

## Marshall Law



### Law: Intro

Marshall Law is an absolute nightmare against low level players, and remains one of the most powerful characters even at the highest level of play. Tekken's resident Bruce Lee homage is one of the most enduringly popular and infamous characters in the series.

Law is primarily an aggressive rushdown character, and has many powerful, albeit risky options to break down an opponent's defence such as his slide mixup and throw game. While his DSS pressure has taken a hit in recent games, his ability to gradually chip away with pokes, before capitalising on the opponent's frustration with counter-hits and string extensions is as strong as ever.

While Law's mid-range game is pretty mediocre, his block and whiff punishment tools are now exceptionally strong in Tekken 7, easily amongst the best in the game.

#### Pros:

- + Good Pokes
- + Frustrating string and stance based lockdown
- + Strong Counterhit Tools
- + Top Class Whiff and Block Punishment
- + Slide Mix-Up
- + Good Throw Game

#### Cons:

- Mediocre mid range tools
- Needs to take big risks to open the opponent up
- Weak to SSR (but has some good tracking moves)

## Offense

With his slide mixup, vast array of delayable strings, fast ch fishing tools, low pokes, powerful mids and formidable throw game, Law is a very scary character when up in your face. However a lot of his options are very punishable either on block or by being linear, so so a successful Law will need be like...waataaa... using all the tools at his disposal to stay unpredictable.

### *Slide mixup*

This needs to be used with caution since crouching is dangerous in Tekken, but when utilised properly the slide mixup is both a powerful mixup and entry tool. Although there is usually a noticeable period where Law ducks before sliding where the opponent can react, you can use this to your advantage.

At range 1 mixup running 3s and slide. The slide will catch opponents who fail to duck in time and sidesteps. If the opponent starts ducking, do an immediate running 3. Although they will likely stand up in time to block it, by the time they realise what's happening you'll already be in their face with block advantage. If they start throwing out mids to catch you ducking, throw out a few magic 4s to snipe them out for a launch.

At range 0 you can go for a variety of mid mixups with the low slide, with varying levels of risk and reward.

High risk / reward: WS2 is launch punishable on block, but nets you a full launcher too.

Slightly less high risk / mediocre reward: WS1,2 also launch punishable, but comes out slightly faster. 2nd hit can be delayed significantly, though can be ducked. Generally not recommended.

low risk / reward: WS4. The fastest, safest option but steppable to the right. Used to continue pressure by cancelling into DSS.

### B+2 (3) (4) / (1)

A fast mid with decent range, Junkyard is often abused by low level players. This string however is one of Law's best entry tools when used properly.

First off, don't try to mixup b+2,3,4 and b+2,3 d+4. This only works at the very lowest level of play.

B+2 by itself is a decent poke, with the new 1 extension being a natural combo and tailspin attack. Beware however that the 1 is high, and since the only other extension is low, experienced players will option select low parry or WS launch you.

However, if the opponent is looking to duck then this causes hesitation, especially since the 3, 4 extension are both highly delayable and launch on counterhit. This allows Law to mixup up his timing and start applying close range pressure.

So how you use this move then varies greatly depending on your opponent:

Against low level players who love to press buttons and never punish strings properly, go ahead and do b+2,3,4. It will result in a full launcher if they mash, and even if they just block you get some chip damage and can cancel into DSS to continue pressure. More on this later.

Experienced players are going to be scoping for the low or high, so do a single b+2, and in that moment of hesitation you can go for a df+1, low poke, throw or whatever. Of course, don't get too predictable, as b+2 on block still leaves Law at a heavy disadvantage. Once you have them doubting whether you'll finish the string, finish the string and go into DSS.

### *DSS mixup*

By tapping b,f before certain moves, Law can cancel their recovery into DSS stance giving him significant plus frames even on block. Since the removal of autoparry in Tekken Tag 2 this has lost some utility, but mastering DSS is still crucial to Law's pressure game and combos. Practical moves that can be cancelled are:

4,3 (+ on block, combos on ch, very useful, watch out doesn't jail anymore)

WS4 (+ on block, guarantees DSS 2 on CH)

B+2,3,4 (neutral)

Parry (for guaranteed damage)

B+1,2 (still -10, but shortens recovery)

Out of DSS his options are:

1: A fast, interrupting high that can cancel into f+4 for continued plus frames. Beware the legend kick is high, so mixup with f+1 to catch duckers.

F+1: A fast mid. Used to be useful in Tekken 6 when it could evade jabs, but now it doesn't and is quite punishable on block.

2: A safe, interrupting high that launches on counterhit.

F+2,2, 2 / 1+2: A fast, interrupting high string which can be delayed at multiple points. The first hit is neutral on block and a good way to segue into a throw mixup since it leaves Law very close. The final hit of the string can be ducked, but beware the mid extension.

3: A slow, tracking high. Law's only reliable tracking option from DSS.

F+3: Same as his ff+3. Due to the armour it beats all buttons, including dickjab, but loses to block, sidestep and throw.

4: A low poke with a stupid inbuilt pose after. KDs on ch.

F+4: + on block high. Considerably faster than before so used in combos and occasionally out of manual dss to close the distance. A good option against Akuma's fireballs.

F+3+4: Safe on block Fei-Long kick that is used to hop over dickjabs and punish them. Launches on ch.

F+2+4: The DSS throw. Has good okizeme afterwards.

F+2~1: Has armour, + on block now? Need to test  
*Range 0 Slide mixup*

*F+1+2*

A plus on block mid that forces crouch. Used to maintain pressure while catching attempts to high crush. Hold d afterwards to increase the frame advantage and go into crouch. From here you can perform a slide mixup. More dangerous on the 2p side since the opponent can't step ws4 afterwards.

*Df+1*

One of the better generic df+1s since it's only -1 on block. Continuing into Law's 10 string for the first 4 hits is a sneaky way to end the round since it's mid, low.

*Db+3*

Law's go to low poke to maintain pressure, and also tracks both sides well. Gives plus frames on hit and a kd to a free db+4 on ch.

*D+4,3*

A fast, damaging low poke with decent range. Expect to get launched if this is ducked though.

*D+1 (3)*

A high crushing low with a punishable mid extension that leads to slide mixup on hit. As with f+1+2 more effective on the 2p side since the opponent can't step ws4.

### *Db+4, 4*

Loved by beginners all around the world, this is not actually that great, though it does have its uses. Blockable and launch punishable on reaction, though you have to be looking out for it, especially with the increased input lag. If a Law isn't too predictable he may sneak a few of these in, especially since it goes under jabs after a few frames.

### *Uf+4 (3)*

Once you have them ducking, Law's iconic flipkicks are a good way to punish crouchers and predictable dickjabs. Both flipkicks are very unsafe on block, however many are hesitant to block punish the first out of fear of the second, so you can get away with it sometimes. Use uf n+4 if you don't want to risk getting launch punished.

### *Throw mixup*

Law is one of the few characters blessed with a launching throw, and with his myriad of pokes and strings has many opportunities to use it. However since it starts with a ff motion it can be somewhat predictable to break. Mix up ff+3+4 with f+2+3, which not only needs to be broken with 2, but also has a unique animation. Once opponents are suitably conditioned, revert back to the launch throw. If you have them ducking, start throwing out mids.

### *B+4, (3)*

When pressuring, many of Law's options are highly steppable, especially to the right, so this is an invaluable tool against players who are aware of this weakness. Both hits are natural combo, however they do not jail and the 2nd is high. If you suspect the opponent may block and duck, hold b after b+4, and go into a backturned mixup. B+4~b uf+4 often works against players expecting a high for a launch.

### *Backturned mixup*

Generally speaking, Law's backturned options aren't very good though, as most options can be launch punished by sidewalking left, but can be useful if used sparingly or if the opponent doesn't know its weaknesses. His main entries to backturned are 2 b+2, db+2 or b+4~b. From here he can:

D+4: Slowish low launcher. Launch punishable on block. Sidewalkable to the left.

Uf+4: Mid launcher. Block punishable. Sidewalkable to the left.

4,3: Delayable non jailing mid high. Punishable on block. Sidewalkable to the left.

2,2: Probably the best option as it can't be sidewalked to the left, but launch punishable on block. For it to natural combo you need to do it undelayed. The best thing about this move is

that the first hit leads to a combo on ch, and often goes unpunished due to the delayable 2nd hit., but be careful as the 2nd hit is launch punishable on block.

DB: Law shimmies away into a crouch. Goes a surprising distance, and can be useful to bait a whiff out. Slide mixup if they hesitate.

### *Wall Mixup*

Law's wallgame isn't especially intimidating due to a lack of splatting lows. As for mids, b+4,3 splats, as well as hit confirmable ff+2,3.

## **Defense**

Law's midrange keepout game is quite weak, while he does have some tools to stop opponents from recklessly rushing in, they're nothing out of the ordinary.

Up close however he can be just as dangerous to attack as when he's on the offensive. He has 2 types of parry to stop pressure, strong ch interrupters, and a variety of high risk high reward panic moves when you're feeling desperate.

### *b+3*

A tracking mid with decent range, however quite slow. Law doesn't have many mid range options, but this is one of them. Beware that despite being mid, the hitbox on this is still quite high, so will lose to moves that are low to the ground.

### Df+4 (3)

A fast mid with decent range, this doesn't do much damage and has poor tracking, but good for closing out rounds. If the opponent is very predictably pressing buttons after this you can go for the flipkick extension, but use with caution as it is very punishable on block.

Df+2

One of the better generic uppercuts in the game, this is one of Law's main keep out tools, especially against high crushing approaches. It's safe, mid, launches standing opponents and when used wisely is very hard to whiff punish on reaction.

F+4

A generic "magic 4", and Law's other primary tool when playing keep away. This is much faster than the uppercut, but has a smaller hitbox, only launches on counterhit, and is high. Always press forward when using this move to give it slightly better range and damage.

1,2,3

A favourite of Laws who love to press buttons (ie all of them). Quite irritating to deal with since this starts off a jab, all hits connect on counterhit, the mid knee at the end of the string has a surprising amount of range and comes out quickly after the jabs. If you see this coming sidestep the knee to the right for a launch, or jab interrupt the knee since it's considered airborne and will give you a float combo.

B+1,2,2

A fast, confirmable mid string with all hits connecting on counterhit. This string is good at catching opponents who try to mash out when at disadvantage, it has a few weaknesses though. First of all despite being mid it will go over many attacks that hug the ground. The 2nd and 3rd hits are both punishable on block, though Law may be trying to make you block punish it so he can finish the string. If Law delays the string, the 2nd hit is steppable to the right, and the 3rd is steppable to the left. Law players generally love to press buttons, so if you step correctly more often than not you can launch punish him.

D+2,3

A dickjab that leads to a full combo on counterhit. This is launch punishable on block by nearly the whole cast, so best avoided against better players, but against green ranks and below it often goes unpunished.

*Parry*

Even when at major, but unpunishable, disadvantage, for example after a blocked df+2, 1,2,3 or b+2,1, Law can turn the tables with his parry. If cancelled into DSS 1 f+4 is guaranteed. Don't get too predictable with this though, as it can be easily whiff punished. The punch parry is generally not recommended, though it can be useful against Steve.

*Uf+4 (3)*

Along with it's application as a mix-up tool, Law's somersaults will also go over low attacks.

*F+3+4*

A safe option for going over lows and hits grounded. Only launches on counterhit. Has decent range and useful in certain matchups against opponents who are often close to the ground, like Eddy or Xiaoyu.

### **Whiff Punishment**

Previously a weak area for Law, but considerably buffed in Tekken 7, Law can easily punish whiffs even from mid range now.

*3+4, 4*

Law's fastest mid launcher and has excellent range. Safe on block but the 4 is high and duckable. You cannot hit confirm this, you need to commit to it. The 3+4 by itself is jab punishable and goes over lows. Bait Law into trying to whiff punish you with this by throwing out a move that quickly recovers, blocking the first part of the string, the ducking for a launch punish.

*Ff+4,3*

Slightly slower than 3+4, but also has good range and goes very close to the ground, so useful in matchups against opponents who have a lot of evasive moves. Unsafe on block though so be careful.

*Ss+3+4*

Law's fastest punisher out of sidestep, guarantees a db+4 on the ground. Jab punishable.

*Df+2*

Law's other whiff punisher out of step. Slower and doesn't launch crouch, but safe.

### **Block Punishment**



Law's block punishment also has everything you could possibly need from both standing and crouching.

### Standing

-10: 112  
-11: 4,3 DSS  
-12: 3,4  
-14: 3+4,4 (also punishes moves with pushback)  
-15: df+2  
-18: uf+4

### Crouching

-11: ws+4  
-13: ws+1,2  
-15: ws+2  
-25: uf,n+4

## Combos

Screw moves:

B+2,1  
B+4,3  
3,4  
DSS 3  
b+3

### Staple combos

Launch, f+4 u+3, b+2, B+2,1 S!

Enders:

easy: ff+2,1,2

Medium: dash f+4,3 DSS f+3

Hard: dash f+4,3 DSS f+4

Wall carry (easy): dash, d+2,3

Wall combo

F+4,3 DSS f+3

## Rage moves

Rage art: 1+2 - it's a standard mid rage art, launch punishable on block

Rage drive: db+4, 3+4 - A buffed version of dragon tail. Start up is still just as slow, but it's much safer on block (-13 standing) and does more damage. It also causes balcony break and wall splat, though Law recovers too slowly to combo out of it.

## **Round-Up**

Law can steal some cheesy wins at lower levels of play. However, at higher levels his linearity, general lack of safety and weakness to control the mid-range game are much more obvious. A number of technical requirements also become essential, like smooth DSS cancels and slide mixups.

Due to his effectiveness at close range though, both on the offense and when defending, and high combo damage especially on walled stages, he remains one of the stronger characters even at the highest level of play.

Tier Ranking: S

Difficulty: Intermediate

## **Anti strats**

### **5 Tips to Liberate Law from his endless suffering**

1. Try to beat him in the mid range

While Law is very effective upclose, his ability to control space is pretty mediocre. Try to keep your distance from him and beat him in the midrange game.

2. Punish him properly

Law is one of the most punishable characters in the game on block, especially by online players who tend to abuse moves such as d+2,3, dragon tail and flipkicks. and if you aren't punishing him properly he'll walk all over you.

### 3. Sidestep

A lot of his key moves have poor tracking, especially to the right, though do watch out for “I can’t believe it tracked” df+2. His b4 is also a strong tracking option, so watch out for that. A notable exception is his running 3, which like all running 3s, needs to be stepped left, and his backturned options, all of which are sidewalked left.

### 4. Don’t fear DSS

He can’t really do much damage out of DSS. All throws can be broken by pressing 2, and his low does puny damage. He only gets major damage if you press buttons, so don’t. All his options from DSS can be easily stepped except for the slow tracking high and f+2,2

### 5. Pressure him with caution

Law has many options to turn the tables on opponents who lay the pressure on him. Let him overextend himself and punish accordingly.

*Strings you should be punishing*

Df+3,3,3 / 4

Pure gimmicks. Immediately low parry when you see the mid.

B+2,3,d+4

The signposting from the string makes the dragon tail easily blockable on reaction.

*Moves you should be block punishing*

F+2,2,1+2: -13

D+2,3: -16

Df+4,3: -16

Uf+4: -16

Uf+4,3: -16

Blahblah rest later