

DOA 6 Momiji Combos:

If you edit, please use a new color

Table of contents:

General combos

Light weight (tested against Kasumi):

Mid weight (tested against Tina):

Heavy weight (Bass):

Danger Zones

Firecrackers

Egg

Explosive Barrels (Ship)

Tank/Gas Canister (Chinese Festival lower level)

Blue Car

Red Car (Museum)

QCF = 236, QCB = 214

General combos

Light weight (tested against Kasumi):

Normal hit:

QCF P, KP, 6PP

66PP, 4P+K8, PKK, 3P+K

33P, KP, 3P4PP

QCB PP+K, K, 6PKK, P more dmg
QCB PP+K, K, 6PKK, K better carry

Counter hit/stun:

QCF P, 4P+K8, PKK, 3P+K
66PP

8K all the same as QCF P
66K

33P, 3KP8, PKK, 3P+K

QCB PP+K, K, 4P+K8, 3P+K (only when 2nd hit counter hit)

Holds:

Mid kick hold, 6PK, 3P4PP
Low kick hold, charge P+K nearly full and mash P

Throws:

Double jump T, KP, 4P+K8, PKK, 3P+K
Double jump T, KP, SSSS

66T at wall,P, KP, 6PP

Mid weight (tested against Tina):

Normal hit:

QCF P, 6PKK, P/K
33P

66PP, KP, 3P4PP

QCB PP+K, K, 6PKK, P more dmg

QCB PP+K, K, 6PKK, K better carry

Counter hit/stun:

QCF P, KP, 3P4PP

66PP

8K

66K, 6PKK, P

more dmg

66K, 6PKK, K

better carry

33P, 4P+K8, PKK, 3P+K

QCB PP+K, 2P, 4P+K8, 3P+K (only when 2nd hit counter hit)

Holds:

Mid kick hold, 6PK, 3P4PP

Low kick hold, charge P+K nearly full and mash P

Throws:

Double jump T, KP, 4P+K8, PKK, 3P+K

Double jump T, KP, SSSS

66T at wall,P, KP, 6PP

Heavy weight (Bass):

Normal hit:

QCF P, 6PKK, P

QCF P, 6PKK, K

33P same

66PP, KP, 6PP

QCB PP+K, K, 3P4PP

Counter hit/stun:

QCF P, KP, 6PP

66P

8K

33P

66K, 6PKK, P

66K, 6PKK, K

QCB PP+K, K, 6PKK, P (only when 2nd hit counter hit)
QCB PP+K, K, 6PKK, K

Holds:

Mid kick hold, 6PK, 3P4PP

Low kick hold, charge P+K nearly full and mash P

Throws:

Double jump T, 3KP8, PKK, 3P+K

Double jump T, KP, SSSS

66T at wall,P, KP, 6PP

Danger Zones

Firecrackers

<https://st.reamable.com/f3f8c>

Made by Somberlain

Egg

66K,SSSS mash 8K to have it hit as high as possible

Egg to Wall:

Freestep left > 5KP > 4P+K8PKK > delay 3P+K

<https://www.youtube.com/watch?v=VhLZGlylqEs>

Explosive Barrels (Ship)

QCF P+K PP 82T

QCF P, SSSS slightly less dmg without using break blow

Tank/Gas Canister (Chinese Festival lower level)

9P PKK, 3P+K

Blue Car

Everyone else:

KP, SSSS

Heavy:
8P, SSSS

Red Car (Museum)

Light
KP, 4P+K8, PKK, 3P+K

Mid
KP, SSSS can be tricky to hit, but if you only get the P that's also okay

Heavy:
SSSS