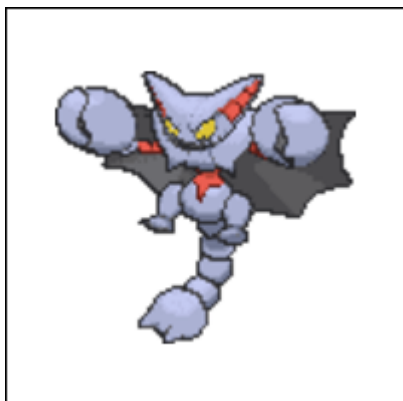


# Gliscor



Base Stats:75/95/125/45/75/95

Abilities: Hyper Cutter / Sand Veil / Poison Heal(H)

Author: Kabanero91

## Overview

Access to reliable recovery in Roost, Taunt and Swords Dance makes Gliscor a very potent stallbreaker. Poison Heal is an excellent ability, giving Gliscor even more recovery and immunity to status when poisoned. Gliscor's typing also allows it to check many ground, fighting and electric types that lack have Ice-type attacks. Gliscor can also deal with the likes of Clefable, Gengar and Ferrothorn due to its bulk. However, Gliscor's typing renders it 4x weak to very common Ice-type moves and a gives it a 2x weakness to Water-type ones, so it should be wary of recklessly switching in on Pokemon which can carry Ice Beam or Ice Punch. It can also be overwhelmed by powerful physical attackers such as Garchomp, Bisharp, and Excadrill.

## Sets

### Swords Dance Stallbreaker

Gliscor @ Toxic Orb

Ability: Poison Heal

Nature: Careful

EVs: 244 HP/8 DEF/200 SPDEF/ 56 SPD

- Swords Dance
- Roost
- Earthquake
- Knock Off/Facade/Rock Slide

## Set Details

56 Speed EVs will enable Gliscor to outspeed Adamant Bisharp and Breloom. 8 Defense EVs guarantee that Gliscor survives a +2 Sucker Punch from Bisharp. 244 HP lets Gliscor get maximum recovery from Poison Heal and the rest is thrown into Special Defense to maximize its special bulk. Keep in mind, however, that this EV spread is meant for perfect IVs, so you should adjust the EV spread according to your own IVs. More EVs can be invested in speed to

outspeed Jolly Bisharp and Breloom, but it comes at a cost of losing a considerable amount of bulk. Swords Dance is used to break through defensive teams with relative ease. Roost is there to keep Gliscor healthy, and earthquake is a powerful, reliable STAB move. Knock Off is used to cripple Pokemon that like to switch in on Gliscor, while Facade will hurt Flying types such as Talonflame hard. However, it leaves Gliscor completely helpless against Gengar. Rock Slide can be used instead if you want a reliable way to deal with flying types and deal a decent amount of damage to Gengar, 2HKOing it after a Swords Dance.

### Usage Tips

Try to activate your Toxic Orb as soon as you can, as Gliscor is very reliant on Poison Heal recovery. Use Roost to keep Gliscor healthy throughout the game, since Pokemon such as Gengar and Clefable can overwhelm it otherwise. Boost up your attack with Swords Dance against defensive Pokemon such as Ferrothorn, Clefable or Magnezone, who pose no immediate threat to Gliscor. Keep in mind however, that Clefable can run Ice Beam. Do not send Gliscor out recklessly, as it can be defeated by powerful attacks such as Excadrill's Life Orb Iron Head. Only send Gliscor out against powerful physical attackers if you are certain they will use a move which will not threaten it, such as Earthquake or U-Turn. Gliscor can be freely sent out on the likes of Clefable and Gengar, since they pose no threat to it unless running Ice Beam or Icy Wind respectively; make sure to scout for Ice-type moves before leaving Gliscor in to check them. Use Knock Off or Facade on obvious switches. Only use Rock Slide if you have no other way to deal with both Gengar and Flying-types.

### Taunt Stallbreaker

Gliscor @ Toxic Orb

Ability: Poison Heal

Nature: Careful

EVs: 244HP/8 DEF/200 SPDEF/56 SPD

- Taunt
- Toxic
- Roost
- Earthquake / Knock Off

### Set Details

EV spread is the same for both Swords dance and Taunt variants: 56 speed to outspeed Adamant Bisharp, 8 Defense to guarantee surviving a +2 Sucker Punch from Bisharp and the rest is thrown into health and special defense to maximize Gliscor's bulk and Poison Heal recovery. Taunt when combined with Toxic is a powerful stallbreaking combination, allowing Gliscor to easily wear down Pokemon such as Slowbro, Blissey and Tangrowth. Toxic also puts a timer on attackers that like to switch in on Gliscor, such as Breloom or the numerous Dragon-types that are not threatened by this Gliscor set otherwise. Roost provides Gliscor with reliable recovery and has a beneficial side-effect of nullifying the double weakness to Ice-type

moves, allowing Gliscor to wear down bulky water types such as Milotic and Slowbro. Earthquake is used as a powerful STAB move, allowing Gliscor to check Excadrill and other Pokemon weak to ground, while Knock Off can be used to cripple Pokemon such as Skarmory and Gengar, who otherwise are not threatened by this set at all.

### Usage Tips

Activating Toxic Orb as soon as possible is necessary to provide Gliscor with much-needed Poison Heal recovery. Use Taunt in combination with Toxic to wear down Pokemon such as Slowbro, Blissey or Tangrowth. Once they are poisoned, continue to whittle them down with your offensive move of choice. Taunt is also very useful in preventing opposing Pokemon from laying down entry hazards against Gliscor and it can gain momentum for your team. As always, scout for Ice-type moves first before sending in Gliscor; and be careful not to switch Gliscor in on Knock off before its Toxic Orb activates, as that will cripple Gliscor.

### Other Options

Ice Fang can be used to deal with Dragon types, and Acrobatics can be used as a secondary STAB move to deal with opposing grass types. Stealth Rock can be used in combination with Taunt as Gliscor can defeat most spinners 1v1; however, Gliscor loses its stallbreaking power due to the loss of Toxic or an offensive move. Protect is an option to guarantee activating your Toxic Orb, but Gliscor can rarely spare the moveslot for it. A more physically-oriented set with an Impish nature is an option to completely wall physical attackers such as Excadrill and Bisharp, but makes Gliscor vulnerable to Pokemon such as Gengar or Clefable that Gliscor otherwise deals with. A spread with a Jolly nature and invested heavily in Speed can be used to deal with Togekiss and prevent Gliscor from being setup bait for Gyarados, but comes at the cost of much bulk. A physically offensive set may seem plausible at first, but is generally outclassed by Garchomp and Excadrill. U-turn is an option to gain momentum but is generally unreliable due to PRO's current mechanics.

### Team Options

Water types: Gliscor appreciates having a water type as a partner to switch in on its weaknesses.

Ferrothorn: Ferrothorn is a good partner, being a counter to Starmie and Water- and Ice-types in general while appreciating Gliscor's resistance to Fire and ability to easily deal with Magnezone. It also has access to Spikes and Stealth Rock to help Gliscor break through defensive teams.

Skarmory: Skarmory lays down entry hazards to help Gliscor break through defensive cores and walls most physical attackers that can potentially overwhelm Gliscor. It also appreciates Gliscor's ability to deal with Magnezone.

### Checks and Counters

Ice-type attacks: Ice-type attackers such as Weavile and Mamoswine can easily OHKO Gliscor, while Pokemon such as Tyranitar and Starmie often carry Ice-type coverage.

Water types: Many water types are a threat to Gliscor, often running Ice-type moves and are able to heavily damage it or outright OHKO it. However, some can be stalled out by Toxic + Roost, as Gliscor recovers 62.5% of its HP every turn when using Roost.

Tangrowth: Tangrowth is trouble for Swords Dance Gliscor, able to shrug off even boosted Earthquakes and wear it down with Leech Seed and Giga Drain.

**Hunt Location:** Route 11 (Headbutt), Route 26 (Headbutt), Route 46 (Headbutt)