una mayor protección y, además, te permite recuperar vida. EspeonEspeon es un atacante de alto daño, fácil de usar y con un buen escalado en toda la partida. Dos de sus mejores movimientos son Psicocarga y Psicorrayo (y su Unite puede controlar multitudes).Funciona especialmente bien para empujar en las calles al equipo contrario y ganar las zonas de gol.Los Pokémon veloces son su gran rival; debe mantenerse alejado de ellos. GlaceonLos grandes puntos fuertes de Glaceon son sus ataques a distancia, su buena sinergia de movimientos junto con la mecánica de creación de cristales de hielo, y su pasiva que le otorga protección temporal frente a restricciones.Se desenvuelve mejor en la calle inferior y desata su potencial a partir del nivel 6, por lo que no escala tan deprisa como otras evoluciones de Eevee. GreninjaGreninja es fuerte, es rápido y de los pokémon que más rápido marca puntos. Al principio de la partida, podrás hacerte con una buena cantidad de puntos y debilitar zonas de control del enemigo, además de poder huir antes de que te alcancen y pierdas los conseguidos.Sus mejores ataques son Smokescreen y Water Shuriken. LaprasLapras es un tanque excepcional que puede noquear enemigos instantáneamente con habilidades como Canto Mortal.Tiene una resistencia muy alta, pero por contra una muy baja movilidad. Es ideal para apoyar en carriles y liderar los avances con pies de plomo. LucarioCualquiera que se haya enfrentado a Lucario sabe que es extremadamente peligroso y fuerte. No es que sea invencible, pero su potencia de ataque y la correcta combinación de habilidades lo convierten en un enemigo temible.Sus mejores ataques son Close Combat (inflige bastante daño y derriba al objetivo), que puedes seguir con Power-Up Punch, un potente ataque que no solo reduce el daño que sufres durante la animación, sino que hace que tu siguiente ataque básico haga mucho más daño. En general, podemos decir que esta combinación es letal para la mayoría de objetivos. MewMew es un atacante dinámico y versátil, fácil de controlar y con buena sinergia de cualquiera de sus movimientos (entre los que destacan Rayo Solar y Pantalla de Luz).Destaca jugando en la Jungla, acompañando a sus aliados y atacando a distancia, pese a ser un Pokémon ofensivo que reparte menos daño que otros de su categoría. ScizorScizor es un Pokémon versátil que permite jugar con dos estilos igual de viables ya que los jugadores pueden decidir evolucionar a Scyther o mantenerse en esa forma.Ambas evoluciones funciona de forma eficiente en todas partes del mapa.Scyther ofrece una combinación muy buena con Doble Golpe y Ala Bis, mientras que Scizor hace lo mismo con Danza Espada y el uso constante de Puño Bala. SnorlaxSnorlax es un pokémon de tipo defensivo, pero puede hacer muchísimo daño. Su fuerte está en aguantar durante un buen rato los envites enemigos hasta que aparezca ayuda.Si quieres jugar de manera efectiva con él, deberías equipar los Held items Leftovers y Rocky Helmet (para curarte al estar fuera de combate y reflejar daño, respectivamente).De cara a las fases finales del combate, sus mejores habilidades son Heavy Slam, que hace daño de área y aparta a los enemigos y Block, que genera un escudo y aparta a enemigos. TrevenantTrevenant es un Pokémon estupendo para durar mucho en los combates. Es un tanque sólido, aunque lento y con cierto retroceso, que puede actuar con agresividad controlando a las masas y empujando las líneas superior o inferior.Parte de su mecánica se centra en las habilidades curativas y de drenaje de salud, por lo que hay que jugar con algo de estrategia manteniéndose equilibrado en todo momento. UmbreonUmbreon es un Pokémon defensivo con múltiples opciones de curación, gran escalado y posibilidad de aportar apoyo a compañeros con la habilidad Deseo.Puede infligir daño, recuperar PS y mermar el ataque de los rivales con movimientos combinados como Juego sucio y Alarido. ZoroarkZoroark es extremadamente ágil, una opción ideal para aquellos que quieran mucha movilidad y entrar y salir del combate rápidamente.Aunque cuenta con bajas defensas y vida para enfrentarse a grupos, también tiene el daño de ataque básico más alto del juego.Además, este Pokémon puede usar su pasiva Ilusión para transformarse en un Pokémon aleatorio y confundir al enemigo durante 15 segundos mientras dura el efecto. Tier A En esta categoría tenemos Pokémon superiores, pero no los mejores de todos, claro. Aunque no sean de Rango S o SS, lo más posible es que te toque escoger a uno de estos, porque los mejores ya habrán sido seleccionados. PokémonConsejos para usarlo AbsolSe trata de un Pokémon rápido (del tipo Speedster).Puede dar caza fácilmente a enemigos que huyen.Sus ataques ideales para hacerlo letal en niveles altos son Night Slash y Psycho Cut. AegislashAegislash es un Pokémon muy flexible y apto para casi cualquier rol cuya gran baza es que puede modificar su estilo de juego continuamente y adaptarse a los cambios de la partida al alternar entre sus dos formas: Filo, que aumenta las capacidades de ataque y velocidad, o Escudo, que mejora la defensa y permite recuperar salud.Debido a sus dinámicas, puede ser difícil de dominar y si no se juega con astucia, no tiene mucha resistencia, por lo que no es un personaje para todo el mundo. BuzzwoleBuzzwole es un todoterreno fenomenal para la calle inferior, con un gran escalado y combos de habilidades poderosos (como Fuerza Bruta y Plancha).Ojo, porque no tiene un alcance considerable y necesita de buen posicionamiento para controlar su ofensiva. CharizardSe trata de un pokémon polivalente (All-Rounder), lo que lo convierte en un buen apoyo para un Attacker... pero no mucho más. Es fácil jugar con él, pero no destaca en nada.Sus mejores ataques son Flare Blitz y Flamethrower. CinderaceJunto con Pikachu, nos ofrece una estupenda combinación de velocidad y ataque.De cara a escoger sus mejores ataques, quédate con Pyro Ball y Feint. El uso del primero es muy obvio, es tu habilidad de ataque principal, mientras que Feint te permite hacerte invencible temporalmente. ClefableClefable es un excelente Pokémon de apoyo que funciona muy bien para repartir curaciones al equipo con Luz Lunar y ralentizar a los rivales con Gravedad.Ofrece una evolución temprana y una mejora de movimientos rápida, aunque tiene tiempos de reutilización algo largos y nunca hace mucho daño de por sí con sus ataques. DecidueyeDecidueye posee una alta velocidad de ataque y puede acabar con sus objetivos desde largas distancias, aunque en los 1 vs 1 es algo débil. Por lo que la colocación y posicionamiento es vital para asegurarse victorias con él.Es un Pokémon que asciende lentamente de poder, alcanzado su pico en el nivel 7, por lo que hasta entonces se recomienda farmear en la jungla EXP. DelphoxDelphox es un atacante a distancia genial para el carril superior que ofrece un gran daño en área, buen apoyo al equipo y tiempos de reutilización cortos.Llamarada y Giro Fuego son dos de sus movimientos que mejor sinergia tienen entre sí para quemar a los enemigos desde lejos sin ponerte a riesgo.Su baja durabilidad y su escalado de poder débil en sus primeros niveles hace que dependa casi en exclusiva de su buen posicionamiento en el campo de batalla. GardevoirGardevoir funciona muy bien en el carril superior, y también da buenos resultados en el inferior, especialmente si recibe apoyo de aliados.Se recomienda siempre jugar manteniendo distancias, sobre todo al principio de las partidas, y machacar al rival desde lejos. Si la cosa se pone fea, puedes usar Teleport.Dos grandes ataques de este Pokémon son Psishock y Moonblast, este último ideal para mantener a raya a los enemigos sin entrar directamente en conflictos directos. GengarGengar cuenta con mucha fuerza y agilidad. Si no fuera por su bajo nivel de defensa, sería sin duda un rango A o incluso S. Sus habilidades le permiten hacer ataques sorpresa y mucho daño a los objetivos.Sus mejores ataques son Sludge Bomb y Hex. GoodraGoodra es un tanque ideal para situar al frente de las escaramuzas. Su pasiva puede aplicar baba a los rivales para que reciban daños progresivamente.Puede curarse si se esconde en la hierba alta e infligir ralentizaciones, aunque su escalado es lento y es susceptible a control de multitudes. HoopaHoopa puede confundir a sus rivales con trucos y artimañas, atacar desde la distancia dando apoyo, crear anillos de teletransporte para moverse rápidamente por el mapa o recuperar PS de sus compañeros o de sí mismo.Su movimiento Unite le permite cambiar a su forma Desatada, gracias a la cual se convierte durante unos instantes en un atacante puro con dos movimientos especiales. InteleonInteleon es un atacante muy recomendable para la jungla debido a sus capacidades de camuflaje y rastreo en la hierba alta.Su habilidad especial ofrece garantías de realizar golpes críticos de un gran daño, aunque él no es muy resistente ni tampoco muy veloz. MamoswineMamoswine ofrece en todas sus habilidades un buen control de multitudes y efectos de aturdimiento o ralentización. Por ello es un buen iniciador de combates.Como defensor, con sus diversas habilidades de hielo puede congelar las zonas de gol del equipo para complicar a los oponentes más rápidos que marquen puntos. PikachuPikachu es rápido, pero su fuerte es hacer mucho daño rápidamente (tipo Attacker, vaya).El estilo de Pikachu consiste en hacer daño masivo a uno o varis enemigos a la vez, pero cuidado, porque aguantará pocos golpes.Los ataques ideales para tu Pikachu son Electro ball (en versiones mejoradas, completamente letal) y Thunderbolt (no escojáis Thunder, es mucho peor). SableyeSableye ofrece posibilidades de aturdir y ralentizar a los rivales. Es buena opción si te gusta interrumpir las tácticas del equipo contrario y ser toda una molestia.Puedes moverse sigilosamente por el mapa con habilidades como Sombra Vil, y atraer enemigos a emboscadas con Finta. SylveonSylveon es un atacante a distancia genial, con un gran equilibrio entre ofensiva y defensiva, aunque requiere cierta habilidad para manejarlo con eficacia.Sus puntos fuertes son su ataque especial, el cual puede aumentarse gracias a sus dos pasivas spameando movimientos lo máximo posible.Su movimiento Unite permite saltar obstáculos y muros para sorprender enemigos. TyranitarTyranitar es un todoterreno versátil que posee movimientos de ejecución, puede infligir daño pasivo en área y mantener una ofensiva constante, aunque su escalado es lento.Entre sus ataques destacan la combinación de Pulso Umbrío y Poder Pasado. VenusaurVenusaur no es un gran Pokémon, de acuerdo al consenso general. Aunque puede hacer mucho daño, su escasa movilidad lo convierten en un blanco fácil para otros pokémon que jueguen a golpear y retirarse.Sus mejores ataques son Petal Dance y Solar Beam. Irónicamente, este último ataque es uno de los más potentes del juego, pero cuesta bastante conseguir que alcance al enemigo. WigglytuffWigglytuff es un pokémon cuya principal utilidad es ralentizar a los objetivos.Sus mejores ataques son Double Slap (además de hacer daño, ralentiza al objetivo) y Sing (ralentiza al enemigo y, tras unos segundos dentro del área de efecto, el objetivo se duerme). ZeraoraEl gran potencial de Zeraora está en su equilibrio entre poder de ataque, velocidad y velocidad de score, lo que tarda en marcar los puntos en una zona rival.Sus ataques ideales son Spark, que hará que Zeraora salte y ataque al mismo tiempo, acortando distancias con el enemigo, y Discharge, que hace daño a todos los enemigos cercanos, pone un escudo a Zeraora y, en versiones mejoradas, reduce la velocidad de movimiento del enemigo. Tier B En esta categoría tenemos a Pokémon que se quedan un poco cortos en comparación con los demás disponibles, aunque eso no los convierte en criaturas inútiles, ni mucho menos. PokémonConsejos para usarlo AzumarillAzumarill es un todoterreno fácil de controlar que funciona bien en la gran mayoría de situaciones y destaca por ser capaz de aislar a los enemigos para infligirles daño crítico cuerpo a cuerpo.Su movimiento Unite se recarga muy rápido en comparación con muchos otros personajes.Puede asegurar objetivos por su cuenta, pero es algo lento y débil frente a multitudes. CramorantAunque técnicamente es un pokémon de ataque, tiene unos stats bastante equilibrados. Puede ser útil para conseguir puntos rápidos eliminando pokémon salvajes y puntuar rápidamente, debilitando puntos de control enemigos.Sus mejores ataques son Surf y Air Slash. CrustleCrustle es un pokémon con mucho aguante, te servirá para no caer rápidamente contra otro pokémon y poder resistir mientras vas drenando su vida.Cuando la partida avance, los ataques que te interesa conservar y utilizar son Shell Smash (conviertes defensa y defensa especial en ataque) y X-Scissor (te llevas por delante a los enemigos, derribándolos y aturdiéndolos si los estampas contra una pared). DragapultDragapult cuenta con buena velocidad de ataque, invisibilidad y daño escalable con el movimiento Golpe Fantasma y su Unite se puede spamear ya que no tiene enfriamiento.No es muy resistente, se mueve algo lento y es preferible evitar los combates directos con él al inicio de la partida. DragoniteDragonite tiene una enorme movilidad gracias a su movimiento Unite, el cual le permite saltar y cubrir prácticamente la mitad del mapa enseguida.Es fácil de usar y versátil, su agilidad, sus movimientos tipo Dash y sus saltos pueden favorecer el juego en equipo. Si calculas bien, hasta podrás robar muertes del equipo rival para dar ventaja a tu bando fácilmente. GreedentGreedent tiene un gran aguante y es uno de los defensores más resistentes del juego, ideal para funcionar como un tanque infranqueable.Su mecánica de acumulación de Bayas es su gran baza, con estas puede aumentar el daño que hace además de curarse a sí mismo y al resto de compañeros, por lo que también funciona en cierta manera como un apoyo. MachampMachamp solamente destaca al atacar. Si te rodean, tu pokémon palmará, así que procura centrarlo en combates uno contra uno.Sus mejores ataques son Submission y Close Combat. Mr. MimeMr. Mime destaca en aguante y como support. Aunque es bastante inútil en solitario, sus cualidades lo hacen más interesante de lo que parece.Sus mejores ataques serán Barrier (evita que un enemigo huya, y hace que los enemigos de daño melee no puedan alcanzarnos) y Confusion (ataque en línea recta, golpea a varios enemigos y los aparta. Si un objetivo empujado se da con un muro, queda aturdido unos instantes). TalonflameTalonflame es un pokémon extremadamente veloz y que también marca puntos rápidamente. Por tanto, es una gran opción para destruir puntos de control enemigos y ganar ventaja táctica (y encima táctica).Al ir subiendo de nivel, los ataques que te interesa aprender a usar son Flame Charge y Fly. El primero se utiliza para dañar a enemigos en la trayectoria del ataque, además de aumentar la velocidad de movimiento; mientras que la segunda quita del alcance del enemigo a Talonflame y lanza un ataque vertical al bajar. TsareenaTsareena es un todo terreno versátil que evoluciona rápidamente y está enfocado hacia la ofensiva.Sufre menos tiempo los efectos de restricciones de los rivales.Una de sus mejores bazas en su habilidad Regia Presencia, que le permite cargar una barra de color azul al realizar 3 movimientos o ataques cargados y que hace que cuando está llena el siguiente movimiento sea mucho más poderoso. Tier C Por último, en la categoría de Tier C encontramos a los Pokémon de menor potencial en el juego. PokémonConsejos para usarlo DuraludonDuraludon es un atacante a distancia formidable, con un gran daño explosivo en área capaz de defender porterías, paralizar rivales o controlar sus ataques en direcciones concretas.Para jugar hábilmente con él hay que posicionarse bien; manteniéndose por detrás de los aliados y la línea principal de ataque ya que no cuenta con mucha defensa ni tampoco velocidad. GarchompGarchomp es del tipo equilibrado (All-Rounder), pero sus características de ataque y defensa lo convierten en una apisonadora en 1 contra 1. Ojo, no intentes probar su resistencia contra un Pikachu o palmarás.En cuanto a sus mejores ataques, los que te interesan son Earhquake (daño de área a todos los pokémon a su alcance) y Dig, un ataque clásico en el que "buceas" bajo tierra, saltas sobre el objetivo y haces daño de área. Además, si lo usas justo después de Terremoto, se mejora el efecto y aumenta el daño. Los mejores atacantes Estos son los mejores Pokémon en cuanto a daño en combate (DPS y capacidad de ofensiva en general): ChandelurePikachuVenusaurCinderaceDelphoxGardevoirGlaceonGreninjaInteleonSylveonDecidueyeDragapultDuraludonMewNinetales de AlolaEspeonCramorant Los mejores equilibrados (all-rounder) Estos son los mejores Pokémon en cuanto a capacidades todoterreno equilibradas: MewtwoScizorTsareenaUrshifuZacianAzumarillLucarioAegislashMachampTyranitarBuzzwoleCharizardDragoniteGarchomp Los mejores defensores Estos son los mejores Pokémon con respecto a capacidades de defensa, protección de compañeros y resistencia a daños: MamoswineSnorlaxGoodraLaprasSlowbroBlastoiseTrevenantCrustleGreedentUmbreon Los más veloces Estos son los mejores Pokémon en función de su velocidad, capacidad general para anotar goles, presencia en el mapa y efectividad en las emboscadas: AbsolLeafeonZoroarkDodrioGengarTalonflameZeraora Los mejores en apoyo Estos son los mejores Pokémon de apoyo a la hora de proporcionar curaciones, protección de aliados, potenciación de atributos o control de multitudes: BlisseyMr. MimeClefableComfeyEldegossHoopaSableyeWigglytuff ¿Te ha gustado el artículo? Ruby Spiers-Unwin Published: Jul 18, 2025 Pokémon Unite Our Pokémon Unite tier list is here to help you pick out the best Pocket Monster, we even dive into where each one ranks for their respective role. We're here to help if you're struggling to find your perfect buddy in this 5v5 MOBA. For more content like this, check out our Pokémon Unite held items, Pokémon TCG Pocket tier list, and Pokémon Unite skins guides. We recommend all the Pokémon masters out there peruse our dark Pokémon weakness and psychic Pokémon weakness guides if you want to learn how to beat different types. Let's get into our Pokémon Unite tier list. Overall Pokémon Unite tier list Tier Pokémon SS Alcremie, Ceruledge, Sableye, Mimikyu, Zacian, Comfey, Leafeon, Miraidon, Blissey, Pikachu, Slowbro, Venusaur, Galarian Rapidash, Alolan Raichu S Cinderace, Delphox, Dragapult, Eldegoss, Armarouge, Gardevoir, Glaceon, Meowscarda, Lucario, Mamoswine, Mew, Scizor, Snorlax, Sylveon, Ho-Oh, Comfy, Umbreon, Blaziken, Mega Mewtwo Y, Crustle, Urshifu, Espeon, Blastoise, Zoroark, Metagross, Gengar, Greninja, Falinks, Dodrio, Darkrai, Psyduck, Suicine A Absol, Aegislash, Alolan Ninetales, Gyarados, Buzzwole, Clefable, Decidueye, Dragonite, Lapras, Tyranitar, Wigglytuff, Inteleon, Goodra, Zeraora, Trevenant, Lucario, Mega Mewtwo X, Tinkaton, Talonflame, Chandelure B Cramorant, Charizard, Mr Mime, Greedent, Machamp, Hoopa, Azumarill, Tsareena C Duraludon, Garchomp All-rounder Pokémon Unite tier list All-rounder Pokémon have a healthy balance of offensive and defensive skills, making them very reliable fighters. If you're thinking about trying out one of these Pokémon, our friends over at The Loadout can help with a guide full of all the best all-rounders. Tier Pokémon SS Ceruledge, Scizor, Urshifu, Zacian, Blaziken S Azumarill, Metagross, Lucario, Falinks, Suicine A Aegislash, Machamp, Tyranitar, Mimikyu, Tsareena, Mega Mewtwo X, Tinkaton B Buzzwole, Charizard, Dragonite C Garchomp, Gyarados Attacker Pokémon Unite tier list Attackers are powerful, damage-dealing Pokémon who excel when accompanied by a strong support unit that can enable them. Thanks to The Loadout, you can learn more about the best attackers. Tier Pokémon SS Venusaur, Mega Mewtwo Y, Miraidon, Pikachu, Alolan Raichu S Cinderace, Delphox, Dragapult, Gardevoir, Glaceon, Greninja, Sylveon, Armarouge A Decidueye, Mew, Chandelure, Inteleon B Alolan Ninetales, Espeon, Duraludon C Cramorant Defender Pokémon Unite tier list From Crustle to Snorlax, defenders are the tanks of Unite, who soak up damage and block or slow down their enemies. Our friends over at The Loadout can tell you even more about the best defenders in Pokémon Unite. Tier Pokémon SS Mamoswine, Snorlax S Slowbro, Lapras, Goodra, Ho-Oh A Blastoise, Trevenant B Umbreon C Greedent, Crustle Speedster Pokémon Unite tier list Speedsters are fast 'mons who can whip across the map in the blink of an eye, making them brilliant junglers. Find out everything you need to know about Pokémon Unite's best Speedsters over on The Loadout. Tier Pokémon SS Zoroark, Leafeon, Meowscarda, Galarian Rapidash S Absol, Dodrio, Darkrai A Gengar, Talonflame B Zeraora C - Supporter Pokémon Unite tier list As the name suggests, supporters excel at taking care of their allies by healing, buffing, and more. The Loadout can tell you all about the best supporters in Pokémon Unite. Tier Pokémon SS Alcremie, Blissey, Eldegoss, Clefable S Comfey, Psyduck A Hoopa, Wigglytuff B Sableye, Mr Mime C - When you're finished with Pokémon Unite, take a look at our list of the best gacha games or the best Switch RPGs to find something new to play. We also have a Genshin Impact tier list if you're a fan of RPGs. En esta sección te enseñamos la Tier List de Pokémon UNITE con los mejores Pokémon de cada estilo o rol que hay en el juego. Esta información te será útil sobre todo si juegas en ranked. Tier List Pokémon UNITE Las Tier List suelen interpretarse con rangos en letras, en este caso; SS, S, A, B y C: SS: Pokémon Top-tier. Los que se encuentren en esta categoría son los mejores Pokémon para jugar. S: Pokémon extremadamente buenos, con un gran potencial. A: Pokémon Muy Fuerte, pero no al mismo nivel que uno de la categoría S. B: Buen Pokémon que puedes escoger si utilizas la Build correcta. C: Promedio normal, en el medio, no es ni bueno ni malo. Top Tier Pokémon Unite Tier List actualizada al 22 de octubre de 2021. Basada en la Tier List de games8.co Tier SS Lucario (Línea Inferior) Venusaur (Línea Superior) Snorlax (Línea Superior) Mr. Mime (Línea Inferior) Tier S Greedent (Jungla) Sylveon (Línea Superior/Inferior) Blissey (Línea Inferior) Eldegoss (Línea Inferior) Wigglytuff (Línea Inferior) Gengar (Jungla) Crustle (Línea Superior) Cinderace (Línea Superior/Jungla) Zeraora (Jungla) Greninja (Jungla) Pikachu (Línea Superior/Inferior) Blastoise (Línea Superior/Jungla) Tier A Mamoswine (Línea Superior/Inferior) Charizard (Línea Inferior) Talonflame (Jungla) Cramorant (Línea Superior) Ninetales de Alola (Línea Superior) Garchomp (Jungla) Slowbro (Línea Superior) Tier B Machamp (Jungla) Absol (Jungla) Tier C Gardevoir (Línea Superior) Ten en cuenta que no solo necesitarás escoger un buen Pokémon, también dependerás de tus compañeros para tener una buena sinergia. Por esa razón, si vas a jugar en el competitivo ranked deberás tener esto en cuenta ya que un buen equilibrio en el equipo hará que tengas más posibilidades de ganar. También es muy importante que al Pokémon que hayas escogido puedas equiparlo de la mejor manera posible con objetos que potencien sus estadísticas. Mira nuestra sección con todos los objetos de Pokémon Unite. Por último, debes tener presente que las Tier List cambian a medida que el juego vaya siendo actualizado, ya que los desarrolladores suelen equilibrar las estadísticas de los Pokémon cuando lanzan un nuevo parche. Última actualización: 22/10/2021 9:32 AM CST 22 de octubre del 2021 This tier list is based on 5v5 competitive. Solo queue experience may vary. This is a tier list for THE BEST Pokemon to use in Pokemon UNITE. Learn which Pokemon is top tier in the current meta after Latios' release and the latest balance patch as of July 18, 2025 as well as which Pokemon is worthy to buy and tier list of each lane & role! Pokemon in each Tier are arranged alphabetically and are not ordered in a particular way. All Pokemon and Builds With the release of Latios and version 1.19.2.6, the tier list now under evaluation. Check back for updates! Latios has joined the Pokemon UNITE roster on July 18, 2025, and Latias is next to come on August 8, 2025! Check out their release detals in the links below. Release Details Latios(Released) Latias(August 8) Latios is a damage dealer with a unique ability and can infinitely grow its damage by defeating wild Pokemon or hitting opponents with its moves. It excels in dealing area or single-target damage depending on whether it learns Draco Meteor or Dragon Pulse, respectively. It can also disable or apply debuffs targets with Luster Purge or Telekinesis. Its most notable feature is its passive, giving the Pokemon the ability to quick fly over to an allied Latias anywhere on the map. However, it's only useful when there is an allied Latias present. Latios' ability to infinitely increase its move damage definitely makes it a meta pick and can even surpass other well known damage dealers. Latios Best Builds & Moveset Guide In the previous poll for Alcremie, 58 players voted for SS tier. We agree with this evaluation as the Pokemon is an excellent Supporter. Update Date Pokemon Summary 7/23 Latios Enters SS Tier • Latios' ability to infinitely increase its move damage certainly makes it a huge threat, especially in the late game. Update Date Pokemon Summary 6/30 Alcremie SS Tier • The buffs Alcremie received, although uneccessary, made the Pokemon a more viable support overall. 6/30 Ceruledge SS Tier • Although we still prefer using Psycho Cut and Flame Charge for Ceruledge, the significant boost to Bitter Blade's HP recovery effect makes Bitter Blade builds do better overall. 6/30 Duraludon B Tier • The damage and cooldown reduction increase for Dragon Pulse, and the added Unstoppable effect for Revolving Ruin are enough to give Duraludon a decent performance boost. Version 1.19.1.4 Patch Notes Pokemon Tier Best Lane Alcremie Top/Bot A Well-Rounded Supporter Alcremie is a well-rounded Supporter. It can provide strong offensive and defensive support for its team via shields, healing, and buffs, giving them a decent advantage during fights. The Pokemon is also built simple enough to pick up and master. Alolan Raichu Any A Highly Mobile Attacker Alolan Raichu is a strong, verstatile, and highly-mobile Attacker. It can become an attack-damage Attacker if it learns Stored Power and Psychic, forcing it to rely mostly on its attacks to dish out damage and knock out opponents, or act as a typical spell-casting Attacker if it learns Electro Ball and Thunderbolt or Psychic. Either way the Pokemon will have high offense. What sets Alolan Raichu apart from other Attackers is its high mobility, which comes from Surge Surfer, since Attackers tend to have a lack of mobility as one of their weaknesses. Blissey Bot The Perfect Support Blissey offers reliable healing, shielding, buffing and debuffing while boasting the highest HP in the roster. It has replaced Eldegoss as the best and most reliable healer in the game. It's a great counter against burst damage Pokemon, making it a great pick in the current meta. However, its effectiveness heavily relies on always being at the side of another Pokemon, it can't function well alone. Ceruledge Any The Phantom Blade Ceruledge is a brawler that has a few tricks to give it an edge in battle. It can weaken opponents' Defenses or completely ignore them and their shields to deal true damage. It can buff itself and deal increased damage to become more effective at trading blows with opponents. Its Unite Move can stun multiple opponents quickly and deal tons of damage, making it extremely potent in teamfights. However, the Pokemon does require high skill to be effective in battles. Darkrai Jungle Shadowy Nightmare Darkrai is a Speedster with a different method of bursting down targets. While other Speedsters just needs to hit their moves to take out targets, Darkrai needs to always inflict its targets with sleep to trigger its ability, Bad Dreams, which is where much of the Pokemon's damage originates. With the huge buffs it received in Version 1.16.2.7, it's in a far better state that it was when it was released. Galarian Rapidash Any Damage Dealer with Exceptional Mobility Galarian Rapidash is a strong damage dealer with exceptional mobility and a nifty passive, and it only requires a moderate skill level to play effectively. Its Dazzling Gleam, Fairy Wind, Smart Strike, and Triad Blitz can deal high amounts of burst damage, especially when chained together in a combo, allowing it to quickly knock out opponents. It can also build up absurd amounts of movement speed and become almost uncatchable when it uses Agility. However, the Pokemon's best features are its ability to generate a shield and gain resistance from hindrances via it is passive ability, and its gauge that allows it to deal more damage. Futhermore, its hit-and-run gameplay is generally easy to execute but does rely heavily on triggering Pastel Veil's effect and increasing its movement speed in order to maximize its safety and damage, giving it some degree of difficulty. Latios Any Damage Dealer with Infinite Growth Potential Latios is a damage dealer with an infinite growth potential, making it a huge threat in the late game. Its high damage comes from Draco Meteor or Dragon Pulse's damage-stacking effect. Latios can also stun targets and apply debuffs on them to help set up fights for its team. Additionally, it has a unique feature that allows it to quickly fly over to an allied Latias anywhere on the map. Leafeon Any Power of the Sun Leafeon is one of the best Pokemon in the game right now. It is also a quintessential Speedster. It can traverse the map quickly thanks to its pair of dash moves and the movement speed it gets from Chlorophyll, making it a great jungler Pokemon. Its most notable asset is its high burst damage potential, which is a trademark trait for assassins. On top of those two, since it's an eeveelution, it also has great scaling. Mimikyu Top/Bot Ghostly Grazer Mimikyu is an odd and deceptive All-Rounder. Although it has a tiny stature and strange appearance, which is atypical for an All-Rounder, the Pokemon is surprisingly lethal. Its strength comes from the various mechanics its moves and ability have, giving it some degree of advantage over other Pokemon. It's also well balanced and doesn't have any obvious weaknesses that would be considered as a deal breaker. Miraidon Any Strong as Thunder, Swift as Lightning Miraidon is a powerful Attacker that can be flexible in its gameplay depending on the moveset it learns. It can take the typical Attacker role if it learns Charge Beam, or lean more towards a Speedster rool if it learns Electro Drift. Either way, it excels as a primary damage dealer for the team. Although the Pokemon requires a high skill ceiling to play effectively, its impact in games makes it all worth it. Slowbro Top Strong Single-Target Disabler Slowbro's ability to remove opponents from the fight with Telekinesis and high durability make it a great Defender to have during battle. Its tackiness, coupled with crowd control moves, allows it to disrupt enemy synergies while being able to shrug off damage using Amnesia. In terms of offense, however, Slowbro lacks a proper way to fight back and deal damage. Zacian Jungle The Legendary Sword Zacian is a combination strength, durability, and speed. It can boost its own moves thanks to its ability, Intrepid Sword, increasing their damage and triggering additional effects. It's also quite agile for an All-Rounder thanks to its arsenal of Dash moves. However, it biggest drawback is the fact that it can only equip two (2) Held items since one slot is already reserved for its unique item, Rusted Sword. What's worse is that the item does not give stat bonuses nor have any passive effects, making it practically useless. This limits possible builds for the Pokemon, which could make it even stronger. Pokemon Tier Best Lane Alolan Ninetales Top Good Mix of Support and Damage Alolan Ninetales is a versitile Pokemon that has a good mix of support and damage. Its Aurora Veil allows it to deal decent damage via attacks and provide some support for its allies at the same time, having also a bit of mobility as a bonus. Its other moves and Unite Move can deal high burst damage while freezing enemies in place, especially when used together in quick succession. However, its power tends to stagnate in the late-game, making it hard for Alolan to keep up and deal its intended damage. Armarouge Any Psykablaster Armarouge is a great teamfight Attacker and a reliable damage dealer. Its kit deals area damage and can stun or debuff opponents. It's also particularly strong against Sp. Atk.-based Pokemon thanks to its ability, Flash Fire. However, it has low durability and puts itself in a vulnerable position whenever it uses Armor Cannon or Fire Spin. Blastoise Top/Jungle Spin to Win Blastoise offers damage and crowd control while tanking damage. Compared to other Defenders, Blastoise has the advantage of being a ranged Pokemon. It can deal massive damage using the Rapid Spin and Water Spout combo, or displace enemies with Surf and Hydro Pump. But it's most notable for throwing enemies in a huge area into the air using Hydro Typhoon, making it great at teamfights. However, its drawback is its slow scaling, reaching its power spike only starting at level 9. Blaziken Any Blazing Brawler Blaziken is a great example of a brawler. Its core gameplay revolves around performing a variety of combos by switching between its movesets using its Unite Move. It can also sustain itself and deal additional damage thanks to its ability, Blaze. However, its combo-heavy gameplay makes the Pokemon difficult to master and play to its full potential, and it does make the Pokemon prone to disables whenever it engages. Buzzwole Jungle / Bot Peak Performance Buzzwole is one of the best All-Rounders with disabling moves that can displace and isolate opponents. Moves like Superpower and Smack Down allows it to have an edge during brawls, together with its innate HP recovery attacks and Beast Boost bonuses. Although its move range and aiming could better, you will find that Buzzwole can pin down and deal high amounts of damage with ease if you manage to do your combos correctly. Clefable Top / Bot The Power of the Moon Clefable is a powerful support Pokemon that help teams claim victory with its healing and hindering prowess. Moves like Moonlight and Draining Kiss offers enough variation for you to realize Clefable's gameplay. Moreover, its hindering moves offer enough disruption for Although, its damage output and move cooldowns could be better, players who can adjust their playstyle to fit the support archetype will find great value in this Pokemon! Comfey Top/Bot Pocket Supporter Comfey offers a good mix of offensive and defensive assistance and has a unique way of supporting its allies. It attaches itself to an ally and becomes immune to damage. While attached, it can use its moves to heal and shield its ally or disable and damage its opponents. However, due to its unique gameplay, the Pokemon relies too heavily on how good its ally is, which could undermine its potential. Crustle Top/Bot A Walking Fortress Crustle is a versatile Defender that can trade its defense for more attack power. Its ability to disrupt lanes with Rock Tomb or plow through the enemy with Shell Smash allows it to adapt to situations that demands a change in playstyle. Unfortunately, its flexibility means that it is not as effective as damage dealer or a tank. Dragapult Jungle Creeping Dragon Dragapult is a ranged damage dealer that relies on fast attack speed to dish out damage quickly and take out its targets. It can also deal area damage with its Boosted Attack, which is a unique attack mechanic. It has stealth capabilities and can increase its damage output with each knockout thanks to Phantom Force. Its best asset is its unique charged-based Unite Move, allowing for some new and interesting interactions with items like Energy Amplifier. Espeon Bot Psychic One-Shots Espeon's kit provides anyone who uses it with a reliable mix of burst damage and tenacity. Thanks to its unique passive Magic Bounce, Espeon can negate a hit that will otherwise cause hindrances. It is also fairly easy and straight forward to use so anyone can pick it up! However, its lack of mobility moves and limited playstyle hinders it from being an effective Attacker. Gardevoir Top Burst Damage Supreme Gardevoir can deal high burst damage and provide disables with from a long range. It has arguably the best crowd control Unite Move in the game, making it extremely deadly in teamfights. Moreover, its ability to refresh its moves instantly when they hit eliminates the need to wait for cooldowns, allowing it to provide constant area damage. Its only drawback is its fragility and lack of mobility, something that more mobile Pokemon can exploit. Ho-oh Top/Bot The Guardian of the Skies Ho-Oh is a powerful and versatile Pokemon. It's strong right from the start while still having decent scaling in the late game. Its kit consists of effects and mechanics that give the Pokemon its versatility. But what sets Ho-Oh apart from other Pokemon is its ability to revive allies during fights via its Unite Move, Rekindling Flame, which is a game-changing mechanic. This makes the Pokemon an extremely valuable pick. Hoopa Top / Bot Unbound Power Hoopa boasts a great kit that can greatly alter the playing field for its teammates. Its utility is top notch and opens up more strategic plays that can push the meta forward. Hoopa also boosts your team's offensive capabilities a great deal especially with taking objectives and controlling both lanes at the same time through the use of its warping mechanic. Mega Mewtwo Y Any Pinnacle of Psychic Power Mega Mewtwo Y is a powerful ranged Attacker with a well balanced kit. It can increase its damage and attack speed simply by attacking opponents, and can become even stronger when it Mega evolves. Its moves is a great mix of damage, mobility, and utility, giving it incredible flexibility in battle. Meowscarada Jungle Ferocious Feline Meowscarada is a textbook assassin. It relies on burst damage to take out its targets quickly, giving its team a numbers advantage during fights. It does have a special combination of mechanics that make it stand out among other assassins. While frail in stature, its damage potential certainly makes up for it. Mew Any Mystical Dominance Mew offers a unique way to play with its Move Reset mechanic. Here, you can essentially change the Pokemon's playstyle on the fly and adapt to any situation. Aside from being a great damage dealer, with its long ranged Solar Beam and easy to aim Electro Ball, you can turn Mew into a decent support Pokemon with its Coaching and Surf moves! Though its distinct mechanic requires a lot of button inputs and mastery to become effective, being able to utilize its strengths will often translate into a Pokemon that can run the game by itself. Pikachu Top/Bot High Control, High Damage Pikachu is a powerhouse in all stages of the game due to its high damage output and stun capabilities. It's Unite Move's fast charge rate means that Pikachu can consistently get a surge in power whenever it needs to. Psyduck Top/Bottom A Mysterious Power Psyduck is a offense-focused Supporter. It has a lot of crowd control in its kit, making it very disruptive during fights. It also has better durability compared to other Supporter in terms of HP and defenses that makes it a stand out pick. Suicune Top/Bot A Lethal All-Rounder Suicune is a strong disabler and a lethal damage dealer.Its strength comes primarily from its passive. It gives the Pokemon the ability to freeze targets, generate a shield, and fill up its crystal gauge for performing boosted attacks whenever it hits enemies with its moves. But the passive's best feature is that it allows Suicune to instantly knock out frozen targets whose HP falls below a set percentage, giving the Pokemon its lethality.Furthermore, its unite move can be used even if the Pokemon is stunned and removes all status effects on it.The Pokemon does require some degree of skill to play effectively but is generally fairly easy to play. Sylveon Top/Bot A Mobile Turret Sylveon has a perfect mix of offensive and defensive moves that incentivize aggressive plays. It can enhance its moves with Calm Mind and continuously deal damage to an enemy. Additionally, Sylveon can sustain itself by recovering HP from multiple Draining Kiss hits. However, its damaging moves need to be properly set up to reach its full potential. This drawback pulls it back from being a hard-hitting Attacker. Trevenant Top/Bot The Undying Tree Trevenant is a highly durable Pokemon that provides decent crowd control. Its ability to recover HP and deal damage at the same time makes it a a great frontliner, providing cover to its squishy allies. However, since its moves also deal damage to itself, it can easily be exploited by the enemy. Umbreon Top/Bot Shield Thief Umbreon is a multi-functional Defender. It can weaken, stun, and trap opponents and even use their stats against them. It can also aid its allies to keep them alive. Its most notable ability is stealing shields from opponents and using them for itself. It does all these while still being able to tank damage and heal itself. Urshifu Jungle Master of Forms Urshifu excels in big fights due to the damage it can deal with its combos regardless of which style it uses. Single Strike Style Urshifu offers massive area damage in a single move thanks to Wicked Blow but does require a decent setup to execute properly. On the other hand, Rapid Strike Style Urshifu provides less damage but is faster to execute since Urshifu's Boosted Attacks reduce its move cooldowns, allowing for continuous combos. Whichever style you prefer, Urshifu is definitely a solid All-Rounder pick for any team. However, its unique two-style gameplay is also what holds it back. Since Urshifu's moveset is fixed to whether it learns Wicked Blow or Surging Strikes, it leaves you no room for experimentation, which limits the Pokemon's potential. Venusaur Top Versatile Damage Dealer Venusaur is still terrorizing the stadium with the HP-draining capability of Giga Drain and its cooldown reduction synergy with Petal Dance. What's more, it can be an effective sniper with the use of Solar Beam. Whether, you are facing enemies head on or from long range, Venusaur is a great Attacker for any team to have. Zoroark Jungle The Master of Illusion When it comes to deadly and satisfying combos, Zoroark is one of the best Speedsters for taking down opponents in quick succession. Its moveset is highly synergistic with one another and offers a lot of mobility. Moreover, its passive ability, Illusion, opens up new strategies on how you can approach fights. Although you will find yourself climbing a steep hill to master the Pokemon, getting used to its controls and playstyle will reward you with a strong Pokemon that can hold its own! Pokemon Tier Best Lane Absol Jungle The Executioner Absol is one of the best physical damage dealers in the game. With the right build and good aim, Absol can decimate its opponents within seconds, thanks to its high critical hit rate. Additionally, its wide variety of dash moves like Midnight Slash makes it an elusive Pokemon to deal with. Although its early to mid-game capabilities are impressive, it struggles to be as effective during the late game when opponents are strong enough to fight back against Absol. Nonetheless, Absol is still a dependable single-target assassin for any team to have! Aegislash Jungle A Technical Sword to Wield Aegislash is a great duelist Pokemon that can adapt to any combat encounter. It has the ability to alter its boosted attacks to deal massive damage or sustain itself with heals, which makes it viable for any lane it goes to. However, it could be a hard Pokemon to use because it relies on the formes mechanic to generate an advantage. That said, If you manage to master Aegislash's sword and shield playstyle, it is a force to be reckoned with. Chandelure Top/Bot Kindled Spirit Chandelure is a great example of a glass cannon Pokemon. It excels in dealing burst and DoT (damage over time) damage. It can pierce through the enemy's Sp. Def. thanks to its Ability, Infiltration. It can also disable enemy moves using Imprison, which is a new type of disable in the game. However, its greatest setback is its extremely low durability and mobility, making it an enticing Pokemon to target down. Cinderace Top/Bot The Ideal Ranged Damage Dealer Cinderace is the ideal late-game carry Pokemon thanks to its rapid attack speed and critical-hits. It can also take out objectives like Drednaw or Zapdos quickly by itself. However, it's fragile and requires a lot of time before it can start carrying its team, which is something that the enemy can take advantage. Decidueye Jungle/Bot Astonishingly Dangerous Decidueye is an offensive powerhouse that can easily carry the game when left uncontested. It is capable of taking objectives head-on with its flurry of boosted attacks that can constantly crit. Moreover, it can pick off its targets from afar with a hard-hitting Spirit Shackle. Unfortunately, Decidueye lacks any proper mobility moves that can help it get out of dangerous situations cornered, especially against Pokemon that can teleport, dash, or even jump away from danger. Delphox Top/Jungle Blazing Power Delphox is a versatile Attacker that can let out tons of damage while being able to support the team with its arsenal of disables. Moves like Mystical Fire and Fire Spin offer a variety of playstyles that can make mastering the Pokemon worthwhile. Fanciful Fireworks, in particular, is the ultimate debuff move that can have a massive impact on team fights. Dodrio Jungle A True Speedster Dodrio fits the Speedster mold perfectly due to its fast-paced, roaming gameplay. You will find its Sprint mechanic to be a powerful tool in realizing the Pokemon's strengths. While its kit doesn't stray from the typical high-mobility and burst damage Speedster trait, its best played as a solo scorer that puts pressure on enemies and keep them at their toes to defend their goals. However, it isfragile and requires high skill, gatekeeping the players that can use it effectively. Eldegoss Bot Shields and Heals Everywhere Thanks to its ranged attacks, Eldegoss' moveset provides both support and offense that can significantly impact a team fight if left uncontested. Moves like Pollen Puff and Leaf Tornado increase the Pokemon's usability. However, you may find the Pokemon's hindrance moves lackluster, especially when better alternatives are present. Overall, Eldegoss' gameplay is straightforward and effective enough that it can still be a great Supporter for any team to have. Falinks Any Banded for Battle Falinks is an exceptionally-complex yet high-impact Pokemon. Its gameplay changes depending on whether it learns No Retreat or Beat Up, and can further branch out depdending on whether it learns Megahorn or Iron Head, allowing the Pokemon to take on unique and various roles. However, its complexity and strength does come with a high degree of skill. Gengar Jungle Your Worst Nightmare Gengar's ability to silently strike unsuspecting enemies makes it a great assassin that can sustain itself with heals as it moves hit. It relies on applying debuffs then unleashing relentless damage upon its target in mere seconds with its Sludge Bomb to Hex combo. However, its effectiveness falls drastically during the late game where team fights are abundant. Gengar will have a hard time maneuvering around the chaos as it looks for targets to pick off. Glaceon Bot Frost Bite Glaceon is a powerful Attacker capable of gunning down its targets with a barrage of ice missiles. Its kit is highly synergistic as you deal massive amounts of damage when you take advantage of its ice crystal mechanic. Moreover, its ability to block and negate crowd control moves with Snow Cloak gives the Pokemon high survivability for an Attacker. Goodra Top / Bot The Gooey Dragon Goodra is a frontliner that excels in prolonged fights. It can either make itself more durable while weakening its opponents using Muddy Water or deal burst damage while healing itself with Dragon Pulse. Moreover, it can constantly slow its opponents whenever it's attack, uses Acid Spray or Power Whip, and perform a Boosted Attack. However, its downside is its slow scaling. It needs to reach level 8 first to unlock its second primary move, which restricts its potential in the early game. Greninja Jungle An Illusive Assassin Greninja is an effecient Attacker that has a speedster-like playstyle with its arsenal of highly mobile dash moves and insane burst potential. It is illusive, versatile, and hits hard, making it an effective assassin. However, its fragility requires a lot of effort in the early game to reach its potential. Gyarados Top / Bot Seething Serpent Gyarados has great potential but comes with a huge caveat. Unlike other Pokemon, Gyarados doesn't evolve just by leveling up and instead needs to fill up its effort gauge to do so. And if it can't evolve, it can't learn its primary moveset, and its stats remain at a minimum. This huge obstacle makes Gyarados' performance quite unpredictable since its gameplay solely relies on how fast it can fill up its effort gauge. Inteleon Bot/Jungle Slick Shooter Inteleon is a slick Attacker. It uses camouflage and critical-hits to burst down enemies. It can either get close to targets and pick them off one by one or burst opponents down in a single shot from afar. Although it has low durability and takes time to get strong, its damage output in the late game becomes notable. Lapras Top/Bot An Eerie Threat Lapras is a great mix of damage and durability. It can deal tons of damage via Water Pulse or Perish Song while prolonging its life during fights by healing itself with its Boosted Attacks and shielding itself using Bubble Beam. Its downside is its low mobility. This affects its gameplay since it needs to get close to enemies first to deal damage. Lucario Top Speedy, Tanky, and Powerful! Lucario is a perfect balance of speed, durability, and power. It performs far better in the early game compared to most Pokemon thanks to its initial moveset's effectiveness and usefulness, and it scales nicely as the game progresses into the late game. It's also great at 1-on-1 duels as well as big teamfights. Mamoswine Top/Bot Crowd Control for Days Mamoswine is the one of the best disabler Pokemon in the game. With so many crowd control moves, it can stomp its way through defenses and open up opportunities for its team to push. Additionally, its sturdy nature allows it to initiate and stay in fights much longer. However, while it can dish out hindrances, you will have to be able to land them to get the most out of it. This means being able to time High Horsepower attacks at the right time as missing with your moves can lead to bad plays. Mega Mewtwo X Any Pinnacle of Physical Strength Mega Mewtwo X is a great example of an All-Rounder. It has a great balance of damage, durability, and mobility via its stats and moves. Its best feature is its ability to increase its Attack, Defense, and Sp. Def. stats simply by attacking opponents, which also allows it to Mega evolve and reach its full strength. It doesn't have any glaring weaknesses other than its reliance on increasing its stats. Metagross Top/Bot Sentient Steel Metagross is a solid frontline All-Rounder. It can tank and dish out a lot of damage thanks to its shield-generating moves. It's also incredibly mobile, giving it the option to push the offense or retreat safely. Its one downside, however, is that its effectiveness as a frontliner heavily relies on hitting opponents with its moves, since it doesn't generate any shields if they hit no targets. Nevertheless, Metagross' versatility makes it a great pick in any team composition and can even play as a All-Rounder/Defender hybrid. Sableye Top / Bot Inflict Chaos Sableye brings a unique twist to the Supporter formula. It can turn invisible thanks to its passive ability, Prankster, which opens up a lot of new ways to support your team and strategies that involve sneaking. Additionally, Sableye is the first Supporter

Pokemon to have an Attack stat, which allows you to take advantage of aggressive Held Items that can turn the Pokemon into a hard-hitting damage dealer. Although its moveset does not offer the typical heals and shields a normal Supporter has, you will find their utility to be useful for giving vision and on top of the stuns and slows the Pokemon can inflict. Scizor Jungle Slice and Punch! Although Scizor is an All-Rounder, it can take the role of an Attacker or Speedster if it stays as Scyther, offering two distinct gameplays in one Pokemon. However, playing Scizor or Scyther requires dedication to their respective gameplay and build since there is no room for compromise if they are to be played effectively. In other words, you can't play Scyther effectively using Scizor's items and gameplay, and vice versa. Snorlax Top The Collosal Bear Snorlax is an extremely durable Pokemon thanks to its high defenses and massive HP. It's effective from beginning to end since it does not need to evolve. It can act as a traditional tank, soaking damage for its team, and providing crowd control using Heavy Slam, and Block or Yawn. It can also become an unorthodox damage dealer using Flail. Unfortunately, it lacks anything unique to offer that other Defenders have and can do better. Talonflame Jungle Long Distance Burst or Extreme Elusiveness Talonflame is highly mobile Pokemon that can deal high burst damage. It specializes at diving targets head-on from a long range, then knocking it down quickly before they can react. It's notorious for sniping boss Pokemon like Zapdos out of nowhere and stealing it from the enemy. It can also use its mobility moves to traverse the map to score goals when the enemies are not looking. But its gameplay is also its weakness since it's fragile and dives recklessly into fights, making it an easy target to knock out, especially when it misses its moves. Tinkaton Top / Bot Solid as Steel Tinkaton excels in combat whether it's teamfights or 1v1 scenarios. Its moveset gives it versatility in terms of playstyle. It can focus more on teamfights with its strong area moves or take more of a brawler type using its buffs. Its best feature is its ability to become stronger as it fights opponents thanks to its passive, Mold Breaker, giving it a strong late game. Tyranitar Jungle / Bot The Earth Shaker With its high defenses and consistent AoE damage synergy with Sand Stream, Tyranitar is the ideal front-line Pokemon that can help teams push lanes and dominate team fights. It is a dependable Pokemon that can excel at brawls thanks to moves like Ancient Power or Sand Tomb, which can increase its survivability while also pressuring the enemy. However, it received a massive nerf to its damage potential since it now can't deal critical-hits during Tyrannical Rampage which was one of the move's notable effects. Wigglytuff Bot Disables, Damage, and Tankiness. Wigglytuff is a great combination of durability, utility, and support thanks to its moves. It has the best defensive teamfight ability in the game, Starlight Recital. It can also deal decent damage thanks to Rollout and Double Slap. Its drawback, however, is its long cooldown Unite Move, limiting its usage to key moments throughout the game. Zeraora Jungle Electrifying Speedster Zeraora's arsenal of highly mobile moves makes it a tough Pokemon to fight. This makes it a great Speedster for ganking opponents. However, its all or nothing moveset means that missing targets will spell doom most of the time. Pokemon Tier Best Lane Azumarill Jungle Critical Machine Azumarill's one-on-one prowess is unmatched thanks to its ability to deal constant critical strikes with Huge Power. This enables Azumarill to scale fast in the early game, especially when it starts in the Jungle. However, its unique mechanic that makes it powerful also hinders Azumarill from dealing maximum damage in the late game where team fights are a constant event. This contradiction prevents it from taking top spots in our Tier List. Charizard Bot Fire Hazard Charizard is a powerful bruiser thanks to its arsenal of moves that allow it to shift its playstyle to counter the enemy team. It has a unique mechanic you can attack or use moves while moving, allowing you to reposition Charizard when engaging in a brawl. What holds it back is the weak early game that necessitates it to reach higher levels before it can pop off. Moreover, it is susceptible to being disabled outside of its unite move. Still, Charizard can dominate games if you managed to hit the right beats and get powerful as the game goes on. Cramorant Top / Bot Gattling Beatdown Cramorant is a decent Attacker that can deal high amounts of damage if left uncontested. Its premiere move, Dive, gives the Pokemon a distinct playstyle that can carry games if used correctly. Additionally, its Unite Move, Gatling Gulp Missile, is still powerful when deployed in the right area. Dragonite Jungle/Bot Eternal Outrage Dragonite is currently the only ranged All-Rounder in the game, giving it some advantage. It can either offer high burst damage via Hyper Beam, or become a traditional melee All-Rounder with Outrage. It's best known for its semi-global presence thanks to its Unite Move, Draco Impact, allowing it to traverse the map quickly to help in teamfights or score goals. Unfortunately, it's held back by its scaling since it can only have access to its main damage move at level 8. Duraludon Bot Massive Offense Duraludon offers high burst damage as well as decent utility. Its standard attacks also hit hard, allowing it to become a traditional attack damage carry for its team, especially when given a level advantage. Its passive, Heavy Metal, prevents it from being thrown or shoved once, which is something that other Attackers don't have. However, like most Attackers, it's extremely fragile and lacks mobility, making it an easy target for Pokemon that can dive it directly. Greedent Jungle The Trickiest of Defenders Greedent is a specialist at creating chaos on the map by dragging the enemy team's attention to itself in the hopes of bringing it down. It is an extremely slippery and tough Pokemon to fight against thanks to Covet and its ability to constantly recover HP via its Berries. It can also deal decent burst damage using Belch, or slow targets with Bullet Seed, increasing their efficiency when Berry Belly Flop is used. However, its complex mechanics demands special skill and understanding from players, which may not be suitable for everybody. Machamp Jungle Submission! Machamp's buffs and immunities allow it to rampage through the battlefield without the fear of getting disabled. Its high-offense moves make it a scary Pokemon to go against, especially in a 1v1 duel. However, it requires a near-perfect early game to dominate the game, otherwise, it'll just be a meaty target. Mr. Mime Bot Knows All the Tricks! Mr. Mime was a top pick during the early days of Pokemon UNITE. But as new Pokemon and updates arrive, Mr. Mime went on a decline from there and was pushed aside. However, the rework to Mr. Mime revitalized the Pokemon while staying true to its original gameplay and style. The improvements to its moves opened new ways to use them and new strategies for the Pokemon as a whole, skyrockting Mr. Mime to the top of the tier list and taking its well-deserved place in the meta. Tsareena Jungle All Hail the Queen Tsareena's high sustain and survivability via Trop Kick and Stomp makes it incredibly hard to fight against. It also deals significant area damage repeatedly thanks to the effects of Queenly Majesty, which can be easily spammed for consistent pressure. Moreover, its Queen Ascendant is one of the best single target disables in the game, locking targets down while dealing heavy damage. Pokemon Tier Best Lane Garchomp Jungle Attack Heavyweight Garchomp is a great offensive All-Rounder that can dish out insane damage when it gets to keep attacking. Moves like Dragon Claw and Stomp are great initiating moves that can pressure you targets. Its ability to power its way through brawls and objectives with its hard-hitting boosted attacks. While it is capable of dealing insane amounts of damage, its low defenses and lack of proper ways to fight back during the early game make it susceptible to getting bullied, which can stifle its growth towards higher levels. We're currently evaluating other Pokemon for Panic Parade. Please check back for updates! Panic Parade Guide: Tier List and How to Play Top Lane Guide: How to Play Top Jungle Guide and Best Junglers Bottom Lane Guide: How to Play Bot This list evaluates the Pokemon depending on its effectiveness of being an Attacker: big damage, insane DPS, and over-all capability to carry. Attacker Tier List Evaluations This list evaluates the Pokemon based on its capability to be a Speedster: overall capability to score, huge map presence, and initiate ganks effectively. Speedster Tier List Evaluations This list evaluates Pokemon based on its effectiveness to be an All-Rounder: duel with other Pokemon, be in the front line to deal and soak damage, as well as the overall capability to carry the game. All-Rounder Tier List Evaluations This list evaluates Pokemon based on their capability to be a Defender: able to protect goals effectively, soak up damage in the frontlines, and overall capability to initiate clashes. Defender Tier List Evaluations This list evaluates Pokemon based on their capability to be a Supporter: provide healing and shielding on allies, buff their attacks and/or defenses, as well as their effectiveness to provide crowd control with moves. Supporter Tier List Evaluations Criteria Power Level Team Impact Ease-of-Use Rank Usage Each of these factors determine the Pokemon's place within the tier list. Read on to learn what they refer to exactly: Power Level: Determines how strong a Pokemon is in theory (when its potential is realized; optimized itemization and playstyle). Team Impact: Determines how instrumental a Pokemon is from a team's perspective. What does the Pokemon bring to the table and how effective is this to achieve victory? Ease-Of-Use: When two things perform at roughly the same power level, the one that's easier to use is always better. We always have to consider the amount of effort it takes to play certain Pokemon into account. Rank Usage: We kept a close eye on a Pokemon's performance in high rank matches to get a better glimpse at its overall potential in certain high-level match ups and scenarios. Poll Update(1/23) ・We've reset the poll and added Galarian Rapidash. Vote for who you think is the strongest character in Pokemon UNITE as of Ranked Season 25, and let us know why in the comments section! Let us know your thoughts in the comments! Galarian Rapidash 12 Votes Pokemon UNITE Tier Lists Pokemon UNITE Walkthrough TeamThis article was created by Game8's elite team of writers and gamers. Hello, curious internet traveller. It's just you and me here, seeing as this paragraph's only purpose is to avoid a bug in Google Lighthouse, so let's talk. Tier Lists are fun, but they're also interesting from a developer's standpoint. What you see above is genuine. We really did play hundreds of hours to come to our conclusions, and cross-checked it against our years of MOBA experience. Even so, there's not a single person on the planet who can agree with any other person about how to rank characters in a competitive game. Even Smash Melee, which has been perfected down to the millisecond, still sees arguments about who's better than whomever else and what should be considered OP. When you think about it, the devs must have done a pretty good job balancing the game if none of us can agree on what works best. If anything, that just makes me excited for the future of this game. Anyway, nice talking to you, strange as it is to meet you in the page source like this. Have a nice day! Site Preferences Shiny Card Effect This is a fan site and is not affiliated with Pokemon Unite, the Pokemon Company, nor the developers nor any rights holders of the game. © 2025 PokemonUnite.GG Site Version 2.2.1 The battlefield in Pokémon Unite is constantly evolving. Balance patches, new characters, and strategic shifts keep reshaping the meta. To stay competitive, you need to know which Pokémon offer the highest impact-and which ones fall flat. That's where this tier list comes in.This guide isn't just a ranking-it's a strategic breakdown of which Pokémon dominate, why they're strong, and how to get the best results from them in real matches. Whether you're solo queueing or teaming up with friends, you'll walk away knowing which picks will carry you to victory.Pokémon Unitetier listsare dynamic evaluations reflecting current performance, influenced by recent game updates and observed trends in high-level play. While expert opinions often converge, variations can arise due to differing evaluation criteria.This guide leans heavily on Game8's detailed assessment while acknowledging other viewpoints to provide a holistic understanding of the current meta.This tier list reflects the current meta, emphasizing the detailed analysis from Game8's version 1.18.2.6, and incorporating insights from another top-ranked source.These Pokémon are exceptionally strong and significantly influence the current meta.Alolan Raichu (Attacker)Meta Role:High-offense lane bully with exceptional agility.Strengths:Excellent mobility and repositioningVersatile playstyle: can focus on basic attacks or special movesRecommended Build:Battle Item:Eject ButtonHeld Items:Wise Glasses, Choice Specs, Energy AmplifierWeakness:Squishy and vulnerable to coordinated focusPatch Context:Recent buffs to mobility and burst damage improved its pick rateBlissey-_Support_Meta Role:Core healer and enabler in team fightsStrengths:Unmatched healing, shielding, and status removalBoosts allies' offensive and defensive capabilitiesRecommended Build:Held Items:Buddy Barrier, Focus Band, Exp. ShareBattle Item:Eject ButtonWeakness:Limited offensive presence; relies on team survivalPatch Context:Slight improvements to cooldowns have reinforced Blissey's dominanceRanked SS-tier on multiple sources for being the "Perfect Support"Darkrai (Speedster)Meta Role:Burst assassin and flankerStrengths:Can inflict Sleep, disrupting team fightsVery high burst potential from stealthRecommended Build:Held Items:Razor Claw, Attack Weight, Scope LensBattle Item:Eject ButtonWeakness:Highly reliant on combos; vulnerable when burst failsPatch Context:Sleep duration and damage buffs in 1.13.x raised viabilityGalarian Rapidash (Attacker)Meta Role:Agile eliminator with quick lane pressureStrengths:High mobility and burst damageEffective in chase-down kills and repositioningRecommended Build:Held Items:Muscle Band, Attack Weight, Focus BandBattle Item:Eject ButtonWeakness:Falls off slightly in sustained 5v5 fightsPatch Context:Move speed buffs increased her roaming and kiting powerLeafeon (Speedster)Meta Role:Fast jungler and flanking objective threatStrengths:Excellent early-game pressureQuick jungle clear and rotation speedRecommended Build:Held Items:Attack Weight, Razor Claw, Scope LensBattle Item:Eject ButtonWeakness: Can struggle in prolonged fights or if behind in levelHighly rated by Game8 for map control dominanceMimikyu (All-Rounder)Meta Role:Disruptive bruiser with strong backline accessStrengths:Deceptively high sustain and burst damageDisguise passive gives extra durabilityRecommended Build:Held Items:Attack Weight, Razor Claw, Focus BandBattle Item:Eject ButtonWeakness:Telegraphed abilities can be dodged; cooldown dependentMiraidon-_Attacker_Meta Role:Scaling special attacker with AoE dominanceStrengths:Flexible playstyle:can adapt between poke and burstScales hard into the late gameRecommended Build:Held Items:Wise Glasses, Choice Specs, Energy AmplifierBattle Item:Eject ButtonWeakness:Needs farm and protection to shineSlowbro (Defender)Meta Role:Crowd control tank with lockdown utilityStrengths:Locks down priority targets with Amnesia + Surf/ScaldHigh durability and consistent presenceRecommended Build:Held Items:Focus Band, Buddy Barrier, Score ShieldBattle Item:Eject ButtonWeakness:Damage output is low; easily ignored if ult is on cooldownZacian (All-Rounder)Meta Role:Self-sustaining brawler and early-game tempo setterStrengths:Self-buffing, sustain, and gap closersStrong lane pressure and duelingRecommended Build:Held Items:Attack Weight, Razor Claw, Focus BandBattle Item:Eject ButtonWeakness:Can be kited or burst before healing activatesPatch Context:Despite nerfs, still dominant due to all-in potentialRelated Reading: A Hero Destiny Class Tier List ()These Pokémon are consistently strong and reliable picks in the current meta.A versatile Pokémon with a good mix of support and damage. Its Aurora Veil allows it to deal decent damage and provide support. It also has good mobility. However, its power tends to stagnate in the late-game.Role in the Meta:Versatile attacker with early to mid-game power, capable of both damage and support.Potential Build:Wise Glasses, Choice Specs, Amped Aptitude; Eject Button.Armarouge (Attacker)A great teamfight Attacker and a reliable damage dealer. Its kit deals area damage and can stun or debuff opponents. It's strong against Sp. Atk.-based Pokémon thanks to its ability, Flash Fire. However, it has low durability.Role in the Meta:Area-of-effect damage dealer and teamfight controller.Potential Build:Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.BlastoiseOffers damage and crowd control while being able to tank damage. It's a ranged Defender, giving it an advantage. It can deal massive damage with Rapid Spin and Water Spout, or displace enemies with Surf and Hydro Pump. Its Unite Move, Hydro Typhoon, is great at teamfights. However, it has slow scaling.Role in the Meta:Durable ranged damage dealer and crowd control specialist.Potential Build:Focus Band, Buddy Barrier, Score Shield; Eject Button.BlazikenA great brawler. Its core gameplay revolves around performing a variety of combos by switching between its movesets using its Unite Move. It can also sustain itself and deal additional damage thanks to its ability, Blaze. However, it is difficult to master and prone to disables.Role in the Meta:High-damage combo-reliant brawler.Potential Build:Attack Weight, Razor Claw, Focus Band; Eject Button.Buzzwole (All-Rounder)One of the best All-Rounders with disabling moves. Moves like Superpower and Smack Down give it an edge during brawls, along with its HP recovery attacks and Beast Boost bonuses. Although its move range and aiming could be better, it can pin down and deal high amounts of damage.Role in the Meta:Disruptive All-Rounder with strong brawling and disabling capabilities.Potential Build:Attack Weight, Focus Band, Assault Vest; Eject Button.CeruledgeA brawler with tricks. It can weaken opponent's Defenses or ignore them and their shields to deal true damage. It can buff itself and deal increased damage. Its Unite Move can stun multiple opponents and deal tons of damage. However, it requires high skill.Role in the Meta:High-skill duelist with defense-ignoring and damage-buffing potential.Potential Build:Attack Weight, Razor Claw, Weakness Policy; Eject Button.ClefableA powerful support Pokémon that helps teams with healing and hindering. Moves like Moonlight and Draining Kiss offer variation. Its hindering moves offer disruption. However, its damage output and move cooldowns could be better.Role in the Meta:Supportive healer and disabler.Potential Build:Buddy Barrier, Focus Band, Exp. Share; Eject Button.ComfeyComfeyoffers a good mix of offensive and defensive assistance and has a unique way of supporting its allies. It attaches itself to an ally and becomes immune to damage. While attached, it can heal and shield its ally or disable and damage its opponents. However, it relies heavily on how good its ally is.Role in the Meta:Unique attachment-based supporter with healing and disruption.Potential Build:Buddy Barrier, Focus Band, Exp. Share; Eject Button.CrustleA versatile Defender that can trade its defense for more attack power. Its ability to disrupt lanes with Rock Tomb or plow through the enemy with Shell Smash allows it to adapt. Unfortunately, its flexibility means it is not as effective as a damage dealer or a tank.Role in the Meta:Flexible lane defender and disruptor.Potential Build:Focus Band, Buddy Barrier, Score Shield; Eject Button.DragapultA ranged damage dealer that relies on fast attack speed. It can also deal area damage with its Boosted Attack. It has stealth capabilities and can increase its damage output with each knockout thanks to Phantom Force. Its Unite Move is charge-based, allowing for interesting interactions with items like Energy Amplifier.Role in the Meta:Ranged attacker with high damage output and stealth capabilities.Potential Build:Muscle Band, Razor Claw, Scope Lens; Eject Button.EspeonIts kit provides burst damage and tenacity. Thanks to its passive Magic Bounce, it can negate a hit that will otherwise cause hindrances. It is fairly easy to use. However, it lacks mobility and has a limited playstyle.Role in the Meta:Reliable burst damage dealer with some self-protection.Potential Build:Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.Gardevoir (Attacker)Can deal high burst damage and provide disables from a long range. It has arguably the best crowd control Unite Move, making it deadly in teamfights. Its ability to refresh its moves instantly when they hit allows for constant area damage. Its only drawback is its fragility and lack of mobility.Role in the Meta:Long-range burst damage dealer and crowd control specialist.Potential Build:Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.Ho-ohA powerful and versatile Pokémon. It's strong from the start while scaling well into the late game. Its kit is versatile. Its Unite Move can revive allies during fights.Role in the Meta:Strong and versatile All-Rounder with a unique revival mechanic.Potential Build:Attack Weight, Focus Band, Energy Amplifier; Eject Button.HoopaBoasts a great kit that can greatly alter the playing field. Its utility is top notch and opens up strategic plays. It also boosts your team's offensive capabilities, especially with taking objectives and controlling lanes through its warping mechanic.Role in the Meta:High-utility support with map control and offensive boosts.Potential Build:Buddy Barrier, Focus Band, Exp. Share; Eject Button.Mega Mewtwo YA powerful ranged Attacker with a well-balanced kit. It can increase its damage and attack speed by attacking opponents, and becomes even stronger when it Mega evolves. Its moves offer a great mix of damage, mobility, and utility.Role in the Meta:Flexible and powerful ranged special attacker.Potential Build:Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.MeowscaradaA textbook assassin. It relies on burst damage. It has a special combination of mechanics. While frail, its damage potential makes up for it.Role in the Meta:High-damage assassin with unique mechanics.Potential Build:Attack Weight, Razor Claw, Scope Lens; Eject Button.Mew (All-Rounder)Offers a unique way to play with its Move Reset mechanic. You can change its playstyle on the fly. Aside from being a great damage dealer with Solar Beam and Electro Ball, it can be a decent support with Coaching and Surf. Its mechanic requires a lot of button inputs and mastery.Role in the Meta: Highly versatile Pokémon with adaptable playstyle.Potential Build: (Depends on chosen moveset)Pikachu (Attacker)A powerhouse in all stages of the game due to its high damage output and stun capabilities. Its Unite Move's fast charge rate means it can consistently get a surge in power.Role in the Meta: High-damage attacker with strong crowd control.Potential Build: Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.PsyduckAn offense-focused Supporter. It has a lot of crowd control, making it disruptive. It also has better durability than other Supporters.Role in the Meta: Offensive supporter with strong crowd control.Potential Build: Buddy Barrier, Focus Band, Exp. Share; Eject Button.SuicuneA strong disabler and a lethal damage dealer. Its strength comes from its passive, which allows it to freeze targets, generate shields, and perform boosted attacks. It can instantly knock out frozen targets. Its Unite Move can be used even when stunned and removes status effects. It requires some skill but is generally fairly easy to play.Role in the Meta: Durable and lethal All-Rounder with strong disabling capabilities.Potential Build:Attack Weight, Focus Band, Weakness Policy; Eject Button.SylveonHas a perfect mix of offensive and defensive moves. It can enhance its moves with Calm Mind and continuously deal damage. It can sustain itself by recovering HP from Draining Kiss. However, its damaging moves need to be properly set up.Role in the Meta:Aggressive special attacker with sustain.Potential Build:Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.Trevenant (Defender)A highly durable Pokémon that provides decent crowd control. Its ability to recover HP and deal damage makes it a great frontliner. However, its moves also deal damage to itself.Role in the Meta:Durable frontliner with crowd control.Potential Build:Focus Band, Buddy Barrier, Rocky Helmet; Eject Button.UmbreonA multi-functional Defender. It can weaken, stun, and trap opponents and use their stats against them. It can also aid its allies. Its most notable ability is stealing shields from opponents. It can tank damage and heal itselfRole in the Meta:Versatile and disruptive defender with shield-stealing.Potential Build:Focus Band, Buddy Barrier, Aeos Cookie; Eject Button.Urshifu (All-Rounder)Excels in big fights due to the damage it can deal with its combos regardless of which style it uses. Single Strike Style offers massive area damage but requires setup. Rapid Strike Style offers less damage but is faster to execute. Its two-style gameplay limits experimentation.Role in the Meta:High-damage All-Rounder with two distinct playstyles.Potential Build:(Depends on chosen style)Venusaur (Attacker)Still terrorizing the stadium with Giga Drain and Petal Dance. It can also be an effective sniper with Solar Beam. It's a great Attacker for any team.Role in the Meta:Versatile ranged attacker with sustain and sniping capabilities.Potential Build:Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.ZoroarkZoroark- one of the best Speedsters for taking down opponents in quick succession. Its moveset is highly synergistic and offers a lot of mobility. Its passive ability, Illusion, opens up new strategies. It requires mastery but is a strong Pokémon.Role in the Meta:High-mobility assassin with illusionary tactics.Potential Build:Attack Weight, Razor Claw, Scope Lens; Eject Button.Also Check Out: The Ultimate Guide To Among Us Tier List Ranking In 2025These Pokémon are generally reliable and can be effective with skilled play and proper team support.ZeraoraZeraora's arsenal of highly mobile moves makes it a tough Pokemon to fight. This makes it a great Speedster for ganking opponents. However, its all or nothing moveset means that missing targets will spell doom most of the time.Role in the Meta: High-mobility ganker.Potential Build:Attack Weight, Razor Claw, Scope Lens; Eject Button.WigglytuffA great combination of durability, utility, and support thanks to its moves. It has the best defensive teamfight ability in the game, Starlight Recital. It can also deal decent damage thanks to Rollout and Double Slap. Its drawback, however, is its long cooldown Unite Move, limiting its usage to key moments throughout the game.Role in the Meta: Durable team fight support with disables.Potential Build:Buddy Barrier, Focus Band, Exp. Share; Eject Button.TyranitarWith its high defenses and consistent AoE damage synergy with Sand Stream, Tyranitar is the ideal front-line Pokemon that can help teams push lanes and dominate team fights.It is a dependable Pokemon that can excel at brawls thanks to moves like Ancient Power or Sand Tomb, which can increase its survivability while also pressuring the enemy.However, it received a massive nerf to its damage potential since it now can't deal critical-hits during Tyrannical Rampage which was one of the move's notable effects.Role in the Meta: Durable frontline with AoE damage.Potential Build:Attack Weight, Focus Band, Assault Vest; Eject Button.TinkatonExcels in combat whether it's teamfights or 1v1 scenarios. Its moveset gives it versatility in terms of playstyle. It can focus more on teamfights with its strong area moves or take more of a brawler type using its buffs. Its best feature is its ability to become stronger as it fights opponents thanks to its passive, Mold Breaker, giving it a strong late game.Role in the Meta: Versatile combatant with scaling power.Potential Build:Attack Weight, Focus Band, Weakness Policy; Eject Button.TalonflameHighly mobile Pokemon that can deal high burst damage. It specializes at diving targets head-on from a long range, then knocking it down quickly before they can react. It's notorious for sniping boss Pokemon like Zapdos out of nowhere and stealing it from the enemy.It can also use its mobility moves to traverse the map to score goals when the enemies are not looking. But its gameplay is also its weakness since it's fragile and dives recklessly into fights, making it an easy target to knock out, especially when it misses its moves.Role in the Meta: Mobile burst damage dealer and objective stealer.Potential Build:Attack Weight, Razor Claw, Scope Lens; Eject Button.SnorlaxAn extremely durable Pokemon thanks to its high defenses and massive HP. It's effective from beginning to end since it does not need to evolve. It can act as a traditional tank, soaking damage for its team, and providing crowd control using Heavy Slam, and Block or Yawn.It can also become an unorthodox damage dealer using Flail. Unfortunately, it lacks anything unique to offer that other Defenders have and can do better.Role in the Meta: Durable tank and crowd controller.Potential Build:Focus Band, Buddy Barrier, Score Shield; Eject Button.ScizorAlthough Scizor is an All-Rounder, it can take the role of an Attacker or Speedster if it stays as Scyther, offering two distinct gameplays in one Pokemon. However, playing Scizor or Scyther requires dedication to their respective gameplay and build since there is no room for compromise if they are to be played effectively.In other words, you can't play Scyther effectively using Scizor's items and gameplay, and vice versa.Role in the Meta:Versatile but form-dependent.Potential Build:(Depends on chosen form and build)SableyeBrings a unique twist to the Supporter formula. It can turn invisible thanks to its passive ability, Prankster, which opens up a lot of new ways to support your team and strategies that involve sneaking.Additionally, Sableye is the first Supporter Pokemon to have an Attack stat, which allows you to take advantage of aggressive Held Items that can turn the Pokemon into a hard-hitting damage dealer.Although its moveset does not offer the typical heals and shields a normal Supporter has, you will find their utility to be useful for giving vision and on top of the stuns and slows the Pokemon can inflict.Role in the Meta: Disruptive vision-control Supporter.Potential Build:Attack Weight, Razor Claw, Scope Lens; Eject Button.MetagrossA solid frontline All-Rounder that can tank and deal damage thanks to its shield-generating moves. Incredibly mobile. Effectiveness relies on hitting opponents with its moves to generate shields.Role in the Meta:Mobile frontline tank and damage dealer.Potential Build:Attack Weight, Focus Band, Assault Vest; Eject Button.Mega Mewtwo XA great example of an All-Rounder with balanced damage, durability, and mobility. Increases stats by attacking, allowing Mega evolution. Relies on increasing its stats.Role in the Meta: Balanced and scaling All-Rounder.Potential Build:Attack Weight, Focus Band, Weakness Policy; Eject Button.MamoswineOne of the best disablers with many crowd control moves. Sturdy nature allows it to initiate and stay in fights. Hindrances need to be landed accurately.Role in the Meta:Crowd control specialist and initiator.Potential Build:Focus Band, Buddy Barrier, Rocky Helmet; Eject Button.LucarioA perfect balance of speed, durability, and power. Performs well early game and scales nicely. Great in 1-on-1 duels and team fights.Role in the Meta: Strong early to mid-game all-rounder.Potential Build:Attack Weight, Focus Band, Bone Club; Eject Button.LaprasA good mix of damage and durability, dealing damage with Water Pulse or Perish Song while sustaining with boosted attacks and Bubble Beam. Low mobility.Role in the Meta:Durable damage dealer with some self-sustain.Potential Build:Focus Band, Buddy Barrier, Wise Glasses; Eject Button.InteleonA slick Attacker using camouflage and critical hits for burst damage. Can pick off targets up close or from afar. Low durability and slow to get strong, but high late-game damage.Role in the Meta:Late-game burst damage dealer.Potential Build:Muscle Band, Scope Lens, Attack Weight; Eject Button.GyaradosHas great potential but needs to fill up its effort gauge to evolve and learn primary moves, hindering its early performance significantly. Unpredictable performance based on evolution speed.Role in the Meta:Late-game potential carry.Potential Build:Attack Weight, Razor Claw, Focus Band; Eject Button.GreninjaAn efficient Attacker that has a speedster-like playstyle due to its mobile dash moves and high burst potential. Illusive, versatile, and hits hard. Fragile early game.Role in the Meta: Mobile burst damage dealer.Potential Build:Muscle Band, Scope Lens, Attack Weight; Eject Button.GoodraExcels in prolonged fights, becoming more durable while weakening foes with Muddy Water or dealing burst damage with Dragon Pulse while healing. Constantly slows opponents. Slow scaling.Role in the Meta:Durable frontliner excelling in sustained fights.Potential Build:Focus Band, Buddy Barrier, Assault Vest; Eject Button.GlaceonA powerful Attacker capable of gunning down targets with ice missiles, synergizing with its ice crystal mechanic. Its Snow Cloak ability provides survivability by blocking CC.Role in the Meta:High-damage ranged attacker with some CC immunity.Potential Build:Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.GengarCan silently strike enemies and sustain itself with heals. Relies on applying debuffs then dealing damage with its Sludge Bomb to Hex combo. Effectiveness drops in the late game's team fights.Role in the Meta:Early to mid-game assassin.Potential Build:Attack Weight, Razor Claw, Scope Lens; Eject Button.FalinksAn exceptionally complex yet high-impact Pokémon with gameplay changing based on learned moves (No Retreat/Beat Up, Megahorn/Iron Head). Requires high skill to utilize effectively.Role in the Meta:Complex and adaptable All-Rounder.Potential Build:(Depends on chosen moveset)EldegossProvides both support and offense with ranged attacks. Pollen Puff and Leaf Tornado enhance its usability. Its hindrance moves might be lackluster compared to alternatives.Role in the Meta: Ranged supporter with healing and some offensive capabilities.Potential Build:Buddy Barrier, Focus Band, Exp. Share; Eject Button.DodrioFits the Speedster mold with fast-paced, roaming gameplay utilizing its Sprint mechanic. Excels as a solo scorer but is fragile and requires high skill.Role in the Meta: Mobile solo scorer and lane pressurer.Potential Build:Attack Weight, Razor Claw, Scope Lens; Eject Button.DelphoxA versatile Attacker dealing tons of damage and supporting with disables like Mystical Fire and Fire Spin. Its Unite Move, Fanciful Fireworks, is a strong debuff.Role in the Meta:Versatile special attacker with crowd control.Potential Build:Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.DecidueyeAn offensive powerhouse capable of carrying the game if uncontested. Its boosted attacks constantly crit, and Spirit Shackle can pick off targets from afar. Lacks proper mobility.Role in the Meta:High-damage ranged attacker.Potential Build:Muscle Band, Scope Lens, Attack Weight; Eject Button.CinderaceAn ideal late-game carry with rapid attack speed and critical hits. Can quickly take out objectives. However, it is fragile and needs time to scale.Role in the Meta:Late-game hyper carry.Potential Build:Muscle Band, Scope Lens, Attack Weight; Eject Button.ChandelureA glass cannon excelling in burst and DoT damage. Its ability, Infiltration, pierces Sp. Def., and Imprison can disable enemy moves. However, it has very low durability and mobility.Role in the Meta: High-damage special attacker with crowd control.Potential Build:Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.AegislashA great duelist that can adapt to any combat encounter by altering its boosted attacks for damage or sustain. Relies on its formes mechanic, making it potentially hard to use effectively.Role in the Meta: Adaptable duelist.Potential Build:Attack Weight, Focus Band, Weakness Policy; Eject Button.AbsolOne of the best physical damage dealers with a high critical hit rate. Its dash moves make it elusive. While strong early to mid-game, it can struggle in the late game.Role in the Meta: Single-target assassin.Potential Build:Attack Weight, Razor Claw, Scope Lens; Eject Button.These Pokémon can be effective but often require more specific team compositions, higher player skill, or may be less consistently impactful than higher-tiered choices.TsareenaHigh sustain and survivability via Trop Kick and Stomp make it hard to fight. Deals significant area damage with Queenly Majesty and has strong single-target disable with Queen Ascendant.Role in the Meta: Durable All-Rounder with area damage and single-target lockdown.Potential Build: Attack Weight, Focus Band, Razor Claw; Eject Button.Mr. MimeWas a top pick early on but declined. A rework revitalized it, improving its moves and strategies.Role in the Meta:Strategic disruptor and supporter.Potential Build:Buddy Barrier, Focus Band, Exp. Share; Eject Button.MachampBuffs and immunities allow it to rampage without fear of disables. High-offense moves make it scary in 1v1 duels. Requires a near-perfect early game to dominate.Role in the Meta:High-offense brawler with anti-disable capabilities.Potential Build:Attack Weight, Focus Band, Razor Claw; Eject Button.GreedentA specialist at creating chaos by drawing enemy attention. Extremely slippery and tough to fight with Covet and HP recovery via Berries. Can deal burst damage with Belch or slow with Bullet Seed. Complex mechanics require special skill.Role in the Meta:Disruptive and slippery lane bully.Potential Build:Focus Band, Buddy Barrier, Score Shield; Eject Button.DragoniteThe only ranged All-Rounder, offering some advantage. It can deal high burst damage with Hyper Beam or be a melee All-Rounder with Outrage. Its Unite Move, Draco Impact, offers semi-global presence. Held back by scaling, accessing its main damage move at level 8.Role in the Meta: Versatile ranged/melee All-Rounder with global mobility.Potential Build:Attack Weight, Focus Band, Energy Amplifier; Eject Button.CramorantA decent Attacker dealing high damage if uncontested. Its Dive move offers a distinct playstyle, and its Unite Move, Gatling Gulp Missile, is powerful in the right area.Role in the Meta:High-damage attacker with unique mobility.Potential Build:Wise Glasses, Choice Specs, Energy Amplifier; Eject Button.CharizardA powerful bruiser with moves allowing it to shift playstyles. It can attack or use moves while moving. However, it has a weak early game and is susceptible to disables outside its Unite Move.Role in the Meta:Adaptable bruiser with late-game potential.Potential Build:Attack Weight, Focus Band, Energy Amplifier; Eject Button.AzumarillIts one-on-one prowess is unmatched due to constant critical strikes with Huge Power, allowing for fast early-game scaling in the Jungle. However, this strength hinders its late-game performance in team fights.Role in the Meta:Early-game snowball potential duelist.Potential Build:Attack Weight, Razor Claw, Scope Lens; Eject Button.These Pokémon often struggle to keep up with the power and versatility of higher-tiered options.Duraludon (Attacker)Offers high burst damage and decent utility with hard-hitting standard attacks. Its passive, Heavy Metal, prevents throws/shoves once. Extremely fragile and lacks mobility.Role in the Meta: High-damage but immobile ranged attacker.Potential Build: Muscle Band, Scope Lens, Attack Weight; Eject Button.GarchompA great offensive All-Rounder dealing insane damage when it keeps attacking. Dragon Claw and Stomp are good initiators. Excels at brawls and objectives with hard-hitting boosted attacks. Low defenses and weak early game make it susceptible to being bullied.Role in the Meta: Late-game scaling offensive All-Rounder.Potential Build: Attack Weight, Focus Band, Razor Claw; Eject Button.While Game8 provides a detailed and frequently updated tier list, other sources may have slightly different evaluations. For example, one other ranked source placed Blissey directly in S tier alongside Pokémon not in Game8's top SS tier, and had Miraidon and Mimikyu in A tier.These differences can arise from varying priorities in evaluating Pokémon strengths, considering different levels of play coordination, or having slightly delayed reactions to recent patch changes. Our list prioritizes the detailed analysis of Game8 while acknowledging these alternative viewpoints.Patch 1.18.2.6 Impact:Buffs to Pokémon like Buzzwole and Dragapult have significantly increased their viability, as reflected in their rise in Game8's rankings.Mobility and Burst:High-mobility Pokémon capable of quick knockouts remain crucial for controlling the pace of matches.Support Dominance:Reliable Supporters like Blissey continue to be highly valued for their ability to enable carries and sustain team fights.Adaptability:Pokémon with versatile move sets and the ability to adapt to different situations are consistently strong picks.A tier list ranks playable Pokémon based on their effectiveness and viability in the current game meta, helping players choose strong and impactful characters.Tier lists evolve with game updates, balance patches, and shifts in popular strategies. It's crucial to stay informed about the latest changes.While SS-tier Pokémon are generally the strongest, player skill and team composition are also vital. You can find success with lower-tiered Pokémon if you master their playstyle.Currently, well-balanced teams with strong damage dealers, reliable supports, and durable frontliners tend to excel. The specific dominance of roles can shift with meta changes.Websites like Game8, community forums like Reddit, and YouTube content creators are good sources for tier lists and meta discussions.(Builds provided within the SS-tier descriptions above).This patch significantly boosted the viability of Pokémon like Buzzwole and Dragapult, as reflected in their higher rankings. It's essential to consider patch notes when evaluating a tier list.Mastering the Pokémon Unite meta in May 2025 requires a blend of understanding expert analysis, adapting to evolving trends, and honing your individual skills. This comprehensive tier list, primarily informed by Game8's detailed evaluation and acknowledging other perspectives, provides a strong foundation for strategic decision-making. By utilizing this guide and continuously learning, you'll be well-equipped to achieve victory on Aeos Island. Aegislash All Rounder Armarouge Attacker Azumarill All Rounder Alolan Ninetales Attacker Blastoise Defender Blaziken All Rounder Buzzwole All Rounder Chandelure Attacker Current Tier: A Previous Tier: A Tier A - Chandelure (Attacker) Remains in A tier due to exceptional burst damage potential and strong area control. Excels at teamfights with powerful AoE abilities and can effectively zone enemies. While lacking mobility, its high damage output and ability to secure objectives compensate for this weakness. Flame Burst and Fire Blast combination provides reliable damage and crowd control, making it a strong pick for coordinated team compositions. Darkrai Speedster Dodrio Speedster Eldegoss Supporter Espeon Attacker Garchomp All Rounder Gardevoir Attacker Glaceon Attacker Greninja Attacker Gyarados All Rounder Ho-Oh Defender Hoopa Supporter Latios Attacker Mamoswine Defender Metagross All Rounder Mewtwo X All Rounder Mewtwo Y Attacker Miraidon Attacker Pikachu Attacker Psyduck Supporter Slowbro Defender Tinkaton All Rounder Trevenant Defender Tsareena All Rounder Urshifu All Rounder Venusaur Attacker Wigglytuff Supporter Zacian All Rounder Zoroark Speedster Charizard All Rounder Cinderace Attacker Clefable Supporter Comfey Supporter Cramorant Attacker Crustle Defender Decidueye Attacker Delphox Attacker Dragapult Attacker Dragonite All Rounder Greedent Defender Lapras Defender Lucario All Rounder Machamp All Rounder Mew Attacker Mr.Mime Supporter Scizor All Rounder Scyther All Rounder Sylveon Attacker Tyranitar All Rounder Si haces clic en un enlace y realizas una compra es posible que recibamos una pequeña comisión. Lee nuestra política editorial. ¿Qué Pokémon deberías usar en Pokémon Unite? Nuestra tier list de Pokémon Unite te ayudará a escoger qué Pokémon deberías usar, ya sea Equilibrado, Ofensivo, Defensivo, Ágil o Auxiliar. Pokémon Unite es un juego de estrategia en equipo, así que deberías asegurarte de que tu elección funcionará correctamente con tus compañeros de equipo. Es buena idea experimentar con varios estilos de juego para estar siempre listo para cualquier eventualidad. Más abajo encontrarás nuestra tier list de Pokémon Unite, que es subjetiva, junto a cómo desbloquear Pokémon en este juego. En esta página encontrarás ¡El MOBA Pokémon Unite ha llegado a Nintendo Switch! Para ayudarte a elegir a tu compañero ideal tenemos trucos y consejos para principiantes, una guía de los mejores Pokémon de Unite, una explicación del Sistema de Ranked y te contamos cómo añadir amigos con tu Trainer ID. También te vamos a ayudar a desbloquear a Zeraora gratis. Además, hemos preparado guías de estrategia para sacar el máximo partido a Pikachu, Cinderace, Absol, Ninetales de Alola y Gardevoir. Para desbloquear a todos los Pokémon te vendrá bien saber cómo conseguir monedas Aeos. 20 COSAS QUE POKEMON UNITE NO TE EXPLICA Ver en YouTube Los Pokémon en Pokémon Unite están divididos en cinco categorías: Equilibrado, Ofensivo, Defensivo, Ágil y Auxiliar. Eso sí, algunos de los Pokémon destacan por encima del resto. Estos son los mejores Pokémon o top tier de Pokémon Unite, junto con sus categorías, en base a nuestra experiencia con el juego: Lucario - Equilibrado Pikachu - Ofensivo Snorlax - Defensivo Absol - Ágil Hoopa - Auxiliar Más abajo te dejamos las tier list de Pokémon por categoría, que incluyen más información sobre cada Pokémon individual. Por favor, recuerda que estas listas son subjetivas, así que podrías tener preferencias distintas. Los Pokémon Equilibrado en Pokémon Unite tienen un equilibrio entre ataque y resistencia, así que son luchadores fiables. En el momento de escribir el texto hay ocho Pokémon Equilibrado en el juego: Charizard, Machamp, Lucario, Tsareena, Garchomp, Dragonite, Aegislash y Azumarill. Charizard es una de las Licencias Unite que puedes conseguir al completar el tutorial. Esta es nuestra tier list, empezando por nuestro favorito y bajando en orden de preferencia, para los Pokémon Equilibrado en Pokémon Unite: PokémonEstadísticasNotas LucarioLucario es menos poderoso que Machamp, pero es más rápido. Ataques como Extreme Speed te permiten realizar una gran cantidad de daño muy rápido, y cuando está mejorada, Bone Rush te facilita lanzar otros movimientos. TsareenaCon sus poderosos ataques y excelente movilidad, Tsareena es uno de los mejores Pokémon Equilibrados del juego, muy cerca de Lucario. Si te gusta el control de masas, quizá te interese incluso más. DragoniteLa principal fortaleza de Dragonite es su Movimiento Unite, ya que causará una gran cantidad de daño. Dragon Dance es una gran opción ya que te permitirá evitar ataques. AegislashAunque Aegislash es un buen Equilibrado, necesitarás mucha práctica para sacarle tu potencial. Te llevará un tiempo dominar sus ataques y mecánicas, pero si lo logras, Aegislash es un muy buen Pokémon. MachampSi quieres causar daño, Machamp es la elección perfecta. Todos sus ataques se vuelven más poderosos al mejorarlos y su Unite mejora casi todas las estadísticas de Machamp. CharizardTras varios parches, Charizard se ha convertido en una opción más viable, pero tendrás que evolucionarlo a toda prisa igualmente. GarchompGarchomp es ahora más poderoso en todas las etapas evolutivas y es perfecto para enfrentarte a Zapdos y robar la victoria en el último momento. AzumarillAzumarill es perfecto para los 1 contra 1, pero esa es también su mayor debilidad. Sufrirá mucho durante los combates en grupo, y eso le pesará en las fases finales de cada encuentro. Aunque tienen poca resistencia, los Pokémon Ofensivo en Pokémon Unite pueden causar gran cantidad de daño a sus oponentes, ya sea en combate cuerpo a cuerpo o a distancia. En el momento de escribir, hay diez Pokémon Ofensivo entre los que elegir: Venusaur, Pikachu, Ninetales de Alola, Greninja, Cinderace, Sylveon, Decidueye, Gardevoir, Cramorant y Duraludon. Pikachu es una de las Licencias Unite que puedes conseguir al completar el tutorial. Esta es nuestra tier list, empezando por nuestro favorito y bajando en orden de preferencia, para los Pokémon Ofensivo en Pokémon Unite: PokémonEstadísticasNotas PikachuGracias al largo rango de Pikachu y su variedad de ataques, es perfecto para controlar grupos y causar mucho daño. VenusaurTras los últimos parches Venasaur se ha convertido en una opción ideal para el ataque; además de tener movimientos poderosos, puede curarse a sí mismo. Ninetales de AlolaEl Ninetales de Alola te permite parar a tus enemigos y realizar mucho daño, así que es un Ofensivo muy potente. Deberías escoger objetos para centrarte en marcar o en luchar. GardevoirGardevoir requiere algo de práctica, pero una vez domines a esta criatura, sus ataques a distancia te permitirán arrasar entre rivales y Pokémon salvajes. Se ha mejorado su primera etapa en los parches. SylveonSylveon tiene un buen equilibrio de estadísticas ofensivas y defensivas que te permitirán además reducir el nivel rival mientras te curas. Deberías tratar de mejorar su movilidad para redondearlo. GreninjaLamentablemente Greninja es poco efectivo durante el principio de las partidas, pero si eres capaz de subir rápido de nivel podrás sacar gran partido a su enorme movilidad. CinderaceLa movilidad de Cinderace te permite entrar rápidamente en combate y realizar una gran cantidad de daño. Algunos de los ataques de Cinderace tienen efecto en el resto, así que es buena idea planear tu evolución de habilidades antes de empezar. DuraludonDuraludon se basa en ser lo más ofensivo posible. Stealth Rock te permitirá sorprender a tus oponentes y reducir su velocidad de movimiento. Además, se puede usar varias veces antes de tener un tiempo de espera. DecidueyeTiene bastantes ataques potentes a su disposición, pero su movilidad le hace caer en la lista. Si quieres usarlo, centra tu build de objetos en mejorar este aspecto. CramorantAntes era el rey de la lista, pero los parches recientes han hecho que solo sea útil para jugadores muy experimentados. Sigue causando bastante daño, eso sí. Los Pokémon Defensivo, como su nombre sugiere, están diseñados para proteger a sus compañeros de los ataques en Pokémon Unite. En el momento de publicar hay siete Pokémon Defensivo disponibles: Blastoise, Slowbro, Snorlax, Greedent, Mamoswine, Crustle y Trevenant. Snorlax es una de las Licencias Unite que puedes conseguir al completar el tutorial. Esta es nuestra tier list, empezando por nuestro favorito y bajando en orden de preferencia, para los Pokémon Defensivo en Pokémon Unite: PokémonEstadísticasNotas SnorlaxSnorlax proporciona una línea de defensa sólida, y tiene movimientos como Rest o su Unite que le permiten recuperar salud sin tener que retirarse. Los últimos cambios le colocan como el mejor de la categoría. BlastoiseBlastoise tiene fuerza pero también tiene las cualidades defensivas para apartar al equipo enemigo de las porterías, sobre todo cuando consigues Surf. Tendrás que sobrevivir a un inicio más lento. GreedentAunque Greedent destaca en resistencia y movililidad, sus movimientos son difíciles de apuntar y dependes de las Bayas. Necesitarás práctica para utilizarlo. CrustleCrustle es la mejor elección para defender a tus compañeros. Puede ralentizar al equipo contrario y ayudarte a eliminarlos. MamoswineMamoswine es capaz de congelar enemigos, que sirve para controlar zonas y para atacar. SlowbroSlowbro es perfecto para ralentizar a los oponentes, de manera que tus compañeros más poderosos puedan eliminarlos, así que es perfecto para controlar grupos. Trevenant El gameplay de Trevenant se centra en recibir daño para proteger a tus compañeros de equipo, pero no suele tener ocasiones de realizar daño. ¡El MOBA Pokémon Unite ha llegado a Nintendo Switch! Para ayudarte a elegir a tu compañero ideal tenemos trucos y consejos para principiantes, una guía de los mejores Pokémon de Unite, una explicación del Sistema de Ranked y te contamos cómo añadir amigos con tu Trainer ID. También te vamos a ayudar a desbloquear a Zeraora gratis. Además, hemos preparado guías de estrategia para sacar el máximo partido a Pikachu, Cinderace, Absol, Ninetales de Alola y Gardevoir. Para desbloquear a todos los Pokémon te vendrá bien saber cómo conseguir monedas Aeos. Los Pokémon Ágil en Pokémon Unite destacan por su alta movilidad y sus valores de ataque, que les permiten derrotar rápidamente a Pokémon salvajes y marcar goles. Cuando escribimos esto hay cuatro Pokémon Ágil entre los que elegir: Gengar, Absol, Talonflame y Zeraora. Talonflame es una de las Licencias Unite que puedes conseguir al completar el tutorial. Es importante destacar que Zeraora solo estará disponible durante un tiempo limitado tras el lanzamiento del juego, así que si llegas tarde puede que no puedas sumarlo a tu colección. Esta es nuestra tier list, empezando por nuestro favorito y bajando en orden de preferencia, para los Pokémon Ágil en Pokémon Unite: PokémonEstadísticasNotas AbsolGracias a su alto ataque y movilidad, Absol puede entrar en un combate rápidamente y realizar un montón de daño antes de huir para recuperar salud, ya que tiene poca resistencia. TalonflamePara que Talonflame sea efectivo tendrás que subirle de nivel muy rápido al empezar el combate para que puedas sacar partido a sus habilidades. GengarLos últimos parches han convertido a Gengar en uno de los Pokémon más poderosos, imparable en las manos adecuadas. ZeraoraEn su momento la elección ideal de los Ágiles, Zeraora ha caído debido a los nerfeos sufridos, pero sigue siendo uno de los Pokémon más rápidos del juego. Los Pokémon Auxiliar en Pokémon Unite tienen la habilidad de curar a los aliados y atacar a los oponentes causando estados alterados para ayudar a sus compañeros de equipo para derrotar a los enemigos. En estos momentos hay cinco Pokémon Auxiliar disponibles: Blissey, Wigglytuff, Mr. Mime, Hoopa y Eldegoss, este último es una de las Licencias Unite que puedes conseguir al completar el tutorial. Esta es nuestra tier list, empezando por nuestro favorito y bajando en orden de preferencia, para los Pokémon Auxiliar en Pokémon Unite: PokémonEstadísticasNotas HoopaAl contrario que otros Pokémon Auxiliares, Hoopa ayuda a sus compañeros de equipo permitiendo que viajen más rápido por el mapa. No solo puedes dañar al equipo rival sino también crear puntos de teletransporte. BlisseyBlissey es el Pokémon perfecto para proporcionar curación y ayuda en Pokémon Unite, aunque su valor de ataque es muy bajo de normal. Mr. MimeAunque Mr. Mime tiene la habilidad de crear barreras, y además cuando Guard Swap está mejorada se puede curar a si mismo, tendrás que practicar mucho para desplegar su potencial. EldegossDe todos los Auxiliar, Eldegoss es el más equilibrado a la hora de causar daño, curándose a si mismo y a otros y mejorando la velocidad. WigglytuffWigglytuff puede infligir varios efectos alterados negativos en tus enemigos y su Unite sirve tanto para mejorar a los aliados como para dañar a los enemigos. En el momento de publicar esta quía hay 28 Pokémon jugables en Pokémon Unite, incluyendo a Zeraora que solo se podrá conseguir por tiempo limitado. Puedes conseguir nuevas licencias Pokémon Unite completando desafíos específicos, subiendo de nivel a tu Entrenador o comprándolos usando la moneda in-game desde el Unite Battle Committee. Cuando completes el tutorial podrás escoger una licencia Pokémon entre Charizard, Pikachu, Snorlax, Eldegoss y Talonflame. Recibirás la que hayas escogido gratis, mientras que el resto estarán disponibles desde una de las tiendas del juego. Zeraora es además el primer Pokémon que estará disponible por tiempo limitado, y lo podrás conseguir jugando a Pokémon Unite durante un periodo específico. Más abajo tenemos la lista completa de Pokémon disponibles en Pokémon Unite según el orden de la Pokédex Nacional: Venusaur Charizard Blastoise Pikachu Ninetales de Alola Wigglytuff Machamp Slowbro Gengar Mr. Mime Snorlax Dragonite Azumarill Blissey Gardevoir Absol Garchomp Lucario Mamoswine Crustle Greninja Talonflame Aegislash Sylveon Trevenant Hoopa Decidueye Tsareena Zeraora Cinderace Greedent Eldegoss Cramorant Duraludon ¡Diviértete en Pokémon Unite! Pokémon Unite Android, iOS, Nintendo Switch Temas relacionados Android Estrategia iOS Mac MMO Nintendo Switch

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