BBTag Adachi Team Synergy Notes

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Special thanks go to *YS#4383* and *AGB || JesusPiece97#5312*, aka ***"Toastgamer420ⓒ"***, for helping me with gathering all the comments and information on these synergies. Filling this out would have taken a whole lot longer without your assistance.

Many thanks as well to all who have contributed to this document.

NOTE: The text that has no quotation marks nor any credits and / or source listed at the end is written up by myself.

If you have any questions about the synergies described here, feel free to ask in the *#tohru-adachi* character channel.

BlazBlue

Ragna The Bloodedge

"Imo, the team is pretty good, adachi gives ragna serviceable assists and helps him pretty well. 6p helps Ragna approach pretty well and if they block in the air thats a free air unblockable (provided that they don't pushblock and you whiff). combo extensions are easy and cc's are pretty straight forward with j.b and nightmare edge. AS nightmare edge in a combo is great for setting up b zio mix when they wakeup since it gives you a lot of time to set it up. They also have a pretty weird A zio + 6p since the tracking on ragna's 6p is kinda finicky and may whiff a lot of times which makes it unsafe, but if it hits you can b zio AS for the standard high/low mixup with Ragna after. High damage on both sides so it doesn't take much to close out games. if they're low enough

and they get clipped with 6p Ragna can run up with 214bc and kill. the main strength I consider with the team is that their active switch potential is very strong and you'll have them guessing left/right frequently. ex. gauntlet hades and a zio."

*~Comment made by Slayer#1306, aka **"Hachi"**.*

Jin Kisaragi

"Adachi/Jin "functions" as a team, but the team doesn't excel at doing anything in particular. For Jin, Adachi's assists are ok but don't help Jin stay in, or get in very easily which is something he needs. Better partners, such as Susan, Jubei, Ragna, and Akatsuki just to name a few, have either good 6ps that give Jin something to run in behind, or fast and active lockdown assists to enable mixup. While Jin can use Adachi's assists it's not to the advantage of his better partners. On Adachi's side he gets Jin's 4p which is nice since his anti air option isn't exactly the best and he gets access to 6p which while slow is nice once it gets out, the problem is that the team doesn't have a set gameplan. It's simply, get hit, do damage, win game. It doesn't have a concrete way of stringing into B-Zio that well. To cut to the chase it's a team you could play if you liked Jin and you liked Adachi and you'll do ok but the team is just missing things that both characters would otherwise enjoy from other characters."

~Comment made by KingDusknoir#7254.

Noel Vermilion

"The team can pretty much ignore pushblock if done properly
Adachi 4P hits really high up as well
6P is iffy due to how easy it is to hit the Persona, but it's still decent
And then Adachi things
Kiso played the team for a bit as well."

~Comment made by current Noel specialist, Hien#6402.

"One sided mostly unless you want think outside the box for Noel's assists Because Adachi just straight enables Noel with Maziodyne but d.6C assist can be useful if use it and 4P can cancel out certain projectiles like Akatsuki's fireball assist and 4P can be used for oki situations

...
so I tried it Adachi can get some combo routes available to him in the since 5P last long so you could do in the corner example 5BBB 214A slight delay 5P 214B 2C 214BC dhc and that should be 12.4k
Like I thought Noel is enable by 236B so but Noel point w/Adachi assists are weird his 5P works but imo isn't the best and 6P is a weird delay but could be used as oki”

~Comment made by Sorael#1370

“(Explanations are assuming that Noel is on point)
Neutral
(Disclaimer - All situations were done in training room with no real experience in a match)

In general, approaching the opponent can still be a bit of a risk for Noel. If the opponent has a way to snipe assists from fullscreen, Hilda 5B or Yuzuriha's slashes for example, then Noel has no way to force the opponent to respect Adachi 6P. Even if the opponent blocks Adachi 6P, unless Adachi is close enough for 5P to connect after using CC, then there isn't much threat from Noel as her solo mix is weak and has easy counters. The goal will be to play in around mid-range where Noel 2B/2C/j.C + assist can reach to start offense. 5A + 5P has a smaller effective range as a poke, but if blocked, then can easily transition into a sandwich by doing an IAD and run a mix-up without resources used.

Adachi also lets Noel convert off of most of her pokes. Noel 2C + 5P will convert at max range. An important thing to note is that Noel 2C + 6P will NOT convert on hit! But if the opponent blocks 2C + 6P, then Noel can use 214C for a quick left-right mix-up. Noel can also convert from a max height j.C + 6P without using any resources. At the lowest height, Noel can delay j.CC from j.C + 6P to also convert without any resources or just do j.C + 5P and not use j.CC.

Offense
Adachi completely enables nearly all of Noel's different offensive options. The main assist to use for Noel will be Adachi 5P due to its long blockstun, travel distance, and AS window. Unless the opponent spends at least two meter on

pushblock in quick succession, Noel will have time to run back in and continue pressure due to the blockstun.

On Noel's safe jump, she gets access to some mix-ups that not all characters can provide. With the tech chase safe jump, if the opponent techs forward, Noel has enough time to AS on the gap between 5AA and 5AAA. A caveat with Adachi 5P in this situation is if it is done too early, then Noel j.A can whiff on the opponent. If Noel chooses to do a standard jump for her safe jump, then Adachi 5P allows Noel to convert off of her j.A fuzzy overhead without using any resources.

Doing an immediate Noel j.B + 5P can also lead to multiple mix-ups in a row. The initial j.B will be a left-right mix-up with 5P making the landing safe. The blockstun on 5P will let Noel safely do d.CA and still have the string be gapless. Noel can safely end her drive string here and use CC to continue pressure or choose to AS with another drive move for a possible left-right, high-low mix-up. Do note that doing a low option has lots of different options to counter it.

Defense

There's nothing too remarkable for defense. Despite it being a 16f startup assist (ignoring the 18f incoming), Adachi 4P is a very nice anti-air assist for Noel as her anti-air and DP can be very unreliable.

An important thing to note is that doing a point blank j.C + 5P midscreen at its lowest height will have the second hit of 5P whiff on block. This will not be an issue if done in the corner or not at point blank. This can be an issue if doing a throw OS with an assist mixed in."

~An overview of Noel's side of the synergy by the current Noel specialist, Hien#6402

Having tried this team myself as well due to Sorael being unsure of what the synergy is like on Adachi's side, I can say it was actually interesting, the team may not be as bad as it seems. I cannot comment much on Noel's side but there are some definite benefits to having Noel in the back. Right off the bat, her 4P is pretty much useless for Adachi from what I've seen, but 5P and 6P are the kickers here. 5P is a decent range lunge assist that lasts a long time when it hits, though on block it's only a 2 hit move. It can be used to loop A

zios fullscreen if you back away from Noel before entering CC, netting 8-9k meterless damage and a B zio setup if you wish to have better oki rather than damage. 6P is a very interesting assist for Adachi, it's very useful for playing aggressively with Adachi rather than for zoning. It's very useful for covering j.B crossup approaches, if the j.B hits 6P picks them up and allows you to get a full combo off of a j.B, if they block the j.B 6P will lock them down and let you do whatever or just enter CC and start pressure with a free sandwich. 6P also allows for a safe B zio setup as long as they don't pushblock noel. 6P is also great for oki setups, though I haven't labbed it too much. It can be used to setup B zio with 7j.B + free 6P as long as they don't pushblock Noel. Might be better to use mandala if you're in range for it to hit then active switch to Noel. The team does lack a useful anti air assist for Adachi as well as a fullscreen assist, but the latter is not as bad since 5P and 6P have decent enough range. Also, maybe I'm just not good at playing Noel, but doing mixups in B zio with her feels very bad. Her j.A is her only overhead outside of 5C and her drive rekka and it is very difficult to hit crouchers with it. The rekka takes a long time to start and you probably won't get more than 1 high/low mixup in using it. Her dp is decent enough for b zio, being a single hit if the B zio wallsplats she can continue with a combo if she's close enough. She also feels somewhat slow, catching up with opponents that are being pushed away by B zio to start mixing them with her slow moves doesn't feel as easy as with other characters. Overall not as bad as I thought, but it is still missing some key things Adachi needs. I do not know what the synergy is like on Noel's side as I do not play her myself but I imagine it's decent/good.

Rachel Alucard

[PLACEHOLDER]

Iron Tager

https://www.youtube.com/watch?v=t2mZHwhOVck
~Video example of unblockable Tager setup & counterplay by Cow#5622

Nu-13

From trying it out myself, I really don't see what she can provide to Adachi Her assists are not very useful for him; I haven't been able to make any significant use of her 4P with Adachi, her 5P is fast and ultimately probably her most useful assist for him, and 6P can be used similarly to Jubei's ball where you can use it to cover your approach with j.B, but still feels weaker

overall, though the reward for hitting something with it is slightly higher. Adachi suffers from not having a good anti air assist which Nu-13 does not provide for him, she also doesn't really give the necessary lockdown he needs for setting up b zio, maybe 6P could work but it's just too slow, but even then her mix is not too strong or ambiguous to really abuse during the beam. 5P doesn't go fullscreen and since 6P is too slow, they don't have access to fullscreen A zio loops when Adachi is on point. For extending combos with her assists, it's a bit weird to do but it's possible, 6P requires you to call nu very early and sets up an easy cross combo if you can time it correctly to pick opponents up from Heat Riser > CC. 5P launches them at a weird angle and other than with A zio it's weird to pick up from for adachi especially in CC. At the very least, nu has a decent DP to use during b zio and serviceable high low during it though it's nothing to write home about and I doubt she gets much damage off of it. They also suffer in the same matchups and don’t really cover them for each other.

Hazama

"•6P Tracking

•B Zio being the most free high/low known to man (fun fact if you do the setup of Adachi 2C > 5P > delayed 236B > AS, as Haz you can mash 5BBB or 5BBC for an invisible overhead or feign with 5BBC to fast fall and poke low with 2A)

•The DP reset works with Adachi assists. •similar to other charactersyou can AS out of the first hit of Adachi 5P into grab or command grab to create frame trap setup.

•Adachi can confirm with Haz’s unblockable setups tho most can anyway

aaaaand what else.....oh yeah Haz has an easy time of confirming with Adachi’s 6P from as far as half if not full screen"

"Things like Haz’s 5P is the perfect way to set up B zio AS (active switch) and do mixups from there. Can also combo with 5P at max distance with A zio. 6P is a nice anti air tool against anyone trying to jump over lasers or jump in general. 4P ehhhhh isn’t really a great anti air assist to begin with but it leaves a lot of block stun and makes CC conversions easier."

To sum up:
Great oki at the cost of neutral.

Good damage, great mix, just have to actually get a hit in, the success of which will wildly depend on the matchup. Doesn't help that both characters have similar bad matchups (ex. Nine-The-Phantom)

*~Comments from ShaggyVerde#5184, aka **"Nonchalant"***

https://docs.google.com/document/d/19CFaaxQ-abypWaK3JJVGAlTQ7W4WaYD6W4vVnAx_v4o/edit?usp=sharing

*~Hazama/Adachi synergy doc by ShaggyVerde#5184, aka **"Nonchalant"***

Makoto Nanaya

[PLACEHOLDER]

Azrael

https://youtu.be/3qYUV6xLlDc

~ Video examples of Adachi/Azrael synergy by the current Azrael specialist, Bojack198#2461.

General Stuff

"Adachi generally starts at the point since his round starts are generally better and he has many good ways to quickly swap into Azrael post round start. Both have above average damage solo and can lead to easy two touch and access to two single target supers means many hits can lead into an early super for fantastic damage and depending on what they got hit by prior, can outright die from two touches. They also generate a lot of meter for each other and Adachi is not meter reliant so you can save meter for those supers and Valiant. Many of their common strong situations they want to go for provide fantastic AS points for both sides."

Azrael point

"Azrael is generally not the point as Adachi has a much stronger neutral. Azrael will generally be swapped into an advantage situation that Adachi sets up, try to turn that into a hit, then find an opportunity to either continue pressure, use 236A+6P to restart pressure, or active switch to Adachi again. 236A+6P is very plus and sets up for either basic pressure or a cross up j.A which sets up for a potential CC sandwich. Keep in mind the opponent can mash fast normals to interrupt Azrael's IAD but getting them to mash is a win condition for Azrael due to his damage from CH confirms.

Adachi 4P is great in conjunction with Az's backdash however keep in mind this isn't always the best defensive option and can be risky if the opponent knows how to deal with reversal backdash. If Azrael finds a hit, he can use 66+5P to create a meaty using Adachi and a sandwich from his dash range. You can follow this up with a 5A/2A(A)>DP/2C>AS to cross them up mid/low or you can stay on the same side and 2C(C) for a route. Generally speaking, Adachi finds the opening using Azrael's assist to AS in and Azrael will try to kill them as fast as possible and use Adachi's assists to lockdown and mix up. If they don't get opened up then you're either ASing back to Adachi or finding an opportunity to hard tag him in."

Adachi point

"Adachi is the main neutral for the team and his ability to force strong neutral situations for Azrael is nice. Adachi generally will build a lot of meter for Az to dump due to his reliable meterless damage and easy active switch and cross combo points. A Zio+6P>B Zio+AS can be a block string at certain ranges or provides a small enough gap to catch jump or mash attempts. Az doesn't get the standard IAD high/low option here due to his lack of a consistent two piece OH and his fastest low being 15f. He can use the mentioned mix here, or he can use the beam to dash through a few times to make it hard to visualize where he is. This can either mix them up visually or you can dash once the beam is over to use TK236B to get a small opening and oki going. With cross combo, this situation leads into guessing with which side Az will be on with the B Zio is cancelled for 6P. This can be DPed on reaction though it can just lead to Az getting an unburstable counter hit 5B starter if baited. If you land the hit with A Zio+6P, you can CC into A Zio>5P loops then 6P>B Zio and take them to the corner and get a L/R oki with 66+5P. This is also fine on block as proper timing can prevent jumps and sets up for the eventual B Zio>AS mentioned earlier. Adachi j.B+5P is great for neutral and leads to a good situation on block while leading to a full combo on hit. 4P is situational as it is very matchup dependent."

~Overview of the Azrael/Adachi synergy made by Bojack198#2461

Es

"While Adachi gives Es a lot of stuff with his assists, Es doesn't do much for Adachi. It's a bit one sided, and there are better teams for the both of them imo"

~Comment made by Yat0ro#0067

Replying to the comment made above:
"I don't think that's true. Es 6P into Adachi 236A and 236B is pretty decent. Her 4P is also ok-ish to stop opponents from jumping over him. "

~Comment made by Sephyrias#6929

“I think they’re good together. Adachi can help Es with some confirms (though 5P isn’t the best for her- a bit too short to confirm from 2C> 214~C) ***CORRECTION:** Adachi 5p still works for 214c-c just have to delay it a little, ~ comment by Ex Isekai Protag#8742 **, his AA assist covers her very well, and AS 236B is great for Es, with her IOH/low 50/50s. Idk about the other way around. Es’s 5P isn’t useful for him anywhere outside combos, 4P is a good AA (idk how good Adachi’s 2B is), and 6P is a good projectile that could benefit everybody. AS options from Es won’t be particularly helpful for Adachi- his 2A is 7f, making the 214[B] unblockable very hard/impossible (we haven’t confirmed it yet). Other AS options from Es are either basic and can be useful for any character, or weak.”

~Comment from Yat0ro#0067

“I played adachi and 2B is trash so a good 4p is very nice
And I always think es assists are like discount Narukami assists in a way
And assists on adachi point usually follow this premise anyway 236A + assist conversions Conversions with crossup j.B”

~Reply to the comment made above by Ex Isekai Protag#8742.

“Not really:
Es 4P- the lesser wall (the higher wall being Naoto K’s), High as fuck, hits twice, covers a regular sized character.
Yu 4P- not an AA. Used in combos/setups, very good for force sandwiches.

Es 5P- a 2hit extender that reaches half screen. Will only confirm the 2nd hit, if it hits.
Yu 5P- almost full screen stinger, great blockstun, hitstun and it’s fast.

Es 6P- a slow, high hitstun projectile. Gives knockdown, and has a large hitbox- covers approach well.
Yu 6P- a fast, Hadouken sized fireball. Gives knockdown”

~Follow up on the reply made above by Yat0ro#0067

Platinum the Trinity

[PLACEHOLDER]

Jubei

“Adachi gives pretty good assists for Jubei. 4P is a decent anti-air tool, 5P has a lot of blockstun, and 6P is a fullscreen projectile allowing for fullscreen crossups/cross combos. One issue is that none of Adachi's assists can really consistently combo after Shiranui. So while Shiranui sandwich into 5P is pretty strong, if the opponent gets hit you have to be prepared to solo confirm with Jubei. Though Adachi doesn't have a 5P to auto confirm Shiranui, Adachi 6P offers the full Cross Combo pressure from Shiranui (free 6P > Shiranui > 6P hit > CC) which makes him a pretty decent partner (note that 6P doesn’t come out like Nine or Teddie 6P and you need to wait for it to hit before CC).

Beside his assists, Adachi does enable a lot of characters with 236B and Jubei is no exception. 214X/236X , 5B4X/5B6X , jB4X/jB6X are pretty strong mix options during the laser. If you use CC, you can do left/right mix as well by using sneak behind and doing a classic button into switch.

Any oki that leads into upback j.B with Adachi can get a safe B laser into Jubei switch (7 > dlJ.B > free 4P > 236B Active Switch into Jubei) that cannot be well pushblocked. Attempts to pushblock Adachi in this situation don't net good reward, as the laser is still fullscreen and since Jubei 4P is one hit it’s still going to put opponents into blockstun.

The neutral doesn’t vary too much from other teams. Use rising j.A with Jubei and combine it with assist depending on the situation you’re facing, use shiranui combine it with assist, or use his 446 movement to force your way in. For Adachi, you use a combination of j.B / 236A / 5B and try to jump cancel as much as you can while playing around Jubei’s 6P. Don’t hesitate to CC whenever you get a hit with 236A and Jubei is close to the opponent, since looping 236A + 5P does a good amount of damage don’t forget that for the last loop you can do (236A > dl.4P > 236B > D (switch) 5A) and the B laser will hit full screen so you can run up with Jubei and get a 236[B] oki.

Overall the team is decent. It's not at Nine or Ragna levels of good but Jubei still gives Adachi his 6P and Adachi still does a great job at enabling any character he is paired with"

~Excerpt taken from the Jubei 2.0 Primer (BBTAG), comment is from Ekodge#4931

Being one of the only active Adachi/Jubei players, I can pretty much parrot what Ekodge said. I'd also like to add that another benefit both characters have is they both have excellent neutral skipping options on point, so it doesn't really matter which character you currently have on screen in a neutral situation. Adding to that, is that they are both interchangeable at roundstart, though I usually still prefer to go with Adachi point in general, with Jubei point being used in matchups where he can beat certain options that Adachi can't, such as Weiss and Mitsuru 5A, which he can simply run under. On other roundstarts that neither character can easily contest I also use Jubei point, since he gets Adachi's great assists to back him up as well as having better defensive options, such as a bigger backdash, 22X series if you can read your opponents or even using shiranui. On Adachi's side, he does suffer from not having a good anti air 4P assist, but that particular assist has other uses as explained by Ekodge, Jubei's 5P is also not the best due to the fact that it doesn't go very far, only hits twice on block, and it straight up drops on the third hit if called during longer combos, but it can still be used to do A maziodyne loops to tack on good damage. By far, the best assist the cat offers to Adachi is 6P, and Adachi can really abuse that assist in many ways; it can be used as a tool to get in easily with IAD j.B, if they respect the ball you can even get B zio setups off of it, or again, if they respect the ball you can move into them and go for a grab right before the ball hits as a mixup option. On Jubei's side, he gets the good lockdown from 5P which also lets him easily convert into 236[B] if he's in range or if you lack the time to charge it, a 2C can usually suffice. It also doesn't travel too far so depending on when you use it after shiranui it might not make it safe or allow you to follow up from it. Adachi's 4P is a pretty good anti air assist with a huge hitbox, though note that the persona is easily broken since it comes out before the attack's hitbox, meaning you can't always rely on this assist to cover Jubei's poor anti air moves. 6P is a bit weird with Jubei, he does like having it as an assist, but it does not work too well with shiranui, since the tracking gets kinda messed up from it, though if you are able to hit it with a free assist call before shiranui,

you can cover it for free. 6P is really good in pressure situations though, playing off of Jubei's 66/446 pretty well for some nasty left/right mixups that can be picked up with 2C afterwards. A great use of 6P can be combining it with his 446 command dash momentum carry options in neutral; 6P tracking actually works with 446 and this allows you to throw out fullscreen highs/lows and make them safe with a free assist call! 446P214A/C, 4462146A/C+P - these work well with this setup and landing the hit and confirming into a combo nets you around 8k meterless. As for the low mixup options, 446236A/C, or 4462C, I prefer 2C after 446 due to it being jump cancellable on block and hit and the momentum carry compensates greatly for the somewhat long startup of the move, as well as 2C giving you a higher damage potential, even allowing to reach 9k meterless with 2C(1) 6P 236[B] if you can react to the first hit of 2C opening them up; if you want to you can still do the 236[B] fully charged even on block as it leaves you plus so it's another layer of mindgames to use against your opponent. 446236A/C are usually used if you need the extra range to confirm, though the C version is somewhat redundant as if the A version hits, you get to combo because 6P hits afterwards as well, giving you more damage. Attacking Jubei risks getting traded by Izanagi's Vorpal Blade. The only real weaknesses of this setup are that you have to be in a position to use 446 in the first place, as well as certain characters or just plain luck letting opponents mash and hit Jubei and break the persona at the same time, though the delay of the assist should make it so this rarely happens. One other thing to note is Jubei's fast run speed being pretty useful for catching opponents that are getting pushed away by B zio, pretty much always guaranteeing you to be able to get some mixups in no matter the range. It's definitely not one of Adachi's best teams, but they have a good gameplan on both sides, damage is high on both sides, their oki game is also on the stronger side if executed properly (especially with oki options for Jubei point) though they do struggle a bit with playing off of each others' assists (confirming after shiranui with 5P is inconsistent, 6P's tracking gets messed up during shirani, Jubei's assists aren't too great for Adachi in neutral outside of 6P) which ultimately brings the team synergy down, especially on Adachi's side but it is still a strong team overall. ~~Also they have an interaction together so they get extra cool points. :^)~~

Hakumen

"It's strong, easy full charge shippu potential 6P helps hakumen get in but its somewhat hard to capitalize off of it since you can't safely confirm off stray hit ones like some other characters can do since 5B which is one of hakumen's

general neutral poke doesn't reach people when they get slammed down, 5A isn't face enough to use on reaction and 2A has really short reach and being a dash character means hakumen can't just run up and confirm off stray 6Ps. 4P works fine as an anti air assist and also lets you easily switch sides during combos, 5P being lockdown is really nice for hakumen who can't run in easily too. bzio AS mix is pretty standard though i've never tried to see if there's any fuzzies I can do with it from hakumen, overall I think the con is when you switch to adachi point since haku's assists doesn't really improve adachi's offense or mix since 5P and 4P are both standard assists; 6P lets you extend your pressure/combo but it doesn't really provide the horizontal support like other 6Ps. I feel like it's as honest as you can get as an adachi team its pro is definitely having many options to go into full charge shippu so the damage output is on the high end if you factor adachi's decent average damage also the overall gameplan is really just get in or clip them till they die. I think what's nice is that hakumen has good defensive options so he can stay on screen long to chip at the opponent, especially with the ability to make voids+adachi assists against zoners. hilda is definitely annoying though and I usually deal with them as haku point who I think has better answers compared to adachi. actually it might not be so bad for adachi but I'm just more used to it as haku point I guess."

~Comment from FbW#2693

“Hakumen having no air unblockable means b zio gets significantly weaker which is a huge oof for adachi
normally if you air block b zio AS you're put in a checkmate situation where you just get hit by DP, and some characters even get to combo from it
but with haku/adachi if you see B zio you just upback and you don't have to hold anything except the plus frames once you finally land
adachi's assists are pretty great for hakumen because it's adachi assists but I think the team sucks
you can't just play character + godlike assists in this game imo, unless your point character is like super top tier”

~Comment from current Hakumen specialist, Element★#6197

Izayoi

“When I played this team, Adachi/Izayoi played like Turbo Izayoi, Adachi gives Iza a good lock down assist in 5P, to do her 66 dash 50/50s. He also gives her a decent 4p to use as an anti-air so she doesn't have to only rely on using her 214b as her anti-air or risk a Dp since Iza's is very horizontally challenged. Adachi's ‘Hidden Missiles’ 6p gives Izayoi more use of her teleport mixup options since the 6p makes them safer. Adachi also gives Izayoi access to ‘The Big Mid’ of B-Zio which can be easily set up with 5BB+6P > 236B. You can now active switch to Iza and threaten them with your strong offensive such as teleporting behind them on the B-Zio to sideswap or simply going for a high low, and naturally you can do the B-Zio unblockable if they try to jump the Zio, Izayoi's dp leading to a safe jump this leads to more pressure. Adachi gets access to Izayoi's 6p which enables him to set up B-Zio fairly easily, he gets access to her 4p which then brings the opponent to the ground for ease of conforming since his own anti air isn't much to behold. The team can set up some really gross situations like sandwiches with Izayoi's teleport and 50/50 guesses and keep putting you there. It's rough if you lose Adachi early since Izayoi struggles a bit on her own”

~Comment from KingDusknoir#7254

“Izayoi can force sandwich with 214BB > 5P/4P run under The team has some of the strongest corner oki with Adachi 5C ender > j.B + 6P It’s a really offense/momentum-oriented team but doesn’t have as many good defensive options (Adachi DP/Izayoi DP have their uses but aren’t spectacular, their solo anti-airs are usable but not great)”

~Comment from current Izayoi specialist, Fulmen#5831

Mai Natsume

[PLACEHOLDER]

Nine the Phantom

"I think it's a great team, Adachi has all of what Nine wants in a teammate, easy to set up oki 50/50 with B zio, set up B Zio AS if you have Morganite so unblockables,left right mix because of teleports and 5P is pretty good lockdown for Uvo 50/50's. Adachi for his side of things since he can jump

cancel a lot of things 6P and 5P are pretty good for his cross up jB shenanigans and an easy sandwich. It's definitely more about Nine then him imo Definitely easy to set up Nephrite combos as well and we all know that doesn't scale so it's some good damage"

~Comment made by current Nine specialist, Kyubei#9979

Naoto Kurogane

"This team is built around super polarizing neutral tools and the ability to convert any hit into (often unburstable) full screen carry and tons of damage. Kurogane 4P and 5P enforce massive space around Adachi and his 6P hard punishes any character who's not immediately ready to approach Adachi in neutral. If the 6P gets through it's initial startup, it will almost always set up a situation where Adachi can 236A or 236B for a free turn on Kurogane. This also often crosses the opponent up or can set up air unblockables with the massive hitstun. Kurogane gets amazing mix-up potential through use of long unpushblockable blockstun on Adachi 236B and 5BB 214A active swaps, since he can set up tricky high/lows with j[B], jB, fake j[B] into a quick 2A upon landing, and throw. Kurogane also has many ways to use Adachi blockstun to set up his fuzzies, and any time Kurogane wants to guess on moving forward he can back it up with 5P or 6P to convert any blocked or hit situation into terrifying offense. Play this team with Adachi point, and enforce space control with 4P/5P so that you have the room to call 6P and set up your really powerful gameplan."

~Excerpt taken from Adachi's Dustloop, entry most likely written by GoldenLUV, but it is still unconfirmed whether or not it is his

"I think it's one of the better teams in the game, but apart from raw opinion and personal investment I think they have a ton of synergy that also aligns to enable Kurogane like all 3 of Adachi's assists are super good for kurogane Kurogane gets really easy access to corner carry and easily jailed scenarios where he has a lot of frame advantage or access to a strong high/low I think the assists Kuro provides are really premium for what Adachi can abuse and 6P has surprising utility for some trouble matchups Adachi has (one example being that it travels above a lot of assists or projectiles that otherwise cause him issues in neutral) 4P/5P really good calls as well even though you have no direct projectile + 236A/B synergy as Adachi, you'll have 5P -> 236A CC

which is super good comparative to some shorter distance or slower 5P's their oki is pretty scary too, damage is really high, etc" I'm sure others have much better theorycrafting around the team as well"

~Comment from former Adachi specialist, GoldenLUV#5380

Celica-a-Mercury

“She does benefit nicely from B Zio setups, Adachi's very good 4P and from his strong lockdown assists too. Plus, Adachi can allow Celica to do a full duration 4P or AS just as Ghastly Wail hits and do 214C to heal any red health, or use that to set up Oki”
...
“Adachi doesn't lose much from having Celica as a team mate. She does allow Adachi to perform a B Zio setup and even lets her get off a full duration of 4P or AS 214C from Ghastly Wail
But Adachi is one of Celica's best partners imo, right up there with Blazblue's Naoto, Seth and Persona's Naoto”

“I can go into more detail such as how Adachi does help really well with combo extending off of 5BBB, since if she has any red life, she can call Adachi to do 5P, heal and then run up and continue the combo with 5A. Adachi also provides some good lockdown with 5P too, and with how Celica's j.C goes, she can do some easy sandwich setups too with Adachi or maybe Active Switch shenanigans too. But it has been ages since I've last played/labbed”

https://www.youtube.com/watch?v=LBiCqGY51OA
https://youtu.be/wm24W2D_SW0
https://www.youtube.com/watch?v=NgTfBB9DKDY

“I did experiment with seeing if I could get some resets going or 50/50s after Adachi 5P. Since Adachi's 5P sends the opponent high enough for Celica to dash under the opponent to maybe get them to guess which way to block, but I never did experiment far with it.”

https://www.youtube.com/watch?v=Mivp7Vw21n4
https://www.youtube.com/watch?v=IVfPuitdGfA

“I'm sure these proofs of concept can be elaborated or improved upon some

more. Since Celica's 5BBB is not safe at all on block so it's worthless on block pressure or blockstrings due to the gaps, and j.C can be good to force a sandwich for a much safer setup that can reduce the risk of being bursted”

~Comments and videos from EODM#0506

Susanoo

“Very weird team as it has all the necessary things to function incredibly well, but in practice it doesn’t work as well as you might think. The main issue with this team is that you have to be entirely reliant on Susano’o to open people up since adachi really is as simple as the lockdown mid dispenser. The big issue that arises from that is that where Susano’o really excels in regards to mix is his ability to enable messed up situations, which Adachi cannot help in regards to finishing the situation off. Neutral is great, offense is easy to get into, damage is high, you will only run into issues with regards to having weaker ability to take advantage of Susano’o’s strongest offensive tools. Good team but you really do end up playing entirely like a regular Adachi team.”

~Excerpt from The Bearded One#5369 ‘s document on Susanoo’s teams

Persona

Yu Narukami

"There's definitely a lot of reasons you can call this team the best team in the game as both of these are top 3 characters and Narukami is debatably the best character in the game. in neutral with either character point you have amazing options both the force your way in or keep them out. With Adachi point you have j.b 5b and a zio which are all very well complimented by Yu's assist kit with either 5p or 6p forcing your turn and possibly setting up sandwich pressure due to the long blockstun of Yu 5p and the fact that it wallbounces. if they block a zio it gives you the chance to set up b zio active switch and have the opponent deal with unpushblockable mix with narukami's 4 potential overheads with falling mix that also it safe to most reversals as the active switch of a zio>5p/6p>b zio is reversal safe. also combined the fact that with narukami point you can deal with jumping due to narukami's excellent dp reaching as high as it does combined with adachi 6p. in pressure this team loves having adachi 5p since it hits twice enabling Narukami's amazing falling mix. and you have Narukami 4p which you cannot pushblock and adachi's 214a which you also cannot pushblock and goes into falling mix. in sandwich pressure both of these characters have amazing tools with Adachi a zio, his 214c Narukami j.C and b ziocar which leads into reversal safe left/right high/low mix.And if the team is on defense you have decent options to get out both of these characters have good abare options in their 4a's, Narukami's dp, with narukami point on 4 bars you can do Ziodyne dhc which is safe on block, while there is something similar with Adachi point I don't find it to be as good even if they both can be dp'ed on reaction. And even losing either one of these characters you're still left with some of the best characters in the game. Narukami solo still has his amazing neutral options in 5a, j.b, j.a all of his zio's especially ex zio which you could definitely say is the best move in the game as it does everything and ex ziocar a fast fullscreen low that is safe on block and he still has good mix options tho not as good solo. Adachi point still has his j.b 5a 5b 236a and 236c though he obviously doesn't get free b zio setups and still has good strike throw. Honestly the only even kind of lacking thing is anti air with adachi point since while Yu 4p is still amazing it's not the best anti air but even then they're still perfectly fine. tl;dr both of these characters are amazing"

*~Comment from Fruits Basket Enjoyer#7977, aka **"Yousoro7"***

Yosuke Hanamura

"Yosuke / Adachi is a really strong and annoying team. Adachi benefits slightly more due to his versatile kit when backed by Yosuke's 6P and is often played on point (MU depending). Team can be played either way however. A Zio > 6P > B Zio is tough for some characters to deal with (when you AS to Yosuke for mixups while B Zio is taking over the screen; IAD jA / IAD 2A / Moonsault / etc). 236C/j236C + 6P is an easy confirm that leads into big damage. Learning Persona displacement and how to get Zio / Vorpal + 6P out without the use of assist gauge is vital to landing big damage on CHs. Adachi 6P is unreliable if you expect it to do all the work for you in neutral but it's a great tool to force the opponent into a defensive action which gives you time to chase and punish. Biggest issue with Adachi 6P is that Adachi can get sniped very easily while he's calling it so you have to be mindful of what tools your opponent has that can hit Adachi before Magatsu Izanagi drops. V - Slash + 6P is a good neutral assist call approach that also leads to a mix up on block."

Yosuke / Adachi midscreen oki by ReticentCactus (https://www.youtube.com/watch?v=fEgpi5MQM40)"

~Excerpt taken from Yosuke Hanamura (BBTAG), made by Pssych#0420

Chie Satonaka

"Generally on adachi point you're backing up and waiting to call chie in for a mix with zio at roundstart you can do so by doing jump forward or back j.B + 5P or air dash back A zio + 6P as far as not calling assist 6A can counter poke a lot of roundstart options (just don't get too predictable and get whiff punished) or 2C can low profile a decent amount of round starts too if you have the timing as far as hbd tods on round start I'm sure there's something you could do"

~Comment from Yui#3301

"Adachi is one of Chie's best partners for sure. Definitely top 3, but I'm of the opinion he's her best partner. The general plan is to either have Adachi on point zoning while throwing out Chie assists, or to use Adachi assists to pin down the opponent and help create sandwich situations for Chie

Chie 6P is amazing for zoners, and combined with Adachi A Zio you're able to create a sandwich situation AND still be able to AS for a left/right mix. Even if it's blocked, it's a great way for Chie to get in and start applying pressure. Zoner + Chie is always good, and Adachi is one of the best.

The scaling and lockdown that Adachi assists offer help keep the opponent pinned down for Chie so she can run her own pressure. There are other partners with better assists, but Adachi 5P's lockdown is pretty absurd. The scaling helps Chie's power charge combos out alot, and are fairly easy to do with Adachi 5P. Everyone has seen the speedruns with this team lol Adachi also has some good long lasting AS moves that he can use to help Chie get power charge combos off pretty easily. Pretty much every 214X move does this, and while some of them do scale combos pretty hard, having the ability to go into Power Charge easily can help kill characters while making the routes fairly burst safe. The team does lack a good anti air, and neither's DPs are too amazing, but I think their ability to just skip the neutral and control the screen makes up for it. Overall a hella strong team."

~Comment made by Omega#80160

Yukiko Amagi

"Adachi/Yukiko is weird, I do agree with Podge that it's pretty cheesy and is an overall kinda shaky team comp It has strong offensive potential and allows to get Yukiko to get some really easy fire levels/healing but kinda just dies if it doesn't get offense going
Adachi can protect Yukiko well with A-Zio and j.B but if they're in your face in which case your options are severely limited since Adachi's defensive options are pretty mediocre
Though Adachi provides Yukiko with nice assists at least IMO team is only alright to decent, you can go for better partners. Though I will say it's one of the best Yukiko focused teams, since the team basically only centers around her lol, Adachi doesn't get much from Yukiko outside of maybe like 6P(but this every character and I don't think he's particularly good at using it)
It's not great overall"

~Comment by current Orie specialist, Lonlily#6307

Kanji Tatsumi

[PLACEHOLDER]

Teddie

“This team is very similar to Vatista/Teddie where your main goal is to create a hard to deal with cross combo scenario using Adachi’s 236A and Teddie 5P. While you sacrifice Vatista’s superior assists for Teddie and his gameplan, you get a scarier and harder to deal with cross combo and active switch game alongside a little more damage than Vat/Ted (although Adachi’s assists are by no means bad for Teddie). Adachi supports Teddie with his strong and high hitting 4P by giving Teddie a wall to throw items and a really good assist for baiting anti airs. Teddie can also use Adachi 5P to go into bearscrew for mobility purposes, but you need to call 5P much later than most other assists that enable that option for Teddie. Adachi also adds the layer of a command grab to think about during active switch and cross combo mix as well, which helps put more stress on the opponents mental stack. Otherwise, the gameplan is very similar to Vatista/Teddie. Do 236A as Adachi, call Teddie 5P, pop cross combo, do it again, and then decide to either cross up or not after Teddie has made his way to the other side of the screen. While Teddie is not as proficient at using B zio as other characters are due to his lack of a traditional overhead, you can instead use it to give Teddie the opportunity to rip through his item rotation and go straight into Teddie’s more powerful items like oil drum or amagi buckets. Command grab switch with Adachi also gives Teddie time to toss items and then pick up after the command grab, giving this team unique routes.

I suggest playing Adachi on point for most matchups so you can get into the A zio+ 5P gameplan as quickly as possible for the same reasons as stated in Vatista/Teddie. “

~Excerpt taken from the TronnerBonner Teddie Guide, made by Tronner#1874

Naoto Shirogane

https://youtu.be/qmzljce360s
~MysteryRacer21’s in-depth guide on Adachi/Shirogane

"Adachi Naoto is a hybrid team, meaning it can zone or be aggressive while excelling in both. Adachi's main benefit from Naoto is that she gives him A Zio + 6P which is an excellent neutral tool and a main staple for most Adachi teams. You can follow up with B Zio on-hit and on-block. Since Naoto has a counter dp, she can't air unblockable with B Zio but will get good pressure during and after it. Her 5P is pretty standard and her 4P is an ok anti air but shouldn't be relied on as such. It can steal the corner when close and with Adachi's 5C oki in the corner you can set it up with no difficulty, which not a lot of Naoto teams can do. Naoto also offers high low unblockables and instant kills. Adachi gives Naoto easy safejumps from her shotgun with his 6P, and easy active switch setups into a mark with B Zio. And the overall damage is higher than most of her other teams. But since he also has a counter dp he can't take advantage of air unblockable Hamaon setups. Added bonus of persona normals and most of their pressure becomes unpushblockable. While they share a similar matchup spread, this team can overwhelm the opponent with its oppressive okizeme and great neutral functions. Strong team overall."

~Updated comment on Naoto's synergy, once again by MysteryRacer21#8611

Mitsuru Kirijo

[PLACEHOLDER]

Akihiko Sanada

"Giga damage, shit neutral like the Cork + Assist is god awful and and Aki's assists are just for forcing but if you can master the setplay and AS conversion you can actually convert off of a lot of TK Dives and almost always go into like 8k+. Adachi doesn't really cover any of Aki's bad MUs or vice versa either so you just have a destructive team with hard ways to establish said destruction"

~Comment from Darker#5696

Aegis

"In my opinion it's a heavily aigis focused team, the synergy its only in aigis side with the bullet routing, great Lockdown and fast 5p + zoning with bullets + 6P
For the adachi side aigis doesn't give the things adachi wants like azio + 6P into bzio setup, aigis 4P is kinda bad and 5P + jB safejump does not confirm for adachi (the Second hit drops), like aigis only brings damage but adachi already has good dmg

Its a team focused on oki + big punishes
Even with aigis point it's hard to setup bzio compared to good adachi teams like yu and yosuke
For aigis side i think its s tier team but adachi side like B+
[B zio] gives good lockdown but it’s hard to setup in neutral and for oki you need to spend 1 assist bar to setup”

~Comment from Meia#6332

Elizabeth

To preface, this is one of Adachi’s teams that simply does not work at all. It is mostly played for the memes so to say with all the lasers they’ll be shooting out, but they have no actual way of opening someone up. At the very least it’s a funny team to play as / against.

“Adachi/Elizabeth. a.k.a team all mids, a.k.a beams for days.
This team’s game plan is to zone and apply heavy pressure to make sure the opponent **never gets their turn**. This team is a mix of zoning and lockdown, adachi should strictly be point and Liz should be strictly anchor.

Pros:
*Obnoxious damage
*above Decent neutral
*Screen take over (shoutout to Liz 6p + b zio)
*The occasional robbery
*Hama/mudò set ups from b zio (though it is a waste of bar)
*Decent chip damage with beams
*Lizabeth can heal for free because of AS command grab
*good burst punish routes

Cons:
*No mix (all mids lol) (Liz barely gets any mix from b-zio. All you can really do is 5C or 5bb2c)
*Game plan can be easy shattered by Carmine, Yu, Ragna, Hilda, ruby, Nine, Ect.
*both characters rely on their persona a lot so you must be extra careful”

~Comment from Egyptology#1114

Labrys

“Labrys usually gets quite a lot of value from these partners but unfortunately, doesn’t end up giving a lot back. Characters like Adachi and Vatista will do a lot for Labrys in the long run, giving her better neutral options or high blockstun assists, but she’ll give them lackluster assists in return, so it’s recommended that you only use these partners if you’re prepared for those risks.”

~Excerpt from the Labrys BBTAG 2.0 Primer

“Labrys & Adachi have a few neat tricks up their sleeves out on the field. With Adachi on point, call Labrys assist early & do B Maziodyne and then active switch, your opponent will block and then with Labrys you can either B Chain Knuckle in and get a 50/50 situation with the low or high follow up & or just running up and IAD, doing nothing to a low or IAD-ing to j.B. Another is utilizing Adachi's 6P to keep up the pressure especially when trying to catch people in the air. If you DO catch people in the air with j.BB of Labrys and you've called Adachi's 6P early, you can extend after they've landed to the ground from 6P. And of course, you can do a full charged Brutal Impact set up with this team, either off of Ghastly Wail (214C) or Magatsu Mandala (214B). Using 4P can help Labrys doing a safe jump setup, usually after any Guillotine Axe. When they tech, call 4P at the right time and you can possibly catch them jumping or so, or even mashing. With Labrys on point, you can just safely block, especially if they try to DP, because most of the time they'll end up hitting Adachi anyway. 5P helps when you're trying to do a cross-up sandwich set up. Jump cancel and IAD to the other side and call 5P, and then you have yourself a sandwich & do Cross Combo. Unblockable set up as well, utilizing B Guillotine Axe and then AS to Adachi to do a low.”

~Excerpt taken from the Labrys BBTAG 2.0 Primer, comment is from lonelyRsn#2019

"like most labrys shells she doesn't provide much besides damage and good active switch mix during pressure adachi has to mostly play solo outside of some janky 6p use. from labrys' end she gets strong ass conversions from any stray hit adachi lands, and really good brutal impact setups for huge punishes with little resource use. adachi's 6p gives her a good midrange poke that covers airspace and her airdash attempts to get in, even tho the move has

lowblockstun. she has a bit more trouble setting up/converting off of the usual laser setups because her assists are fairly slow and don't travel far"

~Comment by altf4ninja#4312

UNI

Hyde Kido

"I’m messing with the team a little bit, and honestly the synergy isn't that bad point hyde can get adachi in pretty alright (6p 236b 236b 236b AS into B zio), adachi j.B works pretty well with hyde assists conversion wise and on block. the problem comes with how GOOD the team actually is, and i wouldn't say it's a good team. it lacks a character that presents a lot of threat when on screen, characters that easily do that for example can be narukami, ruby, yumi, susanoo, akihiko and probably a few more but those are the main ones that come to mind. characters like those are what complete adachi teams and i don't think hyde can round the team out like that.
tldr; synergy wise is alright, but in terms of team strength its very lacking because hyde lacks a lot of threat when on point and adachi ideally would have that like ruby yumi narukami can definitely hold their own since their neutral is so good, 6p feels like a bonus for them for forcing but with hyde its like ehhh his MUs aren't that amazing and getting hit by him isn't really game over
hyde 236b followup + adachi 6p is pretty goofy though, I’m getting like near 9k off it so that's nice
fun team for sure but weak"

~Comment made by current Hyde specialist, raiden#5156.

Linne

“I like his assists and damage lol, I labbed em a little and I think he's high tier support in general so she likes him
I think most of us here would recommend linne/adachi, her best position is in front and adachi seems like a capable anchor
And he has the better assists”

~Comment from current Linne specialist, emc5602

"Pretty standard adachi assist drone team tbh adachi does well by linne cause of his really good assist kit and linne doesn't really provide what he needs that much but adachi is so solid it'll end up working out regardless pretty good team but not uber amazing imho even among linne teams"

~Comment made by Yui#3301

Waldstein

On Adachi's side, he has little to no use for Wald 6P outside of maybe some corner oki setups, other assists are good for him, but having no Fullscreen assists hurts Adachi a bit since he wants something to complement his zoning and that can enable Fullscreen b zio setups if possible. 6P could enable B zio setups, but it's generally too slow as well as wald being too slow to follow up from it after active switching. 4P is a good anti air button and it has multiple uses because of the rock throw, just generally a very solid assist button. 5P, while pretty nice in neutral, provides almost no lockdown for adachi to use for setting up b zio or other shenanigans, still, it's a good general poke assist button that can have good use in other areas.

And even if you get b Zio set up, Wald a lot of the times feels very slow to catch up to the beamed target. Mix with Wald during it is pretty good, he has an IOH with j.A on certain characters, he can go for command grabs after it and other shenanigans, but again just getting to that b Zio setup from neutral is just hard to do with his assist kit and movement speed.

I don't know how the assists are for waldstein though, 4P is ehh Wald doesn't care he has the god 2B button, 5P is just overall very solid in general and it covers a decent distance as well as giving decent lockdown so it should work well for him. Idk how Wald would use the 6P, a normal fireball assist would probably be better for him, feels like 5P is the only tool there that helps him in neutral

Basically that team has a weak b Zio game which is kinda what you want when you pick an Adachi team.

Oh and Wald DP, while it has a nice horizontal reach for the AUB during b zio, is so slow that you probably won't be able to get anything out of it afterwards, maybe if you do it early and get a wallsplat with the B Zio beam in the corner

after hitting the unblockable you might have enough time to get something with Wald but I haven't tested it

“What about 6P+A zio into B zio?”

6P doesn't go fullscreen
and you'd have to call 6P early because 236P+A isn't true
no real consistent way to set it up safely and it'll be pretty telegraphed as waldstein stands there menacingly for like 90 frames
and then you again have the issue of wald being not so strong during b zio
feels very sluggish to get anything out
try it yourself, you'll get what I'm saying
do 6P+BB 2C 236B > active switch (don't forget to let 6P go through all its hits first)

Carmine

[PLACEHOLDER]

Orie

"I think as a whole the main thing this thing has going for it for Adachi is the fact that Orie 236C can help create sandwiches. With Adachi having access to sandwich left/right consistently can be nice since his potential in sandwich is fairly good since 236A AS is a threat pretty much at any time, and his persona pressure being unpush lockable can make a subsequent left/right mix more threatening. Adachi’s 5P lockdown and long AS window also help Orie get more threatening sandwich mixes.

Strengths for the Team:
Good offensive and lockdown for Orie
Strong and consistent potential threat in sandwiches

Weakness for the Team:
Adachi get very little of what he needs and generally suffers significantly when on point Orie doesn’t get a traditional projectile assist, which she really likes having

The general gameplan of the team is to play it very Orie centric and minimize Adachi’s presence on point. You want to lockdown and apply constant pressure and mix ups with the opponent with Orie using Adachi’s assist or

B-Zio. For neutral try to just play solid Orie neutral while calling smart Adachi assist here or there and aim to find an opening. With Adachi point, play cautiously and make sure the opponent never gets close to you, while fishing for opportunities to swap Orie in safely."

~Comment by current Orie specialist, Lonlily#6307

Gordeau

[PLACEHOLDER]

Merkava

“Cabbage/Noodles Synergy I am not a very experienced player yet, but I will tell you my thoughts on this team. Why would you even want to play this team? I guess the only reason is, because you really like those characters.

From Merkava's point of view Adachi is a really helpful support, but that has nothing to do with the team itself, it's more that Adachi is a genuine good support. You can do some funny setups in Cross Combos with Adachi on the ground, while flying with Merkava.

From Adachi's point of view however this is not a great team. One of the big flaws is that you don't get a clean conversion of A-Maziodyne. Fluent Adachi gameplay consists of active swaps and cross combos combined with Maziodyne and for that Merkava is not a great choice as partner.

Using Noodles 6P Attack can connect with A-Maziodyne, but only if you are close enough and if you use it on the ground (j.236A is too fast), and even then the damage you deal is pretty low. You can do some funny active switches, such as Adachi 5P -> Noodles-Grab (214A) -> Active Switch -> Magatsu-Mandala (214B) -> [...] To summarize the gameplay of this team is nothing special, it consists of the basic set ups and conversions you can find most in other Adachi teams (B-Maziodyne Oki or Cross Combo A-Maziodyne + 5P). I'd say this team lacks good defence as well as not being able to deal with zoners very well. The Damage output is average (13-14k Cross Combo for 4 bars, Most damage however comes from Adachi). Let's see if anybody else plays this team and finds some juicy stuff.”

*~Comment by DrThoaster7775, aka **“Satan Claws”***

“From what I tried with the team is feels like they both want to set up something but you can’t set up a lot, you have 236b glide mix but adachi has to not only start the situation you have to help him set it up which is kinda not easy since merk doesn’t has long range assist to lock down character’s
It’s def more neutral heavy also I think from what I labbed it’s possible to set up 5B 5p 214B on adachi side and switch to merk
Also adachi is pretty bad at covering glide
You can probably find some arguments of 5B 5p b zio set ups but tbh they both just need a different 6p and then would function well”

*~Comment made by Mr.Eater#3386, aka **“Moth 2”***

"Adachi isn't super bad for merkava, but from adachis side he cant setup double zios which is integral to him”
"Adachi does bring a lot of setup and a defensive 4p but again, merkava isn't providing too much for adachi, mid maybe higher depending on how much neutral / defense you have to play"

…

“Adachi and Merkava don't have something big to use while something’s happening
So for instance something important to consider is the reward you get off of merkavas grab, i don't think adachi has anything comparable to like nine / haku / nu in terms of hitgrab swap setup
Another issue is that merkava 6p has issues setting up b zio, and swapping,into it doesnt,give merkava the best time since he needs landing recovery anyways
you'd be aiming to like use b zio to hold their tech rather than capitalize on a punish from merk hand
which is awful since you won't have access to merk to start anything at that point unless you burned cc confirming hand or something
merkava does make decent use out of adachi 5p but another problem is like that's pretty much it and he would have to be decently close
adachi 6p can hold something down but not in a way that merk makes great use of
so the 6p can immediately solve issues like zoning for him
But it's not enough lockdown to use pre emptively to go in using it right and simultaneously its too fast to use after soar
Neither character really spits out damage like that

so the reward from setting up mix is a bit low too
And with merk you have a lack of distant lockdown [*Merkava 5P being close range*], but you still have lockdown so that's at least nice”

~Comments made by current Merkava specialist, Moth#3701.

Vatista

"yeah, but I think we know well enough from Adachi himself that people get hit by mids. Mids only doesn't necessarily mean it's bad and I know you never said that, but I think their tools combined make for a pretty good team. It’s not top tier amazing or dumb like yumi/adachi, but overall its another team that works cause of how both characters are"

~Excerpt taken from the Vatista team notes document. Comment is from current Vatista specialist, Kitkat#9811

Seth

“Adachi Seth is a very scary team to block in any situation with one main goal, to do crossups at every chance it gets. Whenever Adachi is on point, the main game plan is to call Seth’s 5P and active switch with A Zio into a combo or super immediately. Adachi’s Zios build a lot of meter so doing crossups straight into supers will happen pretty often. Or doing 5P calls in neutral and active switching with B Zio to get Seth’s pressure started or to get an air unblockable dp if they jumped. And thanks to both Zio’s and Seth’s 5P scaling, damage is fairly high off of the teams mixups. You will cycle between A Zio AS and doing A Zio into cross combo to force a mixup. While with Seth point you can call Adachi’s 6P and do Seth’s A or EX slash for crossups and sandwich setups. But mostly whenever Seth is on point you will stall to heal Adachi and get the main game plan of 5P A Zio going again. They can also do a lot of unburstable routing with command grab active switches and ex slash. The team is about constant mixups and doing them fast. To not give the opponent much of a chance to think of a countermeasure.”

~Comment by MysteryRacer21#8611

Yuzuriha

"Just one good and one great character in a team, they do very basic stuff but none have the things the other really wants You are pretty much playing yuzu with basic assists and vice versa

Adachi doesn't have any assist for slash teleports, 6P MAY work and even then it is iffy and specially bad to confirm if 6P hits. 4P is a good anti air and that's it, 5P is meh for yuzu. He can use meter and has damage + command grab but it is slow and he lack overhead to open the opponent, so it ends up being a team of sandwiches (kinda) with yuzu

Yuzu assists are also meh, 5P is weird to do jB+5P and 6P is too slow, there is also no fullscreen assist for zio+assist (6P is NOT fullscreen) and 4P is a decent anti air. So all in all, you are gonna be doing fundamentals with both characters"

*~Comment by current Yuzuriha specialist BlackJet#7093, aka **"Twitter Safejump Tech Guy"***

Hilda

[PLACEHOLDER]

Mika

"i'd say it's pretty alright but not too good, not having a projectile assist for adachi to setup bzio is kinda bad but the adachi assists for mika side are good"

~Comment made by current Mika specialist, Brimner#7388.

RWBY

Ruby Rose

“One of Ruby’s best teams in 2.0, specializing in excellent neutral presence and powerful lockdown setups. Adachi is a universally good support character this season, and he provides Ruby with a solid 6P that will track the opponent from anywhere on screen, a great anti-air 4P, and a 5P that reaches quite far and provides nice blockstun; conversely, Ruby provides Adachi with fast, safe, fullscreen presence with 6P, a strong anti-air 4P to shore up his weaknesses in that area, and a 5P that work really well with his A Maziodyne setups, propelling her forward so you can cover multiple parts of the screen simultaneously. Adachi also has his infamous B Maziodyne, which provides excellent neutral presence and lockdown from anywhere on the screen, and is an excellent Active Switch opportunity - think of it like a classic beam assist, with all the fun that entails. Your goal with this team is to establish your presence in neutral and gain respect from your pressure, then go to town with deadly mixups that will keep the opponent guessing. Both characters have great Active Switch potential during pressure, with each enabling the other’s mixups with their robust set of lockdown and mixup options. As with any good Ruby team, their corner carry and okizeme are also very strong, with plenty of options to keep the opponent in a constant vortex of pain. Both characters are quite workable solo, although Ruby’s individual strengths are generally more stable than Adachi’s, so which character you run in which order depends both on personal preference and the current matchup.”

~Excerpt taken from the Ruby Rose Character document

“Adachi/Ruby is a fairly unique team for Ruby when contrasted with her more established partners from previous versions (Yang, Akihiko, Gordeau) - the specific strengths of Adachi's toolkit on point combined with Ruby's assists and the weaknesses when he's in the back. When talking about synergy, the team is great for Adachi with Ruby also covering all of his potentially bad matchups. You cannot counter pick this team. Ruby herself on point doesn't receive the same extent of benefits, though. It's still very powerful despite the imbalance and a contender for Ruby's second best team after Yumi in 2.0.

Adachi's strength lies in dictating the pace of the match with his insane space control through the threat and strength of Ziodyne along with his jB. Ruby's versatile assist kit all cover different parts of the screen fastily and work in tandem to grant him this space without having to commit too hard. This team is very similar to Adachi/Narukami but with weaker offense. It doesn't have the ability to enforce as hard and threaten space as fast (slide + assist, Yu's air Zio). Its ability to transition from neutral into oppressive offense quickly is still remarkable - using Ruby 6P calls with retreating, approaching, or rising jB is a notable one that also easily confirms on hit for him. 6P is a fast (29 frames) bullet assist that gives you full screen presence. When combined with A Ziodyne, you can true block string with Cross Combo activation into 6P again and then B Ziodyne to set up a high/low mixup. If they get hit, you can hit confirm and get a full screen combo. Adachi can also safely run behind it or jump/IAD and start offense that way. You can immediately get this situation from round start with options like jump back + 6P or IAD back and others. 6P is also excellent as a counter call.

4P (28 frames) is tied for the fastest Anti-Air assist in the game, it has very good vertical/horizontal range and a disjointed hitbox. Adachi appreciates this because of the angle and very committal nature of his anti-air 2B option. It doesn't directly hit above his head, leaves him airborne, and has a lot of recovery. Ruby's 4P is extremely good at catching aggressive movement when retreating or covering the space below Adachi when airborne. Jailing someone to the ground with 4P gives you a multitude of options (Heat Riser, Mandala active switches, CC activation) where he can setup a safe mixup opportunity for Ruby or attempt one himself albeit riskier. This also applies to corner oki, commonly done with jump back jB or IAD back + 4/5P (Command Grab active switch can only be punished by a few reversals and B Zio is of course a great option). 5P isn't quite as vital as the other two assists in neutral, but it is useful for space control in the mid range and possibly getting Ruby on point via immediate active switch Zio for mixup, pressure, or you can use CC activation. How it launches on hit also makes pickups with A Zio active switch trivial. 5P mainly shines on oki. Adachi can use it after a 5BB midscreen combo ender to create a reversal and burst safe left/right with B Zio active switch that covers all tech options. It varies based on the timing of the call and Ruby will be either behind or in front of the opponent when the active switch happens. Even if they successfully guess right, Ruby will have time to do another reversal safe mixup. You can get 5P to cross up in the corner on block after 214C ender and use 236A active switch, but midscreen oki is the most powerful and safer. Another example would be using 5P at the same

timing as your midscreen ender, IADing back, and activating Cross Combo to create a forced sandwich.

With all of the above in mind, Adachi can play a very effective "Hit and Run" style, especially while holding a life lead. You can play very elusive and it's hard to catch him without putting yourself in a bad position. Adachi can get the ball rolling with one successful neutral guess into a very potent vortex game.

Ruby's neutral game isn't supplemented to the same degree as Adachi's and that style of play doesn't work as well. You play a more passive game using her mobility and range to potentially get sandwich positioning while fishing with jA/B when turning on the aggression. These chases can be very rewarding due to her speed, but Ruby still has to play without a strong neutral assist. 6P is slow (58 frames) and can be broken in multiple ways if your opponent is aware (Air to air, anti-air, and hitting Adachi himself), potentially putting Ruby in precarious situations if she tries to press advantage. She has no air moves that doesn't throw her body to dissuade air to air challenges like a projectile (Yumi's air fireballs is the most infamous example here), so there's more space to do something.

While the assist does have its faults, you can still use 6P effectively to aid in pinning airborne characters down when chasing, which Ruby is already incredible at, or super jumping over them. This creates a very good sandwich situation due to the high recovery frames of the assist. A quick jump over or dash under into 236B/A active switch or a normal into Cross Combo activation. Jailing them down into either active switch grab or IOH > 236B active switch are also options, both of which Adachi can possibly make burst safe by an immediate B Zio to convert. When utilizing Cross Combo, Ruby can also use 236B active switch and give Adachi enough time to gap less setup B Zio for her. This is stronger in the corner since push blocking Adachi's 6P won't get you out of Ruby's reach if you blocked it. Ruby can use 6P with rifle shot from full screen to discourage movement, but the ending situation isn't quite the same and it can be even dangerous if reacted to. Ruby's stronger teams usually have an easier time getting a potentially powerful situation. Yang and Akihiko using their body to move full screen into 236B active switch to get them in and possibly get a high/low opportunity are good examples. Running behind a good projectile assist (Yumi 6P, Es 6P, Gordeau 6P, Susanoo 6P, etc.) and setting up a scary situation with Cross Combo is another one. You can't really get the same disruption out of Adachi's due to speed and counter play available, so it involves more risk on Ruby's part.

4P can also be broken, but it's a relatively fast assist (36 frames) in comparison, the AA hitbox is large, and it has even more recovery frames than 6P. You can't quite use it like Ruby's for fuzzy defense due to its persona nature and slow-ish speed, though. There's also a noticeable blind spot where it'd whiff on someone who super jumps air to airs you (a common thing people do is jump forward block + 4P to catch this) that Ruby's 4P would hit. Tactics like using air gunblast in combination with 4P calls can be good and create the ideal situation for Ruby to begin her offense. Ruby can take advantage of the large active switch window very well in the aforementioned scenarios. Air approaching with Ruby after calling either 4P or 6P and activating Cross Combo also can prove valuable by potentially jailing them down to the ground with air Buzzsaw active switch and then using Adachi to setup B Zio. You have to be wary of the opponent's air moves and ability to hit/avoid Adachi or Ruby, but your reward outweighs theirs in most cases if you come out on top in the exchange.

5P has ideal blockstun and speed on oki. She has all of her standard options available (empty jump low, delay air dash, fuzzy, triple overhead, etc). 236B active switch isn't so great in the corner due to how Adachi's jA works, though that's mitigated a bit by CC. 5P is also quick enough to true block string after a B normal + gunblast or jump cancel while having an active switch window long enough to have multiple mixup options without using Cross Combo. Adachi moves far enough along to still get back in after push block and it has its uses in neutral for ground control, particularly when Ruby is air approaching with jB/A. Activating Cross Combo gives you all the time in the world to begin offense.

Ruby's strength on point in general is creating sandwich situations from the plethora of options she has. Adachi's assistance in this department is wanting, but it suffices. Even when his assists are awkward to use e.g. buzzsaw ender + B gunblast ender, he can still get the job done. Adachi's support value is more concentrated in how he setups Ruby on point, so even when using CC to get confirms you can use multiple active switches to get a very good situation for Ruby from quite a distance e.g. buzzsaw active switch > B Ziodyne active switch.

Adachi/Ruby overall does just above average maximum damage, but the neutral control (mainly being on Adachi's side) and setplay is top class."

*~A huge overview of the team from the current Ruby Specialist, Tony#0836, aka **"Lupin"***

Weiss Schnee

"Adachi's assists are amazing for weiss like really great and his setup ability is amazing for her glyph setups, basically its one WEISS' best teams but It's not very good for adachi for example command grab guarantees 4 glyphs and oki B zio guarantees a glyph and some extra stuff weiss has no way to set up a B zio for adachi effectively tho outside of maaaaaaybe some oki situations"

~Comment from Dutchy#6462

“Weiss/Adachi is somewhat divisive for various reasons, namely due to how Bojack described them in his previous Adachi synergy chart, describing her as a poor partner due to her not allowing conversions off of things that other partners do, such as j.B > Narukami 5P. Weiss’ 5P is a little too slow in comparison, so it was written off as a poorly-synergized team. TL;DR, I believe it’s still one-sided, but not as much as it seems. I’ll elaborate on that here.

Weiss does benefit quite a bit from Adachi, as shown above. 6P being a nice way to approach the opponent, 5P being a fantastic lockdown tool to set up glyphs mid blockstring and utilize them for safe left rights that Adachi can convert off of due to the long AS window(plus solo-confirmable fuzzies) and 4P covering directly above her head, a spot she’s notoriously weak to anti-airing with due to her unconventional 5B. That’s all pretty surface level, though.

I’ve spoken to Golden about Adachi’s side; as far as I’m concerned, as long as a long-lasting assist is on the screen, Adachi can make good use of it. 4P has 74 total frames of animation/AS window, as a result allowing her to make use of B Zio on knockdowns and follow up on A Zio snipes from 3/4ths of the screen with both that and 5P, so long as CC is available. It also allows her to swap into a 214A blockstring ender from Adachi and go high low on a meaty setup, which is also great for her. I admittedly haven’t tested if it’s airtight however, so I’ll have to do that before verifying that statement. However the theorycraft is there.

I think the team, as Golden said, is strong on both sides, but outclassed by more consistent teams such as the aforementioned Narukami/Adachi, or Yosuke/Adachi. It’s worth exploring further, and I’d love to see it develop.”

*~Comment from current Weiss specialist, Mido#2446, aka **“Midorii”***

Blake Belladonna

"Theorycrafting time. This is all from labbing for some minutes so... yeah. Adachi Blake looks like a team of two enablers with low threat from most of their tools. Adachi gains a 5P that crossups, making left/right mixups from neutral with A Zio a possibility. The fact that Blake can be airborne during 5P makes some Active Switches less safe against reversals. You can also use B Zio instead to look for an AUB, but Blake's DP is not great since it has a long recovery and mediocre vertical range, making it very hard to get a combo from it. This team also has A Zio + 6P, but on block it has a big enough gap that can be abused (upback still blocks Blake's 6P) and the most you get from it on block is Adachi's turn with IAD jB (which is true after Blake's 6P). From the distances where you would want to use A Zio + 6P, you can't just pop CC and call 5P for a sandwich. As Adachi point is nice to have a guaranteed sandwich on corner knockdowns, but Blake's conversions after A Zio AS have low damage and she doesn't have great unburstable options to keep up the pressure. 214B+C super will give your opponent room to escape the corner, or outright take them out of the corner, 236B+C super has very low damage and bad frame advantage. It can be spooky if Blake just loops oki with 5P, but you will need to get a lot of hits to kill a character. Adachi's j236C/236C+6P on-hit gives a decent reward considering this team's standards, while on-block it can get Adachi's turn started, but will probably require cross combo to turn it into a really threatening situation. As a small bonus, j236C/236C + 6P > 214C AS will work on-hit and on-block. Last thing to mention Adachi side is that Blake's 4P is a serviceable anti-air assist, you can combo it into 214B for baby brain combo.
Blake side time. Adachi's 5P is alright for throwing out during air movement and has nice blockstun/hitstun, but it can feel short sometimes. 6P seems more useful to set up sandwiches when it gets blocked, since you can 214A and pop CC, but without CC is kinda meh and won't lead to much reward. And Adachi's 4P is a persona anti-air with a decent hitbox, so it's usable. Overall doesn't seem very interesting other than maybe blocked 6P into CC stuff?
Now that I finished talking about the team, I can now start comparing, so no one can say this team is good. Adachi Seth is basically a way better version of this team. Yes you lose Blake's 6P, but you weren't doing much with it anyways. Seth can deal about the same damage Blake will do from A Zio AS, he can convert into a very damaging super that's basically fullscreen, and he has decent mixups when Adachi spoonfeeds him a turn, or... just 5P in his blockstrings. Most other Adachi teams with crossup 5Ps will probably have other redeeming qualities that put them in a better place than this team."

~Comment made by the current Shirogane specialist, Kreation#9370

Yang Xiao Long

“Yang loves corners. She wants to get her opponent there and keep them under constant pressure for the rest of the match. Adachi’s amazing corner carry/neutral ignoring tool (aka B Zio) throws the opponent against the other side of the screen whenever you confirm a singular hit, which is all she needs. A Zio+6P into B Zio Active Switch skips the entire neutral and leaves Yang basically point-blank to the opponent allowing her for an entirely safe mixup. Not to mention Adachi’s 5C ender combined with Yang’s 6P into A Zio Active Switch allows for an unreactable left/right mix on midscreen. All of Adachi’s assists are great for Yang. Tracking 6P, double hitting 5P with decent block stun, and great anti-air in the form of 4P. It’s more of a Yang-focused team, but it doesn’t mean Adachi gets nothing out of her. Yang’s primary high block stun/high damage assist - 6P is easily applicable throughout all of Adachi’s moves. 5P quickly covers the ground just outside his 5B range and 4P is a viable anti-air assist considering the fact that Adachi lacks a good anti-air on his own. Their combined damage output via assist usage/CC is pretty nice by itself and spikes drastically as soon as Yang enters Semblance. CC theory of this team is super basic so in reality, anyone can figure out the dirty stuff. Things like IOH j.C working quite well with delayed 5P from Adachi is also a nice touch. On block it's gapless and 5P lasts so long you can continue the pressure after Yang recovers from j.C. On hit it's easily extendable. Heck, there's even a corner steal route with Yang's j.C and Adachi's 4P but that's still just a concept. Most of the time you'll start the match with Adachi point for that juicy A Zio+6P B Zio AS gameplan. But if the opponent has a threatening roundstart you can consider taking Yang on point since her roundstart is safer with all her armor. They both cover each other's weak matchups except maybe Carmine and Nine. In general, their matchup spread is alright except these two.”

~Comment made by current Yang specialist, Sibiq#5591

Neo Politan

[PLACEHOLDER]

Arcana Heart

Heart Aino

“6P lets Heart get in with homing dash for free
B zio AS leads into unpushblockable 25/25/25/25
broken damage (but this one is obvious)
and Adachi's assists blockstun let Heart set sandwiches very easily
basically, Adachi is a broken enabler for Heart”

~Comment from Mith#1112 on Heart’s side of the synergy

“Heart 5P is pretty good for that as it has a very large amount of hitstop
her 6P is good for him
as well as her 5P is pretty good for j.B+5P
you can make *[B zio setups in neutral]* that work especially with 5P airdash back
it's not going to be as straightforward as something like narukami or ruby but it's still a very solid option
and she can make it work
anyway adachi is heart's best partner and the only other character with even an argument for that is yumi”

~Comment from The Bearded One#5369 on Adachi’s side of the synergy

“adachi is mostly used to just enable heart shenanigans. Adachi 6P is great for letting heart fly in relatively safely. 5P is a great meaty in the corner with your safejump setup. It has a lot of blockstun so even if you are expecting a DP on wake up and they don’t do it, you have plenty of time to continue pressure off of it And of course, you can get heart in for free at any time by doing Heart 6P > Adachi B zio > Active Switch”

~Comment from HCH | Troggz93#8955

"I think that is Heart's best partner. I think Heart herself is incredibly ignorant and becomes more so with adachi's pretty damn good assists. Plus the

obvious Zio + 5p AS setups to get in for free with her homing just are :oof: . Adachi is also ignorant and I find that while heart's assists are not incredible, they do the job for him. As far as MU's go too, I feel that Adachi also helps her MU spread. On top of all of this, you just kinda poop out damage too and her already deadly burst punishes are just nuts now."

…"another thing I do not think was mentioned is heart gets fatass unburstable CC combos with adachi... The opponent also literally dies off of burst baits
On the adachi side of things she's just an okay partner for him But good enough imo At least I haven't seen anything crazy
Well part of the problem
Is it's still unexplored"

*~Comments from current Heart specialist, SploogieMcNoodle#5112 aka **"Kreampietion"***

Senran Kagura

Yumi

General stuff

"Adachi is generally a point, though you can go Yumi point in favorable round start match ups. One of the big benefits of Adachi point is that it enables you to start the match with access to a j.B+5P for a quick lockdown into mix or force a PB incredibly early or A Zio+6P>B Zio+AS for a non-PBable mix up that has access to delay air dash with potentially three overheads. The team has access to some really strong neutral options on both sides that convert to solid damage and incredible oki that will repeat itself. It also benefits from the chance to one shot a character if you manage to get an aerial rave>AS cross up."

Adachi point

"Adachi is generally looked at in this team as a Zio bot which is only half the fun. As hit on earlier j.B+5P and the B Zio>AS is very strong on this team. On hit with A Zio+6P, Adachi can combo into the B Zio>AS if done far enough away or if was airborne which is important to recognize when you want guaranteed damage or a mix up option. This is also a common burst point as the burst will hit both characters and prevent the situation. In order to call out people who burst here, Adachi can just run up to the opponent and convert

into a basic 5AAA combo. This leads to a 214C/5C oki that is commonly going to be either neutral jump j.B+5P to catch forward/neutral tech, or IAD j.B+5P to catch back tech midscreen. In the corner you jump back catches both techs and gives you favorable positioning. 5P will lockdown the opponent and let you party on them if they don't PB. Jump in at them, IAD back B Zio>AS, park in front of them and 214C>AS, 5B>214A>AS, or if you think they will PB you can just wait and react to it. Generally I recommend waiting in front of them and react to PBs with throw, then after some time, 5B>214A>AS because this is a gapless string that lets Yumi get a safe jump. If they are respectful, use this to your advantage and add a delay air dash to the mix for a really strong mix. Using j.236C to bait AAs is a strong option for Adachi and adding Yumi 6P to the mix makes a on block situation very + and a combo on hit."

Yumi point

"Yumi generally will play neutral without much Adachi support, most cases are related to 6P. The biggest neutral synergy is with air dash j.236B+6P, as it sets up for j.236B>5B to combo and frame trap or be a block string depending on timing. You can also opt to land and go for a j.C and either CC to combo or continue pressure on block or AS as you press j.C to combo on hit or cover Yumi on block. This is primarily used to either CC or get Adachi in. This approach is great since the angle is annoying to deal with and despite the two options given, you can also just use normal pressure as you won neutral with it and Adachi is at relatively little risk. The opponent can run under Yumi and hit Adachi but that will nearly guarantee an opening by replacing the j.236B with a regular j.B. You can also use 236A+6P>236B+AS as a way to get Adachi in or just 236A+6P and run at them for an alright neutral option. Once you get the hit, aerial rave ender gives Yumi a timing to call Adachi 5P as a meaty that covers all techs. You can use this to lock down and party on the opponent. Immediate j.C>AS is a blockstring that doesn't care much against PB. You can delay this much longer and get a cross up j.C in the corner. Besides that, you can do normal pressure along with the threat of j.C being ever present."

~Overview of the Yumi/Adachi team synergy made by Bojack198#2461

Akatsuki Blitzkampf Ausf. Asche

Akatsuki

“I think it's okay but Akatsuki is also just another support character
so he doesn't have a lot he wants to impose when he gets set up with a turn
like Adachi 236X and such. Not like he has good high/low or good damage
either so you don't have the same pay off other teams have
where they either get reliable and annoying offense as their reward
or really good damage, or both”

~Comment from GoldenLUV#5380

Honestly, from playing Akatsuki/Adachi I can say from my personal experience that that team is very lacking. Akatsuki does not benefit too much from his ziodynes since his high/low mix is not the best and easily reactable and he cannot deal with people jump blocking the B zio. On Akatsuki’s side, they don’t really have any crazy unblockable setups either, nor does either of them benefit much from them. They do above average damage and their assist and pressure game is fairly strong, but it mostly consists of mids and with the lack of a standard DP and rather lacking point character anti air attacks, the opponent can really just jump during zios or anything you do really and not care about much.

Blitztank

"All of adachi's assists are amazing for tank and tank has a fantastic gigantic anti air 4P to offer adachi. Adachi can enable an AS unblock from literally anywhere as long as he has one meter and he can set up 236B oki very easily. Both can zone decently well and they both have fullscreen supers so they constantly have checks for things. They both have counter dps so safejumps don't work on them which is a general plus. Also adachi is just generally super duper good and gets tons of damage out for almost nothing virtually on his own so just having a partner than can help you close out kills for virtually no risk is super good."

~Comment made by current Blitztank specialist, theFrogPrince#9019.