

Team-building checklist

- ☐ 2-4 phys attacker
- ☐ 2-4 spec attacker
- ☐ every mon with 2+ attacks
- ☐ phys wall (recovery, regenerator)
- ☐ spec wall (recovery, regenerator, AV)
- ☐ bulky phys attacker
- ☐ bulky spec attacker
- ☐ wallbreaker (band, specs, shifu)
- ☐ speed control (scarfer, priority, ironBall/laggingTail tricker)
- ☐ pivot (teleport, uturn, volt switch, flip turn)
- ☐ cleric (wish, heal bell, aromatherapy)
- ☐ sweeper/cleaner
- ☐ antisweeper (unaware, haze, clear smog, choice trick)
- ☐ stallbreaker (pressure, regenerator)
- ☐ hazard setter
- ☐ hazard remover
- ☐ electric immunity OR #resist - #weak >= 3
- ☐ ground immunity (flying type OR grassy terrain + levitate)
- ☐ steel type
- ☐ weather control (hurricane, fire move/type, cloud nine, umbrella)
- ☐ 1-2 status-ers (willo/twave/tox, 30% moves/abilities)
- ☐ disrupter (knock off-er, tricker, etc.)
- ☐ resist every type
- ☐ super-effective coverage for every type
- ☐ fire move
- ☐ ice move
- ☐ ff