



At a glance Espeon seems outclassed by Alakazam as a Psychic-type Calm Mind sweeper, and that is indeed true. However, Espeon's access to Baton Pass allows it to become a different kind of threat, sacrificing Alakazam's superior power, coverage, and Speed in order to either threaten a sweep itself *or* pass its boosts to a more suitable teammate, and creating an entirely unique brand of special offense teams that it anchors like nothing else. Baton Pass and its excellent base 110 Speed tier also makes Espeon a Psychic-type that doesn't fear Pursuit trapping from the ubiquitous Houndoom at all, allowing for more aggressive play than its competition can manage. Espeon isn't fully pigeonholed into CMpass strategies either; its access to other great support options such as Wish and dual screens make it a good supporting partner for a variety of threats.

However, Espeon suffers from significant flaws that prevent it from seeing more frequent use. The first of these is Alakazam's existence; as a standalone offensive Pokemon, Alakazam packs higher Speed, higher Special Attack, and unique support options of its own such as Encore that make it far more splashable than Espeon. Espeon's complete lack of coverage moves outside of Hidden Power also poses a problem, limiting its use cases as a win condition. Because of this, Espeon is a Pokemon that must be used with care and often with its team fully built around it; however, it's hard to overstate how effective it can be when in its element.

Calm Mind + Baton Pass

Move 1: Psychic

Move 2: Substitute / Hidden Power Fire / Hidden Power Dark

Move 3: Calm Mind

Move 4: Baton Pass

Item: Leftovers / Lum Berry

Ability: Synchronize

EVs: 252 SpA / 4 SpD / 252 Spe

Nature: Timid

Calm Mind and Baton Pass are the core of this set, letting Espeon boost its power, bulk, and teammates' threat potential all at once. STAB Psychic hits quite hard off of Espeon's great Special Attack, and this set uses full investment to ensure it can pose a credible sweeping threat on its own in the right conditions. Substitute is another great supporting move to go alongside Calm Mind, making it easier for Espeon's teammates to take the field with its boosts while also allowing Espeon to play around status spreaders such as Jynx and Venusaur that might try to hinder Espeon or the Baton Pass recipient. However, extra coverage can also be useful in this slot: Hidden Power Fire demolishes Scizor attempting to threaten Espeon with its STAB or set up boosts alongside it, while also threatening other targets such as Registeel, Jynx, Exeggutor, and most notably the Roar-packing Steelix after a boost or two; alternatively, Hidden Power Dark 2HKOs any Alakazam trying to start a Calm Mind war while letting Espeon smash Dusclops and opposing Psychic-types such as Slowbro, the aforementioned Jynx and Exeggutor, and opposing Espeon. While Espeon isn't as afraid of Houndoom as its fellow Psychic-types due to its ability to escape Pursuit with Baton Pass, Hidden Power Water remains an option to get past Houndoom and hit Steelix super effectively.

Set Details

Espeon's Speed and power are its main advantages over other Calm Mind + Baton Pass users such as Hypno, so the given EV spread invests entirely in maximizing these strengths. Leftovers is the preferred item to give Espeon longevity in the face of Spikes and potentially let it pass boosts multiple times during a game, although Lum Berry is useful on non-Substitute variants for guarding against sleep and paralysis attempts, and it has good synergy with Synchronize. An alternative EV spread of 80 HP / 252 SpA / 176 Spe is viable to add some bulk while still outspeeding base 100 Pokemon, but preserving the Speed tie with Jolly Tauros is often more useful for this set. Another possibility is to fully focus on Espeon's bulk with a spread of 220 HP / 36 Def / 252 Spe, which ensures that Espeon can live a Hidden Power Flying from Choice Band Dragonite, thus allowing it to set up a Calm Mind against it from full health.

Usage Tips

Switch Espeon in on a passive defensive Pokemon such as Registeel, or another threat it forces out such as Machop or Tentacool, and immediately set up a Substitute on the first free turn if Espeon is carrying it. Playing with Espeon itself is simple: boost up whenever possible, pass to a teammate as the situation demands. The difficult part is figuring out which teammate to pass its boosts to, which will mostly depend on Espeon's team composition and the opposing Pokemon being used to switch into it.

Another way to bring Espeon onto the field is simply to use it as a lead, a position where it shines. Espeon poses an immediate threat to common leads such as Smeargle, Qwilfish, Tentacool, Machop, and Venusaur while being able to play around the like of Jynx and Glalie that may attempt to stop it in its tracks with Lovely Kiss and Explosion, respectively, thanks to Substitute. Espeon can try to set up as soon as the game starts or use Baton Pass to scout the opposing team; Baton Pass also makes its Houndoom matchup far less volatile compared to other Psychic-type leads.

Team Options

Any strong special threat that doesn't have a method of boosting its own Special Attack appreciates Espeon doing that work for them; Regice, Kingdra, Ludicolo, Haunter, Vaporeon, and even mixed Dragonite are all solid examples of this. Vaporeon can also use Baton Pass itself to give the boosts to another teammate without forcing Espeon to come back in, which Espeon greatly appreciates. A Pokemon that can offensively pressure Houndoom should also be one of Espeon's boost recipients, and more than one is often wise; Blaziken is a great asset to EspeonPass teams for this purpose, and it also pressures other Espeon answers such as Chansey and Registeel. Finally, a good switch-in to common offensive Normal-type attackers such as Tauros is important, since they can often bowl Espeon over without a Substitute up. Lunatone and the aforementioned Haunter are the go-to options for special offense teams that Espeon usually fits on.

While one of the main benefits of using EspeonPass over other styles of special offense is that it doesn't need special measures such as Diglett to

deal with Houndoom, Diglett can still be useful on some occasions if Espeon's team is stacking other Pursuit-weak threats such as Jynx, Haunter, or Alakazam. In addition, Diglett's ability to trap Lanturn is great for other special offense staples such as Raikou and the aforementioned Haunter. The goal of special offense is to overwhelm special walls like Regice, Registeel, and Chansey with repeated hits from boosted Pokemon. Therefore, powerful special sweepers like Raikou will feature on most teams featuring Espeon. Substitute Entei is another solid teammate for its ability to beat the aforementioned special walls one-on-one.

Offensive Wish

Move 1: Psychic

Move 2: Hidden Power Fire / Hidden Power Water

Move 3: Wish

Move 4: Baton Pass / Protect

Item: Leftovers

Ability: Synchronize

EVs: 192 HP / 140 SpA / 180 Spe

Nature: Timid

Espeon's frailty makes it look like a poor Wish passer, but as the fastest and strongest Wish user in UUBL, it often performs more effectively in this role than its competition for faster-paced teams; it can exert major offensive presence and use the move before fainting against a bevy of offensive Pokemon that would outspeed other Wish users. Psychic is a threatening STAB attack that scares out a variety of defensive Pokemon such as Venusaur, Qwilfish, Hariyama, and Weezing, creating opportunities to use Wish. Hidden Power Fire provides the best overall coverage, hitting common Psychic resists such as Steel-types, Jynx, and Exeggutor; however, Hidden Power Water can be more valuable for some teams to help against Houndoom while still hitting Steelix super effectively. Finally, Baton Pass lets Espeon safely scout switch-ins after using Wish, and provides a method of escaping trap attempts from Houndoom. Protect can also be used in the last slot to ensure Espeon can safely receive its own Wish when it needs to, but this will mandate the use of Hidden Power Water to help against Houndoom, or other anti-Houndoom measures such as Diglett.

Set Details

The given EV spread lets Espeon properly threaten any foes weak to its coverage while improving its survivability compared to other sets. 192 EVs in HP let Espeon survive a Crunch from Houndoom at full health while also letting it switch into Fighting-types and weak special attackers more comfortably. 140 Special Attack EVs allow Espeon to OHKO Scizor and 2HKO most Exeggutor with Hidden Power Fire, 2HKO Houndoom with Hidden Power Water, and 2HKO Steelix with both. Maximum Special Attack and Speed investment can also work, but this set enjoys the extra bulk to find more switch-in opportunities, and Speed tying with Tauros isn't especially useful for it.

Usage Tips

It's often best to disguise Espeon's set until its Wish passing services are required, as an opponent will be significantly more afraid of it if they believe it's using Calm Mind and Baton Pass, thus putting more pressure on them to switch to a special wall that provides easy entry for one of Espeon's teammates to receive the Wish. This is especially important if Protect is used over Baton Pass: Houndoom will never attempt to use Pursuit against an Espeon due to the assumption of Baton Pass, so try not to reveal the move until Houndoom is removed or within KO range of Hidden Power Water. Avoid being too predictable with Espeon's Wish targets; even if one teammate is in critical need of healing, another teammate will still appreciate the Wish to help it switch into an attack and/or negate damage from Spikes if it better suits the situation.

Team Options

Tauros is a great partner for Wish Espeon, as they both fit on similarly fast-paced offensive teams and Tauros loves having a teammate that can heal off repeated bouts of Spikes and Double-Edge recoil for it while also switching into Fighting-types if kept healthy. Because Espeon tries to find Wish opportunities via offensive momentum and forced switches, Spikes are a great addition to its team to increase the pressure it can exert. Qwilfish is a solid choice for this since it enjoys Espeon's ability to shore up its limited bulk with Wish, letting it stick around a bit longer instead of being forced to use Self-Destruct early on a suboptimal target. Omastar and Glalie are other

solid partners that appreciates Espeon's proficiency in scaring Fighting-types. Houndoom is a significant threat to Espeon despite its inability to actually trap it, so a good switch-in for it is important; Blaziken is a great choice for this, although Hariyama is a bulkier alternative that may get more mileage from Wish support in particular. These Fighting-types are also very effective at breaking special walls that Espeon typically lures in such as Regice, Registeel, Chansey, and Umbreon, so it is very likely that Espeon will have plenty of opportunities to heal them with Wish.

Other Options

Espeon is a decent user of dual screens, although it faces tough competition from the faster Alakazam as well as Gardevoir and Solrock, which both pack better pivoting moves in Memento and Explosion, respectively. Morning Sun is the most interesting piece of Espeon's movepool that hasn't yet been mentioned, giving it reliable (albeit PP-limited) recovery that can be useful for the CPass set; however, fitting it would require dropping Hidden Power or Substitute, giving it major opportunity cost. Hidden Power Water is also usable on the CPass set, although it somewhat undermines Espeon's core appeal of not needing to tech its sets specifically for Houndoom. Psych Up is a cool idea for the Wish set, allowing it to potentially beat the Calm Mind Alakazam that otherwise sets up on it, although Espeon will struggle to fit it on its set.

Checks and Counters

Special walls: Chansey, Regice, and Registeel all keep Espeon in check quite easily thanks to their massive bulk, and all of them can cripple it with status without caring much about Synchronize bouncing it back. Regice in particular can be very troublesome as it commonly uses Psych Up and thus can copy the boosts of the recipient or Espeon itself and become very threatening to Espeon's team.

Dark-types: While it can't trap Espeon with Pursuit thanks to Baton Pass, Houndoom still walls any set not carrying Hidden Power Water and threatens massive damage or a KO with Crunch. Umbreon is another effective check that also doesn't fear Hidden Power Water, and it can 2HKO Espeon with

Shadow Ball. However, Umbreon's passivity makes it easier to exploit for Espeon's teammates.

Alakazam: Alakazam can thwart Espeon in multiple ways depending on its set. It can set up on or alongside it with Calm Mind, ruin CMpass attempts with Encore, or cripple it with Trick + Choice Band. However, Alakazam will find itself in trouble against Hidden Power Dark variants.

Scizor: Scizor completely sits on some Espeon variants and threatens an OHKO if it carries a Bug-type STAB move, although it's invalidated by Hidden Power Fire if Espeon chooses to run it.

Phazers: Any Pokemon that can take one of Espeon's boosted hits and phaze it will put a hard stop to the Calm Mind + Baton Pass strategy. Steelix is a good example if Espeon lacks the appropriate coverage move for it. Raikou is another troublesome phazer, as it can set up alongside Espeon and use Roar to win the Calm Mind war. Articuno and Blastoise are hit harder by Psychic but can still do the job in a pinch.

Haze users: Espeon's powerful Psychic already dissuades two of the most common Haze users in Weezing and Qwilfish from coming anywhere near it, but others such as Vaporeon and Articuno can be a major annoyance.

Dragonite: Although it can't switch directly into Psychic, Dragonite can still stomach one boosted Psychic once it's on the field and set up a Dragon Dance or KO Espeon outright if it's using Choice Band.

Faster Pokemon: Choice Band Tauros can easily OHKO Espeon with Double-Edge if it wins a Speed tie, while Swellow and Crobat can do the same without having to worry about said tie. However, all three are quite frail and Crobat is also weak to Psychic, meaning Substitute variants can help to play around and outlast them.

Credits

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