

# Milotic



Base stats: 95/60/79/100/125/81

Abilities: Competitive / Marvel Scale / Cute Charm (H)

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## Overview

Thanks to decent overall stats, good defensive typing and excellent special defense coupled with a great ability, Milotic is a great mixed wall. Marvel Scale allows it to reach a monstrous defense stat of 423, thanks to Marvel Scale. Access to reliable recovery in the form of Recover gives it the longevity it needs to survive throughout the match. Furthermore, access to Haze and Scald ensures that a majority of Pokemon cannot set up on Milotic.

## Sets

### Defensive

Milotic @ Leftovers

Ability: Marvel Scale

Nature: Bold

EVs: 252 HP 252 Def 4 SpD

- Scald
- Ice Beam
- Recover
- Haze

Maximum physical bulk allows Milotic to switch in safely on nearly any non-super-effective attack. Scald is a reliable STAB move with high burn chance that any physical attacker hates. Ice Beam is a good coverage move that hurts Dragon-types such as Dragonite and bulky Grass-types hard, 2HKOing physically defensive Tangrowth. Recover keeps Milotic healthy throughout the match.. Lastly, Haze prevents any setup sweeper from setting up on Milotic and due to its large PP can win PP stalls if necessary.

### Usage Tips

Milotic is best used as a switchin to the likes of Gyarados, Azumarill, Gliscor and any dragons not running electric coverage; however, Life Orb Garchomp can OHKO it after a Swords dance. It can be switched into a Scald, Will-o-wisp or a single Toxic Spike to activate Marvel Scale. Thanks to Haze, Milotic stops a lot of setup sweepers that would otherwise use it as setup fodder, such as Azumarill, Cloyster and Gyarados. Recover is pretty self-explanatory, use it to stay healthy throughout the match, and fire off Ice Beam when expecting a Grass-type, Dragon-type or Togekiss switch-in. Keep Milotic alive until it is certain the enemy doesn't have Pokemon remaining that only Milotic can stop.

### Other Options

Milotic can run a more offensive set with Competitive, but this is generally outclassed by the likes of Starmie. Toxic can be used over Ice Beam, but renders Milotic completely helpless against bulky grass types and dragons. Rest/Sleep talk set is also possible, but is inferior to Recover due to relying on Sleep talk RNG. Dragon Tail can be run over Haze, though it makes Milotic setup fodder for Azumarill and Clefable. Milotic can also run Flame Orb for more physical bulk right off the bat, but

### Team Options

Gliscor: Specially defensive Gliscor stops most of the checks and counters to Milotic and provides a useful immunity to Electric-type attacks, such as Breloom, and in turn Milotic provides a resistance to Ice- and Water- type attacks.

Ferrothorn: Ferrothorn counters Starmie and other offensive Water-types which Milotic struggles against.

Togekiss: Togekiss can easily deal with the likes of Breloom and Tangrowth and provides Heal Bell support.

Talonflame: Talonflame is another answer to grass types and most importantly checks Ludicolo, Milotic's worst nightmare. It also threatens Clefable, though it should be wary of Thunder Wave.

Gothitelle: Gothitelle traps and destroys Blissey, Tangrowth, and other defensive Pokemon which otherwise completely wall Milotic

### Checks and Counters

Toxic poison: Toxic puts a timer on Milotic, lowering its bulk considerably.

Ludicolo: Ludicolo doesn't mind anything Milotic does and can do heavy damage with Giga Drain.

Togekiss: Thanks to Serene Grace Air Slash and Roost, it can try to Nasty Plot against Milotic, or simply flinch it to death with Air Slash.

Breloom: Can cripple Milotic with Spore or simply KO it with Life Orb Bullet Seed.

Venusaur: Venusaur can take anything Milotic can throw at it, including Ice Beam, and either kill it with Giga Drain, set up with Growth, or simply stall it out with Leech Seed.

Blissey: Blissey can wear down Milotic with Toxic, while Milotic cannot do much back.

## **Hunt Locations**

Jura Cave M/D/N Surfing (MS), Route119B M/D Surfing