SS OU TEAMBUILDING COMPENDIUM

Balanced team archetypes (bulky offense to semi-stall)

Utility roles

Entry hazards

(Stealth Rock)

(Spikes)
(Toxic Spikes)

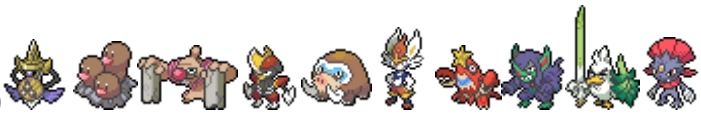
Hazard control

(Defog)
(Rapid Spin)
(Court Change)

(Magic Bounce)

Offensive roles

Speed control

(Choice Scarf users)
(naturally fast) 

(priority)
(paralysis)

Setup/wincons

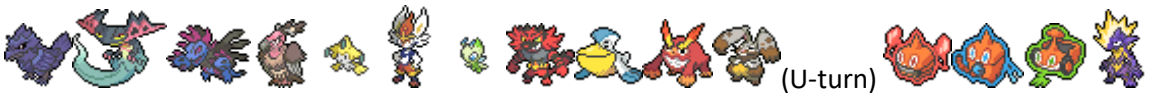
(Bulk Up)
(Curse)
(Dragon Dance)

(Swords Dance)
(Calm Mind)
(Nasty Plot)
(Shell Smash)
(Clangorous Soul)
(Iron Defense)
(Amnesia)

Physical wallbreakers

Special wallbreakers

VoltTurn support

 (U-turn)

(Volt Switch) (Teleport) (Parting Shot)

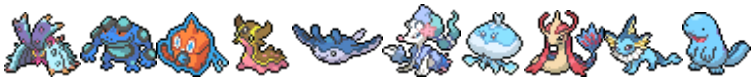
Knock Off

Sand

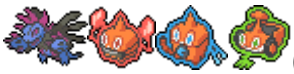
(Sand Stream) (Sand Rush)

Defensive roles

Bulky Water-types



Ground immunities

(Flying-type)  (Levitate) (Wonder Guard)

Electric immunities

(Ground-type) (Volt Absorb) (Wonder Guard)

Water immunities

(Water Absorb) (Storm Drain) (Wonder Guard)

Fairy resists

(Steel-type) (Poison-type)

(Fire-type) (Wonder Guard)

Fighting resists/immunities

(Fairy-type) (Psychic-type)

(Flying-type) (Ghost-type)

Ghost resists/immunities

(Dark-type) (Normal-type)

(Bulletproof)

Dark resists

(Fairy-type) (Dark-type)

(Fighting-type)

Dragon resists/immunities

(Fairy-type) (Steel-type)

(Wonder Guard)

Clerics

(Wish) (Healing Wish)

(Heal Bell) (Aromatherapy)

Status absorption

(Magic Guard) (Magic Bounce) (Guts) (Natural Cure)

Physical walls

Special walls

Anti-setup

 (Imposter) (Unaware) (Haze)

Hyper offense (sun, rain, screens, webs)

Sun

(Drought) (Chlorophyll) (offensive Fire-types)
(trapper)

Rain

(Drizzle) (Swift Swim)

(offensive Water-types) (entry hazards)

Suicide lead

Screens

Sticky Web

Anti-hazard removal

(Defiant) (spinblocking)

Setup sweepers/wincons

(Bulk Up) (Dragon Dance)

(Swords Dance)

(Nasty Plot) (Shell Smash) (Clangorous Soul) (Belly Drum)

(Weakness Policy + Autotomize) (Quiver Dance)

Physical wallbreakers

Special wallbreakers

VoltTurn support

(U-turn) (Volt Switch)

(Teleport) (Parting Shot)

Speed control

(Choice Scarf users) (naturally fast)

(priority)