

ORAS OU: When the Easter Bunnies go Rogue!!!



Like the title of this thread suggests... we are building a team where half of the team is composed of members of the Leporidae Family (Rabbits and Hares). With Mega Lopunny about to dawn upon us, I felt now would be a good opportunity to drop this hilariously conceptualized team. (Think about it... you're getting your a\$\$ handed to you by a box of fluffy animals ☺) Anyways, here is the team:

[HIDE= Team Building Process]



Duh...



Double Duh...



Seriously...



Ok but in all seriousness, allow me to explain. This is the offensive core that is basically meant to rip other teams to shreds. AV Azumarill for Offensive pivoting, Mega Lopunny doing her thing and Diggersby Tho... OK enough... with 2 Huge Power Users and MegaLop's Dual STAB HJK-Return offensive capabilities, these fluffy mammals tell other teams to "GET REKT"



Since I'm using a very offensive oriented team, I felt that I should lean towards HO. However, I'm not really enamored with running guys like Terrakion and Garchomp atm, so I want with Landorus-I who can set up SR and still launch assaults thanks to Life Orb + Sheer Force, especially from the much needed Special Attack side of the spectrum.



With all the MegaMence running around, ~~until it gets QUICK BANNED LIKE A MUTHAFUCKA!!!~~ it would be near suicide to not run something to counter it... enter Greninja ~~who because of MegaMence and GF giving him Gunk Shot gonna get Suspect Tested for no good reason~~



Finally, I felt that the team could benefit from a trapper, specifically one who can handle MegaSaur, so the Wicked Witch of the West, Gothitelle.

Now on to the Team Details Section

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Team Details Section



Lopunny @ Lopunnite
EV: 252 Atk / 4 Def / 252 / Spe
Ability: Limber -> Scrappy
Jolly Nature (+Spe,-SpA)
- Fake Out

- Return
- High Jump Kick
- Ice Punch

Role: Sexy Sweeper

Description: Aside from Protect, Fake Out is an excellent choice to guarantee a clean Mega Evo so that the stat buffs can take into effect. HJK + Return in combination with Scrappy provides severe power as the alluring creature comes in a wrecks sh!t. Ice Punch is here to take on Dragons like the soon to be ~~BANNED~~ Mega Mence Chomp and Dragonite who receive x4 damage from it.



- Azumarill @ Assault Vest**
EV: 240 HP / 252 Atk / 16 SpD
Ability: Huge Power
Adamant Nature (+Atk,-SpA)
- Knock Off
 - Aqua Jet
 - Play Rough
 - Waterfall

Role: [Big Girls] Need Love, too Craig... - Mike Epps: Next Friday

Description: Azu is my bulky pivot, which is sorely needed with all the Greninja running around. IF by chance I run into a team that lacks Ninja, Azu, on top of pivoting, can then lay the role of Offensive Tank as Play Rough/Waterfall do copious amounts to anything that doesn't resist it. Aqua Jet snipes weakened foes while Knock Off provides amazing overall utility to the set.



- Diggersby @ Choice Scarf**
EV: 252 Atk / 4 Def / 252 Spe
Ability: Huge Power
Ability: Adamant Nature (+Atk,-SpA)
- **Earthquake**
 - **Return**
 - **Wild Charge**
 - **U-Turn**

Role: B!tch Slapper

Description: As the image suggests, Dirty Bunny reaches back and rocks mons. Return+EQ does absurd amounts of damage while U-Turn allows me to pivot into Azu or Goth depending on the situation and is the preferred move early game. Wild Charge is here for coverage against Gengar and Skarmory which net a 2HKO on each.



Greninja @ Life Orb

EV: 40 Atk / 216 SpA / 252 Spe

Ability: Protean

Naïve Nature (+Spe,-SpD)

- Ice Beam
- Extrasensory
- Dark Pulse
- Gunk Shot

Role: Amphibious Swiss Army Knife

Description: Speak of the Devil... Greninja is here. Can I cop out and say that Greninja, with the added addition of Gunk Shot, is just too good to ignore. Well then... Ice Beam for Dragons and Ground/Flying troupe of Gliscor, Lando T & I. Dark Pulse and Extrasensory are for Mega Slowbro and Mega Venusaur respectively.



Landorus-1 @ Life Orb

EV: 252 SpA / 4 Def / 252 / Spe

Ability: Sheer Force

Naïve Nature (+Spe,-SpD)

- Earth Power
- Psychic
- Knock Off
- Stealth Rock

Role: Rock Out with Stealth Rock

Description: Genie is here to set-up rocks, but that's not all he can do. Unlike other mons like Heatran or Skarmory whose overriding first priority is to set up hazards, Lando can veer away from this objective and punch holes into the opposing team thanks to a Special Attack Stat that gets ridiculously boosted by Sheer Force + Life Orb. Knock Off is for Lati@s who might try to come in on Lando and aim for the OHKO with Draco Meteor.



Gothitelle @ Choice Specs

EV: 252 SpA / 40 SpD / 216 Spe

Ability: Shadow Tag

Modest Nature (+SpA,-Atk)

- **Psyshock**
- **Psychic**
- **Hidden Power [Fire]**
- **Trick**

Role: Chains and Bondage (Trapping)

Description: Goth here is a Dominatrix. She locks you in with Shadow Tag and proceeds to whip you with her toys. HP Fire is here for Scizor and Ferrothorn to remove these threats. Psyshock for trapping Chansey/Blissey (though Blissey is practically non-existent) while Psychic is for Mega Venusaur. The 40 SpD EVs allow Goth to take one Specs boosted Hydro Pump from Keldeo and retaliate with Psychic. Trick is awesome for ruining mons like the aforementioned Chansey, as well as, Porygon2, Clefable, etc... Its like watching Hilarie Burton in *Forever*.
(http://33.media.tumblr.com/c2b5718a92a385b6bccd4e148a73e99b/tumblr_ne6xw1JfrF1qaw2oqo1_250.gif)

Final Thoughts: Well this is the team... I hope you liked it and hope to hear from you guys about what you think.