



Registeel's bulk is nothing short of titanic, much like its presence in the UUBL metagame. It looms over the tier with iron fists, walling many prominent attackers and occasionally steel-ing the show by going on the offensive itself, tapping into a movepool which includes excellent coverage combinations such as QuakeSlide, as well as other threatening moves such as Focus Punch and Explosion. It can essentially pick and choose which threats it can become an ironclad check to depending on its EV spread, and this is supported further by its excellent typing. Specifically, Registeel is part of the main trio of special walls alongside Regice and Chansey, and distinguishes itself by the many wonders of its typing and bulk that grant it a Toxic immunity, resistance to Explosion, and the STABs of many Choice Band users such as Dragonite and Tauros. Registeel's defensive profile allows it to check a plethora of Pokemon such as the aforementioned Choice Band users as well as the likes of Raikou, Regice, Alakazam, Jynx, and many more. It can even turn the tables on trainers expecting a passive set by becoming a dangerous win condition with Curse.

However, if Registeel had these excellent traits without any downsides, it would probably be hanging out with Jirachi and Metagross in OU. But it is not, and there are several good reasons for that which also make it imperfect in UUBL. Firstly, defensive sets are hampered by a lack of recovery outside of Rest, which forces Registeel to either rely on Wish support, give an opponent two free turns after healing, or spend an extra moveslot on Sleep Talk, all of which are compromising in their own ways. Additionally, while Registeel's Steel typing is overflowing with resistances, it also leaves it with weaknesses to common Fire-, Fighting-, and Ground-type attacks carried by many prominent Pokemon. Finally, Registeel's low Speed, underwhelming Attack, and lack of a strong STAB move all hinder offensively inclined sets while making defensive ones very exploitable for a lot of threats. Nonetheless, no defensive Pokemon in UUBL is quite as versatile as

Registeel, and it should frequently be considered as a potential addition to your team.

## **The Great Wall of Regi**

Move 1: Seismic Toss

Move 2: Earthquake

Move 3: Protect

Move 4: Toxic / Thunder Wave / Explosion

Item: Leftovers

Ability: Clear Body

EVs: 252 HP / 140 Atk / 116 SpD

Nature: Careful

This is the quintessential Registeel set, providing a solid mix of damage potential, utility, and longevity. Seismic Toss is a consistent source of damage against non-Ghost-types, ensuring that Registeel always has a way to make progress. Earthquake is a useful coverage move even without full Attack investment, and is necessary to allow Registeel to check Raikou and some physically frail Pokemon such as Alakazam as effectively as possible. It also severely punishes Fire-types' attempts to switch into Registeel and prevents Qwilfish and Substitute Entei from using it as easy Spikes and Calm Mind fodder, respectively. Protect is mandatory to maximize Registeel's recovery from Leftovers, keeping it out of key KO ranges; for instance, Kingdra and Ludicolo would normally have a guaranteed chance to 3HKO Registeel with rain-boosted Hydro Pumps, but with Protect netting more Leftovers as well as wasting rain turns and Hydro Pump PP, it becomes impossible without a critical hit. It can also be useful for playing around common Choice Band wallbreakers such as Medicham and Dragonite. The last moveslot is filled with whatever support option Registeel's team would enjoy the most; Toxic is a safe bet for crippling common threats to Registeel such as Medicham, Donphan, Rhydon, and Marowak on top of making Registeel more potent against opposing defensive Pokemon that can't poison Registeel back such as Vaporeon and Umbreon. It is especially effective alongside Protect to rack up residual damage while recovering with Leftovers, and allows Registeel to come out victorious against Pokemon such as Regice and offensive Vaporeon with more health than it would otherwise. Thunder Wave is a useful speed control option for a variety of threats, but it also makes Registeel even more helpless against Ground-types than it

usually is. Finally, Explosion is a potent nuke capable of OHKOing most neutral targets and clearing a path for a strong teammate to make further progress or sweep, but one must be wary of using it against targets that commonly carry Protect or pack a Normal resistance. It is also important to note that dropping a status move often means that Registeel has to take additional hits when trying to check some Pokemon it is supposed to handle, like Regice or offensive Vaporeon.

## **Set Details**

Maximum HP EVs optimize Registeel's hit-taking capabilities, while 116 Special Defense EVs with a Careful nature further reinforce it against a variety of special attackers, allowing it to comfortably survive two boosted Fire Punches from Calm Mind Alakazam, three Hydro Pumps from offensive Vaporeon, and two rain-boosted Hydro Pumps from Kingdra. 140 Attack EVs guarantee that Registeel can 2HKO standard Raikou, Leftovers-lacking Alakazam, and Lanturn with Earthquake. This investment also allows Explosion to OHKO max HP Dragonite, as well as standard Regice if Spikes are in play. Leftovers are required to provide this Registeel with some form of recovery.

## **Usage Tips**

Switch Registeel in early and often against Pokemon that it can wall and force out; UU's many Normal-, Flying-, Psychic-, and Ice-type attacks all make for great entry points. Use Protect frequently to maximize recovery unless you believe your opponent will switch out or punish it with a boosting move. Preserving Registeel's health is important, but this Registeel is ultimately there to preserve its teammates' health first and foremost, so use it liberally for this purpose. If Registeel is running Explosion, be careful about potential switchins of Pokemon resisting or immune to Normal or Protect users trying to cover that move.

## **Team Options**

A large majority of Pokemon in UU appreciate Registeel's bulk and resistances as a reliable fallback option against their checks, so its list of potential partners is boundless; however, this particular set struggles to

keep up with offensive teams that prefer to contain major threats via momentum and pivoting rather than walling, so Registeel's passivity should be kept in mind when this set is considered for bulky offensive teams. Balance and semi-stall teams, on the other hand, are far more welcoming of this Registeel's talents, especially since they can more easily fit the support options that Registeel loves. Pursuit Houndoom is the best choice for dealing with Haunter, which otherwise walls Registeel and wears it down with Taunt + Will-O-Wisp; Houndoom also has some defensive synergy with Registeel thanks to Flash Fire and can pressure other problematic Pokemon such as Medicham and Weezing with Pursuit. Vaporeon is an excellent switch-in to most Pokemon that threaten Registeel, and can replenish its health by passing Wishes to it. Weezing is another great partner that can handle wallbreakers such as Dragonite, Medicham, Machop, and Marowak. Vaporeon, Weezing, and Registeel form together an very solid defensive core for balance teams. Qwilfish can also keep Fighting-types in check, including Blaziken, and offers Spikes support to help Registeel make progress against the opposing team.

Umbreon is even bulkier and can also support Registeel with Wish while trapping Haunter with Pursuit; however, it shares Registeel's hatred of Fighting-types. Dragonite has perfect defensive synergy with Registeel and often uses Heal Bell, which Registeel appreciates as it is otherwise crippled by burns and annoyed by paralysis. Tentacruel can provide Registeel with appreciated Rapid Spin support, which is especially useful when taking into account the tendency of Omastar and Glalie to use Registeel as setup bait, while also covering two of its three type weaknesses. Donphan is another spinner that pairs well with Registeel and provides a good backup against Dragonite, Blaziken if specially defensive, and possibly other physical wallbreakers. While Registeel checks a tremendous portion of the metagame by itself, it can be overwhelmed if it has to switch into multiple of Raikou, Regice, Alakazam, Tauros, Choice Band Dragonite, Kingdra, and more throughout the game. Therefore, players should have other ways to deal with at least some of the aforementioned Pokemon instead of fully relying on Registeel to keep them in check.

## **Defensive Curse**

Move 1: Curse

Move 2: Hidden Power Steel / Hidden Power Rock

Move 3: Rest

Move 4: Earthquake / Amnesia / Sleep Talk

Item: Leftovers

Ability: Clear Body

EVs: 252 HP / 4 Atk / 252 SpD

Nature: Careful

Curse Registeel gives its trainer the best of both worlds: it has excellent special bulk thanks to the EV investment, but it can also become unbreakable on the physical side thanks to Curse! While this set has less to offer in the way of utility via status and Explosion, it more than makes up for this by providing a sturdy mixed wall and win condition in what is a remarkably efficient use of a team slot. Hidden Power Steel is lacking in immediate damage and coverage, but STAB makes it better against neutral targets than Registeel's other available attacks, and the high PP helps with muscling through more stubborn foes. Hidden Power Rock is a decent alternative if Earthquake is chosen in the last slot, as after two Curses it notably has a high chance to 2HKO Dragonite that could be tempted to set up alongside Registeel and come out victorious after forcing it to sleep. Rest ensures that Registeel will survive long enough to continuously check common threats while remaining healthy enough to pull off a sweep. The last moveslot will largely dictate how Registeel's team is built to account for its flaws: Earthquake provides crucial coverage against common Steel-resistant Pokemon, most notably Fire-, Electric-, and opposing Steel-types. Amnesia is an alternative to make Registeel unbreakable on the special side, which can prevent Fire-types and some Calm Mind users such as Alakazam from trying to take out Registeel while it is asleep. However, both of these options also make Registeel completely passive after using Rest, meaning it remains exploitable by a variety of attackers. Sleep Talk fixes the passivity problem but severely nerfs Registeel's coverage, expanding the list of checks which must be weakened or removed before Registeel can sweep.

## Set Details

A standard specially defensive EV spread is utilized here to maximize Registeel's stats that aren't boosted by Curse, ensuring it can tank on either side of the spectrum. This also allows Registeel to survive certain hits that

other sets would fold to; for instance, it all but guarantees survival against two Flamethrowers from standard Houndoom, while also living three boosted Thunderbolts from Calm Mind Raikou and gaining favorable odds to survive two Omastar Hydro Pumps in rain. If Registeel is running Amnesia, then reallocating some EVs from Special Defense into Defense can be done to reach some benchmarks. For instance, 72 EVs in that statistic ensures that Registeel can live three Earthquakes from standard Donphan after a boost, allowing it to Rest loop through that move barring critical hits.

## Usage Tips

This Registeel set is easily the most passive of the bunch before it has started boosting, so it's usually advisable to grab a Curse first thing after hitting the field unless Registeel is staring down a strong special attacker it needs to immediately deal with, such as Raikou. It's also worth noting the difference in playstyle between the Earthquake, Amnesia, and Sleep Talk versions of this set; while Earthquake gives Registeel more midgame utility by expanding the list of threats it can offensively check, such as the aforementioned Raikou, the mono-attacker must be used more selectively and should search for targets that it can comfortably Rest loop against, such as Vaporeon lacking Haze. Amnesia variants can sometimes afford to enter the field midgame to possibly discourage a special threat from attempting a sweep and try to boost itself further from here.

## Team Options

Curse Registeel is most commonly seen as a win condition on stall teams that don't mind its pre-boosting passivity and struggle to fit a more typical sweeper, or want a secondary wincon alongside them. As with any Registeel variant, Dragonite is a perfect partner for this one, resisting all of its type weaknesses and even offering Heal Bell support, which is especially loved by variants without Sleep Talk. Articuno is similarly effective in a cleric role while threatening bulky Ground-types more immediately thanks to STAB Ice Beam, although it remains less reliable than Dragonite in that regard since it is deathly afraid of the Rock coverage that most Ground-types use. Weezing is another great answer to Fighting- and Ground-types that can ideally burn a physical threat and ease Registeel's job by doing so. Vaporeon can answer Fire- and Ground-types while reinforcing Registeel further with Wish.

However, since Rest makes Wish support slightly less useful, other bulky Water-types can be considered. Lapras wakes up Earthquake variants with Heal Bell, Lanturn provides a backup Raikou check for the mono-attacker, and Slowbro is a Water-type which fares especially well against Fighting-types. Rapid Spin support is another piece of support Registeel enjoys so it doesn't have to use Rest as often, with Donphan, Tentacruel, Armaldo, and Blastoise all having merit in this role. Houndoom remains a solid partner for its ability to check opposing Fire-types with Flash Fire and Pursuit support that can help against problematic Pokemon such as Weezing, Encore Alakazam, and Medicham.

Since this variant of Registeel doesn't have Protect and can find itself unable to do anything as long as it is sleeping, it shouldn't be the only pillar of defense a team has against the likes of Raikou, Alakazam, or Tauros. This is why it mainly fits into stall-oriented teams, backed up by the likes of Chansey and Omastar.

## **Offensive**

Move 1: Earthquake

Move 2: Rock Slide

Move 3: Explosion

Move 4: Protect / Curse / Thunder Wave

Item: Leftovers

Ability: Clear Body

EVs: 252 HP / 252 Atk / 4 SpD

Nature: Careful / Adamant

This set aims to take advantage of Registeel's great physical movepool and coverage, making it more of a tank than a wall. Earthquake is a powerful attack with great coverage despite the lack of STAB, threatening a 2HKO on most of the Fire-type Pokemon that are commonly tasked with pressuring Registeel, such as Houndoom, Blaziken, and Arcanine, with Clear Body protecting against the latter's Intimidate. It also threatens other common Ground-weak Pokemon such as Raikou, Qwilfish, Tentacruel, and Lanturn. Rock Slide is a perfect partner move for Earthquake, forming the excellent QuakeSlide combination which is resisted by a grand total of zero viable Pokemon in UU. Explosion is an impressively powerful nuke when invested, threatening to OHKO neutral targets as bulky as Venusaur and

Vaporeon after Spikes damage. The final moveslot will largely inform this set's playstyle: Protect gives Registeel extra staying power by maximizing Leftovers recovery, while Thunder Wave gives extra utility against the fast attackers that Registeel commonly switches into, such as Tauros, Swellow, Crobat, and Alakazam. Finally, Curse allows Registeel to act as a secondary win condition if a team's main sweeper is unable to get the job done, and it can turn matchups against physical walls such as Regirock and Steelix on their heads. One use of Curse also powers up Explosion to the point of OHKOing Weezing and physically defensive Donphan, which otherwise wall this set. Curse Registeel can also set up alongside Dragon Dance Dragonite that would mistake Registeel for a standard defensive variant and win against it.

## **Set Details**

Maximum HP and Attack EVs give Registeel a good mix of bulk and power, and this spread is generally fine for this set without further tweaks. However, there is an argument to be made between a power- or bulk-boosting nature: Careful is chosen as the default, as it guarantees that Registeel will not fall to four Raikou Thunderbolts or two boosted Fire Punches from Alakazam, while almost guaranteeing survival against two of Kingdra's Hydro Pumps in rain, meaning most other special hits bounce off of it. Adamant is also useful, as it gives Registeel good odds to OHKO Houndoom and 2HKO offensive Omastar with Earthquake, both of them being problematic matchups otherwise.

## **Usage Tips**

This Registeel is capable of dealing heavy damage to a wide variety of targets; however, many of those same targets, most notably Dragonite and various Fire- and Normal-types, can easily blast Registeel apart. For instance, if Registeel comes in on Tauros as it uses Double-Edge, it can force the bull out and launch its own counteroffensive; but if it eats an Earthquake, it has suddenly taken heavy damage for no gain and will be forced to switch out. As such, knowing when these switches are worth the risk is important for preserving Registeel's health and maximizing its value throughout a game. Registeel should avoid using Explosion until its trainer is sure that there are no Ghost-type Pokemon susceptible to switch in on the



opposing team; Protect users can also be problematic when trying to detonate the nuke.

## **Team Options**

Offensive Registeel's improved damage output compared to other sets means it can actually keep up with the faster tempo set by offensive teams, who in turn appreciate Registeel's ability to absorb hits even without full bulk investment. Balance teams can also utilize this set quite effectively, as they generally have the bulk to make up for this Registeel's sacrifices in that department. Offensive Registeel especially appreciates Wish support from Vaporeon or Kangaskhan, making up for its lack of recovery and allowing it to choose when it uses Explosion more freely. Houndoom is also an excellent partner for the purpose of trapping Ghost-types with Pursuit, ensuring that Explosion will not go to waste. Spikes are another great addition to offensive Registeel teams, putting many more foes into key KO thresholds and making up for Registeel's mediocre Attack stat; Qwilfish is a good setter due to its type synergies with Registeel. Pokemon that benefit from Registeel's ability to explode on physical walls, such as Dragon Dance Dragonite or Swords Dance Venusaur, make good partners, even more so due to Registeel's ability to check Pokemon that scare them out such as Regice.

## **SubPunch**

Move 1: Substitute

Move 2: Focus Punch

Move 3: Rock Slide / Hidden Power Ghost

Move 4: Toxic / Thunder Wave / Explosion

Item: Leftovers

Ability: Clear Body

EVs: 252 HP / 212 Atk / 44 SpD

Nature: Adamant

The sheer amount of Pokemon that Registeel can switch into and almost endlessly wall is impressive, and this set takes advantage of those Pokemon switching out by setting up a Substitute. While it may seem odd to use a move which takes away 25% of Registeel's health upon every use, as maintaining its health is vital for defensive integrity, Substitute allows Registeel to avoid damage in many useful situations. Therefore this set is an

interesting combination of offense and defense, capable of ruining some of the usual gameplans of certain teams to deal with Registeel. SubPunch is of course the crux of the set, but the other two moveslots are highly flexible. Registeel generally wants a second attacking move for when Focus Punch is not a viable option; Rock Slide is a safe choice, as it scores many finisher KOs on foes weakened by Focus Punch such as Chansey, while also giving Registeel coverage against Flying-types; however, Hidden Power Ghost may be more appealing for its damage against the Psychic- and Ghost-types that switch into Focus Punch, notably 2HKOing Espeon and Medicham and having a chance to OHKO Haunter. In the last slot, Toxic and Thunder Wave are both solid options for punishing foes which may not be immediately threatened by Registeel's attacks. Toxic is the best option to cripple Ground-types such as Donphan and gives Registeel the upper hand against some physically bulky Pokemon such as Vaporeon, while Thunder Wave can hit Toxic-immune targets such as Venusaur and is more problematic for some other Pokemon such as Medicham. Explosion makes for a solid finisher option that also gets a teammate on the field freely, and is Registeel's best option against some Pokemon it cannot really break through otherwise, like Hariyama and Rest Slowbro.

## **Set Details**

Maximum HP and 44 Special Defense EVs allow Registeel's Substitutes to take an uninvested Surf from Vaporeon. The remaining EVs are dumped into Attack with an Adamant nature to maximize power. An alternative EV spread of 248 HP / 212 Atk / 48 Spe can be used to allow Registeel to outspeed standard Omastar, Regice, and Donphan. Leftovers are necessary to provide this set with some semblance of recovery.

## **Usage Tips**

SubPunch Registeel is all about finding opportunities to set up a Substitute, so it naturally wants to come in on Pokemon that it forces switches against. Choice Band users whose attacks Registeel resists such as Tauros, Crobat, Swellow, and Arcanine all make for good entry points. However, all of these Pokemon also have coverage which heavily dents Registeel, so it's often best to leave this set unrevealed early-game to avoid giving your opponent any funny ideas about predicting the switch. Special attackers that Registeel

commonly counters are also great targets; Jynx, Regice, Lanturn, and non-Calm Mind Slowbro all fit into this category. Once the Sub is up, Registeel can usually make decent progress with one of its attacks; however, sometimes it is necessary to switch out even from behind a Substitute to avoid becoming a momentum sink, especially against Fighting-resistant setup threats such as Dragon Dance Dragonite if Registeel is not running Rock Slide.

## **Team Options**

This Registeel variant is all about forcing switches and spreading damage, which goes hand-in-hand with the strategy of Spikes offense teams. Qwilfish can set up Spikes while boasting good defensive synergy with Registeel and removing a problematic target with Self-Destruct; Glalie also deserves a mention for threatening the bulky Ground-types like Donphan that this set can struggle with. Teammates that can threaten Fighting-resistant Pokemon are also important; Houndoom can trap the likes of Slowbro, Dusclops, and to a lesser extent Medicham and offensive Weezing, which could all be problematic for this variant of Registeel. If Registeel is using Hidden Power Ghost, then solid counterplay against Dragonite such as Weezing and Vaporeon, is appreciated.

## **Other Options**

Registeel's impressive movepool gives it many additional options to consider beyond what has already been discussed. Ice Punch can be splashed on any of the above sets to reliably 2HKO bulkless Dragonite, something that even a fully invested Rock Slide cannot do. Registeel should run a Speed-dropping nature if it uses this move, rather than a Special Attack-dropping one. Counter leverages Registeel's great physical bulk to retaliate against Fighting- and Ground-types that think they can grab a free KO. A mono-attacking variant of the Curse set with Earthquake over Hidden Power Steel is feasible, but it requires far more support to deal with Ground-immune Pokemon. Finally, Sunny Day or Rain Dance can be slotted on multiple sets to set up an abusing teammate such as Exeggutor, Solar Beam Entei, Kingdra, or Ludicolo, albeit with major opportunity cost. Superpower can be considered on offensive sets to take some Pokemon such as Kangaskhan, Chansey, and Ursaring by surprise, but it doesn't OHKO any

of these, the stat drops force Registeel to adopt a hit-and-run playstyle, and the damage Earthquake deals against Raikou and Psychic-types is too important to replace most of the time.

## Checks and Counters

**Dragonite:** Dragon Dance Dragonite can use many Registeel sets as setup fodder, while Choice Band Dragonite can OHKO Registeel with Focus Punch or deal heavy damage with Earthquake. It's worth noting that the former set is afraid of Rock Slide while the latter fears Thunder Wave, and both are crippled by the rare Ice Punch.

**Venusaur:** While Registeel comfortably walls special Venusaur sets, it can still put Registeel to sleep, sap its health with Leech Seed, and even set up Swords Dance boosts depending on the set.

**Haunter and Misdreavus:** Haunter walls the standard defensive Registeel set and whittles it down with Taunt and Will-O-Wisp; however, it hates Thunder Wave and becomes Curse fodder if it lacks Taunt. Misdreavus has to be wary of Thunder Wave and Toxic on the switch, but can similarly wall standard and Curse Registeel with a combination of Imprison, Toxic, and Hidden Power and PP stall Registeel.

**Ground-types:** Donphan comfortably stomachs anything that Registeel can throw at it while threatening a 2HKO; it can also run Protect to thwart Explosion attempts. Steelix is one of Registeel's best initial switch-ins, as it doesn't care about Toxic or Explosion, shrugs off Registeel's hits, and beats non-Curse sets into submission with repeated Earthquakes. It does take substantial damage from Focus Punch, however. Both Steelix and Donphan can also pack Roar and prevent Curse Registeel's attempts to pull off a sweep until it's the last remaining Pokemon. Rhydon must fear Earthquake and Focus Punch, but Registeel fears Rhydon's own Earthquake significantly more. Marowak can OHKO Registeel with an Adamant nature and is extremely bothersome for SubPunch variants as it can hit through Substitute with Bonemerang and not get hit by Focus Punch. Less common Ground-types such as Nidoqueen, Nidoking, and Camerupt also hit Registeel hard with Earthquake.

**Fighting-types:** Powerful Fighting-types such as Machop and Medicham rank among the few Pokemon capable of OHKOing Registeel with their Choice Band sets, while they can also set up on Registeel with Bulk Up. Machop and Hariyama can also punish passive status-reliant sets with Guts.

**Fire-types:** While they must be careful around Earthquake and Focus Punch, Fire-types such as Houndoom, Blaziken, and Entei have no problems with forcing Registeel out after they've taken the field.

**Setup Pokemon:** A lot of Pokemon such as Swords Dance Scizor, Calm Mind Slowbro, Substitute + Baton Pass Vaporeon, and Curse Quagsire can exploit standard Registeel's passivity to setup and aren't even pressured that much by Explosion. More directly offensive threats such as Ursaring and Zangoose are perfectly content with using Swords Dance against Toxic Registeel due to Guts and Immunity, respectively, although they have a harder time finding opportunities against offensive variants of Registeel and need to watch out for Explosion and Focus Punch. Beyond sweepers, defensive Registeel's passivity is also frequently exploited by Spikes setters such as Omastar and Glalie.

**Pokemon that can circumvent Toxic:** Due to Registeel's poor offensive stats, a lot of usual switchins include Pokemon that don't mind Toxic and can take most of Registeel's attacks comfortably. Weezing is a good example, as it can burn Registeel, chip it even further with Pain Split, and use Haze to stop any attempts at sweeping from Curse sets, something that other Haze users like Vaporeon and defensive Dragonite can also replicate. Offensive Weezing variants with Fire Blast or Flamethrower are also problematic for SubPunch Registeel, which Weezing can't touch otherwise. Kangaskhan can Rest loop safely against Registeel lacking Curse, Explosion, or Focus Punch and bring its health down with Earthquake. Chansey has to be careful about the same moves, but can otherwise switch into Registeel, chip it with Seismic Toss, and rid itself of Toxic with Heal Bell or Natural Cure. Rest users such as defensive Armaldo and Dusclops are also similarly problematic, and also don't care about Explosion, but they typically lose to Curse Registeel.

**Arena Trap users:** While rare, Trapinch can still stomach any hit from most Registeel sets while trapping and 2HKOing it with Choice Band-boosted

Earthquakes (Registeel can also be knocked into OHKO range by many strong neutral attacks). Diglett is OHKOed by any of Registeel's attacks bar Seismic Toss, but can ensure that a Registeel below 56% is not leaving the field for good.

## **Credits**

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