

SOCIETY OF POKEMON MASTERS



5/8/15

MEETING AGENDA

- Rules
 - Tournament 4 Vote
 - Hyper Offense Presentation
 - Competitive Team Building Activity
 - Showdown Practice
-

RULE CHANGE SUGGESTIONS

- If anyone has proposed rule edits, propose them now!

TOURNAMENT VOTING

- Tournament 4 to be held June 5th, 2015.

HYPER OFFENSE PRESENTATION



RECAP ON BALANCED TEAM BUILDING

- Pick a Focus
- Create a core from Offensive/Defensive Synergy
- Find other pokemon that support the rest of the team

For normal teams, that's fine and dandy. But...

HYPER OFFENSIVE TEAMS ARE RADICALLY DIFFERENT

- Defensive synergy is of little importance
- Only want 1 or 2 support pokemon, the rest should essentially be sweepers
- Play style is very different from other styles: sacrificing over switching, reducing predictions to only very informed ones, heavy focus on set up sweeping



SO HOW DO YOU BUILD FOR HO?

- Start by either picking a lead, or a sweeper that you want to focus on in either order
 - Pick some pokemon that build good offensive synergy with your selected sweeper(s).
 - Evaluate if you need an additional support pokemon.
 - Finish out the team by filling any holes left open.
-

PICKING A LEAD

- Generally you look for a suicide lead who's job is to either set up Light Screen and Reflect, or hazards (Stealth Rock, Toxic Spikes).
- Some good lead options:
 - Espeon
 - Klefki
 - Mamoswine
 - Azelf
 - Uxie
 - Serperior
 - Diancie

Uxie		Lv.90	
DEX NO.	480	Uxie	
OT	Alex		
HP	319/319		
ATTACK	167		
DEFENSE	293		
SP. ATK	150		
SP. DEF	323		
SPEED	203		
NATURE	Impish		
ABILITY	Levitate		
ITEM	None		
			MOVES LEARNED
			Light Screen
			Reflect
			U-turn
			Stealth Rock

Klefki		Lv.42	
DEX NO.	707	Klefki	
OT	Rodney		
HP	139/139		
ATTACK	76		
DEFENSE	132		
SP. ATK	79		
SP. DEF	91		
SPEED	81		
NATURE	Bold		
ABILITY	Prankster		
ITEM	Light Clay		
			MOVES LEARNED
			Light Screen
			Foul Play
			Reflect
			Thunder Wave

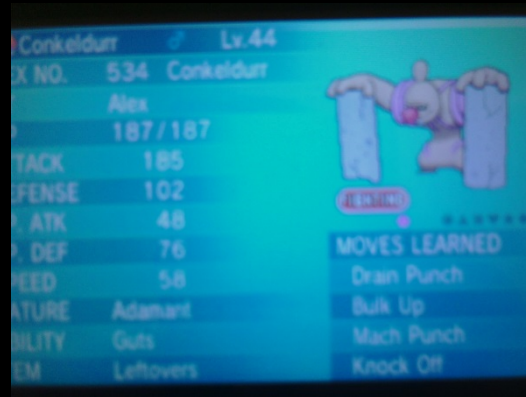
Espeon		Lv.58	
DEX NO.	195	Espeon	
OT	Alex		
HP	197/197		
ATTACK	81		
DEFENSE	93		
SP. ATK	173		
SP. DEF	133		
SPEED	205		
NATURE	Timid		
ABILITY	Magic Bounce		
ITEM	None		
			MOVES LEARNED
			Reflect
			Yawn
			Light Screen
			Psychic

PICKING SWEEPERS

- Though it defies logic, it's key to make sure your whole team pretty much all share the same 1 or 2 kinds of counters.
 - Full Physical/Special teams work in this team style, and can even be more effective than balancing attacking types.
 - Set up sweepers are very effective for Hyper Offense. Especially moves that boost more than 1 stat such as quiver dance, dragon dance, bulk up, calm mind, etc. They quickly turn your powerful pokemon into complete monsters. But don't get greedy!
 - Use choice items sparingly. A scarf on a late game cleaner, or a carefully used band/specs can be okay, but on most pokemon, you want to have attack diversity available.
-

PHYSICAL OPTIONS

- Mega
 - Charizard X
 - Pinsir
 - Lopunny
 - Gyarados
 - Gallade
- Non Mega
 - Conkeldurr
 - Scizor
 - Dragonite
 - Haxorus
 - Gyarados
 - Terrakion
 - Breloom
 - Talonflame



SPECIAL OPTIONS

- Mega
 - Gardevoir
 - Manectric
 - Diancie
 - Charizard Y
- Non Mega
 - Gengar
 - Keldeo
 - Volcarona
 - Hydreigon
 - Latios
 - Nidoking

Laios		Lv.72	
DEX NO.	381	Laios	
OT	Alex		
HP	220/220		
ATTACK	156		
DEFENSE	142		
SP. ATK	259		
SP. DEF	185		
SPEED	230		
NATURE	Serious		
ABILITY	Levitate		
ITEM	King's Rock		
			
		MOVES LEARNED Hidden Power Draco Meteor Psyshock Thunderbolt	

Diancie		Lv.62		FRE	
DEX NO.	719	Diancie			
OT	OCT2014				
HP	149/149				
ATTACK	146				
DEFENSE	189				
SP. ATK	187				
SP. DEF	206				
SPEED	137				
NATURE	Hasty				
ABILITY	Clear Body				
ITEM	Diancite				
				MOVES LEARNED Diamond Storm Moonblast Earth Power Explosion	

Hydreigon		Lv.58	
DEX NO.	635	Hydreigon	
OT	Alex		
HP	221/221		
ATTACK	151		
DEFENSE	146		
SP. ATK	261		
SP. DEF	148		
SPEED	202		
NATURE	Modest		
ABILITY	Levitate		
ITEM	None		
			
		MOVES LEARNED Dark Pulse Fire Blast Focus Blast Dragon Pulse	

Keldeo		Lv.83	
DEX NO.	647	Keldeo	
OT	SMR2012		
HP	271/271		
ATTACK	134		
DEFENSE	180		
SP. ATK	296		
SP. DEF	179		
SPEED	288		
NATURE	Timid		
ABILITY	Justified		
ITEM	None		
			
		MOVES LEARNED Scald Hydro Pump Secret Sword Icy Wind	

Gardevoir		Lv.100	
DEX NO.	282	Gardevoir	
OT	Alex		
HP	278/278		
ATTACK	149		
DEFENSE	163		
SP. ATK	349		
SP. DEF	248		
SPEED	284		
NATURE	Timid		
ABILITY	Trace		
ITEM	Gardevoirite		
			
		MOVES LEARNED Calm Mind Moonblast Dazzling Gleam Psyshock	

EXTRA SUPPORT

- Sometimes, depending on the specific sweepers you pick for your team, you may wish to add an extra support pokemon or 2 to your team. Particularly if you require hazard control. However, even if you do add extra support, they should have some offensive capabilities so they can keep momentum to some degree.
- Some extra support pokemon you might look into for hazard control
 - Starmie
 - Donphan
 - Excadrill
- Or more specific to a particular team
 - Magnezone (steel control)
 - Typhlosion/Heatran/Gastrodon (type immunities with offensive boost)

SAMPLE TEAMS

- Espeon/Charizard X/Gyarados/Haxorus/Breloom/Scizor
 - Screens/Ddance Sweeper/Ddance w/ Moxie/Ddance w/ Lum healing/priority + multi hit/priority + pivot
- Azelf/Talonflame/M Pinsir/Excadrill/Keldeo/Dragonite
 - Suicide Rocks/Late Game Cleaner/SD Sweeper/Offensive Rapid Spin/Wall Breaker/Ddance Sweeper

PLAYING WITH HYPER OFFENSE

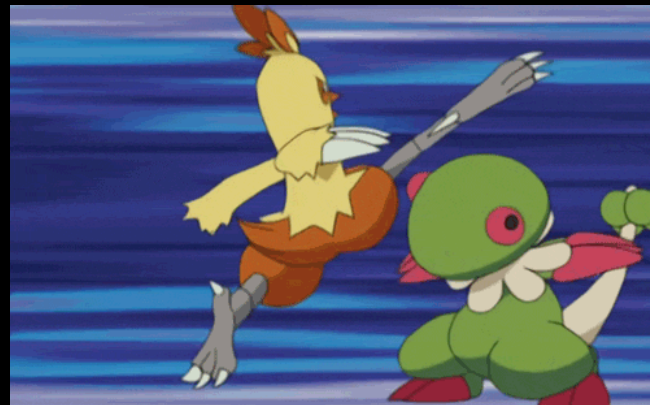
- Early game Set up
 - Send in your lead and get your screens/hazards up.
- Choosing a sweeper
 - When your lead goes down, it's important to choose the correct pokemon to really start the game with. Analyze their team to figure out which pokemon you need to save for later, which pokemon counter your team, etc. If at all possible try to force a switch and set up.
- Do as much damage as possible.
 - Set up if possible, and start putting the pressure on the opponent. If they try to force a switch, evaluate how vital preserving your pokemon is for winning. 9/10 times you'll want to sacrifice your pokemon instead of switching out to avoid letting the opponent set up on you. Usually this results in putting a hole in the opposing pokemon so that whatever you send in can either force it out again, or revenge kill it.
- Try to reduce your prediction making as much as possible
 - If your team is well built, you should have pretty good offensive coverage on all of your pokemon. Thus, instead of making risky predictions, try to choose the attack that is the safest to use in any given situation. This helps take the luck factor out of the match, to a degree.

DEALING WITH HYPER OFFENSE

- Hyper Offense is a really unsafe playstyle because of how unbalanced the team usually is. Therefore, dealing with opposing hyper offense teams isn't as hard as it may seem.
- Find a way to ruin their momentum
 - Hyper Offense teams need to have the momentum on their side at all times. If you interrupt this, they usually can't bounce back. A few different strategies can be really effective to this end:
 - Status. Burns or Paralyzed pokemon become severely crippled, and with no cleric to heal them, they're S.O.L.
 - Priority. Usually these pokemon are really frail. And not all good HO pokemon have access to priority. Whittling down the sweepers with priority is a very valid way of dealing with them.
 - Out Offense them. If a HO team encounters a pokemon on the opposing team that can outspeed them and hit their frail defenses, they're done for.
- Bulky teams in general
 - Any sort of semi stall will give HO problems. If they're not able to set up enough to wall break all of your walls, you can easilly whittle them down with hazard shuffling, or toxic stalling, etc. Not much they can do about it with only sweepers.

SO WHY USE HYPER OFFENSE?

- Short and simple: It's really fun. The skill required to build an effective HO team and then perform well with it may be higher than other team types, but the feeling of boosting up and overpowering the entirety of your opponents team is so satisfying!





© 1987 TECHNOS JAPAN CORP.

USEFUL RESOURCES

- <http://www.smogon.com/forums/threads/guide-to-the-oras-ou-metagame.3524015/>
- Hyper Offense Guide: <http://www.pokemonreborn.com/forum/index.php?showtopic=12165>

TEAM BUILDING CHALLENGE

- Present members split into 2 equal groups. 1 will collectively build a Hyper Offense team, and the other will build a general OU team that is capable of dealing with Hyper Offense in whatever style they decide upon.
- Afterwards, on the projector in Showdown a representative from each team will battle each other to see which group triumphs!
- (afterwards, we can edit the HO team if need be, and play with it on the ladder some with various members ala the team testing for the last team building presentation)