

[NOTE: Working on S2 changes, but will have to wait to experiment of course. Putting notations by anything going through changes.]

Sergei's new Wall Bounce move seems to be WS3, so will add section on this as appropriate.

Sergei Dragunov: Intro

Hailing from Dark Resurrection, Sergei Dragunov is a highly momentum based character who can float between long range space control and his specialty of unrelenting offense. He can chain strong moves with advantage on block until an opponent cracks, and if they continue to turtle, his retinue of powerful grabs can do the job. His wall carry is some of the strongest in the game and he has a great array of tools, including a fair amount of situational, though still useful moves that one can keep around in a pocket to keep an opponent guessing. He lacks a typical magic 4 or traditional hopkick, making his 'pressure relief' limited compared to some, but he excels at bullying and mixing up an opponent making them afraid to press buttons, and when he opens them up he can quickly overwhelm them, run them down and end matches. His regular combo damage is fairly average(a result of Tekken 7's new combo system), but he has small combos and CH strings that can deal a whole lot of damage quickly, and some of the mix-ups can make an opponent wonder where their life bar went. He has a solid throw game to make up for his riskier lows for opening up opponents, as well.

Overview

Besides being a relentless pitbull, Dragunov has long limbs and several moves which allow him to control space and keep an opponent at bay even at range 2, which is not a particularly comfortable range for many other characters to play at. Dragunov's ideal ranges are either range 0(right in their face), or 2(two backdashes away).

Top Moves: [Note: if a move leaves Dragunov or the opponent crouching it is noted in the description; also if something is the same on hit/CH it's only listed once at the start.]

f,f,f+2/WR2/iWR2[15(18)f, m, +5~6, KND, Launch]

This move is Dragunov's best move, the cornerstone of his pressure game, and known to be one of the best pressure moves in the game. It's got amazing properties(mid, +5 on block, tracks slightly to Dragunov's left side), is difficult to deal with, knocks down on NH, grants a full combo on CH, pushes the opponent around the stage like nothing, sets up frame traps, is probably the best approach tool around and can pretty much make your breakfast in the

morning. Dragunov can make people afraid to press buttons thanks to its CH launch, as one false move can mean an enormous chunk of health for their trouble. It grounds them on NH for oki. It's also usable at the end of a combo for a spike; it flips them, if they do not tech, Dragunov gets a stomp, if they tech, especially near a wall, there's a mix-up attempt.

In Tekken, it is possible to perform a while running move from a standing position, and to master Dragunov, it is important that you learn this. **[insert fast tutorial to explain how to do iWR. Will probably sound better narrated.]** Being able to do the running 2 from standing(abbreviated as iWR2) is vital to Dragunov's pressure game. Without it he is just another damaging bully character; it is this move that helps set him apart.

A simple gameplan once one becomes accustomed to doing them instantly is to mix it up with a fast low, like d+2(which is his most consistent follow up, as sidestep or backdash attempts on block in this case don't work, though you can crouch block it.) It's used liberally in Dragunov's offense, and the faster and better you master doing this at any position at any time, the faster you force the opponent into basically guessing whether or not pressing a button is safe lest they be greeted with a CH launch. Keep in mind that the move *can* be stepped by patient players(resulting in a potential back-turned situation), or be stuffed by quick moves(it is 18f at its fastest). There are other mix-up bits you can do after a blocked one besides d+2 as well, as if they begin to anticipate that, they can punish it with a good WS move(someone like Kazuya can launch it for significant damage), or low parry it. Even though in Tekken it's better to block high and react to slow lows, eventually if one gets too predictable with d+2, you risk opening yourself up to retaliation, so it's a good idea to keep other moves in mind to follow up with. **B+1+2** for example may be slower and linear-it can be sidestepped and stuffed with a variety of moves-but will catch those who attempt to anticipate d+2 for a knockdown and free stomp; if they block it, Dragunov is at +6 and you can continue to pressure them.

One should also learn how to deal with the odd time you end up with f,f+2 or a f+2 if you make an execution mistake, which will likely happen at the start. F,f+2 is a jab punishable mid that gives KND; on CH you can score an immediate qcf+1+2 to hit(recognizing this takes some time and it has tight timing.) In addition, you can cancel f,f+2 into a throw with 1+2(1+2 breakable unless Dragunov is supercharged, but being supercharged will be an extraordinarily rare occurrence)-the notation being f,f+2, 1+2-and you can cancel *that* by holding back(total notation: f,f+2, 1+2~b.)

f+2 itself is a safe high that grants a mild advantage on hit but +8 on CH, so you can follow up accordingly; the f+2,4 string is a delayable, hit confirmable KND string, and delaying the 4 can sometimes net a crumple launch CH**[there is a clip of JDCR doing this recently in tournament that I will try to find for you.]** f,f+2 can also be cancelled into a throw with 1+2; it should be noted that if you are supercharged, this throw cannot be escaped(but only if you are supercharged.)

You should not lean on the mistakes as a replacement for learning how to properly perform the running 2, however, as they come with disadvantages and leaning on the crutches won't make you learn it faster, but look at these as contingency plans.

There are other potential followups to WR2 on block besides d+2 and b+1+2; some are riskier than others, some give greater reward, some can beat any option the opponent has while others may trade with some. Learn to mix them up as you read your opponent. While it is generally in the opponent's favor to not deal with Dragunov's powerful mids and instead eat d+2's relatively light 17 damage, a 170 point life bar will eventually start to disappear if nothing is done, and eventually the opponent is going to have to find an answer; this is where you can be ready with a counter to that. A few more examples are:

df+1: A fast mid at 13f, this will stuff any jab attempts; however, it's vulnerable to sidesteps and sometimes backdashing(depending on the distance.) Good for people who like to stuff follow up attempts with jabs. On hit, it leaves Dragunov at a significant advantage for more follow up attempts, and on block, it's only -2, which allows for some sidestep shenanigans. Another benefit is that df+1 has an NCc followup with df+1,4; someone attempting a jab will be CH, allowing this to hit. (Beware following up not on a CH, and this is very hard to CH confirm, but the option is there.)

b+4,3: Another good mid to catch people with; like b+1+2 it is fairly linear(though it has a longer reach). It is safe on block, though negative, which prevents any real follow ups after, but at 15f, it will catch people who perhaps anticipate a b+1+2 and attempt to stuff it. It does not have quite the reward of b+1+2, d+3+4 out in the open, nor does it give the full launch like df+2, but besides being safe by the wall this move can lead to devastating follow ups. The move does not jail on block so the 3 can be ducked. B+4 has no real tracking(the 3 has some.)

b+4,2,1 is also a possible follow up; as this is an NCc, you can attempt this for people who seem to want to try to counterattack with something slower than a jab; since b+1+2 can be interrupted by slower moves than jabs given its 21 frame speed, people attempting a riskier stuff can be CH. This will do huge damage and leave Dragunov at +5 frames again, granting yet another follow up. If the move is not a CH, do not finish the combo, but b+4,2 still leaves Dragunov at an advantage on hit. The string is linear.

db+2,1: an interesting poke string that is delayable. It's the least safe option on block at -10, has a final 2 followup that can be delayed that gives a CH launch, is mid, will stuff jabs given its 14f speed, and leaves Dragunov at an advantage. db+2,1,2 is an interesting delayable string that's final hit can launch on CH. The string does not jail and can be blocked and stepped, but it is still a useful option to keep in mind.

uf+4: While a bit slow, it's mid. It can be sidewalked to the left(it will generally catch regular sidesteps). It grounds the opponent for a small combo followup(traditionally d+4,1,3), which

does decent damage altogether. As a side note, on a stage with a breakable floor, uf+4 can be followed with an F! attack to allow a larger combo.

qcf+3: We've mostly been listing mids; this is another low that can be mixed in. It's got good range, is linear and - on hit but gives a position-switching attack throw on counterhit, which is something to keep in mind. It's less safe than d+2 but it's longer reach can come in handy.

WR2: Yes, following a WR2 with another WR2 is indeed an option, if you are confident in your execution. Given the move is 18f done perfectly, it can be stuffed by fast attacks and still be stepped by prudent/brave people, but can potentially result in a full combo vs. people who get greedy, and knock down people who crouch in d+2 anticipation, allowing a stomp follow up.

df+2: If you have the read, you can try to get a launch here. Mind you this one has the risk that it's his least safe of the follow-up options on block; risk-reward definitely coming into play here. It will also trade with jabs, being 15f. One of the harder reads.

4,3: Another riskier read based followup; 4,3 is a nicely damaging NCc. The main risk comes from the fact you need to have them conditioned to feel you'll go mid so they stay standing rather than try to anticipate the d+2. 4,3 is not hit confirmable, but it will beat any non high crushing attack options out given its 12f speed. On CH, this also grants a free stomp for even more damage. Do not throw this option out if they like to try to anticipate the d+2.

Utilize these depending on your opponent; even better, as you improve you can begin to condition your opponent.

D+2[18f, l(tc), -13, 0, +13~+14g] NOTE: This move is undergoing S2 changes, will update section as appropriate

[New Strategy to Discuss given its new properties]

As a small aside, there is no move guaranteed after this on counterhit; it simply allows Dragunov to attempt a mix-up(it can't be interrupted due to the advantage, but they can block.) The basic follow-up options on CH are an iWR2(probably the best, but only if your execution of the iWR2 is very tight), another d+2, or even a b+1+2(after a crouch cancel, that is-easier than an exact iWR2, but can lose to jabs), though you can be creative here.

Df+4[12f, m, -9, +2]

A nice long-reaching fast mid poke, safe on block, small advantage on hit. Be careful as it's fairly linear and very low profile moves can squeeze under it, but it's a solid spacing/keep-out and poking tool. If you are confident in your execution, you can follow with a buffered WR2 on

hit from the advantage it gives. A pretty decent round ender as well given it's relative safety and range if you want a mid option.

4,1[12f, hh, -6, +8]

While 4,1 is generally Dragunov's go-to 12f punish, it is a great tool in its own right. It's safe on block, jails(which means a character has to block the second hit if they block the first, they cannot duck), does decent damage and is +8 on hit and counterhit, which gives Dragunov players a lot of follow up options depending on the job, up to and including a WR2(if you trust your execution), CH confirm 1,2,1, d+2, his instant throws, f,f+3(near a wall, be careful of people who may duck), d+1, uf+4, b+4 CH confirm into b+4,2,1, and many others. B+1+2 can be utilized as well, since this leaves you close enough, particularly by a wall, though not vs. button mashers. Generally speaking, Dragunov will prefer to use this even instead of f+4,4 at 14f, even if the latter does 2 more points of damage.

To touch on plus frame follow-ups to his moves, different options are good in different situations; homing moves vs. sidestep-happy people, the counterhit confirmable strings vs. people who like to press buttons, instant throws vs. turtles, d+2 is your high crush for people who tend to go for high attacks.

*qcf+3[17(19), l(tc), -14, -5, AT] **NOTE: This move is undergoing S2 changes, will update section as appropriate. 1f worse on hit/block by the look but will update with full changes after patch hits.***

The other half of his low assault, this strange slide is awkward to punish even though it's unsafe, has great range(more than d+2), is unseeable, and converts to a throw on CH. It is linear, complementing d+2's better tracking. This move also has an interesting aspect; given its command it can function as a 50/50 with **WS+3**, which is an often overlooked 16f safe(-8) mid that wallsplats and does decent damage on top of it. (**WS3 is now his wall bounce move.**)

Df+1[13f, m, -2, +7]

df+1 short range mid poke that tracks very slightly to Drag's left; it's a fairly quintessential poke for many characters. This is useful in close, and if someone is particularly prone to pressing buttons it has a followup that is a NCc(which is CH df+1,4, which knocks down and wallsplats.). Note this is very hard to counterhit confirm, but it is good to keep in mind. df+1 offers +7 on hit and is only -2 on block, giving it his usual strong + frame potential follow ups on hit to keep pressure going, and you can easily sidestep after it on block.

B+3[14~15, h, -9~8, +11k, S!, H]

B+3 is a very long range high homing attack, able to hit from range 2[**showcase max range.**] It causes spin-stun/K! on hit, which means it wallsplats and comes with some nice frame

advantage. You will also use this move for a long range 14f punish; it's also a very nice punish(block or whiff) by the wall at any range. While it does not do as much damage as qcf+1+2, the latter must be done frame-perfect. One can follow with a running 2, much like df+4, if you are confident in your execution. It's excellent at keeping sidestep-happy people 'on alignment'.

f+3~df CDc[20f, m, -7, +2 for the f+3 alone, though point out that on the odd time it's used out of combos, it will likely be used with a follow up like f+3,2 or f+3,3, the latter is covered in situational moves.]

A part of Dragunov's offense that must be practiced, this is the primary tool that enables his amazing wallcarry. Dragunov's f+3 is a fairly average tool on it's own(though it has extensions that see a bit of use, f+3,2 is a mh NC that wallsplats and grants S! for one example), but its main use is in combos in conjunction with the crouch dash cancel. Here is a staple combo that utilizes the CDc:

Qcf+1, f+4,4,3, b+4,3, S!, f+3~df CDc, 4,1

So after you launch, go into your filler and S!, Dragunov still has a distance away to hit the wall. F+3 to the crouch dash will help with the carry, but the problem is, trying to continue the combo is difficult unless you cancel the crouch dash, which is done by tapping up. After the dash is cancelled, you would hit 4,1. This is used to set up some oki on regular stages at the cost of a more damaging ender, or splat for a wall ender(like b+2, WS+1+2.).

This move takes some time to get down, as it is easy to cancel at the wrong time and get a move from the crouch dash instead which ends up as a qcf move(in this case, 4 out of a crouch dash results in his qcf+4 knee attack). There are other variants of this that you will want to learn, as you can extend this to give him even more carry; for example, in the middle of a combo one might do f+3~df CDc, f+1, f+3~df CDc, 4,1. The f+1(a plain 1 will also work if you're close) allows you to connect more than one f+3~CDc series together. This takes yet more practice, as it's easy again to get qcf+1 from the crouch dash if you do not cancel.

A tip to remember: make sure that the stick hits neutral after tapping up. Try practicing at first with f+3~df u,n,1, and get the hang of that. Then try the f+1(which adds a little more distance to make it easier to link.) A common mistake is sometimes trying to cancel too early; Dragunov has to actually be in the crouch dash animation to cancel. Like many execution oriented things, it simply takes practice.

A final note: sometimes one must go into the f+3 after an S, which can often take a small dash. This can end up as Dragunov getting f,f+3; which while it will hit sometimes and add some damage, it stops the combo. A trick to avoid this is buffering. Since Dragunov does not have a f+3+4 move, by holding 3 while you dash forward, and then hitting f+4(while still holding the 3), a f+3 should come out as normal, and you can continue. Make sure you let the stick hit neutral

after the dash so it does not read as f,f+4(which happens more rarely than dashing and getting the f,f+3). It takes practice, like the CDc itself, but it will come in time.

B+1,2[17f, mm, -13, +k, KND, S!]

This NC poke string has improved greatly in T7, and is pretty much now in Dragunov's top 10 moves. It has fantastic range, being able to close in from range 2, naturally approaches, hits mid, has a small high crush window, pretty good frames and causes the standing spin stun. CH (b+1),2 can cause an S! launch as well. It's not safe, but it's a very powerful tool to keep in mind if people enjoy abusing highs and you're at long range, since it can approach and score the 2 CH. If you want to be safer, the b+1 alone(which has some plus frames on hit) can be used on its own, since that has the evasive window on it. Also being mid, it's a powerful tool by the wall thanks to the wallsplat. It gives Dragunov a nice mix of wall tools now, between b+4,3(mh, non jailing), this(mm but unsafe), b+3(lower damage and high, but fast and homing), and 1+2(not safe, but mid and armored.)

1,2,1[10f, hmm, -14~-13, KND]

1,2,1 is a great string is that it is an NCc that wallsplats, does solid damage, and CH (1,2)1 actually grants a combo; it makes life rather scary for anyone trying to go in on Dragunov. It's unsafe and starts high, and its CH confirm is difficult(you need to look for a stop in the opponent's animation, since there is no stagger or anything on the opponent), but if you input the 1,2 you can quickly input the last 1 once you have felt out the CH. It's a great stopper for people who like to mash or just press buttons carelessly, it's also nice to use in the d+1 frame trap(since it's 0 in block and leaves the person in crouch, if they mash a WS move to punish you can catch them in a CH since it will beat almost every WS option at point blank-though to be fair, anything with + frames that leaves the opponent close counts as a 1,2,1 frame trap), and it's particularly nasty by the wall. Learn how to CH confirm this move early as it is a fantastic tool. This is a scary tool by the wall, given the damage the NCc dishes out, to be followed by a wall combo, making even a simple 10f frame trap worth a ton of damage. (A/N: can touch on this in Wall Game section of the video.)

Bonus Tip: Counterhit confirms

Practicing counterhit confirms with Dragunov will bolster your game considerably; this is easier said than done for some of them however. Start with simpler ones; one of his easier ones is probably d+4, 1,3, even though this move is not generally used in the open(if not properly confirmed it's rather dangerous, as it's highly unsafe on block and he has much, much better options-that being said d+4 alone can be used as a decent round ender in some situations), it is a decent tool to practice early CH confirms with because it has an actual animation. If it hits the opponent on a CH, their leg is swept more to the side. (Other easier CH confirms use delayable strings, since you have more time to tell.) This sort is actually fairly easy to train in practice mode, unlike the other two.

More difficult ones are non-delayable strings that do not have a 'tell', since you'll be looking for a stop in the opponent's animation or even listening to an attack sound. B+4,2,1 is a good second string to practice for this, as you have a bit of a buffer with the 2nd hit. If you see the b+4 interrupt the attack/hear their attack, finish the string. You'll probably end up with b+4,2 if you stop, but since both hits are mid and safe, it's not a big deal if you miss the confirm. It's the 1 that's the problem(it can be ducked and launched.) If the b+4,2 is blocked, the 2 is safe and you'll have time to not complete it.

You'll approach 1,2,1 in a similar way, albeit it's tighter. Look/listen for an interrupt on the 1 hit and finish if you see it. If the 2 is blocked, it's safe, but -9 so don't smash buttons.

Hard ones are non-delayable strings with no 'tell' *and* are only two hits, as you do not get any leeway in them. Df+1,4 is an example. You have a fraction of a second to tell if you interrupted their attack and finish the string. What makes this even touchier is that the string is non-jailing, and a failure to CH confirm means they can duck and launch the 4, but if you can train yourself to CH confirm this one with a solid rate of success, you can probably CH confirm most things at this point.

Note you need to practice all of these, but they'll come in time!

Uf+4[22~23, m(tj), -9~8, KND]

Dragunov's orbital is his primary low crush. It's safe on block and hits mid, and while it's slower than a hopkick it's a great move all in all. It does not typically grant a full combo, however, like other orbitals. There are two scenarios where it does: on a floorbreak stage, and when the wall is to Dragunov's right it grants an iWS4 pickup. Generally you follow this with d+4,1,3, a wallsplattng string(which is never used out in the open vs. a standing opponent.) For a floorbreak, d+3,4 is a general followup.

B+1+2[22~23, m, +6, KND]

While this move is best utilized by a wall due to it's short range(it can be backdashed in the open if one gets predictable), it's a very strong mid with big advantage on block, and on any hit at all drops them right at Dragunov's feet for a free stomp, the two moves together usually dealing over ¼ of the enemy's health bar alone. On block, he has plenty of options, much like 4,1, including chaining other + frame moves(say, for example, following b+1+2 block with 4,4, or f,f+3(being mindful of the high), or so on, to keep pressure going. The WR2 section has a variety of strong + on block followups that can work fairly well here too, thanks to the fact this gives even more advantage on block.

b+4,3/b+4,2,1[15f, mh, -9~8, KND, S!/15f, mmh, +1, +5]

B+4 is a mid that has two potential strings; b+4,3 and b+4,2,1. B+4,3 is a mid-high natural combo, wallsplats and is used as a very common S! in combos. (It does not jail.) It is a *very* strong tool at the wall. B+4 then has the potential to head into the b+4,2,1 NCc; it does very big damage and leaves Dragunov at decent plus frames on hit(+5), and is even a small plus on block(+1). It's mid, mid, high so you really want to CH confirm the b+4(see the CH confirm section.) Opponents who duck after blocking the 4 anticipating a b+4,3 can be caught out with the b+4,2(and you can stop the string short if it's not a CH.) Dragunov will still be at plus frames. Do not finish b+4,2,1 if the b+4 is not a CH, as the 1 can be ducked. B+4,2 is not a natural combo, but if they block the 2 it's safe; on hit the move leaves the opponent crouching and Dragunov at plus frames to continue pressure. (Of course, if your opponent does not know to duck the the b+4,2,1 chain...that's on them.)

Since b+4,3 is downright nasty at a wall, and people are sometimes skittish to duck due to b+4,2, the two sets of moves can be combined for solid mix-ups. Finally, b+4,2 has another good use at the wall; after a wallsplat, it can be used for spike oki(driving the opponent to the ground), for a mix-up attempt. **[Can showcase W!, b+4,2, and then the d+3+4/uf+3 mixup at the wall.]**

F,f+3[21~22, h, +3, KND, S!, H]

Dragunov's second homing move, which is fairly slow but does big damage for a single strike. It's a high roundhouse that knocks down, gives S! in a combo, wallsplats, and wallbreaks. It's nice to use while Dragunov is on heavy plus frames, if you think the opponent is not going to duck, particularly by a wall(for example, after a 4,1 on hit). You do not want to get too predictable with it given it's speed and the fact it's high-b+3 is more his go-to homing move to keep steppers at bay-but this powerful move should not be neglected as people who begin to sidewalk too much can be taught a harsh lesson, especially on counterhit. It also grants some advantage on block. **[This move has apparently seen a small buff in S2, but will update with what it means.]**

D+1[18f, m, 0, +7, KND]

d+1 is a short-range, mid overhead elbow that is even on block, advantage on hit and forces the opponent into crouch on either, making it useful for possible CH frame traps with 1,2,1 should the opponent try to hit with a WS move. On CH, it drops the opponent directly in front of Dragunov for a free stomp.

WS4/iWS4[11f, ~5-4, +6~7]

Dragunov has an excellent WS4. Where it can be used as a WS 11f punish, and is used as a pickup in several of his combos(like his famous CH WR2 combo), this move is also extremely useful to keep people honest with. It has nice reach, is a fat mid, and tracks slightly to both sides at the same time. Mastering the iWS motion(d,df,n+button of choice) is *extremely* useful

for Dragunov, as some of his combos are dependent on it for getting a pickup. While nowadays, d+2, WS4 will work for some, it won't for all, and sometimes you will need an iWS4 to convert. The motion takes some practice to do (without accidentally getting a qcf+4), but it comes in time. You can slightly delay the neutral (almost doing a mini version of his rolldash, but without hitting forward) to give him some more distance on the iWS4.

His WS4/iWS4 is also useful for float combos (generally followed with a f+1, and then into a variety of followups; b+4,3, S! Is a fairly simple one.) Another good use for this is another round ender; as a WS 11f or an iWS 13f (the d,df motion takes frames) move, it's a chunky mid and doesn't have the low profile issue as df+4, but it is one frame slower from a standing position (and don't mess up and get a qcf+4 when going for the iWS, as it's -10.)

*Db+2,1,2[14~15, mmm, -14, KND] **NOTE: This move is undergoing S2 changes, will update section as appropriate. The changes are unknown from listed patch notes.***

This string is somewhat of a distant relative to a 'rekka'. It's an all-mid string that is unsafe on block in its entirety, but you can mess with the timing of to throw opponents off; you can actually delay the hits in this string significantly and STILL hit confirm it. Db+2 is a decent safe poke, db+2,1 is an NC in and of itself (-10 on block), and if the 1 is a CH you get a crumple launch. The string does not jail and can be stepped on block. Play with the timing and your opponent could try to sneak a hit in at the wrong time, enabling the full launch. Db+2,1 is a very nice 'lockdown string', as well, so keep it in mind in your poking game and always keep them guessing if you'll complete it or not. Its range can even beat out df+4 and it does more damage (albeit it is 2 frames slower), but keep in mind its safety as well.

[New Strategies to be discussed with changes as well given its slightly better wall properties.]

B+2(15f, m, -3, +8)

A short-ranged mid poke with a decent hitbox to keep in your collection. You might know this move as the one where you can quickly follow with WS+1+2 after it hits due to Dragunov being in a crouching position (you see this quite often after a wallsplat, but note this is not a true combo when using it in the open.) It can be used on its own as another poke depending on the situation.

Situational Moves

D+3+4[24f, l, -11, 0, opponent on ground]

Dragunov's stomp, which is fairly unique as far as stomps go. It's the safest in the game at -11 (most others range from -13 to well into launch punishable should they end up blocked), is even on hit, has pushback, and he gets guaranteed stomps after a few moves that you should always look out for (after b+1+2, CH d+1, if they don't tech some of his flip-over attacks in

combos like a WR2 ender, after the WR+1+2 Rage Drive spike combo ender, CH 4,3, among others.) It also has an option select. He can OS this move with d+3, which means either way some move will hit them on the ground(if they tech, he gets a d+3, if they stay, he gets the stomp.) It is a nice tool for oki at a wall, as well, playing into his wall mix-up game(especially after a b+4,2 wall spike, to mix up with uf+3 when they wake up). Combine all of this together and you have a powerful oki tool that can be applied liberally. If you are ever unsure of what to do after some wall game(due to being in the clutch or whatnot), d+3+4 is a very all purpose tool, as it is extremely low risk. For a final note, if you time the stomp very carefully after uf+4, you can get 3 extra damage applied. **[NOTE: The pushback on this move seems reduced in S2. Will update section as appropriate. What it probably means is that more people get WS4s against him on a block which is actually fair now.]**

Db+3[25f, l(tc), -18, KND, AT/25~26, 18~17, -7~6, KND if far]

This move is Dragunov's snake-edge style sweep. Slow, seeable, and very punishable on block, it nonetheless has a few properties to make it stand out. It high crushes, which is its big use. It does give a full combo on clean hit, tracks, and it has a CH transition throw that does huge damage(the damage of the CH throw is practically what you would get from a combo.) It has another property in that it can be cancelled to a crouch throw with 1+2(the motion being db+3, 1+2), and in addition to *that*, it can be further outright cancelled, putting Dragunov in crouching right in the enemy's face by hitting db+3, 1+2~d. This can be used to surprise opponents expecting to block punish; instead Dragunov can block and punish the punish attempt! It is an incredible mindgame tool and it turns a rewarding, though unsafe move into a rather dangerous one. This move is actually fairly nice after the 'flip-oki' at the wall because of this cancel aspect. For the 50/50, Dragunov can come in with any of his strong mids, or this low; and even if they block low the cancel aspect can turn the tide in his favor, giving the opponent something else they have to consider in that short amount of time.

Uf+3[17f, m(tj), -7, KND]

A hopkick-like move(though it's 17f and does not launch.)After striking, Dragunov basically lands where he started, it's safe and basically acts as a keep-out tool. It is nasty by a wall, as it wallsplats; it's particularly useful as a post wall spike mixup after b+4,2; as mentioned, this and d+3+4 is what you'll be mixing up after the spike. It is linear, however, and still not particularly fast, even if it is a little faster than uf+4. (A/N: Can go into this one deeper in Wall Game section of the video.)

1+2[21f, m, -12, KND, PC] NOTE: This move is undergoing S2 changes, will update section as appropriate. Seems to be -14 on block, given the move wasn't used a whole lot to begin with this is unlikely to change any strategies.

Dragunov's Power Crush. It's sort of slow and not too safe, but gives KND/W!, making it a useful pressure release valve if necessary. It can hit AOP, which is nice to keep in mind(though not AOP~d.)

SS+3+4/SS+2,3/SS+2,1+2

SS+3+4(tc) is a new evasive roll he has. It's purely a defensive maneuver, and high crushes. It rolls surprisingly far.

SS+2,3[20~21f, mh, -9, +5, AT]is a useful hit confirmable mh string in and of itself, but its extra benefit is that it can be delayed. If the 3 is a CH, Dragunov transitions to an attack throw which will ground the opponent.

SS 2,1+2[20~21f, m,hm,-4~3, +2~3] is mid, and you can mix it up with SS+2,3. All of these are safe.

His SS moves should not be abused, but they're more of Dragunov's array of situational tools that can keep opponents from getting complacent.

B+3+4/b+1+3_2+4/df+1+2

Three defensive options that Dragunov has access to. B+3+4 is a h/m punch parry; it is a bit slow, but can be useful in some situations as it cannot be chickened like normal reversals can[A/N: check T7 about any changes here.] He has two standard reversals as well(chickenable as usual), but he also has access to a low reversal which very, very few characters have in df+1+2. One can use all of these to their advantage in high pressure situations. You can get a d+4,1,3 after a successful b+3+4 on all characters; you can actually get a 3,1 pickup into a combo(example: 3,1, f+1, b+4,3, S!, f,f, 3,1,2) on big bodies; it's fairly consistent though not 100% compared to the d+4,1,3(the f+1 can whiff from time to time.)

F+4, d+4[14~15f, hl, -11, +3]

This poke string is another you don't see often, but can be a nice-to-know since people tend to rarely anticipate the low. It's an NCc that has the interesting bit that the low is one of Dragunov's only plus frame lows on natural hit and leaves the opponent crouching for more potential. If you read they will attempt a WS move, 1,2,1 will beat anything they try, and df+1 will beat most options save 10f crouching or WS moves(which are fairly rare, though for example Lee has a notable 10f WS move at close range.) Be careful that there's a bit of an option select an opponent can do; hitting df will duck the second high of a f+4,4, and potentially parry the d+4, so this isn't a move to be abused but they have to be actually anticipating this to really go with it.

D+3/d+3,4[17f, l, -16, -4, 0/17f, lm, -11, +2, +20g]

D+3 is a rather unsafe move that does not have the best frames, but it is extremely long range; a range 2 invisible low poke can be very handy for ending matches. He gets an NCc from this as well, and CH (d+3),4 has a very hard to avoid followup on trade. D+3,4 is only -11 on block; if you end up in a situation where your d+3 gets blocked, you can keep it safer by doing d+3,4. This move is a useful floorbreak as well(after for example uf+4, or after a wallsplat on a floorbreak stage.)

3+4[25f, h(tj), -9(13?), CS](AN: This move now is coming up as -13. I tested it, and with Drag managed to get d+2-after he landed-to come up as a punish a couple of times-despite it being 18f; after blocking it, a jab doesn't come out until after he lands, only grounded hits were doing anything after he landed, etc. It's bizarre and I'm not sure exactly what's going on with it. It seems like it's business as usual that I've tested so I'll be treating it as such here.)

Dragunov's back brain style kick that drops both him and the opponent to the ground. If he techs quickly to his left(punches on 1p side, kicks on 2p side), he can get a WS4 pick up. It is also fairly good to use as a sort of 'escape route', as it can be thrown out to dissuade an opponent closing in and then quickly recovered from for minimal risk. It is also a useful tool vs. characters with good lows that do not crush highs. It has had its damage toned down from previous incarnations but remains one of his most damaging launchers still.

F,f+4[26~28f, -1~+1, +3~5, KND]

Also known as the 'trooper roll', this move is not nearly as evasive as it was in its DR version, and it's fairly linear, but it hits grounded(and low stances), is safe(roughly even) on block, and has a CH launch as well with an easy WS4 pick-up afterward, since Dragunov recovers crouching. On NH, the opponent is forced into crouch as well. This is not one of those regularly used moves, though has its place vs. characters who like to hug the ground, as a long-distance grounded hit or just as another one of Dragunov's little surprises when you think he's run out.

4,3[12f, hm, -11~10, KND]/4,4[12f, hm, +3, KND]

Lacking a 'magic 4', Dragunov does still have some tricks here. 4,3 is a 12f, lightly punishable high-mid NCc. On CH it guarantees a stomp and the entire small combo does close to sixty damage, making it nearly as damaging as some of his smaller launchers' full combos. It is also utilized in combos sometimes as a floorbreak. Another benefit is that the 3 has some pretty good tracking on it to both sides. Look for times where you are at plus frames and can take advantage of this with button-happy players to get the CH combo(it is not hit confirmable, so you have to commit). In a combo it causes the 'flip' which if untechd grants a stomp, and if techd grants a mix-up attempt.

With 4,4, besides it's use as a common post-floorbreak S!/W! move(he's technically jumping for the second 4 and ends crouching, so can be followed with a WS+1+2 by the wall), it leaves him +3 on block. It is neither an NC or NCc, but if it does hit them it's a knockdown.

Df+3

An interesting move that is an attack throw depending on range. From afar it is safe mid poke with decent reach that gives some rather nice frames on hit/CH and leaves the opponent crouching, but closer it will act as an AT that grounds the opponent. This move can also be performed after his f+3(f+3,3), though used as a follow up to f+3 it loses its safety, becoming around -12. It is not a very commonly utilized move, but at its relatively decent 17f, it can be useful to occasionally 'reset' a situation to neutral.

*u/f+1 **NOTE: This move is undergoing S2 changes, will update section as appropriate. It has actually been buffed.***

While some inexperienced Dragunov players may mistake a fast, high CH launcher as being similar to Steve's b+1, it's sadly not as good as that one, being 2-3 frames slower, which is a big difference. That being said, a 16f counterhit launcher can from time to time be useful; especially since it's actually safe on block(-7, which means it is within the realm of setting up a possible qcb+2 trap), and +9 on hit. It can be a useful tool to dissuade your opponent from getting too aggressive, though it's properties don't lend itself to overuse and it's fairly average overall.

This next section is devoted to Dragunov's grappling. Throw breaks are easier in Tekken 7, so they shouldn't be overused, but can be nice to weave into your gameplan.

f+1+4/f+2+3(Victor Throws)(Break: 1 or 2)

Dragunov is a 'hybrid grappler' character, in that he has a very strong variety of grabs in his toolkit. His Victor throws can be useful to open up turtles. They are fast enough-considered instant at 11f-that they can only be ducked on anticipation, and they need proper breaks. These are great to mix in with his offense when people start to turtle up; due to the speed if the opponent was not very prudent on seeing his hands(possible but difficult, particularly online), they'll likely have to guess. F+1+4 causes a position switch on hit.

F,f+1+2(Break: 1+2)

Another grab of Dragunov's, this near-instant(12f) throw drops them to the floor right at his feet for followups. This is also used in conjunction with his victor throws, as it needs to be broken with 1+2(giving him even more potential for throw mix-ups.) It floorbreaks.

Uf+3+4(Unbreakable) NOTE: This move is undergoing S2 changes, will update section as appropriate. It seems to be somewhat buffed.

Dragunov snatches the opponent with his legs and grounds them in an unbreakable throw. This move is best used near a wall as it is a bit slow, but is a nice mixup for those who block high since it is, again, unbreakable. It is particularly good after an opponent recovers from a flip by the wall, as if they happen to crouch, Dragunov will land on the ground and the opponent will only get a weak reward.

Db+1+2(Reverse: 1+2. Breaks are 1, 2, or 1+2 for the holds. Beware that Dragunov can reverse punch/arm bar attempts if you flip him.)

Dragunov's unique tackle.

There is more than one way to transition into his tackle. Db+1+2 is the general way. SS2, 1+2, 1+2 is another. He can tackle after his Rage Drive is blocked and this is improved(though naturally is only available during rage.) He can also go into this while getting up off the ground in a FDFA position(1+2, 1+2). After tackling he can choose 1, 2, or 1+2(each needing it's own break). It is suggested you use 1 or 2, as it's habit for people to sort of mash a bit on 1+2, making it more likely for a break, but always keep all 3 in mind. Dragunov can also reverse attacks while tackled. [A/N: The tackle system may should be touched on in a 'misc' video?]

As a side note, his 'Living Dead' crawl can be used from any FD position; if facing away, it can be used as an escape. He has BT options, like BT d+3(mid, -11 on block, KND) which can stop people suddenly. Not to be predictable with as leaving yourself BT poses its own problems if you're too close, but a small nice to know.

d+1+3/d+2+4(Break: 1 or 2.)

Dragunov's crouch throws. They need to be broken properly, once again granting him a mix up. Look for times you push the opponent into ducking and take advantage of this once in awhile. This is the throw he does from the db+3, 1+2 extension as well.

Qcf+4(Extension Breaks: 1 or 2. There is no tell, so it's a 50/50.)

An attack throw, Dragunov gets two chain extensions after this, which the opponent needs to guess to break, giving him another 50/50. The extensions are 1,3,4,2, and 2,4,3,1. If you accidentally get qcf+4 instead of iWS4, which can happen particularly at the start, and they do not block it, you can quickly react to dial in one of the two chains.

Punishment

Whiff Punishment:

Qcf+1(18f, h, 15(17~), -1, CS)

A high launcher that's safe on block and is one of Dragunov's stronger whiff punishers. Careful movement and spacing can result in forcing whiffs that allow for Dragunov to get a launch. Plus, it's a heavy damage launcher, which benefits from the game's front loaded damage. This is likely going to be a primary whiff punish for more blatantly whiffed moves due to its combination of safety, speed, and damage.

Df+2(15f, m, -12, Launch)

Your basic 15f launcher. Dragunov's is -12 on block. It's a fast and easy whiff punish with no execution requirement. It has decent enough reach. Also good after sidestepping a move for a fast launch.

Qcb+2(26f, m, -15, Launch)

This move is notorious for its evasive properties. While it is launch punishable, Dragunov's backswing is probably one of the best examples of a backswing in Tekken. He can actually perform this move on minus frames to score a launch as well. You can do this move being negative on block(around -7/-8 is the limit), so opponents who think they just need to lay off the buttons while Dragunov is at 0 or more will need to think again; you will need to condition them a bit for this. Be aware of characters with a backsway who can evade this if timed properly, and certain moves will nail it, depending on the character(for example, in a mirror, if Dragunov attempts this at heavier - frames, a d+2 can work). It is best used at mid range; too close and he can be interrupted, too far and he can whiff. It does solid damage, the follow up combo benefitting from the front-loading.

The negative on block setup is best used after you've lulled your opponent in the sense of security/conditioned them to think that they only have to be careful when Dragunov is at 0 or more frames.

Qcf+2(18~20f, m -13, Launch)

Another nice whiff punish launcher, it is good to occasionally mix up with qcf+1. It's not safe, but it is a mid, making it nice to throw people off expecting the high, and it's an elbow. It has other uses as well in a few specific combos after launch, but for now keep it in mind as a useful whiff punish. **[This move seems to be a frame worse on block in S2, but will update with changes after S2 hits. It is unlikely to change its utility.]**

Block Punishment:[A/N: Most of these were discussed above. The ones that weren't I'll touch on in more detail here.]

Standing[numbers shown inside brackets are for block/hit/ch in that order]

10f: 2,1/1,3/1,1-Dragunov's 10f punishment is not the best but it does the job. 1,3 is the most damaging, while 2,1 is commonplace. 1,1 is the 'get some damage fast' punish.

12f: 4,1(best, hh, -6/+8/+8, also usable at 13 and even some 14f; discussed above), df+4(longer reach, m, -9/+2/+2, also discussed above.)

14f: b+3(very long range, wallsplats, h, -9-8/k!/k!), qcf+1+2(very tight, new players may wish to stick to b+3, m, -15/KND/KND), f+4,4(not the greatest but simple and the most damage, stick to b+3 by a wall though).

15f: df+2(m, -12/Launch/Launch)

17f: f+1+2(-10~9, S! Launch.) Excellent at hitting long range moves like Deathfist and Blazing Kick. Grants a fair combo afterward. Practice punishing moves like that with this, as not many characters can successfully punish things like Deathfist/BK and the like with a solid combo.

18f: qcf+1(-2/Launch/Launch)

22f: qcf+2(-13/Launch/Launch)

While Standing:

11f: WS+4(-5~4, +6-7)

12f: WS+1+2/WS+1,3/WS+1,2(The first two wallsplat, the third gives spin-stun and (WS+1),2 S! Launches on CH. WS+1,3 is -12~11 and mm, WS+1,2 is -7 and mh). WS+1,3 is a good, all purpose WS wallsplatting punisher in terms of frames to damage to safety, but at times WS+1+2 is preferred. The latter can hit low stances nicely(IE; Ling in AOP stance) and has enough pushback away from a wall that the -15 turns out to be not as scary as it could since not every character can give it a consistent punish, and it has a bit more reach. WS+1,2 is least used though the 2 has some tracking on it, and because it doesn't KND on NH you could use the frames it gives to set up something.

15f: WS+2(-12, Launch) Fairly standard launch though it's reach isn't as much as you would expect Dragunov, who normally can reach to the moon, would have.

23f: uf,n+4

Rage Moves

f,f,f+1+2

Dragunov's Rage Drive is an even better version of his normal WR2. It has roughly equivalent properties(damage, frames, [AN: its frames on block are showing up as ? atm and seem to be reported as somewhere between +3~+5], etc), but launches on *NH* instead of just CH, and it's a class 1 launcher, enabling a variety of followups. Dragunov can get some hefty combos from this, and since it has similar properties as his WR2, opponents will have to be extra-careful if Dragunov is in rage since one wrong crouch can mean a full launch.

It also has the capability to hard-spike the opponent if you use it as a combo ender, granting a free stomp, or even better, b+1+2. The stomp has looser timing, but does a few points less. WS+1+2 can also be used for the most damage; however, the timing is tight enough that b+1+2 is suggested. Note: Do not attempt b+1+2 at the wall, as it can whiff. Use stomp instead, as it is reliable. **[NOTE: b+1+2 may be unable to hit after this after the changes, but will need to see after the bug fix patch.]**

Finally, his Rage Drive has the ability to chain to a tackle on block; this is his standard tackle, though the follow ups cannot be escaped in this version.

All in all it's an incredibly strong and versatile Rage Drive that wraps into Dragunov's gameplan nicely.

d+1+2

Dragunov's standard Rage Art, one of the 'mid, launch punishable' class. It works as all the other standard Rage Arts in the game, doing around between 45-60% damage used out of a combo, depending on how low Dragunov's life is.

(As an author's aside, it's probably one of the best looking in the game.)

Combos(**Under Construction:** **Reworking section to be cleaner and simpler to get through, adding a couple more notes.)** **ALSO NOTE: With the positive changes to 4.4, these staple combos may shift as 4.4 should offer more damage but it needs to be seen which ones will benefit more of it.**

BnBs:

Dragunov's standard from most launchers is f+4,4,3, b+4,3, S!, f,f, 3,1,2. Deep dash before the ender. You can end with d+4,4, as well, as it is a bit easier, and indeed one variant works much better that way(his WS2 version.)

B&B Starters:

df+2, qcf+1, qcb+2, WS+2(d+4,4 ender is more reliable) uf+2 is a bit unreliable to use with the BnB and is best followed with f+4,4,3, f+1, f+1+2 options.

Wall Carry Variations:

If you know a wall will be approaching and want to make a small push to hit it, after the screw you can do a f+3~df CDc, into a small dash, d+4,4. Dash in and do your wall combo as normal. (Example: df+2, f+4,4,3, b+4,3, S!, f+3~df CDc, d+4,4.)

If you launch from further back and would like to push the opponent further, launch, f+4,4,3, f+1, f+3~CDc, f+1, f+1+2, S!, deep dash, d+4,4 has excellent carry to push across some stages. The dash must be deep at the end of this. Same process; dash in for your wall combo after.

High Damage:

The first one is easier naturally with no cancel, but is a bit less damage. The f+3,2, must be done immediately after the f+2,4. In the second, the rule applies to the f+3 as well.

qcf+2, f+2,4, f+3,2, S!, f,f, 3,1,2

qcf+2, f+2,4, f+3~df CDc, f+1, f+1+2, S!, f,f, 3,1,2_d+4,4

Uf,n,4, f+2,4, f+3,2, S!, f,f, 3,1,2

Uf,n,4, f+2,4, f+3~df CDc, f+1, f+1+2, S!, f,f, 3,1,2

Uf,n,4, f+2,4, f+3~df CDc, f+1, f+3,2, S!, f,f, d+4,4

The uf,n,4 combos are also fairly tight in their execution; you cannot delay at the start of the combos and have to do the followups in fairly quick succession for them to connect. (A/N: tested on PS4.) The latter two are wallcarry variants.

CH WR2 combos:

BnB Variant: d+2, WS4, b+1,2, S!, f,f, 3,1,2_d+4,4.

Wall Carry Variant: iWS4, f+1, f+3~df CDc, f+1, f+1+2, S!, f,f, 3,1,2_d+4,4.

As usual, for longer combos, you need to generally do a deep dash to get the last hits to land.

Basic iWS4 Pick-Up Combos and their Launchers:

iWS4, f+1, b+4,3, S!, f,f, 3,1,2_d+4,4

iWS4, f+1, f+3~df CDc, f+1, f+1+2, S!, f,f, d+4,4

Can Use From: CH (1,2) 1_CH (db+2,1) 2_CH (f+2), 4_CH uf+1

uf+4 with the wall to Dragunov's right is followed by an iWS4, f+1, and so long as you are fairly parallel to the wall, either of the above are typically good. If you are at an angle you might splat early, so be ready for a wall ender.

CH uf+1 can also be followed with d+2, WS4, b+1,2, S!, f,f, 3,1,2_d+4,4. This is also the staple to use with db+3's launch. CH ub+2(a very uncommon but evasive CH launcher) can utilize either the iWS4 pickup or the d+2, WS4 pickup combos.

WS4 pickups:

Moves that leave Dragunov crouching that CH launch can allow him to pick up enemies with a regular WS4 instead of the iWS4. The follow up combos are fairly similar.

3+4, CH f,f+4

Okizeme Ender:

After the b+4,3, S!, you can do f+3~df CDc, 4,1. This can be used about anytime you use b+4,3, S! in a combo.

F+1+2:

Given this is a 17f punish that can reach those difficult moves like a blocked Deathfist or Blazing Kick, it's good to take advantage of this, since not many characters get a launch on those.

Two variants include:

f,f, 3,1,2

f+(2),4, 3,1, f+1, f+3 CDc d+4,4

The second combo is much more suggested, even though it's the more difficult of the two due to the CDc. However, some damage is better than none, and when you're in the clutch and still getting used to things, a quick f,f, 3,1,2 is better than nothing. You can also use this if you'll hit a wall very early(3,1,2 will splat.)

Small Combos:

Dragunov has a few good small combos at his disposal to remember:

uf+4, d+4,1,3
b+1+2, d+3+4
CH d+1, d+3+4
CH 4,3, d+3+4

Forgotten Realms Floor Break:(Note: Check 4.4 update since this can possibly change/improve a few, but need to check one by one.)

Dragunov's f,f+1+2 throw will cause a floorbreak. After the break, you can 4,4, to initiate the S! and follow with f,f, 3,1,2 for an easy ender, a short dash into f,f+3 for 2 more points of damage, or f+3~df CDc for wallcarry(since S! Was already used, you will just use this to get to the wall for an ender.) If you are already close to a wall and can splat, end with wall combo of your choice.

For staples, f+4,4,3, b+4,3, S!, WR2 to break the floor, followed with 3,1,2 is fairly simple. (Be careful that at some angles the WR2 can push Dragunov to a position switch.) Near a wall, replacing the 3,1,2 with 4,4, WS+1+2 gives bigger damage.

If you are farther from a wall, you may want to instead use f+4,4,3, f+1, f+3~df CDc, f+1, f+1+2, S!, WR2 to break the floor, into 4,4, WS+1+2 at the wall. If you are still further away after the break, just end with a normal ender.

Uf+4 grants a nice combo on a floorbreak stage. After hitting it, a d+3,4 will break the floor, where you can b+4,3 to S!, and then finish however you like; if close to a wall, f,f, 3,1,2, W!, and wall ender of your choice will work, or you can f+3~df after the S! as normal for some wallcarry into a possible wall combo. (You can also break the floor with a stomp, but it needs stricter timing and does 2 points less damage.)

If you wallsplat an opponent, you can do either 4,3, or d+3,4, to break the floor near the wall, and you can followup with either a 4,4, WS+1+2 or a b+2, WS+1+2. For optimal damage, 4,3 is the better choice as the 4,4, WS+1+2 is very strong, but sometimes if they hit the wall low, d+3,4 must be used, and the 4,4 is like to whiff below, but b+2, WS+1+2 is more reliable here.

Low Parry Combos:

-b+2,1, f+1, b+4,3, S!, f,f, 3,1,2

-b+2,1, f+1, f+3~df CDc, f+1+2, S!, f,f, d+4,4(needs a particularly deep dash)

-b+2,1, f+1, f+3~df CDc, f+1, f+3~df, WS+1+2

These are three BnB low parry combos that are simple and reliable; the last two give fairly decent wallcarry as well. You can also get a d+2, WS4, b+1,2, S!...combo from a lowparry as well.

Rage Drive Combos:

Dragunov can either launch with his rage drive(a natural hit), or end with a spike. The spike ender is generally preferred for the damage and the general utility, though both options should be kept in mind.

For a launch variant, you can simply hit f+2,4, f+3,2, S!, f,f,3,1,2 for an easy, no-nonsense combo. You do need to time the f+3,2 fairly tightly, but it's overall simple.

Wall Carry:

High Damage:

For the spike ender, that generally happens in any launch combo after the S!. So a basic example would be: df+2, f+4,4,3, b+4,3, S!, f,f,f+1+2. Any combo with a screw, you can choose to add the Rage Drive spike in after.

After spiking them, Dragunov can add more damage with a stomp(easiest, most reliable), a b+1+2(2 more damage, can occasionally be finicky depending on angle), or WS+1+2(the hardest to time, but 2 more damage than the b+1+2.) b+1+2 is generally a good choice, but don't be afraid to just stomp on them if you're unsure of the angle.

Note: If you land the Rage Drive as a spike by the wall, b+1+2 can whiff sometimes. It is the most reliable to stomp.

Screw Moves:

b+4,3

f+1+2

4,4

b+1,2

f,f+3

f+2,3
WS+1,2
B+3

Moves that floor break:

F,f+1+2
D+3,4
4,3
f,f+4
df+3
f+3,3
iWR2
f,f+2
1,3,2
b+4,2
b+1+2
D+1

Wall Game:(A/N: This will likely be in the 'completed' final video. also WIP.)

Dragunov's wall game has some fun aspects. It may not be the most damaging in the game(though b+4,3 sidestep shenanigans certainly hurt), but he certainly has a few tricks he can pull out that can get nasty in the right circumstances.

Wall Bounce Move: WS3. A very solid mid; hard to 'crush', long range, with long knockback, it's also safe and does solid damage to boot. At 16f it's not the fastest move, but it makes for a nice move when close to the wall and can net Dragunov some solid damage at a bit of a range. (fill in wall staples)

b+1+2: With the wall in the way, the shorter range of this move is less of an issue. It remains a powerful tool(you get the same small combo), and a straight knockdown at the wall allows you to go into the uf+3/d+3+4 50/50. See the section on WR2 on block for followups(since you can use many of them after a blocked b+1+2). f,f+3 gets special mention here; while it is slower and high, the homing properties and high damage make this wallsplatting kick a threat; in addition, it's still +3 on block allowing continued pressure. Given a lot of Dragunov's dangerous wall options are mid, crouching after a b+1+2 on block will be a hard read on their part.

CH 1,2,1: As mentioned in the description, this wallsplats and is an NCc. CH confirm it by the wall and you have another high-damage wallsplat where you can follow with the combo of your choice. Be careful on block, as it's around -14, and with the wall in the way there is no pushback, so make sure you confirm it to finish the string.

b+4,3: (A/N: this will likely be covered in the b+4,3 section and the other wall sections as well since it's a fairly common thing for him. It would probably work out to just put 'See X Sections' for this one like you did with the EWHF bit in Jin's video or like the + on block followups here.)

CH df+1,4: While this is a typical potential follow-up after WR2 or b+1+2, it should be added that the 4 wallsplats.

b+3 and b+1,2: Standing spinstun moves. b+3 makes for a great wall punish due to its safety and homing properties preventing any sort of stepping. b+1,2 becomes an even deadlier poke string near a wall. Follow either with the wall combo of choice.

uf+3+4: As described in the section, this is a solid unbreakable throw as it is, by a wall it makes for a nice mixup. Once again, given most of Dragunov's more dangerous options by the wall are mid, ducking is risky, and this can be used to seal out a round, but don't get predictable with it as usual.

WS+1,2 and WS+1,3: Good WS punishers regardless, by a wall they both wallsplat for extra damage, making them quite nasty for people who play unsafe near a wall with him. The former is safe on block, but is mid-high, the second is -12 on block, but mid-mid. You can also keep WS3 in mind for a 16f safe, mid wallsplat that does a decent chunk of damage.

d+1: Keeping this in mind for the 1,2,1 frame trap; by a wall you get the added benefit of 1,2,1's wallsplat(and the free stomp still on CH).

1,3,2: In a combo, doing this near the wall will cause them to 'flip', which instead of ending the combo, will set up potential a 50/50 if they recover, or grant a stomp if they don't(Note: This move will instead break the floor on a floorbreak stage.)

Wall Combos:

b+2, WS+1+2(standard, all-purpose wall ender)

b+4,3(Wallbreak. Also, b+4,3 is useful after a splat by sidestepping and being able to continue a combo, good example here: https://youtu.be/mG_IQ3tDYRo?t=544)

B+2,1,3(more situational and useful at angles, as a side, non-wall note this is an NC against a BT opponent. You can get a combo BT with b+2,1,3, d+2, WS+4, d+4,4.)

b+4,2(spike oki, mixup described above with uf+3/stomp)

1,3,2(flip-oki. They can tech. No tech=stomp, if they tech the flip sets up a 50/50 on recovery.)
3,1,2
Db+2,1,2
4,4, WS+1+2(good after landing near a wall after a floorbreak. Also can be utilized after a high wallsplat.)

High Splat Options:

On a high wall splat(examples: df+2, qcb+2, WS+2), you can add more damage with 4,4, WS+1+2. B+3 works as well on a high splat(this allows you to end with a wall combo of your choice, if you want to, say, set up spike oki.)

Re-Splat Options:

Dragunov's most reliable stuff here is done with b+4,3. A sidestep is needed(direction depending on what side you're on). It can be finicky sometimes depending on angle, but you can get some fairly strong options here, especially in corners.

You can get some options with stepping after a splat to be able to continue a combo; you sacrifice some wall pressure, but can pull out some heftier damage(see example linked right above.) A sidestep into b+4,3 can work, also b+2,1, f+1, b+4,3, S!...can sometimes be utilized. What follow ups work can be dependent on angle and approach, generally b+4,3 will be solid here, but you will get a feel with what works when.

Round Up

Dragunov is an incredibly strong character with the ability to play the relentless pitbull or even space-controlling turtle; he has the ability to take few risks and still control the match shockingly well. He is fairly big and a little unwieldy in new hands, relying on momentum and keeping an opponent locked down, but once you settle in he is a brutal powerhouse. The ability to put up a strong grab game rounds his tools out even more. He has a few small drawbacks, like his sometimes strange hitboxes and his tracking could be better, but no big, glaring weaknesses.

He does require some finesse to get the absolute most out of his game; mostly needing to take advantage of his f+3~df cancel and mastering the iWR/iWS maneuvers to fully unlock his potential, and also learning CH confirming, but is not complicated to get started with at all, enabling him to be picked up at a base level fairly quickly and eased into as you learn the game. You will need to train up some of those other aspects to really shine with him; he falls sort of in the middle of the execution barrier.

Tier Ranking: SS

Difficulty: Intermediate

Tips to Defeat Dragunov

-Do not mash buttons.

While this is ideally something you should strive not to do in any fighting game, mashing buttons around Dragunov will enable him to do very nasty things with his strong CH launchers and NCcs. He *wants* you to press buttons at the wrong time. Attack him carefully. He has a plethora of moves that are + on hit and CH as well. **[Good examples to show are a CH WR2 combo, a CH 4,3, stomp(comes out to near 60 dmg, as much as a full combo), and a CH db+3(a fuckload) hitting.]**

-Learn his throw breaks.

Dragunov has a variety of strong grapples and a tough tackle game that you should take it upon yourself to learn all the breaks for. If a Dragunov player sees that you don't know the breaks they can abuse his Victor throws and tackles with impunity. Treat him like a full grappler when it comes to learning his breaks.

-Stop his momentum.

Dragunov benefits very highly at being at the positive end of momentum; indeed, it can be hard to wrest back a lead from a full-steam Sergei. While he doesn't have as much trouble as earlier games grabbing back momentum, it can be a bit trying for him to regain it if he keeps getting stuffed; for one example, a traditional hopkick often comes in handy for getting out of problems, and he lacks this; his 'panic moves' also tend to be sparse and unsafe. Even small pokes or light knockdowns that constantly whittle him down and prevent him from mounting a good offense can help out here. Keep in mind that he IS good at space control and turtling if necessary but his strongest aspect is the ability to run you down. Sidestepping or sidewalking his more linear moves also works. Dragunov does not have the largest number of great tracking moves; this will stop his momentum and even allow a launch.

-Learn his notable + frame moves(and some of his important frame data in general.)

Complimenting the first thing, a step to knowing when to press buttons around Dragunov is learning what notable moves of his are plus on block, hit, and counterhit, and what moves have special properties on CH, which this very guide is here to help you to do. This will help you mount a more careful offense against him and not get caught in a disadvantageous situation.

[Can show a few examples like b+1+2, WR2, f,f+3 all on block, 4,1 on hit, d+1 on block into a CH 1,2,1 when the person tries a WS4, etc.]

Strings you should be punishing

Df+1,4

You can duck the 4. The move does not jail. Mind you it is an NCc.

B+4,2,1

Another NCc. If it is not a CH, you can duck the final 1.

Db+2,1,2

This string does not jail on block, so you can block+sidestep it. Be careful of the timing mix up the person can do. If you feel wary about stepping it, you can block punish instead. It is in your best interest to not try to hit him out of the delayed string, as you can be CH'd and launched with the final 2.

B+4,3

Non jailing mid high. Can duck the 3, though be wary of the b+4,2 mixup if you choose this route. Also beware by a wall; one mistake in timing and this move will splat you for big followups.

F+3,2

While not often used out of combos, it's another non-jailing mid-high that wallsplats, and is a tool to look out for. You can duck the high.

B+2,1,3

This move is sometimes used as a 'noob killer/noob tube'-a Dragunov fighting another skilled player will not use this in the open(as described above, it has other applications), but sometimes they will sniff out people who do not know this move and ruin their day. The db+3 is very slow, so react and launch.

Moves you should be block punishing

D+2: -13

Qcf+3: -14

Qcb+2: -15
WS+2: -12
Qcf+2: -13
1,2,1: -14~-13
Db+3: -18
Df+2: -12
1+2: -12
D+4,4: -15
Db+2,1,2: -14
F,f+2: -12

WS+1+2: -15(note: pushback makes it difficult to launch punish for several. With your back to the wall it's easier.)

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