

Bossteam 2.0



Problems with old Boss Team

- **Long Setup 32-33 Rounds [Destiny Bond-> Memento 2x-> Disable -> Flash 6x-> Stockpile 6x->Baton Pass-> Agility 3x-> Work up 6x-> Baton Pass-> Double Team 6x]**
- **Due to the long setup the debuffed pokemon faints because of a life orb or has a higher crit chance because it can hit more often.**
- **Ghost Pokemon were a big problem as Shadow Ball drops your spdef sometimes and Drifblim don't have high defense stats**
- **Pokemon with Sturdy or a Focus Sash could land a hit or make some status move.**
- **Many bosses gave me problems with only one crit. I wanted to find something more reliable with a bit more bulk.**



The „new“ Bossteam“

Gengar ♀ Lv.100 Kanto ID:29332010 Ability: Cursed Body Nature: Timid Moves: Thunderbolt, Destiny Bond, Psychic, Hypnosis	Whimsicott ♂ Lv.100 Hoenn ID:29771583 Ability: Prankster Nature: Bold Moves: Energy Ball, Leech Seed, Memento, Giga Drain	Whimsicott ♀ Lv.100 Hoenn ID:29772172 Ability: Prankster Nature: Bold Moves: Giga Drain, Energy Ball, Leech Seed, Memento
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← Suicide Squad →

← Buffer →

← Sweeper →

Mew ♀ Lv.100 Kanto ID:31988663 Ability: Synchronize Nature: Timid Moves: Iron Defense, Amnesia, Baton Pass, Thunder Wave	Gliscor ♀ Lv.100 Johto ID:30467782 Ability: Poison Heal Nature: Careful Moves: Agility, Swords Dance, Stealth Rock, Baton Pass	Gliscor ♀ Lv.100 Johto ID:30468025 Ability: Poison Heal Nature: Adamant Moves: Earthquake, Aerial Ace, Brick Break, Facade
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Why Gliscor? Important Base stats comparison!

Gliscor Lv. 100 Johto ID: 30468025

HP: 335/335 Ability: Poison Heal

Exp: Total: 23720871 XP Till Next: 0 XP Nature: Adamant

OT: Koreandoo

Moves: Earthquake 16/16, Aerial Ace 20/20, Brick Break 15/15, Facade 20/20

Base Stats: ATK: 300, DEF: 283, SPD: 225, SPATK: 84, SPDEF: 200, HP: 19

Gardevoir Lv. 100 (Sinnoh) ID No. 24698357

HP: 266/266 Ability: Synchronize

Exp: Total: 25697610 XP Till Next: 0 XP Nature: Modest

OT: Fatmancit

Moves: Psychic 10/10, Focus Blast 8/8, Shadow Ball 15/15, Double Team 15/15

Base Stats: ATK: 135, DEF: 154, SPD: 236, SPATK: 383, SPDEF: 245, HP: 20

95 Atk	125 Sp. Atk
125 Def	65 Def
95 Spd	80 Spd
75 Spdef	115 Spdef
75 Hp	68 Hp
465	453



Skull: 100% (100%)

Attack-pool



Earthquake (150 Strength STAB)	Psychic (135 Strength STAB)
Acc. 100%	Acc. 100%
Aerial Ace (90 Strength STAB)	Focus Blast (120 Strength)
Acc. Always !	Acc. 70%
Facade (140 Strength poisoned)	Schadow Ball (80 Strength)
Acc. 100%	Acc. 100%
Brick Break (75 Strength)	Doubleteam
Acc. 100%	Acc. 100 %



Type Coverage

	Nrm	Fig	Fly	Pos	Gro	Roc	Bug	Gho	Ste	Fir	Wat	Gra	Ele	Psy	Ice	Dra	Dar	Fai	
Glis	Green	Green	White	Green	White	Green	Green	White	Green	Green	White	Green	Green	White	Green	White	Green	White	61%
Gar	Green	Green	White	Green	White	Green	White	Green	Green	White	White	White	White	Green	Green	White	Green	White	50%



Weaknesses

	Nrm	Fig	Fly	Pos	Gro	Roc	Bug	Gho	Ste	Fir	Wat	Gra	Ele	Psy	Ice	Dra	Dar	Fai	
Glis											2x				4x				2
Gar																			3



Defensive Strengths and Imunities

	Nrm	Fig	Fly	Pos	Gro	Roc	Bug	Gho	Ste	Fir	Wat	Gra	Ele	Psy	Ice	Dra	Dar	Fai	
Glis		1/2x		1/2x	0x!		1/2x						0x!						5
Gar		1/2x												1/2x					2



Benefits of Gardevoir

- **Higher Basedamage, one hit K.O's are given**
- **If the perfect setup is done it's a bit safer.**
- **Don't have a 4x weakness.**
- **It's a bit easier to farm because you don't need bms**



Benefits of Gliscor

- **Gliscor has a way more higher def, even a not debuffed Suicune despite my 4 times weakness doesn't take me out in one Ice Beam.**
- **You have a way better constant heal with the ability Poison heal -> 12 % each turn instead of 6% from leftovers.**
- **Your Attacks are stronger on basestrength.**
- **Better Type Coverage.**
- **You only need 18-19 rounds of Setup so almost a half.**
- **Due to the shorter setup chances for crits or crippling status effects are way down**
- **Less weaknesses and more defensive resistance.**
- **More Hp due to the ev invest in HP.**
- **Every attack has 100% accuracy, Aerial Ace is even hitting everytime.**
- **Since Gliscor is already poisoned you can't get some annoying status move.**
- **Stealth Rock set up breaks focus sashes and sturdy and you save some rounds or possible threatening attacks by your enemy on his last legs.**



Setup

- **Gengar: (if needed) Destiny Bond**
- **Whimsicott: Memento**
- **Whimsicott: Memento**
- **Mew: Iron Defense/Agility 3x, Thunder Wave, Iron Defense/Agility 3x, Baton Pass**
- **Gliscor: Agility 3x, Swords Dance 3x, Stealth Rock, Baton Pass**



Possible Problems:

- **After the Boss rework last year Misty got a lot more annoying, Milotic deals not enough Damage to one shot Gengar and has the ability Competitive so as soon you wanna drop one stat with Whimsicott it will raise it's special attack two stages. One possibility is to take off your Choice Scarf and make another attack on Milotic and then go for destiny bond. Alternative you can go with an easy to farm Ampharos modest and choice Specs, it can easily tank two scalds and two hit K.O Milotic with thunderbolt. I'm always going the Ampharos route it's a bit safer for me.**

Ampharos ♀ Lv. 100 Hoenn ID: 29416727

HP: 305/305	Ability: Static
Exp: Total: 23967963 XP Till Next: 0 XP	Nature: Modest
Moves: Power Gem 20/20 Thunderbolt 15/15 Hidden Power Water 15/15 Signal Beam 15/15	OT: Koreandoo
	STATS: ATK: 168 31 000 DEF: 180 05 000 SPD: 143 28 000 SPATK: 358 28 252 SPDEF: 273 25 252 HP: 14 006



Possible Problems 2:

- **The Second Problem are unaware Pokemon, for those who don't know this ability negates your boosts as long as a unaware Pokemon is on the field so you'll make and get normal damage. With the team two of these Unaware bosses are doable, Officers Jenny Swoobat is way to bad and you can easily take out it with 2-3 hits while only getting dropped to half. Neroli's Clefable is on another level you can't take out this unaware clef and it will only drops to around half health but don't panic, luckily that Clefable is her last pokemon and you don't use Gengar, so switch on Gengar and go with Destiny bond, Clefable will attack with Psychic and easily take you out and will die too. The Unaware problem bosses are Raikou Guardian and Toothless they booth have a Unaware Quagsire sitting on team slot 3 and 4. As we learned before Gliscor is weak to water and Quagsire has only only one weakness grass, since you don't have a grass attack Quagsire will make some short work of you. Gamer Diepy has a Unaware Clefable on slot 2 so you won't be able to kill him too. But you can go with two Gengar's and kill Azumarill and Clefable and only go with one Whimsi.**

**Bye
Sweeper**



Possible Problems 3:

- **The two Ice trainer bosses, Guardian Suicune and Lorelei. Lorelei is pretty annoying with her Frozen Hax +100% Accuracy Blizzard in snow and her Ninetales often uses Nasty Plot to get up her special attack again. Battles against her are pretty close so I can say she's only a 60-70% chance to kill, some bad luck will lead to a loss. The best way to deal with her is to take off the Scarf on Gengar so Ninetales will be faster if she goes with Blizzard the second one will get you faint and your Destiny Bond will take her out, if she uses Nasty Plot first her second Blizzard will take you out for sure too. For Guardian Suicune you can use items so if something went wrong you can use these.**



Which lead and what def Buff should Mew use?

I have done a Spreadsheet with all important Infos, first Def Buff you have to use with Mew and attacks you'll use for all doable Bosses with these Team

[Spreadsheet Link](#)



How to use the team? Video!

I have done a small Video to show you how you use the team, you'll need about 3 minutes.

[Video Link](#)

