

Let's try actually taking notes, maybe I'll even remember this time.

Matchup thoughts!

Matchup	Fidgit	Archaludon	Groudon
Sigilyph	<p>Sigilyph strongly favoured (fast)</p> <p>Gunk shot for 15 vs sigilyph psychic for 28ish</p> <p>If it can frisk immutable items that's sad but you're still hitting for like. A ton.</p>	<p>Sig hates his life forever (fast)</p> <p>You'd think the special attacker would do ok into the stamina mon right</p> <p>But in fact electro shot does 24 + stages and you are clicking like. The worst moves ever. Avoid at all costs. The only way this could be worse is if he had specs instead of band.</p>	<p>Sig favoured (fast)</p> <ul style="list-style-type: none"> - Relies on Solar Beam, may not work if he doesn't set sun - Still even in that case (energy ball for 24 vs stone edge for 23)
Ferrothorn	<p>Ferro favoured (slow)</p> <p>We get a free magnet rise so his best attack is... acrobatics?? We are clicking power whip/bullet seed/seed bomb or similar (actually we are clicking leech seed but you get the point.) Consider things like Bulldoze into swap to Zekrom.</p> <p>Fidgit does have a boatload of utility. Don't get rapid spun if you can help it (though it does only do 2 dmg)</p>	<p>Even (slow)</p> <ul style="list-style-type: none"> - If you have second order this is probably pretty solid, bc you can stick leech seed - If you have first order just set spikes or something and gtfo 	<p>Even (fast)</p> <ul style="list-style-type: none"> - Fire hurts but most of his fire moves are special - If groudon has goggles this is unplayable, the 'even' answer is assuming he doesn't - So actually this is Groudon favoured in practice bc like. Bringing barb is expensive. But Ferrothorn can switch in on Groudon if desired.
Zekrom	Even-ish (slow-ish)	Even-ish (fast)	Groudon favoured

	<p>Just get a relevant item in and this should be ok. Sadly you don't own a Scarf, is there a way to pass speed to Zek? (Sort of, see above)</p> <p>Buy choice scarf N</p> <p>Ultimately this comes down to you have reasonable dragon stabs and he doesn't have reasonable poison stabs and you have magnet rise. He is going to switch though.</p>	<p>Zekrom has Mold Breaker!</p> <p>I guess goggles would ignore my mold breaker though. Be careful.</p> <p>Sending with Dragon Z crystal is probably what I want to do here, Z-Force Outrage would do 39.</p> <p>Remember you have Scale Shot, this might want to get clicked a lot to prevent painful charge moves. Wpol also an option.</p>	<p>(fast)</p> <ul style="list-style-type: none"> - Playable if I have a Z crystal equipped, because my Z moves ignore type immunities - Remember you do have Magnet Rise – is this matchup actually tolerable?? Not really but it's closer than you'd think.
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Hazard meta:

He has a lot of hazards and we don't.

We have Sigilyph as a defogger that brings its own boots, so if possible we'd like to avoid leading it.

Ferrothorn *does* have its own hazards, which is an interesting option.

Zekrom can also defog actually, we're not in as bad a spot as I thought re hazards.

Lead meta:

If I lead:

- Sigilyph
 - I lose disastrously to Archaludon
- Ferrothorn
 - I have to immediately fight Groudon @ Safety Goggles.
 - I could switch to Sigilyph next round but the counterswitch to archaludon is a problem
 - Groudon lacks hazard counterplay, but if this just forces him to equip boots that's maybe not worth getting mauled by a groudon.
 - Fire Gem Groudon actually does a poor job into Endure (bonus-proof also preventing sun dmg)
- Zekrom
 - I most likely have to fight a Fidgit lead that's trying to establish hazards.
 - I do have defog though. This might bait out Archaludon but I think probably Helios has analyzed this correctly and will force Archaludon vs Sigilyph if at all possible.

- If I really want to bait out Archaludon I should consider equipping something that's worse into it and better into the other mons.

Do I know where the potion is going yet?

Honestly my mons feel pretty even in value. I don't know how to avoid the disastrous sigilyph into archaludon matchup, other than possibly "counterswitch when he tries to bring out archie"

Groudon @ Safety Goggles vs Ferrothorn @ WPol, who wins

- He could bring sticky barb but post rule changes it's very clear wpol will still trigger if he's fire punching me
- So I think it'd be goggles
- Leech Seed is 4 steps of 8 value per step now (24 in 3, 32 in 4) so he at least has to respect it.
- Ferrothorn vs Groudon EN value? (can I do what he did to my Mew, force inefficient subs like protecting my Leech Seed)
- If he triggers the wpol am I actually winning the dmg race?
- Fire punch for 26 (goggles/sun) vs Solar Beam for $17+8=25$, Giga Drain for $11+8=19$ and 5 healing, etc
- It's not at all pretty but I can at least not die, is I think the summary here.
- Gyro Ball is an option though not a great one

I think this makes me much more interested in a Zekrom lead...

Zekrom @ Enigma Berry perhaps?

Is there a random like, bug bite or pluck on fidget

Doesn't seem to be!

Can he stick me with the EBerry reliably? I don't actually think so, and it plays around

Frisk/discourages there.

Is that better than wpol?

Yes because I want to switch by default and wpol is incentivizing me to stay in and keep attacking.

Zekrom @ Enigma Berry vs Groudon -

Makes him commit to a Groudon item, that probably won't be Safety Goggles

- Then could go to Ferrothorn next turn, especially if no rocks
- He wins the speed tie, which is in many ways bad, but it does let me slower defog. He will sub around it though I think, hmm.

General combo notes:

- Be mindful of EN. My tech is somewhat valuable as I want to threaten Z moves, but first order combos are still often good.
- Strongly consider Hyper Beam/Giga Impact combos where feasible as an efficient conversion.
- If I can break a sub it's probably still worth two tech, but this means break it badly, not just get by. Protect stall/chicken dance instead if you must.

Toxic is really strong like always, esp. If I can get hazards up to discourage switching. The Zekrom lead does make that harder but I think it's still the least bad option. Let's hope this gets a non goggles item equipped onto Groudon, or in the miracle world an Archaludon send into not Sigilyph.

Round 1 Orders

Helios asked me to put thoughts on the instruct in my notes so I'm gonna start with that I think this is a relatively non-scary turn but still do not really want to trigger it, is the short version.

The court change is not the scariest thing when my opponent is already likely to set hazards and sforce can be subbed around/I don't think groudon has so many sub eaters it's a disaster to give it. However I don't really want a fake out off groudon's atk stat so that likely affects it.

I'm considering rain dance weather ball weather ball right now, as the general shape I want of this turn. Weather ball is 15 power after rain bonus and lucky egg means it doesn't matter if I use special attacks

However that lets fidget execute its fairly scary gameplan. One nice thing is that even if enigma berry isn't giving me full value here, it is replacing an actually good turn (eq for ~20) with 10 dmg so it's still a 10 value item, sort of like old oran berry.

How do I feel about having rain in general? It makes Electro Shot harder to interrupt but makes Zekrom generally scarier.

Potential problem for the ferrothorn / archaludon mu but if I get that mu I don't get wrecked by siggy/archaludon.

Do I have combos with rain dance?

Rain dance + tailwind or defog are both combos of interest in general but not useful here.

And weather ball doesn't need to be comboed

An interesting option would be to click Take Down for permanent penalty-proof to play around Lucky Egg (checking that defense aid really is a penalty...) (It is, this is an option. Sadly the lucky egg would still be giving him *bonuses* and that just is not worth it at this point I think.)

I kinda really want to order rain dance + tailwind and try to take fidget out but I think this is my like, personal tendency to try to wreck people with combos and no longer good now that that costs 2 of my 3 tech for the entire battle instead of just some en and a combo token.

So, option one - rain dance weather ball weather ball = I take 10 10.5 20 = 41, he takes 46, I get rain and he gets trapping (and 8 pts of chip).

Not ideal that groudon can come in and reset my rain for free.

I guess if I do give him trapping that doesn't happen though since I won't be switching

At that point he's hitting me for 20 per step and I'm hitting for 23 w weather ball, which is *okay* but I would like to do better

First order bolt strike combo next round maybe? Or just see about giga impact damage I guess - what if I just stall the round with giga impact ~ stealth rock (disabled) ~ giga impact into a switch?

Trades 30 for 30 right? 15 into 10, null beat, 15 into 20. Or could even protect to stall harder, I think I like that.

Then go to siggy and lose to arch? That sounds awful but do I have an alternative switch Well I like Ferrothorn into this ground type but it again lets him send safety goggles drought groudou which I really want to avoid... maybe that one can be equipped around? Check dmg for wpol or value of barb here.

I need to somehow get into a good matchup and I don't see how, but maybe having 2nd order every round is good enough.

Round 2

Switching phase -

I definitely want/need to leave now, but that is definitely possible.

If for some reason he were going to stay in on Sigilyph that would be a very good switch, but instead he will go to Archie and destroy me.

So we want to look for what happens in the Ferrothorn world and whether any ferrothorn items make groudou @ goggles playable.

I think wpol makes it completely fine with the only issue being that I no longer have a bunch of frisk-viable items. Probably fine?

Definitely fine if Z-Crystals can't be frisked (as they really shouldn't be.)

I'm quite surprised he didn't counterswitch. Time to write good orders and hopefully take advantage.

The subbing here is kinda tricky though.

Priorities:

- Don't set hazards/seed and get them spun. Trading 1 action for 1 is ok because rapid spin does literally 2 damage, if necessary. But I'd still rather not.
- Don't get time walked by evasive
- Don't just try to gyro ball x3 in a way that loses to disable
- It would be really nice to have hazards of my own

Oh we also have confirmation that Z-Crystals can't be frisked now, neat.

I spent like 30 minutes trying to write the optimal acid spray sub and decided to just go for the combo only version.

This was generally difficult to write and I worry I missed something but I'm just going to order and stop stressing about it. Main concern is I really needed to fit as many Gyro Balls in these subs as possible without getting double time walked by disable.

Round 3 -

I missed a KO sub, that's what I missed.

If I had one of those helios checklists that would now be getting bold and underline

Write your ko subs bbb

Otherwise you get groundoned on.

Goal here is to stall out the round so that I can get the 50 hp back with heal block.

Unfortunately heal block doesn't de-extra benched pokemon so he can counterswitch the zekrom next turn but tbh I'm ok with that. That does make me prefer z dragon over z elec though.

So obviously one very relevant action for ferrothorn here is stealth rock, but I don't really want to spend two actions on hazards and just get defogged/spun.

Leech Seed is funny and fairly reasonable; even if we don't count the damage the healing is still almost an entire action on its own, and if I use it later in the round some of the damage might even stick.

Todo calc if this is just killing my entire fucking ferrothorn

Heat crash

17 atk

12 weight

13 bap

Without endure $(17 - 9 + 12 - 5 + 3 + 6) * 2 = 48$

With endure that'll be 12 less so 36

So endure is 36 pts of hp on ferrothorn, definitely worth
(basically it's like protect that he didn't sub for)

This round is disastrous for me but like. The amount of disastrous it should be given that he healing wished

Gameplan is go into zekrom @ dragonium-z, if he cswitches to arch i win the 1v1, if he stays in I heal block for 50+ points of value and then z move him in the face

So no point in 2nd order comboing on ferrothorn, I need 2 tech for zekrom

I forgot the +6 in heat crash calcs initially

Uhhh

$36 * 3 = 108$, I have 85 hp. I'd rather go to sash/potentially die/have crippled ferrothorn in the back than use my super potion on it for sure

Let's check eruption

24 bap

Yeah that is not helping

Hmmm

Round 4

Ok he didn't switch, which I actually think is good for me.

This is the part where I discover that zekrom doesn't have heal block.

Well that's disastrous