

2.0 Linne Video Doc

This doc is for everyone to add and share their tech as well as other videos they find. Any tech found MUST share a video, text should be added below each link to add a bit of a description and any details you have regarding it.

Meterless Combos

<https://twitter.com/mrblazguy/status/1198015403261341696>

- Counter hit 214[b] can solo confirm with 2A

<https://twitter.com/mrblazguy/status/1198019654813396993>

- Long range 2B confirm

<https://twitter.com/mrblazguy/status/1198020538742059009>

- Close range 2B confirm

<https://twitter.com/mrblazguy/status/1197764228171599872>

- Stable 5B confirm, ends with 214AA safe jump, 6k

<https://twitter.com/Game650/status/1197681947557842944>

- Very stable long range BNB
- Max range 2C confirm, 5.6-5.7k depending on the route you are most comfortable with. I generally recommend doing 2B after 214[B] due to 2B moving Linne forward setting up jAAB more reliable
- Inputs: 2C 5B 214[B] 2B 5BBB 2C jAAB 5BBB 214AA
- Inputs: 2C 5B 214[B] 2B 5BBB 2369A jAAB 5BBB 214AA

<https://twitter.com/Game650/status/1197390543757565953>

- Practical 2C starter
- 6.1k meterless combo, ends in safe jump
- 2C 5BBB 2369A 5BBB 2369A jBAA 5BBB 214AA
- Note: the jBAA can be changed to jAAB, jB just scales better when used first

<https://twitter.com/Game650/status/1197390055804788736>

- Practical 2C starter, ends with Cross Raid safe jump
- 7.3k meterless cross raid combo, this is a very strong combo route when you don't have assist gauge available and just want a nice safe jump also.

- Inputs: 2C 5BBB 2369A jBAA 5BBB 2C 5AAAA->A
- Note: the jBAA can be changed to jAAB, jB just scales better when used first

<https://twitter.com/Game650/status/1197389097234362369>

- Semi-practical, 5B anti-air starter, ends in safe jump
- The most optimal meterless combo she has that doesn't use assist or cross raid, so it's valuable to use some variation of this in order to save resources.
Semi-practical due to needing the TK kuuga after 5BBB which is hard if it's not an anti-air.
- Inputs: 5BBB 2369A 5BBB 2369A 2C jBAA 5BBB 214AA
- Note: the jBAA can be changed to jAAB, jB just scales better when used first

<https://twitter.com/Game650/status/1197396972501532672>

- Not super practical because you are calling assist ahead of time, ends in safe jump
- 7.1k meterless, 214[B] is her best starter with 90 P1 proration, find an assist that is delayed enough and you can do this combo without wasting assist gauge! If you can find an assist super delayed enough (spitballing: Wald?) you may be able to block string pressure with 2C + assist 214[B] and find time to combo this
- Inputs: assist 214[B] 2C 5BBB 2369A 2C 5BBB 2369A 5BBB 214AA

<https://twitter.com/Game650/status/1197397670232354817>

- Decently practical if you are doing a block string and they get hit by the 214[B] low, you will want to call assist regardless to make this safe on block, ends with cross raid safe jump
- 8.2k meterless, 214[B] is her best starter, use it with assist to really deal some damage
- Inputs: 214[B] assist 5BBB 2369A 2C 5BBB 5AAAA->A

<https://twitter.com/Game650/status/1197676921464606720>

- Impractical, ends with cross raid safe jump

- 9k meterless combo, requires opponent to get hit by frame trapped 5BB->B into 214[B]
- Inputs: 5BB->B 214[B] + assist 5BBB 2369A 2C 5BBB 5AAAA->A

Metered Combos

<https://twitter.com/Game650/status/1181461541268246531>

- A bunch of optimal meter combos
- Combo 1: 5 bar 10.2k anti-air combo, not too practical since it requires the opponent to be high enough so you can link 236C after the 5B 214C starter
- Inputs: 5B 214C 236C 66 5B 236C 66 2C 5BBB 2369A 5BB 214BC
- Combo 2: 5 bar 9.8k combo, practical combo since there's no inherent requirements other than being close to the opponent so it's good for DP punishes.
- Inputs: 5B 236C 66 236C 66 5B 236C 66 5BBB 2369A 2C 5BBB 2369A 5BB 214BC
- Combo 3: Resonance Astral combo, grab starter, begins with 3 bars
- Inputs: Grab 236A jBAA 5BB 214B 4A 5BBB 214B 22BC
- Combo 4: Resonance Astral combo, 5B starter, begins with 3 bars
- 5BBB 2C jAAB 5BB 214B 4A 5BBB 214B 22BC

Neutral Applications

https://twitter.com/Omnix_SRW/status/1197740530547011585

- Confirming long range zoning with hyde assist into burst safe combo path

Sandwich theory by Die-Lin:

if you get a sandwich with dive kick + assist or roll + assist or just iad + assist, during the blockstun from the assist press 5b then delay the next b so the blockstring drops. as soon as you press the second b press D at the same time to get active switch. if they get hit by the second b you can press b again so linne can do the complete 5bbb (makes it easier for your switched partner to combo) but if they dp they wont auto correct in time to catch the active switch, giving you the free punish.

<https://twitter.com/DyingLyn/status/1047665816869769217>

you can also do the same setup but by doing 5bb and switching during the final b of the string, since there's a pretty big gap. this one is harder to time since you have to activate cc as soon as you press the second b, or else they'll be able to dp you.

<https://twitter.com/DyingLyn/status/1042982477948567552>

as for approaching with cc without a sandwich here's an example

<https://twitter.com/DyingLyn/status/1047669315254845440>

you can do this easily by starting with air kuuga or divekick. if they end up blocking the setup you can just continue with a sandwich setup.

Match footage

<https://youtu.be/wQdfb3oj8co>

- 12 matches of Linne/Gord vs Ragna/Susanoo
- Lots of good set play and neutral mix ideas

<https://youtu.be/DwXDhtwAL7c>

- Some day 1 2.0 online match footage with Linne/Gordeau

https://youtu.be/p_uTHe9zCJU

- Pre 2.0 matches with Linne/Gordeau