



**Move Changes**  
**(Rebalanced Versions Only)**

The following moves have been modified to make them, or certain Pokémon, more useful:

**Wing Attack:** Power 60 => 80 (now learned at higher levels) PP 35 => 20,

Z Move Power 120 => 160

**Fly:** Accuracy 95% => 100%

**Submission:** Power 80 => 90, Accuracy 80% => 100%, PP 20 => 15,

Z Move Power 160 => 175

**Chatter:** Power 65 => 90, PP 20 => 15, Z Move Power 120 => 175

**Tail Slap:** Accuracy 85% => 100%

**Shadow Punch:** Power 60 => 80, Z Move Power 120 => 160

**Water Pulse:** Power 60 => 80, Z Move Power 120 => 160 (useful for Ice Types, Water Types and things with Mega Launcher)

**Arm Thrust:** Power 15 => 25, Z Move Power 100 => 140

**Spike Cannon:** Power 20 => 25

**Absorb:** Power 20 => 35

**Mega Drain:** Power 40 => 60

**Force Palm:** PP 10 => 15

**Mud Bomb:** PP 10 => 15, Accuracy 85% => 90%

**Mystical Fire:** Power 75 => 85, Z Move Power 120 => 170

**Parabolic Charge:** Power 65 => 90, PP 20 => 10, HP restored 50% => 25%,

Z Move Power 120 => 175

**Horn Leech:** Power 65 => 90, PP 20 => 10, HP restored 50% => 30%,

Z Move Power 120 => 175

**Draining Kiss:** Power 50 => 75, HP restored 75% => 50%, Z Move Power 100 => 140

**Drill Peck:** Now has an increased critical hit ratio

**Spirit Shackle:** Power 80 => 90

**Darkest Lariat:** Power 85 => 95

**Sparkling Aria:** Power 90 => 100

**Freeze-Dry:** Power 70 => 95, PP 20 => 15, Z Move Power 140 => 180

**Toxic Thread:** Now harshly lowers the target's Speed, Defense, and Special Defense stats, as well as poisoning them.

**Twineedle:** Power 25 => 45, effect chance 20% => 30%, Z Move Power 100 => 175

**Gear Grind:** Accuracy 85% => 100%

**Triple Kick:** Power 10 => 20

**Steel Wing:** Power 70 => 90, PP 25 => 15, effect chance 10% => 20%,

Z Move Power 140 => 175

**Power Gem:** Power 80 => 90, PP 20 => 15, Z Move Power 120 => 175

**Needle Arm:** Power 60 => 90, Z Move Power 120 => 175

**Cross Poison:** 70 => 90, PP 20 => 15, Z Move Power 140 => 175

**Self-Destruct\*:** Now always results in a critical hit.

**Explosion\*:** Now always results in a critical hit.

**Rock Climb:** Type Normal => Rock

**Disarming Voice:** Power 40 => 60

**Rapid Spin:** Power 20 => 50, now boosts Speed

**Multi-Attack:** Power 90 => 120

**Octazooka:** Power 65 => 85, Accuracy 85% => 100%

**Shell Trap:** PP 5 => 10

**Dark Void:** Accuracy 50% => 80%

**Comet Punch:** Power 18 => 25, Accuracy 85% => 100%

\* This change brings back some of the power these moves lost in gen 5, but they still aren't as strong as they used to be in most situations.

## TM Changes

The following TM moves have been replaced with new moves, and have had their compatibilities edited appropriately:

- **TM60 Quash** now teaches **Aura Sphere** and is compatible with all Pokémon that normally learn Focus Blast or Aura Sphere.
- **TM79 Frost Breath** now teaches **Freeze-Dry** and is exclusively compatible with all Ice-Type Pokémon.

- **TM100 Confide** now teaches **Curse** and is compatible with all Pokémon who can learn TMs.
- **TM59 Brutal Swing** now teaches **Sucker Punch**, and will teach the move to all Pokémon who could once learn Sucker Punch, as well as the following Pokémon:

Patrat, Watchog, Woobat, Swoobat, Palpitoad, Seismitoad, Cottonee, Whimsicott, Sandile, Krokorok, Krookodile, Dwebble, Crustle, Scraggy, Scrafty, Yamask, Cofagrigus, Trubbish, Garbodor, Foongus, Amoonguss, Frillish, Jellicent, Accelgor, Stunfisk, Vullaby, Mandibuzz, Froakie, Frogadier, Greninja, Litleo, Pyroar, Pancham, Pangoro, Inkay, Malamar, Binacle, Barbaracle, Skrelp, Dragalge, Klefki, Pumpkaboo, Gourgeist, Noibat, Noivern, Litten, Torracat, Incineroar, Yungoos, Gumshoos, Fomantis, Lurantis, Salandit, Salazzle, Stufful, Bewear, Sandygast, Palossand, Mimikyu, Bruxish, Dhelmise, Tapu Koko, Tapu Lele, Tapu Bulu, Tapu Fini.

- **TM67 Smart Strike** now teaches **Rock Climb**, and will teach the move to all Pokémon who could once learn Rock Climb, as well as the following Pokémon:  
Emboar, Samurott, Watchog, Stoutland, Simisage, Simisear, Simipour, Roggenrola, Boldore, Gigalith, Timburr, Gurdurr, Conkeldurr, Seismitoad, Throh, Sawk, Darmanitan, Dwebble, Crustle, Carracosta, Archeops, Axew, Fraxure, Haxorus, Beartic, Golett, Golurk, Deino, Zweilous, Hydreigon, Cobalion, Terrakion, Virizion, Reshiram, Zekrom, Chespin, Quilladin, Chesnaught, Diggersby, Pyroar, Skiddo, Gogoat, Pangoro, Furfrou, Slurpuff, Barbaracle, Tyrunt, Tyrantrum, Aurorus, Incineroar, Gumshoos, Crabrawler, Crabominable, Mudbray, Mudsdale, Araquanid, Bewear, Passimian, Golisopod, Type: Null, Silvally, Turtonator, Jangmo-o, Hakamo-o, Kommo-o, Tapu Koko, Tapu Bulu, Solgaleo, Buzzwole, Guzzlord, Stakataka, Zeraora