



*"I'm new to showdown, so I started an account as Trainer Red 360.
I have used this team since I began, and these are the scores they've earned me:"*

Official ladder	Elo	GXE	Glicko-1	W	L	
ou	1601	79.0%	1752 ± 53	33	7	Reset

About Mega Medicham:

Mega Medicham, a powerful being whose attack stat transcends all understanding. It has access to a wide array of move-pools which allows it to defeat any opponent. With access to priority moves such as Fake Out and Bullet Punch, even the quickest of beasts have much to fear. With all this taken into account, it's no wonder that many people revere to it as the "all knowing god of destruction".

Team building



Mega Medicham, Weavile and Serperior form a powerful offensive core. Weavile is of great benefit to Medicham thanks to its speed stat, a trait which allows Weavile to pick off weakened foes from Medicham's wrath. It also has access to pursuit, a tool used for punishing cowering Pokemon. Serperior acts as a powerful wallbreaker aiding Medicham in breaking down its walls (Mega Sableye & Slowbro).



The combination of Landorus-Therian and Rotom Wash is an infamous one. Together these Pokemon ward off each others threats and counters. Such a duo is beneficial for Medicham as they are both sturdy and are capable of reducing the foes offence. The former achieves this through its ability, whilst the latter via status. They also provide excellent gateways for Mega Medicham to safely enter battles (U-Turn & Volt Switch).

Neat Trick: Landorus-T's ability, U-Turn and Medicham's Fake Out can be used [continuously] as a combo to safely get rid of certain physical attackers e.g. fast Excadrill, Choice Scarf Jirachi, Choice Scarf Tyranitar, Dragonite, Choice Scarf Landorus-T, Mega Lopunny, Choice Band Scizor, Talonflame and even Charizard X.



Choice Scarf Excadrill is an excellent late game cleaner, with access to Rapid Spin, it is useful for getting rid of hazards. Its steel typing makes its great for taking on special fairy type attacks.

Team members:



Psykick (Medicham) (M) @ Medichamite

Ability: Pure Power

EVs: 252 Atk / 4 Def / 252 Spe

Jolly Nature

- High Jump Kick
- Zen Headbutt
- Fake Out
- Ice Punch / Bullet Punch (*Adamant Nature if using Bullet Punch*)

High Jump Kick is Medicham's strongest attack, hitting most Pokémon that aren't immune to it for a great amount of damage. Zen Headbutt provides decent neutral coverage with High Jump Kick, hitting Fairy-types such as Clefable and Sylveon incredibly hard. Fake Out grants Medicham a safe turn to Mega Evolve while also dealing chip damage and potentially picking off a weakened foe. Ice Punch is preferred in the last moveslot, as it gets the OHKO on bulky Garchomp, Gliscor, and offensive Landorus-T. Bullet Punch helps Medicham's matchup against more offensively oriented teams while having the added perk of being able to revenge kill Mega Diancie.



Jackfrost (Weavile) (M) @ Life Orb

Ability: Pressure

EVs: 252 Atk / 4 Def / 252 Spe

Jolly Nature

- Knock Off
- Icicle Crash
- Ice Shard
- Pursuit

Knock Off is Weavile's best Dark-type STAB move and comes with the benefit of removing items such as Eviolite and Leftovers. Icicle Crash is Weavile's strongest STAB move when the foe does not have an item and can also make the foe flinch. It also does not make contact, so it avoids Rocky Helmet, Rough Skin, and Iron Barbs damage from the likes of Garchomp and Ferrothorn. Ice Shard is used to pick off naturally faster threats such as Mega Alakazam, Mega Lopunny, and Mega Aerodactyl as well as boosted threats such as +1 Mega Altaria and Choice Scarf Landorus-T. Ice Shard also helps Weavile circumvent opposing priority attackers, but this is only really useful against Breloom going for Mach Punch, as Ice Shard doesn't hit any other priority attacker for super effective damage. Pursuit is an option to trap Ghost- and Psychic-types such as Latios and Gengar.



Tigerland (Landorus-Therian) @ Leftovers

Ability: Intimidate

EVs: 252 HP / 240 Def / 8 SpD / 8 Spe

Impish Nature

- Earthquake
- U-turn
- Rock Slide

- Stealth Rock

Earthquake is Landorus-T's best STAB attack due to its great power and perfect accuracy; it provides defensive Landorus-T with a way of hitting opposing Pokemon hard and allows him to maintain some offensive presence. U-turn allows Landorus-T to pivot out and gain momentum by putting the matchup in your favor; it works well with Landorus-T's defensive potential, as it can force a switch quite easily when sent in against a physical threat. Rock Slide hit Flying-types, such as Talonflame and Thundurus, and Levitate users that are immune to Earthquake for super effective damage. Finally, Stealth Rock provides entry hazard support, wearing down opposing teams with residual damage.



WaterHazard (Rotom-Wash) @ Leftovers

Ability: Levitate

EVs: 248 HP / 252 Def / 8 Spe

Bold Nature

- Volt Switch

- Hydro Pump

- Will-O-Wisp

- Pain Split

Volt Switch is Rotom-W's Electric STAB move that allows it to regain momentum after pivoting into a threat. Hydro Pump is Rotom-W's secondary STAB that allows it to beat some of the Pokemon it checks, most notably Ground-types such as Landorus-T and Mamoswine, which are immune to Volt Switch. Will-O-Wisp allows Rotom-W to inflict burns on the foe and deter physical attackers. Pain Split can be used when Rotom-W's HP is low to regain some HP, but it tends to be very inconsistent overall due to being dependent on the foe's HP.



Slitherquick (Serperior) (M) @ Life Orb

Ability: Contrary

EVs: 4 Def / 252 SpA / 252 Spe

Timid Nature

- Leaf Storm
- Dragon Pulse
- Hidden Power [Ground]
- Glare / Taunt

With its high Base Power and backed by a Life Orb, Leaf Storm actually hits surprisingly hard, despite Serperior's low base Special Attack. The boost provided by Leaf Storm makes the coverage moves available to Serperior more usable. Dragon Pulse hits Dragon-types such as Latios and Dragonite after Multiscale is broken. It's also good for neutral damage on Pokemon such as Talonflame on the switch.

Hidden Power Ground is used instead because Serperior lures Heatran. After a Leaf Storm boost and Life Orb, Hidden Power Ground is a guaranteed OHKO Heatran. Glare has great utility in crippling common checks to Serperior such as both Mega Charizard forms, Heatran, Talonflame, and Tornadus-T. Taunt is especially useful against defensive teams, since most rely on Mega Sableye to deflect Taunt users and Serperior can simply outboost and KO it.



Drillbill (Excadrill) (M) @ Choice Scarf

Ability: Mold Breaker

EVs: 252 Atk / 4 SpD / 252 Spe

Adamant Nature

- Earthquake
- Iron Head
- Rock Slide
- Rapid Spin

Earthquake has great coverage with the help of Mold Breaker, allowing Excadrill to hit Rotom-W, Gengar, and the rare Bronzong for super effective damage, as well as Latios and Latias for neutral damage. Iron Head deals more damage to Fairy-types such as Clefable, Sylveon, and Mega Gardevoir. Rock Slide has great coverage alongside Earthquake and hits Flying-types such as Talonflame, Thundurus, Mega Charizard Y, Dragonite, Tornadus-T, and Gyarados. Nothing else in Excadrill's movepool provides extra coverage, so Rapid Spin is the best option in the last slot, as it allows Excadrill to remove entry hazards, but it is a huge momentum killer.

Conclusion:

When all is said and done, I had a lot of fun with this team. And I hope you do too. The team covers what it needs to and it's very effective at providing entertaining battles.

Import Team:



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Medicham (M) @ Medichamite

Ability: Pure Power

EVs: 252 Atk / 4 Def / 252 Spe

Jolly Nature

- High Jump Kick
- Zen Headbutt
- Fake Out
- Ice Punch

Weavile (M) @ Life Orb

Ability: Pressure

EVs: 252 Atk / 4 Def / 252 Spe

Jolly Nature

- Knock Off
- Icicle Crash
- Ice Shard
- Pursuit

Landorus-Therian @ Leftovers

Ability: Intimidate

EVs: 252 HP / 240 Def / 8 SpD / 8 Spe

Impish Nature

- Earthquake
- U-turn
- Rock Slide
- Stealth Rock

Rotom-Wash @ Leftovers

Ability: Levitate

EVs: 248 HP / 252 Def / 8 Spe

Bold Nature

- Volt Switch
- Hydro Pump
- Will-O-Wisp
- Pain Split

Serperior (M) @ Life Orb

Ability: Contrary

EVs: 4 Def / 252 SpA / 252 Spe

Timid Nature

- Leaf Storm
- Dragon Pulse
- Hidden Power [Ground]
- Glare

Excadrill (M) @ Choice Scarf

Ability: Mold Breaker

EVs: 252 Atk / 4 SpD / 252 Spe

Adamant Nature

- Earthquake

- Iron Head
- Rock Slide
- Rapid Spin

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