

My team: <https://pokepast.es/fc2c2ecca8371cbd>

RENTAL CODE: 20LVP1

	Grimmsnarl Held Item: Light Clay Tera Type: Ghost Ability: Prankster Moves: Spirit Break Light Screen Reflect Scary Face		Calyrex [Ice Rider] Held Item: Leftovers Tera Type: Fire Ability: As One Moves: Glacial Lance Seed Bomb Trick Room Protect
	Miraidon Held Item: Choice Scarf Tera Type: Electric Ability: Hadron Engine Moves: Draco Meteor Snarl Volt Switch Electro Drift		Incineroar Held Item: Rocky Helmet Tera Type: Bug Ability: Intimidate Moves: Knock Off Taunt Parting Shot Fake Out
	Clawitzer Held Item: Safety Goggles Tera Type: Ground Ability: Mega Launcher Moves: Water Pulse Dark Pulse Heal Pulse Protect		Iron Hands Held Item: Assault Vest Tera Type: Grass Ability: Quark Drive Moves: Heavy Slam Low Kick Brick Break Fake Out

Lore: the idea was to make calyrex unkillable with leftovers + leech seed. Problem is: Incineroar + Miraidon (about 30% of teams this weekend) shut this down completely since they're able to switch out of leech seed and make me deal 0 damage with intimidate. So last second (literally last night) I switched leftovers & leech seed to Clear Amulet & Seed Bomb. And moved my 60 EVs of defense into attack + nature boost. Then heal pulse with mega launcher heals 75%

Piece by Piece

Miraidon

Mirai is scarfed to outspeed scarf urshifu, and all other non-speed boosting item by exactly 2 points, as a lot of scarf users try to speed creep down (chi yu, landorus) to barely out speeding said urshifu. It's (almost) max attack as the extra bulk allows me to take a lot of hits, including forcing a 2HKO with Max attack caly ice High Horsepower, and a 3HKO behind screens. I needed something fast due to not having tailwind, and miraidon is about as fast as they come. Tera electric helps with damage output and lets me take KOs in a pinch.

Caly Ice

CIR is fat. Straight up. Survives specs hadron boosted electro drift + fakeout from incin. Bulky on both sides with snowball potential due to getting an attack boost on kill. Tera fire prevents me from burns but also resists fire and bug moves that otherwise threaten me. I tera this 75% of games. Seed bomb was to help with Kyogre. I didn't play a single kyogre. Oh well. I also clicked it once lol. I just hate missing moves. Draco is the only move that can miss on this entire team. It's a cornerstone for a team that relies a fair bit on Trick Room. I brought it in all but one game.

Iron Hands

Iron Hands is also fat, but he too can hit hard. I didn't talk about CIRs speed because I made an interesting synergy with hands: Iron Hands is the absolute lowest (- nature, 0 IVs), while CIR is 1 above this (- nature, 2 IVs). This allows me to chip things with hands, then finish and get attack boosts with CIR. Heavy slam allows me to OHKO stuff like Flutter, Whims, tera fairy CSR (while im in eterrain), and also gets slow fakeout so I can (essentially) guarantee my fake out in trick room :3. Brick Break also helps with the aforementioned synergy with CIR. I break screens right before hitting them with a glacial lance; and they can't stop it (unless they protect or Tera ghost lol). Low kick just does big damage to fat things like Korai, CIR, etc.

Grimmsnarl

Grimm is popular simply because screens go brr. So yeah. You'd be stupid not to use it on a bulky team like mine. Spirit break is mainly for the special attack drop but can 2HKO miraidon. And scary face helps me in a lot more ways than thunder wave, as I can use it on my own team if I need to underspeed something, or the opponent to catch them off guard. It also can't miss, and I can use it on other electric types & ground types. Thunder wave is permanent and that isn't good for my team where the speed drop can make things move first in trick room.

Incineroar

Hello Wolfey. Yeah this thing is so good I cannot lie. If you follow any comp pokemon... you know. Taunt was placed over will o wisp last week since I don't need much damage reduction when I already have screens + intimidate. Helps prevent wide guard too.

THE CLAW...

This is my peak teambuilding idea of this regulation. It has a really suprising special attack stat that essentially gets a free specs boost on all of the moves it wants to use thanks to mega launcher. This ability also turns heal pulse from a 50% healing move to a 75% healing move, allowing CIR to survive crazy hits (behind screens) and return to basically full health. One time in ladder I survived a koraidon collision course and Lunala moongeist just to heal back to full the next turn. Water Pulse is actually usable thanks to this things ability, turning it from 60 to 90 base power. OHKOs a lot, including chi yu and lando. Dark Pulse helps with coverage against lunala (does 96% after shadow shield, which basically means it's a 1HKO after it gets its broken), but also allows me to fish for flinches when things get dire. Safety goggles is to bypass rage powder, and a safe switch into spore. Tera ground is mainly to buy a turn against miraidon or thunder Kyogre, but also works as a way to avoid twave. This thing won me 2 games today

and I rily hope it gets more looks because it has potential. Oh it's also EVd to survive a lorb collision course in sun or a non boosting item close combat in sun from koraidon.

Game 4 went crazy YouTube short soon fr