

Thresh Guide Contents



Zedd's 2XKO Thresh Guide - Season 2

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(Updated as of Senna/Thresh release)

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Introduction

Welcome:

Welcome to the official launch of my Thresh Guide for 2XKO! Thresh has been a super awesome addition to the Roster. Not only is Thresh/Jinx my forever team, but Thresh goes so well with the entire cast, and I think there's a lot of value in that. This guide is still early after Thresh's release, so things will change for the next large update or Season 3, whichever comes first. Thresh is complicated and nuanced. I hope to clear up a lot of that here and give you consistent, reliable gameplay.

Overview:

Thresh is a diverse character who primarily leans into Zoning and Screen control, boasting a plethora of massive attacks and unique tools for him and his team. Thresh has an unorthodox design, having no close-range overhead, a unique dash and airdash, interactions with the tagging system, and unintuitive blockstring paths. He controls the screen using Lantern tosses and large normals. Thresh explodes with damage off of every touch, including throws, making his Strike/Throw game extremely powerful. He

goes well with any partner and works as both a Point and an Assist character, depending on the team. Finally, he also works with any Fuse, so if there's a team you're interested in with Thresh, just pick it and see what you come up with. He is relatively committal on his options and therefore relies on Assists to cover him or plus frames to get things going, as enforcing his solo mixup can be challenging in the midscreen.

Strengths:

- Mechanically easy.
- Great Screen Control.
- Incredible oki anywhere.
- Great Strike/Throw threats.
- Insane amounts of damage.
- Strong Assists and support tools.
- Unique interactions with Quick Tag.
- Endless levels of combo routing to explore.

Weaknesses:

- Unique, but poor mobility.
- Parry is an effective counter tool.
- Slower actions and longer recovery.
- Combo theory is complex and nuanced.
- Lantern-related gameplay can be challenging.
- Heavily relies on assists for proper blockstring mix-ups.
- Poor air-to-air conversions, despite having long-range air options.

Moves List

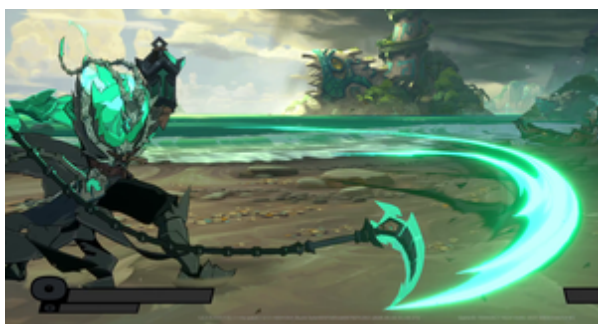
Normals:



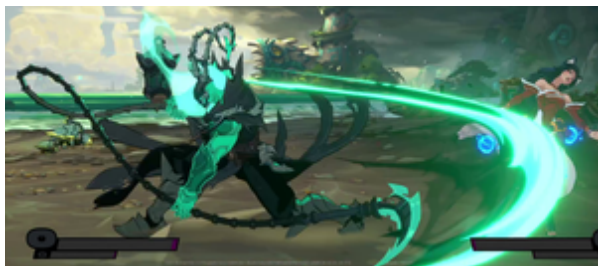
5L (7f startup / +1 on block): Possibly the best jab in the game. It has an enormous hitbox and can be staggered to enforce a Strike/Throw mix-up, even after 2 consecutive uses. This is because he can't dash for a mix-up after his jabs like everyone else. Links into all other buttons and specials.



5M (13f startup / -5 on block): Honestly, a mediocre 5M. It doesn't have a good lower hitbox, so sliding moves or low profiling moves can cause unfavourable trades. You mostly use this in blockstrings or combos, not as a poke.



5H (19f startup / -9 on block): Boasts the most range out of any normal in the game, but is one of the slowest 5Hs while not having the longest disjoint you might expect. Good for controlling grounded space. It can be charged for a "vacuum" effect.



5HH (33f startup / -5 on block): This is a delayable, but parryable string. It's mostly used for puppeting or as a combo tool. Fun fact: the Limit Strike from this move can be up to +100f, giving you time to set up Wretch Bile oki, if you really wanted to.



2L (7f startup / 0 on block): This is a great normal. It reaches a bit further than 5L, but it's not plus on block. Great low jab, use it alongside 5L in pressure. Links into all other buttons and specials.



2M (13f startup / ~9 on block): It is a unique anti-air option (unfortunately, not air invulnerable). Does not hit crouchers, but can tack on extra damage on standing confirms. It's a good tool, but not one you want to throw out often.



2H (15f startup / -7 on block): Has full air invulnerability and is quite slow, and the hitbox on it is not great. I suggest learning to use 2[H] instead when possible. Still good for combos or quicker anti-airs.



2[H] (17-21f startup / -5 on block): Has full air invulnerability even during the charge up, and has an incredible hitbox, which covers anti-airs and cross-ups. The best AA when you know an air attack is coming, so you can charge in time.



j.L (7f startup / variable+ on block): It's his fastest air option, mostly used for air-to-air interactions, air resets, or to maintain plus frames while getting grounded. Can be used in his high/low mix game as well.



j.M (10f startup / variable+ on block): A fairly standard j.M that acts as a further ranged, falling, deep-hitting, air normal. There's nothing remarkable about it.



j.H (16f startup / variable+ on block): This is one of Thresh's main tools in neutral and combos. A great space control button, just be mindful that it is not a massive disjoint, so it can be easily anti-aired if they read it coming. The charged version has a vacuum property that is great in combos.

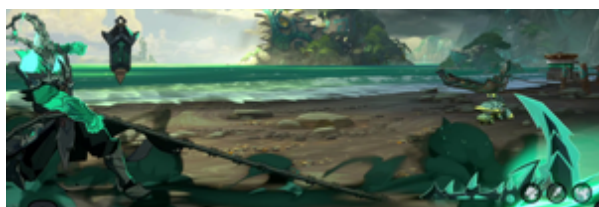


j.2H (16f startup / variable+ on block): Thresh's main criss-up tool. It's a little slow to come out from the air-dash mixup, but it is his best crossup by far. Can add damage to combos as well. A good scrambling button when you don't know what side you'll land on, or you're landing in between two characters. Hits OTG.

Unique Moves:



6H (6f startup / variable- on block): The frames on the hit itself (hits around 18f, give or take, starts behind him on 6f) and block changes depending on spacing. A great low poke from range that is jump cancellable only on hit, allowing you always to confirm. It's his only low option to contest Retreating Guard in strings and the only way to make them gapless. It's also a launcher and leads to the highest damage routes in the corner. Hits OTG.



4H (34f startup / variable+/- on block): A fully disjointed mid that is great at controlling space and setting up extra pressure or combo damage. Be careful, as it is easily parried without assists to plug the timing. Hits quite high and can catch people jumping or looking to zone. Hits OTG.



3H (25f startup / -14 on block): This is a terrible overhead as a mix-up. You get nothing but super after the hit, and it has a deadzone for quite a distance in front of Thresh. If you have Lantern set up above them, you can cancel this into 5S2-j.2H to pick up for a combo, but it's not the best mix-up. Used as a combo ender for LS.



j.6H (21f startup / variable on block):

This move is used mostly in combos, but it can be a cheeky air dash cancel move after j.H. It does hit overhead and is one of his Limit Strike options. In mix-ups, it can be used to counter fuzzies due to its overhead property and coverage.



Dash / Air Dash (invuln 5-13f):

It is invulnerable to strikes and projectiles 5-13f. Can jump or block 19f at the earliest. Can attack at 23f. There are gaps in the protection to be mashed in, and you can always be thrown. It's a unique tool to mix up or reposition, but you can't abuse it a lot.



Forward Throw / Air Throw:

Both Thresh's Forward Throw and Air Throw automatically toss the Lantern, regardless of whether it was already out. This allows him to get combos from them.

Specials:



5S1 (28f uncharged / 38f charged): Can be held and cancelled into Dash. This move is a Strike, but not a Grab, meaning it cannot break Braum's shield or beat projectiles. It's a relatively slow move that's parryable. Be cautious, but it can be flexed as a timing mix-up or a pressure extension with various charge levels and a dash cancel. This is Thresh's best midscreen launcher. 5S1-4 is also an extension for repositioning, combos, and Limit Strike.



2S1 (22f uncharged / 36f charged): This is used in combos or hit confirms, but for this angle, you should be using 2M as your poke instead, as it leads to a full combo. 2S1-4 is also an extension for repositioning, combos, and Limit Strike.



j.S1 (17f startup / variable- on block): A fairly quick aerial option for its reach. Typically, you want to use j.H instead. This move is only used for combos.



5S2 (44f startup / +24 on block): This is the cornerstone of what makes Thresh special. The Lantern has 3 distances you can toss it, using 4/5/6. All directions have the same frame data; it travels faster or slower to compensate. There is no way to remove the lantern from the screen without using a Lantern action, getting hit, or tagging out with Quick Tag (5T, more on this in a few move slides). Can be used airborne.



5S2 (19f startup, with Lantern out): Teleport has many applications and can be used to reposition Thresh, in mix-ups, or in combos for different routes. Acts as a special cancel. Like lantern toss, it can be directed with 4/5/6. Can be used airborne.



5[S2] (43f startup / -10 on block): Thresh's most damaging move in combos. This hurts them so bad, and it's how he can hit 500 dmg or more off of any hit or throw. Like lantern toss, it can be directed with 4/5/6. Can be used airborne. Can be puppeted after j.S1.



5[T] (22f startup, with Lantern out): Ally Teleport has many applications and can be used to reposition, in mix-ups, or in combos for different routes. Acts as a special cancel (can use after Normals just like Specials). While slightly slower than Thresh's self-teleport, the ally can act sooner out of it. Like lantern toss, it can be directed with 4/5/6. Can be used airborne. Experiment with this and see how your team utilizes it in pressure and combos!

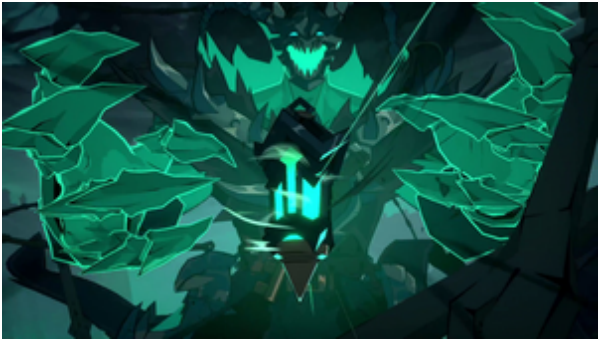


2S2 (54f startup, with Lantern in hand): A powerful skill if you have the time to use it. The Wretch (a.k.a Henry, according to Riot) is a special projectile that takes 2 hits of any kind to go away, speeding up after the first hit. Extremely strong oki tool, can be used in neutral with Assists for coverage. Not even Getup Attack fully removes him in one hit. Hits OTG.



2S2 (46f startup, with Lantern out): A difficult-to-use move that realistically never sees offensive use as of right now. It attacks after a delay, and it prevents Retreating Guard from being used. I find this move is just a cheeky way to get Lantern back in hand. Hits OTG.

Supers:

 A screenshot from a fighting game showing Thresh using his S1+L/M/H Super. He is in a dark, spiky pose with green energy emanating from his body. The number '3' is visible in the top left corner, indicating the number of blades. The background shows a dark, rocky landscape.	S1+L/M/H (28f startup / -19 on block): A tracking ranged Super that is extremely easy to parry, as you can parry any of the 3 blades after blocking any of them. Acts as a strike, not a projectile, so you will die for using this as a zoning tool. Typically used after 5[S2] to maximize damage in combos. Hits OTG.
 A screenshot from a fighting game showing Thresh using his S2+L/M/H Super. He is in a dark, spiky pose with green energy emanating from his body. The number '14' is visible in the top left corner, indicating the number of blades. The background shows a dark, rocky landscape.	S2+L/M/H (17f startup / -29 on block): A highly damaging Super used mostly after j.S1 to finish combos. Good in Double Down to constantly mix up the opponent.
 A screenshot from a fighting game showing Thresh using his S1+S2 Super. He is in a dark, spiky pose with green energy emanating from his body. The background shows a dark, rocky landscape.	S1+S2 (13f startup / -30 on block): Thresh's only reversal Super. It hits slower than other ones, so you can't necessarily mash it in gaps to win; you'll more easily be blocked in time.

Assists:



5T (30f startup): A unique attack that he doesn't have normally - it's a juiced-up version of his Jab. Prevents Retreating Guard until the last hit. Great for lockdown pressure, covering space, or extending combos. Note that it is a little slower than other common Round Start options, so you risk getting hit if you rely on this from the start.



4T (43f startup): Same move as 4H. A fairly risky Assist to use in neutral, as it is easily parried. Most often used in combos as it hits OTG and extends, even after some Supers. A niche, but strong Assist.



2T (63f startup): This Super assist is quite good. It crosses the entire screen and is not easily avoided. Almost the entire cast has to hit you, block, or parry this for it to go away. On hit, it is a full crumple combo. Because it moves so slowly, you have plenty of time to set up or close the distance.

Game Plan

Thresh uses his massive Normals to chip away at the opponent's life and frustrate them into making mistakes or catching them taking actions at inopportune times. He is fantastic as both the Point or Assist, and the last alive. When going on the offensive, he

uses a mixture of Strike/throw, High/Low, and Left/Right; all of it requires setup or Assist coverage. Where I believe Thresh is at his best is in the neutral at further ranges. Thresh's Oki game is really powerful; it costs no meter and no resources to set up, and if executed correctly, the opponent can only neutral wake up and guess Strike/Throw, having no option to roll or safely jump at all. He is difficult to use Pushblock against, as most of his actions reach the full distance regardless. On defence, Pushblock often, and use your ranged tools to create space and maintain it. Thresh has multiple approaches to a match, depending on your teammate. I prefer to play him on Point as I think his round start Assists are quite weak as they are slower than average, but he works in either slot depending on the team and matchup. My go-to Round Start is jump back, Lantern toss. It establishes a repositioning tool, is low-risk, and allows your Assist hit to easily pick up, as you don't have anything else to look for.

Basic Game Flow Considerations:

- Establish space with assists and range.
- Control neutral until the opponent commits.
- Take space when the opponent is being passive.
- Don't rush the game state. Thresh has to take his time.

Basic Matchup Considerations:

- Versus Rushdown: prioritize Jabs and Heavies to stuff approaches.
- Versus Zoners: prioritize Lantern Toss and repositioning teleports.

Block Pressure

Thresh's Block Pressure is more akin to a Grappler with poor mobility than anything else. He cannot regular dash, so enforcing the Strike/Throw can be a challenge if not set up with Assists or in the corner. His 5M-5H has a parry gap in it; you can use this to your advantage, or it can be used against you. 6H is jump cancellable only on hit, so you can build the habit of holding up to confirm it without messing up your pressure. You can try to catch them mashing by doing 5L-5M-5L, but it's risky. Because Thresh cannot properly dash in between staggers, his 5L is uniquely spammable into Throw, allowing you to do 5L-5L-Throw and have it still reach. He really wants to look for the staggers into Strike/Throw, or call assist and go for Left/Right, that's your typical gameplay loop on Block. It's worth mentioning that using defensive options against Thresh is difficult, mainly Retreating Guard and Pushblock, due to his long range. Thresh only has one full, true blockstring: **Jabs-5M-6H-5H**.

Corner Game

Once Thresh gets you to the corner, it's a "guess for game" situation, costing no resources. Finishing combos with j.6H or 3H Limit Strikes allows Thresh to set up a mix-up for Oki. With the right timing of Dash or Air Dash, you can cover every single option, except for neutral wakeup, obviously. All of Thresh's main enders and Tag Launch routing lead into these strong Limit Strikes, giving him a variety of Oki options.

j.6H Air Dash Lantern Oki:

- This works because it kills frames with enough time to react to rolls, easily.
- Sets up Lantern for repositioning or Tag mix-ups as well.
- Meaty with 5M to punish Getup and catch Jumps.
- Try different jumps and Teleports in your combo to see what works for you.
- They literally can only neutral getup and guess Strike/Throw.

3H Wretch "Henry" Oki:

- Easier to execute than Lantern Oki.
- Can be used after j6H as well, if you prefer.
- Typically used out of Tag Launchers with 2T-j.H-j.6H-3H.
- This also catches both rolls on reaction.
- Seems to be buggy vs Getup attack after j.6H, sometimes dies, sometimes doesn't.

5HH Wretch Bile Oki:

- Honourable mention (no clip), but not worth going for in its current state.
- Using 5HH LS, if you already have Lantern out, you can 2S2 and still be very plus.
- It's not ideal because of the damage loss, and with how strong the other Oki options are.

Teams & Fuses

The main things to think about with a team in this game are: what's the win condition, who's the focus, and how does the team interact with the fuse picked. I will argue that Thresh works with the entire cast because of his diverse toolkit and the options he can leverage. Likewise, he is very self-sufficient and just needs assists to cover his slower

options, but they don't need to be specific assists. Mostly, I'll be talking about what Thresh can do for them as he's extremely versatile. I will rate them on how good I think the team is in this format: "**S, A, B**". Note that a "B" team for Thresh is most other characters' "A" teams. Play who you want; he's flexible.

Character	Fuse Choice	Team Rating	Explanation
	FS	S	Thresh's Lantern works great for Ahri as it already puts her airborne. He can pick up her throw with his 4T and lockdown for more mix-ups with his 6T or puppeting. Together, they deal absurd damage with corner puppeting.
	FS	S	Similar to Ahri, Lantern is another avenue of mobility for Akali. The 4T can pick up after some of her knockdowns, and the 6T helps with lockdown for more mix-up opportunities.
	FS or 2x	B	I'm not sold on this team, but it does kill you. They rely too much on throws, and it's clunky to play. Thresh likes some active frames from Assists, and Blitz has none. Notably, Thresh 4T can pick up after Blitz command throw and S1 Super.
	FS or 2x	A	Shield is awesome for holding the space Thresh likes to occupy. I feel similar to Blitz. Thresh 4T does not pick up Braum's command throw, unfortunately.

	FS	A	Caitlyn's assists don't do a lot for Thresh that he realistically needs, but he works great for her. Thresh 6T actually enables Caitlyn's mix-ups. His 4T can convert from range with ease.
	FS or 2x	B	This team deals a lot of damage, and Thresh can pick up after Darius' Supers with 4T, but it's going to struggle in the neutral space. Thresh can enable Darius' mixups from 5S1.
	FS	S	It's a team that does everything well. Thresh brings the damage that Ekko desperately wants from his teammate. All the assists work well. Thresh locks down for Ekko and can convert ranged Timewinders for him. Timewinder adds to the control for Thresh's neutral.
	FS or 2x	S	At first glance, it seems similar to Darius, but the main difference is that any touch goes into a "guess for game" situation. You also play two characters that control the whole screen. On top of that, Thresh can pick up Illaoi's tentacle slams with 4T or 4H.

	Any	S	It's my forever team, and I think it's really strong. A zoning and trap-based team. Thresh helps Jinx a lot with her harder conversions off of the minigun and throw. Jinx 4T helps enable Thresh's Left/Right mix. He has great interactions with Chomper as well.
	FS	A	Zoning+Rushdown in all the best ways. Assists work well with each other, and Thresh enables Senna to mix better while in Wraith form.
	FS	A	Thresh helps cover some of Teemo's weaknesses and can help set up Teemo oki really well. The screen control is unmatched, and the mobility of Lantern helps Teemo's defence. Teemo 4T is good at giving Thresh a Left/Right mix.
	FS	A	This team sets up a sandwich situation with basically zero effort, forcing a defender to use a push block to deal with you any time you make contact. Thresh can help pick up some of Vi's knockdowns that she struggles to convert.

	FS or 2x	S	This team dumps damage, and Strike/Throws you endlessly and has more mobility than you'd think. Warwick, having access to Lantern Teleport, is quite strong. Along with that, Thresh benefits from both of Warwick's assists for coverage.
	FS	B	I'm not fond of this team; it's not proving to be better than other Thresh teams yet. He brings a decent dash assist and windwall in the zoner matchup.

Combo Theory & Considerations

This is an important section to learn more about Thresh's combos, intricacies, and inconsistencies I had to battle to craft his routes, as he has an absurd amount of nuance and combo decisions you can make and have to consider. If you like the "why" or how things work, you'll appreciate this section.

Character Inconsistencies:

- Blitzcrank, Teemo, Akali, Jinx, Darius, and Wraith-Senna have all been more difficult at some point to combo or can't be hit by some routes.

Lantern Teleport & Tag Directions:

- You can direct the Lantern Toss, Teleports, and Quick Tag with 4/5/6 directions. These are important for different routes, and some routes use a combination.
- Generally, if you want the opponent to come towards you on a route, you use 5S2 or 6S2.

Canned Strings & Hitstun Decay:

- Importantly, Thresh can always take actions after landing certain moves. This is mainly because he has many animation-locked moves and gets them one after the other, regardless of hitstun after the first one.
- The best example is when doing 2[H], it will always go into either 2[S1] and its extensions, or skip right to j.S1 and its extensions.

Combo Pivots:

- Thresh has a lot of pivot points in his combos, and they all stem from spacing issues (plus a handful of character-specific things). The distance you are from the corner can completely change how you want to combo.
- Talking about 2[S1] and j.S1 again, any 2[S1]-j.S1 sequence can be shortened by removing the 2[S1]. When doing this, you'll want to jump backwards or neutrally, not forward. You might want to do this so you don't miss the last [S2] teleport attack or to get the amount of corner carry you're looking for.
- Typically, 2[S1]-j.S1 is best used when your Lantern is close enough to the corner already that the subsequent 6[S2] won't whiff and you can end correctly.
- 4H vs. 6H is a problem many Thresh players have with that range between midscreen and corner (about 70% of the screen). Strong Thresh BNBs will have you in this situation sometimes, and you'll need to learn to recognize your distance to the corner by the time you use your Teleports or land a 5S1. For example, if a route calls for a 2nd use of 4H, you might have to microwalk 6H instead. The way I manage this mentally is, "Can microwalk 6H reach? No? Then 4H is correct here." Skipping 2[S1] can help land the first 5[S2] to make this call.
- Routing into Tag Launcher as Thresh can cut your damage somewhat significantly, but the most efficient way is to route into 6S2-2T or j6H-2T.

Lantern vs. Lantern-less Routing:

- It's going to be important to learn your routes for both with and without Lantern. I have ones I use for both Lantern in front and behind in the Combo section. This decision might sway you with Lantern Tossing in neutral.

Burst Generation:

- There are many spots in Thresh combos that you can conserve Burst for your opponent at the cost of some damage, without compromising your oki situation.
- 5[S2] is the main attack that cranks the burst gauge with Thresh.
- After any 2[S1], you can do j6H instead and Limit Strike that way.
- Instead of the 2nd [5S2] in combos, you can usually do 5S2 straight into j.6H.

Combos

- *These are all combos I use. Consistency is the biggest thing for me.*
- *Read the Combo Theory section or the footnotes if something isn't working.*
- *The first bolded move on its own line is the launcher. 5M is the example hit.*
- *Keep it simple with Thresh while learning him, and add more routes as you go.*
- *There are a few points of dmg more to get on some, but they lose consistency.*

Midscreen Combos:

- **6H (528, LS):**
 - **5M-6H-j.[H]-5M-2[H]-j.[H]-j.6H-5S2-2[H]-2[S1]-j.S1-5[S2]-j6H**
 - *6H isn't the ideal starter, but if you land it during pressure, it's all you have.*
- **5S1 (574, LS):**
 - **5M-5H-5S1-5S2-4H-5[S2]-4H-3H-6S2-2[H]-2[S1]-j.S1-5[S2]-j6H**
 - *This is my preferred BNB from 5S1 because it pivots easily.*
 - *Can skip the 2[S1] if you find the 6[S2] whiffs.*
 - *Take your time, the first 5S2 and 4H are not quick.*
 - *You can efficiently go into Tag Launcher by using 2T after the 3H-6S2.*
- **5S1 Alt (604, LS):**
 - **5M-5H-5S1-6S2-j.H-j.S1-6[S2]-4H-3H-5S2-2[S1]-j.S1-6[S2]-j6H**
 - *This is another BNB choice from 5S1.*
 - *Can skip the 2[S1] if you find the 6[S2] whiffs.*
 - *Has loads of corner carry, sometimes too much.*
 - *3H has to be delayed, or else you have to use 6S2, and it can drop.*
- **5S1 Route 4H To 6H Pivots At ~70% Midscreen:**
 - **5M-5H-5S1-(Combo Filler)-5[S2]-Walk-6H-3H-2[S1]-j.6H**
 - *Alt 6H follow-up is: j.6H-3H for Henry Oki.*
 - *If you're really close, you can pivot this into the Corner 5S1 combo after 6H.*
 - *This is needed when you are too close to land the 4H from your main 5S1 route.*
- **5H Far Range (607, LS):**
 - **5H-4H-6S2-2[H]-j.S1-6[S2]-4H-3H-6S2-2[H]-2[S1]-j.S1-6[S2]-j.6H**

- *This works for the round start distance, but is better further away for consistency.*

Corner Combos:

- **6H (558, LS):**
 - **5M-5H-6H-j.[H]-6H-j.[H]-5M-5HH-2S2-44-5S2-2[H]-2[S1]-j.S1-6[S2]-j.6H**
 - *6H leads to easier routing than 5S1 in the corner.*
 - *The 5S2 toss needs to be delayed; it's a generous window. Don't rush.*
 - *There is an optimal version that deals 8 more damage, but loses consistency.*
- **5S1 (570, LS):**
 - **5M-5H-5S1-5S2-6[S2]-44-6H-3H-5S2-Walk-2[H]-2[S1]-j.S1-6[S2]-j.6H**
 - *Delay the 3H a bit.*
 - *No need to microwalk, but it helps with consistency and more 2[H] hits.*
 - *This can be pivoted from Midscreen BNBs if they have to use 6H over 4H.*
- **Corner Tag Launching Combo (474, into Tag Launch):**
 - **5M-5H-5S1-5S2-j.[H]-5H-2[H]-6[S2]-j.6H-2H-2T**
 - *Delay the 2H a bit.*
 - *Useful for when you want to tag your partner.*
- **Meme Corner Combo Using Wretch Bile Solo (464, LS):**
 - **5M-5H-5S1-5S2-j.[H]-5M-5HH-2S2-5Lx5-Walk-2[H]-2[S1]-j.6H**
 - *Not great now, but maybe in the future it'll be worth investigating more.*

Anti-Air Combos:

- **Anti-Air 2H (572, 1 Bar):**
 - **2H-j.6H-4S2-4H-5[S2]-4H-2[S1]-j.S1-Super**
 - *2H isn't the best anti-air starter, but the combo is fun.*
- **Anti-Air 2[H] (597, 1 Bar):**
 - **2[H]-j.[H]-j.6H-4S2-2[H]-j.H-j.S1-[6S2]-Super**
 - *2[H] has much better coverage than 2H, easy to convert too.*
- **Anti-Air 2M:**
 - **2M-5S1-5S2-4H-5[S2]-4H-3H-6S2-2[H]-2[S1]-j.S1-6[S2]-j.6H**
 - *5S1 can be held a bit or delayed if they are quite high up.*
 - *There are some routes off of 2M on CH only, but they aren't consistent.*

- *Routing immediately into 5S1, combos into your preferred midscreen BNB.*

Throw Combos:

- [Air Throw Mid \(551, 1 Bar\):](#)
 - **Throw-j.2H-2[H]-j.[H]-j.6H-2[H]-j.S1-6[S2]-Super**
- [Air Throw Corner \(614, 1 Bar\):](#)
 - **Throw-j.2H-2[H]-2[S1]-j.S1-6[S2]-j.6H-2[H]-2[S1]-j.S1-Super**
- [Throw Mid Basic \(383, 1 Bar\):](#)
 - **Throw-6H-2S1-Super**
 - *Can use Ultimate instead.*
 - *Don't underestimate 2S14 and its travel; you can get larger conversions.*
- [Throw Alt Mid \(431, 1 Bar\):](#)
 - **Throw-Walk-6H-j.H-j.S1-6S2-j.S1-Super**
- [Throw Corner \(587, 1 Bar\):](#)
 - **Throw-2[H]-2[S1]-j.S1-6[S2]-j.6H-2[H]-2[S1]-j.S1-Super**
 - *To route into Ultimate, use 2S1 instead of the last 2[S1].*
 - *If near the corner, but the 2[H] whiffs, use 5H-3H-5S1 (or assist to pickup).*
 - **Throw-2[H]-j.[H]-j.6H-2[H]-2[S1]-j.S1-6[S2]-j.6H**
 - *Alt route for better oki and a bit more dmg for Limit Strike.*
- [Throw Back To Corner \(413, LS\):](#)
 - **Throw-6H-2S14-4H-2[H]-2[S1]-j.S1-6[S2]-j.6H-2[H]-2[S1]-j.S1-Super**
 - *Best used after Lantern Oki to beat Forward Roll and keep the corner.*
 - *Easily drops on Blitzcrank & Teemo, cut the first 2[S1], continue with j.S1.*

Lantern-less Combos:

- [Lantern Out In Front \(548, LS\):](#)
 - **5M-5H-5S1-6[S2]-4H-3H-6S2-2[H]-2[S1]-ender**
 - *This works regardless of how far in front the Lantern is.*
 - *You'll have to change which teleports you do based on the Lantern distance.*
 - *There are many variations and pivots of this that you can do based on spacing.*
- [Lantern Out Behind \(475, LS\):](#)
 - **5M-5H-5S1-j.[H]-2[H]-j.[H]-j.6H-6[S2]-4H-3H-2S2**

- *This works regardless of how far behind the Lantern is.*
- *There are many variations and pivots of this that you can do based on spacing.*

Other Combos (Random other interactions to know):

- **Fury Activation (900, 1 Bar):**
 - **5M-5S1-6S2-Fury-5M-2[H]-6[S2]-4H-3H-6S2-2[H]-2[S1]-ender**
 - *You want the Fury activation not to hit them.*
- **Stray Hits (1 Bar):**
 - **Hit...5S1-6S2-j.[H]-j.6H-2[H]-j.S1-6[S2]-Super**
 - *Works off of assists, projectiles, whatever hits.*
 - *Thresh doesn't have great higher-elevation air-to-air, so I use j.S1-Super.*
- **Parry Combo (500, LS):**
 - **Parry-6S2-6H-j.[H]-5M-2[H]-6[S2]-4H-3H-6S2-2[H]-2[S1]-ender**
 - *Can sideswap, dash before the 6H.*
- **6H Sideswap (406, LS):**
 - **5L-5L-5M-6H-j.[H]-j.6H-4S2-Walk-5M-5H-2H-j.2H-j.S1-6[S2]-j.6H**
 - *Best when your back is to the corner, and you mash out of pressure.*
 - *The 5L starter is impacting the damage, but it's the most realistic option.*
- **5S1 Sideswap (590, LS):**
 - **5M-5H-5S1-6S2-j.[H]-5H-2[H]-6[S2]-4H-5S2-2[H]-2[S1]-j.6H-6[S2]-j.6H**
 - *Jump back for the j.[H] to land properly.*
 - *Use when at ~25% screen position or less; it's not corner-exclusive for the clip.*
 - *Deals 780+ dmg for 1 Bar if they're cornered after sideswapping.*
 - *For max dmg in corner after 2[S1]: j.S1-6[S2]-j.6H-2[H]-2[S1]-j.S1-Super.*
- **Post-Tag Launch Routes:**
 - **TL-j.[H]-j.6H-2[H]-2[S1]-j.S1-Super**
 - **TL-j.H-j.6H-3H-2S2**
 - *The main options for different oki and damage.*
- **Burst Bait (597, 1Bar):**
 - **Block-Dash-2S2-4S2-j.[H]-j.S1-6[S2]-Super**
 - *Seems consistent midscreen. Just wait until after the wall bounce.*
- **5[S1] (561, 1 Bar):**

- **5[S1]-j.H-5M-5H-5S1...Stray Hits route**
- *Same route as Stray Hits, after the 5S1.*
- *If you're crazy enough to go for the Charged hook and actually land it.*

Conclusion

There is so much more to the game to learn than just Thresh, and I hope you enjoy your 2XKO progress. Good luck!

