



With its massive bulk and excellent longevity, Weezing stands as an immovable pillar of the UUBL metagame, serving as an unmatched physical wall. An incredible base 120 Defense stat is complemented beautifully by its pure Poison typing and Levitate, giving it useful resistances to Grass and Fighting and a Toxic immunity while leaving it with only a single weakness to Psychic. Its movepool isn't lacking for appropriate tools, either; Will-O-Wisp, Haze, Pain Split, and Taunt can let it actively annoy just about any threat it comes across, and its solid offensive stats lend themselves well to utilizing such excellent options as STAB Sludge Bomb, Thunderbolt, Fire Blast, and even Explosion, ensuring Taunt alone isn't enough to shut it down unlike some other walls. This lets trainers mix and match their Weezing to suit the needs of their team in a number of ways.

However, Weezing draws comparisons to Chansey in how extreme its flaws are: while Chansey is an immovable special wall, it's scared by any decently strong physical attacker, and Weezing similarly dreads nearly every special attacker in the tier. This combined with its tendency to spam Will-O-Wisp in many situations gives Houndoom many opportunities to switch in, almost forcing Weezing to be played as if it were weak to Pursuit. Pain Split is also a highly exploitable form of recovery, and circumventing it with Rest costs Weezing turns and moveslots that it can't afford. But Weezing is a specialist: it takes physical hits like nothing else, and although it has flaws that keep it from doing much more than that, that doesn't stop it from being a great choice for your team.

Purple Blob

Move 1: Will-O-Wisp

Move 2: Sludge Bomb

Move 3: Haze / Hidden Power Ice / Taunt

Move 4: Pain Split / Explosion

Item: Leftovers

Ability: Levitate

EVs: 252 HP / 4 Atk / 252 Def

Nature: Impish / Relaxed

Will-O-Wisp is Weezing's most important move, allowing it to cripple nearly every physical attacker in UUBL and annoying everything else with significant chip damage. STAB Sludge Bomb hits the Fire-types and Chansey that don't care about Will-O-Wisp fairly hard, notably 2HKOing Houndoom, and threatening even Poison-resistant Pokemon with a 30% chance of a poison status ailment. Sludge Bomb is also strong enough to discourage most Psychic-types to recklessly switch into Weezing due to their physical frailty. It also helps that every Poison-resistant Pokemon in the tier is terrified of Will-O-Wisp besides the rare Camerupt. Weezing's third moveslot is quite flexible; Haze is a useful option to stop setup sweepers in their tracks, which is especially important for Pokemon such as Bulk Up Hariyama and Curse Registeel that try to dodge Will-O-Wisp with Substitute or heal it off with Rest, respectively. It also ensures that Dragon Dance Dragonite and Curse Miltank can't try to rack up boosts and break through Weezing after curing its own burn with Heal Bell. Hidden Power Ice is an alternative which directly threatens Dragonite with a 2HKO, with the added bonus of putting more pressure on bulky Ground-types that resist Sludge Bomb. This is particularly important against Marowak and Rhydon, which can use Substitute and break through Weezing if it's unable to break the Substitute within one turn. Taunt is a more direct way to stop setup from slower Pokemon, and Weezing's base 60 Speed is surprisingly good for a wall, letting it actually use the move effectively. It can also stop phazers like Donphan, Steelix, and Hariyama from racking up Spikes damage on Weezing's teammates with Roar or Whirlwind and stop Chansey from using Soft-Boiled, making it surprisingly adept at breaking its fellow blob. Finally, the last slot is decided based on what the pace of Weezing's team is: Pain Split is the standard for the longevity it affords in drawn-out battles, but Explosion is a solid alternative for any Weezing being used as a backbone for a bulky offense team, as they appreciate the momentum and wallbreaking utility it provides.

Set Details

Maximum HP and Defense EVs make Weezing better at what it's best for: switching into physical hits. An Impish nature is the standard to maximize Defense without compromising other relevant stats, but a Relaxed nature should be used with Hidden Power Ice to secure a 2HKO on bulkless Dragonite. If Weezing opts for Taunt, it can be worthwhile to invest a few extra Speed EVs to expand its list of targets: 44 EVs can be used to beat Umbreon and defensive Scizor, for instance. Leftovers are required to give Weezing some consistent recovery outside of Pain Split.

Usage Tips

Weezing is a fairly straightforward Pokemon, as it can act as a blanket check to most physical threats in UUBL and switch into them at high health with little difficulty. However, despite its great toolkit, Weezing's passivity can sometimes give setup opportunities to Pokemon with the right sets. Forgoing Haze in particular means Weezing's team will need to watch out for bulky setup sweepers such as Curse + Rest Registeel, Curse Miltank, Substitute + Swords Dance Rhydon, and Substitute + Bulk Up Hariyama. Other techs occasionally used to beat Weezing, such as Psychic Medicham, will also need to be scouted for before Weezing can safely be used as an answer to those Pokemon. Note that Pain Split is a highly exploitable form of recovery, and it shouldn't be spammed if an opposing Pokemon could potentially switch in and regain health from it. Another notable perk of Weezing is its immunity to Toxic, allowing it to switch into the likes of Registeel safely before threatening it with Will-O-Wisp. If using Taunt, Weezing can become quite resilient against other defensive Pokemon such as Chansey, recovering huge chunks of HP with Pain Split and progressively wearing them down.

Team Options

Weezing commonly makes up the backbone of sturdy balance and stall cores featuring supportive pieces such as Chansey, Regice, Registeel, and Vaporeon. The former three especially love Weezing's ability to act as a near-perfect check to Fighting-types, which can easily run over unprepared stall teams. As Weezing is a fairly self-sufficient Pokemon by virtue of its Spikes immunity and semi-reliable recovery, it requires little specific support; however, it does appreciate sturdy answers to common special sweepers that tend to use it for free setup. Chansey is a great candidate for

this, as it can easily beat most special threats one-on-one and even absorb Will-O-Wisps aimed at Weezing with Natural Cure. Regice is another standout choice for balance teams that can turn the tables on Calm Mind sweepers such as Raikou with Psych Up and generally pose a threat in its own right. Offensive Fire-types such as Blaziken, Substitute + Calm Mind Entei, and Beat Up Houndoom are commonly used to break the standard Weezing + special wall core, so a dedicated check to them is recommended; this is best handled by Dragonite or a bulky Water-type such as Vaporeon. Qwilfish and Tentacruel handle these threats similarly well while supporting the team with Spikes and Rapid Spin, respectively, but fitting them can be risky, as they stack weaknesses to the common Psychic-types as well as Raikou.

Even though Weezing itself doesn't mind Spikes thanks to Levitate, it is usually Spikes bait, especially for Omastar. Therefore, spinners such as Donphan and Armaldo make good partners. While Weezing is able to check nearly every physical attacker in the tier, it can be overwhelmed if it has to handle too much offensive pressure, especially if it has to take hits from Normal-types like Tauros. Thus, physically bulky Normal resists such as Regirock, Steelix, Registeel, Scizor, and Armaldo are beneficial to it.

Offensive Tank

Move 1: Sludge Bomb

Move 2: Explosion

Move 3: Fire Blast / Flamethrower

Move 4: Hidden Power Grass / Shadow Ball / Will-O-Wisp / Taunt

Item: Leftovers

Ability: Levitate

EVs: 252 HP / 252 Atk / 4 SpA

Nature: Brave

Weezing's offensive stats aren't incredible, but its great typing and movepool give it plenty of opportunities to hit the field and threaten the opposing team. Sludge Bomb has poor super effective coverage, but it hits neutral targets fairly hard when invested, and the 30% poison chance can be ruinous to common switch-ins such as Vaporeon and Slowbro. Explosion is a useful trading tool that can OHKO any neutral target with little or no prior chip damage, and it also provides free entry for a teammate after its use. A

Fire-type attack is required to threaten Steel-types that are immune to Sludge Bomb; Fire Blast is generally preferred for its power, letting Weezing reliably 2HKO Steelix and Haunter, but Flamethrower's perfect accuracy makes it a decent choice as well. The last moveslot has many viable uses: Hidden Power Grass helps Weezing against Rock-types such as Regirock and Omastar that otherwise wall its coverage, making it the most consistent choice; however, Shadow Ball can be useful to score a clean OHKO against Haunter and severely pressure Dusclops and Misdreavus, which otherwise beat this set with ease. Will-O-Wisp is useful even on a more offensive set, letting Weezing cripple its switch-ins with burns and outlast would-be checks to this set such as specially defensive Regirock. Taunt can prevent healing attempts from the likes of Chansey, Vaporeon, and Rest Hariyama, among others; it also disables Protect for a turn on Pokemon that use it, allowing Weezing to use Explosion with less risk. Thunderbolt and Hidden Power Ice are additional coverage options that score harder hits on Water-types (most notably Qwilfish) and Dragonite, respectively, although Sludge Bomb already hits most of these targets hard enough in most situations.

Set Details

Maximum HP and Attack EVs are typical for a bulky attacker, and are thus the standard on this set. However, Weezing's spread is fairly customizable; extra Special Attack EVs can be useful for harder hits on specific targets. 140 Special Attack EVs allow Weezing to OHKO defensive Scizor with Fire Blast, for instance. Speed investment can also be useful for shutting down a wider variety of threats with Taunt if Weezing is using the move. A Brave nature is the standard since it boosts Weezing's physical power without compromising the strength of its already-weak special attacks, but a Lonely nature should be used instead if you wish to invest in Speed. Leftovers are important here due to it being this Weezing's only form of recovery.

Usage Tips

While this Weezing is meant to be more of an offensive threat than usual, its most valuable trait is still its excellent physical bulk and longevity, so its health shouldn't be traded away recklessly in the early-game. Weezing's offensive stats are merely serviceable and not impressive, so it shouldn't be relied on as a major progress-maker; rather, it's a tank that can use good

coverage to take advantage of its many switch-in opportunities and punch a hole with Explosion later on. Avoid using Explosion recklessly against targets that commonly carry Protect, such as Vaporeon, Donphan, and Kangaskhan, or disable their ability to use it with Taunt if Weezing carries the move. It's also best to confirm the removal or absence of Ghost-types before attempting to explode, as Weezing doesn't have as many tools to discourage them as other common Explosion users like Glalie or Regirock; however, this can be partially solved by fitting Shadow Ball. This variant of Weezing is typically unexpected; thus, it can be rewarding to keep the offensive nature of this set ambiguous in order to catch some relevant targets such as Omastar by surprise with a super effective hit.

Team Options

Spikes-stacking offensive teams love this Weezing variant for its ability to pivot into a wide variety of threats without completely sapping momentum. Such teams usually intend to play at a fast-enough pace that they wouldn't benefit from a fully defensive set, instead preferring to let Weezing get worn down alongside its foes before using Explosion. In return, Weezing appreciates these teams' preference towards getting Spikes on the field early, which helps shore up its ho-hum damage output. Smeargle and Glalie are great early Spikes-setting options which don't stack weaknesses to common special threats like Qwilfish does; Smeargle also brings Spore to the table, while Glalie brings another powerful Explosion. Aside from this, offensive Weezing is fairly flexible; any win condition with a hatred for Fighting-, Ground-, or Grass-types will enjoy Weezing's presence, including threats such as offensive Vaporeon, Calm Mind Raikou, Calm Mind Entei, and Dragon Dance Lapras. Offensive Weezing's ability to lure unsuspecting physical walls such as Omastar, Vaporeon, and opposing Weezing before crippling them with super effective coverage or Explosion is also greatly appreciated by the likes of Dragon Dance Dragonite, Tauros, and Marowak.

Other Options

Memento can be considered over Explosion on some offensive teams that want to give opportunities to an exceptionally frail setup sweeper such as Belly Drum Linoone. Destiny Bond is a serviceable alternative to Explosion which is more effective against slow walls such as Registeel, Regirock,

Steelix, and Dusclops which don't care about a strong Normal-type nuke. However, Weezing's low Speed and the move's reliance on surprise factor limit its use cases. An itemless set with Thief can be effective for outlasting a switch-in with Spikes support, but Weezing generally prefers to use its moveslots on its other tools.

Checks and Counters

Although Weezing is easy to defensively answer, only a single type weakness and immunities to Spikes and Toxic make it incredibly hard to pin down and KO. The best game plan for it is to force momentum or major damage against it with strong special attackers, or overload it with multiple physical threats at once.

Ghost-types: Haunter switches in on many of Weezing's common moves and threatens a 2HKO with Psychic. Dusclops and Misdreavus also resist Sludge Bomb, although they struggle more to immediately threaten Weezing in return.

Houndoom: Although it hates eating a Sludge Bomb as it switches in, Houndoom remains a prime threat to Weezing due to its Will-O-Wisp immunity and ability to force major unanswered damage with Pursuit.

Psychic-types: Few of them can switch into Sludge Bomb, but all of Alakazam, Jynx, Exeggutor, and Espeon can easily OHKO Weezing with their STAB attacks. Medicham also occasionally fits Psychic into its sets, which can 2HKO Weezing if the move isn't scouted for. Slowbro and the seldom used Lunatone also deal major damage with their STAB and can afford to take multiple Sludge Bombs thanks to their bulk.

Special attackers: While Haze lets Weezing deny setup from Calm Mind sweepers such as Raikou, Entei, and Alakazam, such threats and others can easily blow it away with unboosted attacks, making it quite vulnerable to them. Some rarer threats such as specially offensive Arcanine, Camerupt, and Heal Bell Lapras can circumvent the threat of Will-O-Wisp and take Sludge Bomb fairly well. However, Weezing can sometimes cripple these threats with status or trade with Explosion if its trainer plays carefully around the opponent's use of Substitute.

Will-O-Wisp: Being burned is one of the few ways to force consistent passive damage onto Weezing, and it also cripples the damage output of Sludge Bomb and Explosion. Thus, Weezing must be careful around common burn spreaders such as the aforementioned Haunter and Houndoom, as well as Dusclops and opposing Weezing.

Substitute users: A lot of Pokemon can turn the tables on Weezing if they can protect themselves from Will-O-Wisp, something they can achieve with Substitute. This includes the likes of SubPunch Registeel, Substitute + Toxic Entei, Substitute + Bulk Up Hariyama, and Substitute + Swords Dance Tentacruel. Marowak, Rhydon, and the rare Nidoking can also get past Weezing if it uses Sludge Bomb as its only offensive option. However, offensive Weezing is a much tougher opponent for most of these Pokemon.

Guts users: Weezing's tendency to spread status ailments can be used against it by the likes of Machop, Ursaring, and Choice Band Swellow, which can threaten Weezing with a potential 2HKO from a Guts-boosted Facade, Return, or Double-Edge, respectively.

Credits

- Written by StupidFlandrs48
- Quality checked by Wenderz