

Tekken 8 Jun Guide

Season 2



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Intro

Jun is a versatile yet precise character who has limitless options to subvert, feint, and ultimately pulverize opponents with. She thrives on the back of complex stances that are deeply intertwined with each other, high damage combos that inflict self damage, powerful keepout akin to Asuka, as well as healing and install mechanics that can be utilized in and out of combos.

Mastering her involves a lot of thought, as most of her moves have unique gimmicks to circumvent the fact that her frames are slower than most. Her lows are normally pretty timid, but become nightmarishly strong when in crouch and in stance, encouraging you to flow between her different states for more powerful offensive threats. She has a lot of built in travel on her attacks and stance transitions, creating a pretty unique sense of movement. Also, her parries and defensive moves are best in class, with some of the strongest punishment in the game, terrifying keepout with d3+4/b3, and a generous set of reversal moves.

If you need a basic understanding of Tekken, including input notation or universal references, check out this [Fundamentals Guide](#).

I've also created a TL;DR section which is useful if you want a quick glance at how to play her - it can help you tie together moves and start somewhere without worrying about every single move. The guide is organized in sections, so bounce around if it helps.

Basic Properties:

Punishers:

Neutral			Vs. Lows		
i10	12 uf1	13 dmg, +6 on hit 36 dmg + wall	i10	d1 FC df1	5 dmg, +6 on hit 36 dmg + wall
i12	214	28 dmg, -1 on hit	i11	ws4	21 dmg + kno
i13	1+2 b42	26 dmg + heat 31 dmg, +5 on hit	i12	ws11 ws14	21 dmg + stances 30 dmg, +0 on hit

Neutral			Vs. Lows		
i14	3	20 dmg + wall	i13	ws21	32 dmg + wall
i15	df4 db11 1+2	22 dmg + wall 45 dmg + wall	i14	ws3	Combo, ~70 dmg
i16	df2 df2~1 uf43	Combo, ~65 dmg Combo, ~80 dmg Combo, ~70 dmg	i18	ws3+4	Combo, ~80 dmg
i17	f2	Combo, ~75 dmg			

*Keep in mind uf1 and FC df1 both hurt Jun, and db11 1+2 heals her.

Move Properties:

Homing moves: 122, f32, u2, f4, df3, ff3, MIA 1+2, IZU f1+2

Armor moves: b3+4, GEN 2, IZU 1+2, 2+3

Stances: Miare (MIA), Izumo (IZU), and Genjitsu (GEN)

Tornado Moves: f34, ff22, df4, ws3+4, SS2z

Tornado Moves (Self Damaging): D1+2, b212, B32, uf2, uf43, ws112, IZU 11, IZU 2, MIA 1

Heat Engagers: 1+2, f2 1+2, SS4, IZU 3, MIA 2

How to Play

Jun's a *lot* to take in, so I'm going to start with a brief rundown of how to conceptualize playing her before analyzing specific moves. Finding your rhythm can be difficult till you develop fluidity with her, but don't get discouraged - when everything clicks she is extremely potent.

We can start with spacing - while you are distant from the opponent, you have several moves that can make it tricky to approach her, namely d3+4 (CH people who approach you), b3 (evasive keepout with mixups), and f2 (great for punishing whiffs from a distance). Additionally, when you're in heat you have access to one of the longest range moves in the game with her heat smash (2+3 during heat) with its blazing fast i13 startup. She's a veritable wall when she wants to be.

If the opponent gets past her midrange, half of the aforementioned moves are still killer, and things like d3+4 can push back on block to help force them back to longer

distances. Additionally, you have things like her parry (b1+3) that have a generous window and catch both highs and mids, kicks and punches, as well as a damaging sabaki with f2+3 to catch jabs. She has an i12 magic 4 (neutral 4 input) that can CH into 3+4 for solid damage, and her low crush options are plentiful (d3+4, uf3, uf43, 3+4, etc), making her tricky to pin down even up close. Her armor move (b3+4) is serviceable, though not great.

When it comes to approaching and attacking, she has to be a tad passive at longer ranges, since none of her moves really give you easy block pressure or contest running moves very well (unless you are in heat mode, where her heat smash bulldozes everything from full screen). However, from mid-distance, she has a *ton* of moves that can populate this space: f4, df3, ff3, f3+4, u2, d44, d3+4, db2, f2d, etc. While most of these don't give you easy + frames, they tend to do a ton of damage on their own, and often feature built-in mixups or have special features that make them difficult to deal with even without explicit frame advantage. You really have to learn her movelist to get the most out of these.

Up close she can be fairly oppressive as well. Since she has so many subversive moves under her tool belt, a lot of players can end up playing passively against her, giving you time to go for more complicated stance mixups (check the stance section) or enter crouch for more pressure. Her pokes do fine here too - f4 is just killer and her homing moves like df3 can be *insanely* oppressive at the wall. B21 can be good, though you'll have to mix it up with b22 against good opponents or simply do the first hit of the string, which stifles her pressure a bit. Don't underestimate her jabs and df1 either, they may not have the most oppressive frames but they do chunky damage and have tons of built in possibilities as well. Her command grabs are crazy good too, don't forget to use them.

Keep in mind she doesn't have an i15 launcher. To punish -15 moves, you'll want to use db11 1+2.

Moves

Main tools:

12: (i10 | -3 block | +6 hit | 13 dmg) **12ss:** (+1 block | +10 hit) **122:** (NCC | +6 block | +11 hit)

Her jabs, like every character, are very useful. 12 into sidestep gives you pretty poor frames on block, but when it hits, going into SS2 is pretty air-tight and SS4 can only be intercepted by jabs. This makes it a pretty decent followup if you punish something

with basic i10. 122 is guaranteed on CH, but duckable on normal hit, making this pretty risky. If they don't duck, it's very + on block, and on hit pretty much every option from stance is enforceable. You can also throw 124 against them, which will cover the high extension with a -12 on block mid, but it isn't NCC either so the only chance of landing it is if you catch them ducking. 13 also exists, and while they can normally block the second hit if they expect it, it's guaranteed on counter hit (NCC), while also leaving you +2 from the low, which makes it worth sneaking in sometimes.

21:

Kind of a weird string. 21 is safe and ends on a mid, but does little damage on its own. The 21 1+2 extension can surprise people who retaliate and potentially pin them to the wall, while leaving you +2 on block and doing good chip damage in heat. However, it's a high which leaves you vulnerable to ducking. 214, though mid, is unsafe which should encourage you to finish the string. You can do so with 2141, which is a safe mid that does chip damage to the opponent at the cost of a bit of health (and ridiculous chip in heat), but can be stepped to one side and punished. If you opt for 2143 instead, you can stop them stepping at the risk of them ducking instead, though you'll only do chip damage in heat. Both hits will wall splat, and with the wall impeding step in some situations, this string definitely shines there.

DF1: (i13 | -3 block | +8 hit) **DF12:** (-4 block | +6 hit | 22dmg) **DF11:** (-11 block | +2 hit | 27dmg)

Her DF1 is much stronger than prior games. At -3 on block, just the first hit allows you to still do quite a lot - step, parry, subvert etc. as well as keep up the poke pressure with the threat of follow ups. DF12 can lay on extra damage with a safe high extension, and the opponent might not want to duck it due to the threat of DF11 mid extension, which is only mildly punishable. Both extensions are NC. If either extension's 2nd hit lands on its own through counter hit, you get extra juice - DF12 grants a guaranteed jab, and DF11 slams them for possible wall combos, albeit at a bit of an angle.

F4: (i19 High | +3 block | +13 hit | 21 and 39 dmg)

This move is absolute insanity. It has a good range, is homing, + on block, and so massively plus on hit it that it gives you guaranteed follow ups. It makes the mid range a huge trial to cover for the opponent, while closing down step and giving you advantage on block. At +13 on hit, you have the guaranteed followup options of df11 for damage, and 12~ss/122 if you want to try some trickiness. The only obvious weakness is that it can be ducked, so don't get predictable.

B21: (i14 | -9 block | +2 hit | 17 dmg) **B22:** (same frames | mid) **B21F/B:** (GEN and MIA)

Fast, nicely ranged move, albeit with somewhat underwhelming frames. The mid from b22 can cover the high extension while remaining safe. It is sufficiently + on hit to be

good either way, and while the frames on a blocked b21 seem quite slow to stage any stance pressure, she has one or two subversions from here. The frames on block line up such that B21F catches grabs, crouch jabs and fast lows for a reversal thanks to GEN stance. Additionally, GEN 2 will armor through almost anything (including jab), and GEN 1 will crush highs quickly enough to beat anything slower than jabs. You can also beat jabs by crouching from GEN with d/df/db. Additionally, B21B into an immediate side step from MIA will beat jabs/df1/most pokes pretty readily, but you will be unable to block during the step. B22 is a tremendously complimentary extension, and serves as a way to check people for trying to duck the high of b21. Despite being a mid, it's safe and *still* a natural combo, which is fantastic.

D3+4: (i14 NCC launcher | -6 block | 5 dmg and ~80 dmg combos)

This move is easily one of the best CH's in the game. The initial hit causes the 2nd to jail, which means the only way they can duck this move is if they block the initial hit. It does pushback on block as well, which helps reset the situation and create keepout scenarios. You get 5 damage from the low regardless, but on CH, you can reach 100+ with walls, which is crazy good. On top of its very fast startup, you can beat a lot of lows with its almost immediate low crush window.

F2: (i17 | -18 on block | ~75dmg combo) **F2~1:** (-9 on block | 36 dmg | 70+ dmg heat dash combo)

If you tend to stay back, many people will throw out attacks and end up whiffing. If you're fast, you can launch them with this move from almost anywhere thanks to its *insane* range. It's really one of the best whiff punishers in the game, and does great damage, but it's intensely unsafe on block, which means you should reserve it for clear whiffs. If the opponent whiffs closer to you can use df2~1 for slightly more damage, and it's slightly safer to have blocked.

F2~1 turns the move into a safe, self damaging move that is also a heat engager on hit. The range helps it turn from a whiff punisher into an aggressive move that is great at fishing for heat. You can turn it into an approach move by spending your heat dash from here, and you'll get full combo conversions from this as well. Keep in mind, this extension can NOT come out if the initial hit whiffs entirely - it needs to land on block or hit, so be careful.

The extension is also a great compliment to one of her strongest feints, F2~d. With this, you have a credible threat of a move into a deceptively fast transition to crouch, and due to the forward movement of this attack it creates a perfect set up to go into crouch/WS moves instead. With the ambiguous timing of the situation, you can easily score WS2 CH's or cause them to freeze for FC df2 (which also CH launches) or FC df3.

FF2:

This move isn't just for combos, it has a ton of possibilities. You can do FF2 on its own, though this is unsafe on block. FF2F into GEN can be useful, even on block, since 1 beats jabs, 2 still beats almost everything. FF2B into MIA on block can sidestep to evade most retaliations including jabs. And finally, her FF23 and FF22 is a safe high and an -13 on block mid which can help with people mashing to beat the stance transitions. Both hits are slightly delayable while still being a natural combo, which can help you react to whether it will land as a hit or not. On hit, FF2 alone is +3, but more importantly while all her stance transitions become sufficiently + on hit to allow for all their moves to be uninterrupted. Pretty neat.

B3: (i16 | Multiple extensions | ~60dmg combo)

This move is a major pain to deal with. It crushes lows, and while it doesn't crush highs, it has some mild evasion against just about everything. It also keeps Jun from moving forward on the initial hit, which makes it less vulnerable when it whiffs. Note that B3 on its own doesn't give much, but several of the extensions can lead to combos. Firstly, B32 gives a combo with an early tornado, and ends up making it safe on block in exchange for health, though it can be stepped. Alternatively, you can do B34D, which performs the low kick followup instead (which complements the mid alternative neatly). Holding down lets you recover crouched from the low kick so that a followup ws2 can convert it into a combo.

U2: (i23 | +6 block | +11 hit) **F32:** (i16 | +6 block | +11 hit | 30 dmg) **F3:** (-9 block | +7 hit)

U2 and F32 both lead to Izumo for powerful mixups, the latter being a natural combo but that ends on a high. F32 starts faster, does more damage and leads to the same situation, but with a chance for your opponent to react and duck the second hit as opposed to doing a raw U2. GEN 1, 3, 1+2, f1+2, and 2+3 are pretty enforceable from these transitions even on block, while on hit the whole stance is all but impossible to interrupt. You can use just f3 if you want to test the waters on whether they'll duck the 2nd hit on block, but the side step transition from f3~u or d is useless and you tend to give up your turn at -9.

SS4: (i18 | + on everything | Heat on hit | 20 dmg)

This move can be very oppressive. It's a top tier choice after knocking someone down and chasing the tech roll, as it's super plus on both block and hit, and a whopping +17 when it connects and you enter heat. Worth noting that in heat it can also become a launcher if you spend your gauge by holding forward.

UF3: (i20 | -6 block | +5 hit | CH combo)

This is a safe mid that jumps lows, and which CH's for a full combo. The frames are nothing to write home about but it covers a decent distance. Generally useful for approach, a good complement to F4, and a safer alternative to beating lows than a hopkick.

B1+3: (i5 | 25 damage)

This parry is relatively flexible. It takes 5 frames to come out, with a 7 frame window, and it catches, highs, mids, punches and kicks. It cannot be held like Asuka's though, so punishing it is pretty easy - make sure you catch something with this or don't use it at all. Chickening (reversing a parry) has been removed in Tekken 8, so it just became an option-select in tons of scenarios. Like other parries it can't stop lows, elbows and knee moves, and grabs are guaranteed against it.

4: Keeps a bit of the magic 4 power from tekken 7. At i12 and safe, she doesn't get a full CH launch, but you can use f2 to do 36 damage, or 3+4 to damage yourself and do 48 damage.

D1+2: (i26 | -9 block | ~65 dmg combo)

High crushing back swing blow that leads to big damage combos. It is safe on block to boot, but you damage yourself a bit with this move. Despite being a bit of a backswing with high evasion, this thing has absolutely huge forward range as well.

F1+2: (i12 | +2 block | +26 hit | Miare on hit)

This strange little move is +2 on block, with an i12 startup. You spend a bit of health to do it, but you can spam this a ton if the opponent can't back up and it will automatically lead to MIA on hit. On CH, you can even connect into MIA 2 guaranteed. The opponent will glow on CH, allowing you to visually confirm into the MIA 2, making this an ideal and relatively safe setup at the wall. Keep in mind it's a high, though it looks like it would be a mid.

Lows:

FC DF2: Maybe her best low, only slightly unsafe and CH's into guaranteed ws3 for a full combo, while high crushing throughout. Neutral on hit, but since it leaves you crouched, you can access ws4 and ws2 which beat a lot, and the opponent may hesitate to jab in case you do another FC df2. Check out the crouch game section to see how you can set it up.

FC DF3: A great compliment to FC df2. Though it's much less safe (launch punishable), it will knock down the opponent on normal hit, provided you are in clean hit range (close to the opponent). You recover in standing position, where you can follow up with some

decent ground hits like f2 or d1+2 for free. It's great against people who play passive in an attempt to not get CH by her other crouch options.

DB2: Decent range, high crushes, +2 on hit. The start up is *just* slow enough you might be able to see it, but it is almost indiscernible from a ton of her other moves. Decent to use to mix-up her SS1+2 for instance, which looks very similar on start up.

D4: (i15 | -12 block | -1 hit | 10 dmg)

D4 is a decent, long ranged low poke, and perfectly usable without the extension. D44 is an NCC. You can't really delay the second hit, so you have to bank on catching something, try to react to the opponent's move to spot CH potential before you land the hit, or just hope the opponent doesn't duck.

B1: (i29 | -10 block | +6 on hit | 44 dmg CH)

Normally, I'd look at a 29 frame startup speed and discount a move immediately, but this move has some other things going on. For one, at -10 on block its relatively low risk for a low, being unpunishable even by ws4's. While most people can react to the start up, the fact that it has CH properties means you can try to catch people with it during aggression. It is evasive and crushes highs, while having decent range as well, so it's usable despite being exceptionally slow. The safety on block, and +6 on hit make it very ideal as a followup to ff3 3+4 wall ender oki - the opponent will be hesitant to duck and can confuse the startup animation with d1+2 and other moves, and if you time it right they can't low parry for the first few frames after recovering.

DB3: A humble, generic low poke. Does 14 damage. At -12 on block, it carries very little risk in most matchups. Sometimes you just need a low. At +2 on hit, it's fast enough to help enforce followup jab strings, 21 shenanigans, f1+2 and CH 4.

Wall:

DF3: Safe mid wall splatter, very straightforward. Its homing property helps her shark around walls and keep people from trying to weasel out of it with lateral movement.

DB11 1+2: This move is an absolute monster of a wall punish. It does a whopping 45 damage *before* the wall splat, causing your opponent to violently shit their pants as you do 80+ wall combos. Be SUPER careful though, it's -15 on block which leads to as much damage in return if blocked. Whiff punish only. This move also has the side effect of healing you when it connects, both for a lot of white health due to the number of hits, as well as extra permanent health recovery on the final hit.

SS2: Very damaging wall splat move, though not quite as much as db11 1+2. However, it is safe and therefore can be tossed out a lot more liberally. Also heals on hit.

B3+4: A possible wall splat move, being armored helps it to cut through someone mashing their way out of the wall. -12 on block though.

SS4: It is difficult to back up and out of SS4's range at the wall or after recovery from the ground, where this move shines by giving you insane momentum on block. It'll often get someone to mash at the wrong moment, and occasionally whiff punish opponents if you manage to step their attack with it. On hit, it gives you heat, and if it lands after heat is spent it will force the opponent to crouch, which further limits them. When in heat, you can spend the heat dash to turn it into a launcher on hit.

D44: This move only gets dumber at the wall. Whether it's a CH, or a stray 2nd hit out of nowhere, this thing can get you a lot of wallsplats.

The Stance Dance

[Quick summary vid](#)

This is where Jun gets complicated. She may look like she has 3 stances, but in reality she kinda has 5 - Gen, Mia, Izu, side step and fully crouched. Let's pretend they are a web, where you can flow from one to the other in ways I'll explain.

Let's start with Miare. If you hit B1+2, F1+2B on hit, WS11B, B21B, or FF2B you are in Miare.

Miare can go into Gen by holding forward. Miare 1 hurts you and 2 is unsafe, but you also have MIA 1+2 from here, which is a low risk mid that crushes highs fairly quickly and is + on block, to aid with a follow-up Izumo transition (I'll cover that stance a bit later). However, you can also pursue less immediate options by holding forward from Miare to enter GEN, which can help cover distance and open up some good options while in heat.

If you enter Gen, you can cover against an aggressive opponent with your GEN 2 armor move. This helps give the transition to GEN (from other stances or raw f3+4) some much needed enforcement against blind mashers. How does one beat an armor move anyway? With a low or a grab. Precisely the things that GEN counters naturally if you don't press anything in stance.

GEN d/df/db can act as a transition to crouch as well as an approach, which will conveniently put you in range for her otherwise shorter moves from crouch. You can even enter crouch with GEN 3 into d (which forces the opponent to crouch), and the extension threat of GEN 32 can help to cover counter-aggression. The principle low from here is GEN 1, which will also leave you crouched *and at advantage on hit*. WS2 from Gen~d is a great counter hit if you go for feints, as it will launch opponents who are late to counter your crouch transition, while remaining safe on block. You can also go FC df2 to make their life harder while subverting highs. GEN transitions and F3+4 into crouch can also help you close the gap for her FC db1+2 grab, which is insanely deadly.

So how do we transition from crouch? Well, you have the handy dandy move with WS11. This can let you go back into GEN with forward, or MIA with back (which can lead back to other stances). Perhaps the weakest link with ws11 is that it's a high high. You can do WS14 to counter them crouching with a mid, but this stops you in your tracks unless you go for the risky WS142 extension... which by the way, leads back to crouch.

FF2 is a very interesting option from crouch - the ff input naturally cancels crouch without needing to stand up or step out of it, and in turn FF2 allows you to go into GEN or MIA with f or b, as well as having a high and mid extension (ff23 and ff22) to suppress retaliations as well.

Now we can look at side step. You can side step upwards from crouch, or do it manually from neutral, which allows you to use most of your movelist from here, as well as side-step specific moves. You can also enter side step from MIA or 12~u/d, though you can't block from these and you'll only have access to step specific moves like ss4 or ss2 - you won't be able to do, say, b21 part way through the step like you would with the manual step. However, the step from MIA is incredibly evasive, more so than her regular side step which can help cover transitions like b21b~MIA u, where you will dodge most counter moves even if b21 is blocked. From here we can do stuff like ss4/ss2, or SS1+2 to go back into crouch with advantage on hit.

MIA has another trick up its sleeve. Doing MIA 1+2 leads to IZU, just like her u2. The nice thing about all of these transitions, is that they are very + on block, though they are highs.

IZU is the stance with the most aggressive direct mixups, but the fewest transitions to other stuff. IZU 1 is a safe high check that can go into GEN or MIA with forward or back, or you can gamble with IZU 11. IZU 3 and 41 is your mid/low mixup. IZU 2 is... a bit cavalier but it's there if you really need to force the transition. IZU 1+2 is unnecessary to enforce a blocked transition to IZU, but if your transition move was ducked or misses,

this is maybe the safest way to recover and avoid getting launched by a WS move. IZU f1+2 is your safe tracking mid, and on CH it gives you df11 for free which makes it extremely ideal when you aren't sure what to go for.

There is one final transition you can do: the first hit of IZU 4 leaves you crouched on hit. Not sure it's worth giving up the damage over the full string, but if you want to keep the stance dance going it's there.

Stance Transition Summary:

MIA: B1+2, B21B, F1+2B (on hit), WS11B, FF2B

1+2 to IZU

F to GEN

Up or down to SS

GEN: F3+4, B21F, MIA F, FF2F

GEN 3d, GEN 1, D/DF/DB to FC

IZU: 122, U2, MIA 1+2, F32, F1, 11

1f to GEN

1b to MIA

4 to crouch

FC: Crouch, GEN d, GEN 1, GEN 3d, IZU 4, F2~D, SS1+2

WS11F, ff2f to GEN

WS11B, ff2b to MIA

Up to SS

SS: Up/Down, MIA~u/d, 12~u/d, F3~u/d

1+2 to FC

Rest of movelist into anything

*Only manual step/crouch cancel allows the rest of your movelist during step

*Moves from neutral that leave you crouched: F2~D, D1, DB4~D, UF3+4, B1~D, DB2

*Moves that go from crouch and back to crouch: FC D3+4, FC DF2, WS1+2~D, UF3+4, WS142, UF3+4

Crouch game:

I'll give this its own section, as it's basically a stance for her and has a ton of useful moves. You'll generally enter crouch from feints such as f2d, f3+4d, and GEN 3d, where

the CH power of WS2 and FC df2 can murder retaliations, or through moves such as db2, GEN 1, or SS1+2 where you are plus on hit, and can enforce your frames with checks like ws4/ws11 and FC options like fc df2.

WS1: This move is a springboard for a lot of different options. WS11, which leads to a ton of options but is high-high, can be covered by a mid instead with WS14, which is mildly unsafe but has an additional low punch with WS142 that is launch punishable, which in turn forces the opponent to occasionally let the 2nd hit slide. If they can't react or give up on ducking, WS11 leads to MIA and GEN with B and F, and if they attempt to retaliate you have 2 mid options as well as stance subversion to beat them with.

WS2: (i13 | CH launch | -8 block | +5 hit)

This move is a safe mid CH launcher with insane range, that is also + on hit. Crouching can make people nervous and retaliate, which helps WS2 land as a counter hit, and it serves as a solid cover for GEN d cancels and similar feints. The extension with WS21 is more of a wall splat move, but the fact that its a mid helps shore up the fact that its punishable at -12.

WS 1+2: Powerful counter hit move from crouch that can go into combo. Safe on block, and can be canceled for full crouch mixups. You can also get the CH and follow up with df11 for unscaled damage, which almost nets you a combo's worth of damage while leaving them standing. The range on this move is sufficient that unlike other moves from here, you don't actually have to be close to the opponent in crouch to utilize it.

FC DF2: (i16 | -11 on block | 0 on hit | 12 dmg or 80+ combo)

This low is pretty interesting. Measly damage and frames on hit, but very low risk on block and a full combo on CH with WS3. She crushes highs during the entire attack, including the recovery, which makes it pretty slippery.

FC D3+4: This is a long range mid that can recover standing or go back into crouch with down, and is +5 on hit. It's -6 on block but contains the threat of the extra kick from the 3 extension. The 3 extension is 0 frames on block and knocks down, making it very tempting to use for little risk. Great move to use as a mix or followup to FC DF2.

Kazama Essence

This is essentially an extra resource Jun can build. You

Combos

[Video Example](#)

Notes:

Keep in mind, 30% of self-inflicted damage is regular health (not the white kind), which adds up if you do several per combo. However, recoverable damage early in the combo can be won back with the subsequent 3 or 4 combo hits, unlike the moves at the end of the combo (GEN 2, GEN 32). You do about half as much to yourself while in heat too.

It's totally fine to ignore your own healthbar during combos, since you can't kill yourself with self damage anyway. However, I've included alternate routes that are better for your health bar, though they aren't as damaging - IZU 11, db11 1+2, and SS2 can all recover health *and* white health, which can make it a compelling choice.

Additionally, although GEN 32 and GEN 2 are decent enders, they do not carry opponents to the wall consistently, so I highly recommend checking out the subsequent wall section to modify your combos for wall interactions. I'm purposefully omitting anything too inconsistent or character/axis dependent, especially when the tradeoff is just 1 or 2 more damage. Keep in mind, full Kazama essence adds 3 damage to d1+2 and MIA 2 in combos.

MIA/GEN/IZU are her stances, and SS stands for side step. **For any combo ending in GEN 32, delay the second hit to strike the opponent grounded, and do additional damage. Damage listed is counted with this in mind.**

Routes:

DF2:

Easy (74): 4, b42, f3, b21b~MIA 1+2, IZU 2, f3+4~GEN 32

Damage (75): ff2b~MIA 1+2, ff2b~MIA 1+2, GEN 2, f3+4~GEN 4, ff2f~GEN 2

Health (64): 4, f3d~SS2, f3+4~GEN 4, ff2b~MIA 1+2, IZU 1+2

DF2~1+2:

Easy (82): f4, b42, b21b, MIA 1+2, IZU 2, b21f~GEN 2

Damage (84): f4, b42, ff2b~MIA 1, f3+4~GEN 4, ff2f~GEN 2

Health (73): f4, f3d~SS2, f3+4~GEN 4, ff2b~MIA 1+2, IZU 1+2

F2:

Easy (79): 4, d1+2, f3+4~GEN 4, f3, b21f~GEN 32

Carry (78): f4, f3, b21b~MIA 1+2, IZU 2, ff2f~GEN 32 (or ff23 for wall)

Damage (81): f4, ff2b~MIA 1, f3+4~GEN 4, ff2f~GEN 32

Health (72): f4, f3d~SS2, f3+4~GEN 4, f32~IZU 1+2

D1+2:

Damage (87): f3+4~GEN 4, b42, b21b, MIA 1+2, IZU 1f, GEN 2

B32:

Easy (72): f3+4~GEN 4, f32, GEN 1f, GEN 2

Damage (77): f3+4~GEN 4, b42, ff2f~GEN 32

Health (69): f3+4~GEN 4, df1, ff2~MIA 1+2, IZU 11

B34~D:

Easy (72): ws2, f32~GEN 11, b21f~GEN 2

Damage (74): ws2, f32~IZU 2, f3+4~GEN 4, ff2f~GEN 2

Health (66): ws2, f3d~SS2, ff2b~MIA 1+2, IZU 11

FC DB1+2:

Easy (75): f4, f32~IZU 2, f3+4~GEN 4, ff2f~GEN 32

Damage (78): 4, f4, ff2b~MIA 1, f3+4~GEN 4, ff2f~GEN 32

Health (67): 4, f4, f32~IZU 11, u2~IZU 1+2

UF43:

Damage (74): f~GEN 4, b42, ff2~f, GEN 32

Health (65): f~GEN 4, df1, f32~GEN 11

WS3:

Damage (76): 4, b42, f3, b21b, MIA 1+2, IZU 2, f3+4~GEN 32

Health (65): 4, f3d~SS2, f3+4~GEN 4, f32~IZU 1+2

F2+3:

Normal hit (71): uf2, b42, b21f~GEN 32

Parry (86): Step right, d1+2, f3+4~GEN 4, f3, b21b, MIA 1+2, IZU 1f, GEN 2

CH D3+4:

Easy (82): b42, f3, b21b, MIA 1+2, IZU 2, ff2f, GEN 2

Damage (88): b42, f4, ff2b~MIA 1, f3+4~GEN 4, ff2f~GEN 2

Health (75): ff22, f3+4~GEN 4, ff2b, MIA 1+2, IZU 11

CH UF3:

Easy (76): d1+2, f3+4~GEN 4, f32~IZU 1f, GEN 2
Damage (81): d1+2, f3+4~GEN 4, b42, ff2f, GEN 32
Health (69): df4, f4, f3, b21b, MIA 1+2, IZU 11

CH WS2:

Easy (67): b42, b21b~MIA 1, b21f~GEN 32
Damage (70): b42, b21b~MIA 1, f3+4~GEN 4, ff2f~GEN 2
Health (61): ff22, f4, f32~IZU 11

CH WS1+2:

Damage (85): d1+2, f3+4~GEN 4, f3, b21b, MIA 1+2, IZU 1f, GEN 2

Wall

Wall enders after spending tornado:

Oki (14): ff3, 3+4
Heal (18): db11 1+2
Damage (19): Df12, 1+2
Damage (19): B21B~MIA 2
Damage (20): WS11B~MIA 2
Self-Damage (26): uf43~MIA 2 (31 with essence)

Carry with tornado intact (or direct wall splats):

Heal (25): SS2, db11 1+2
Damage (26): d1+2, db11 1+2
Self-Damage (31): df4, uf43~MIA 2
Self-Damage (34): d1+2, uf43~MIA 2 (39 with essence)

Circumstantial:

Damage (30): d1+2, 4, db11 1+2 (32 damage with essence)
Self-Damage (39): d1+2, 4, uf43, MIA 2 (45 damage with essence)
**Must hit d1+2 quickly after wall carry. Connect the 4 immediately after to hit the opponent while they aren't touching the floor.*

Reaching the Wall:

The simplest way to carry to the wall is to do b42 after an easy tornado - it sends them high, gives you plenty of time to run to the wall for follow ups, and works after many hits.

For a little bit more damage, you can replace b42 with ff23 as a wall carry. It is restrained by range however, due to the ff input, but it can connect in many situations where b42 can't, such as after GEN 4 in combos.

IZU 11 has a cool property when used as a wall carry (with tornado in tact). If you use the first hit to carry them to the wall, and the second hit connects after they touch the wall, the opponent will be sent high up, allowing you to hit them with 4 before they touch the ground. This circumvents wall scaling and lets you get a full wall ender afterwards (uf43 into MIA 2), while sneaking in an extra damage with 4. [Here's an example.](#)

Keep in mind that the first hit of IZU 1 can carry to the wall whereas IZU 11 will only carry properly with tornado available. If you are using b21 to carry, avoid going into GEN, as it doesn't really have options to get proper wall carry.

Here are some easy examples from starting positions on various stages to give you an idea of how you can mix and match various wall carries:

Arena: Df2, b42, df1, f32~IZU 11 (next to Wall), b21b~MIA 2

Rebel Hanger: B32, f3+4~GEN 4, ff23 (Wall), uf43~MIA 2

Ortiz Farm: CH d3+4, b42, b21b~MIA 1+2, IZU 2, d3+4 (Wall), db11 1+2

Stratosphere (floor explosion): F2, f4, f32~IZU 1+2 (explosion), ff23 (Wall), d1+2, uf43~MIA 2

Dojo: CH ws2, b42, b21b~MIA 1, ff23 (Wall), ff1+2 (Wall break), f3+4~GEN 32

Subconscious: df2 1+2, dash b42, dash 1, b42 (Wall), uf43f~GEN 4, 1+2

Applying Heat

Jun makes a trade off with her glowing moves. She loses health in exchange for greater damage, or in some instances her moves get safer on block. In heat, the tradeoff is even more compelling because the self damage is reduced and the amount gained back is increased.

You can always simply use 2+3 to get into heat. It's armored, has long range and can be used in combos. You can use 2+3 in combos strategically before doing your traditional wall enders to lessen the amount of self damage you'll inflict on yourself. If you are losing and on the back foot, it's usually better to use 2+3 and try for the heat smash, since after all you get one per round. Her heat smash is i13, covers half the screen, does 50 damage, wall splats, and is only -6 on block. *Don't* let it go to waste.

Most intermediate level players freeze after getting hit by the initial 2+3, and so dumping your heat smash immediately afterwards isn't always the most rewarding way to utilize it. A simple but effective tactic when in heat is to simply choose an awkward timing after being a bit passive, and throw it out sort of randomly two or three seconds after getting into heat - you will catch people a *ton* if you leverage the opponent's hesitance against it.

Don't neglect the low heat smash as well - GEN 2+3 does 42 damage and is relatively easy to achieve from b21f or f3+4 when the opponent is being a bit more defensive. At certain ranges (not touching the wall), it allows for wall followups as well. Consider that it enhances the GEN 2 and 32 mixup as well, which both do solid damage when people instinctively duck against this move.

As for heat engagers - SS4 is great when they are pinned near walls, as well as after ff3 3+4 wall oki. 1+2 can be used in a pinch as an i13 punish if you want heat over the damage of uf1. GEN 3 is a solid mid and can be turned into a + on block move out of IZU (GEN 3 is very enforceable after stuff like u2 on block). You can use F2~1's range to fish for a heat engager, or transform the move into a great approach move if you are already in heat. MIA 2 is death on block, so don't go actively fishing with it, but keep in mind you can safely do f1+2 on CH into guaranteed MIA 2 and still get the heat engager.

In heat, SS4f, MIA 2f, IZU 3f, and F2~1f all lead to full combos, but 1+2f only allows a small followup or rage art.

Here's some example Heat combos:

Df2~1+2 (91): f4, b42, b21b~MIA 1+2, IZU 11, b1+2, MIA 1+2, 2+3, b1+2 MIA 2f, ff1+2

CH d3+4 (89): b42, b42, ff2b~MIA 1, 2+3, ff2b~MIA 2f, ff1+2

B32 (80): f3+4~GEN 4, b42, 2+3, ff2b~MIA 2f, ff1+2

F2~1f dash (73): f4, f3, b21b~MIA 1, f3+4~GEN 4, b21f~GEN 2

MIA 2f dash (77): f2~1, 4, ff2b~MIA 1, f3+4~GEN 4, b21f~GEN 32

1+2f dash (46): ff1+2

1+2f dash self damaging (51): f3+4~GEN 32

**Delay the 2nd hit of GEN 32 for full damage*

Ok! Tricks:

FF3 3+4:

Although it is only 14 damage as a wall ender, her ff3 3+4 puts the opponent in an awkward situation. If they stay down, 3+4 can tack on loads of damage, as can F2 and

D1+2. The opponent has the opportunity to avoid it (and most good players will do so) by holding back, which makes them quick roll backwards while giving you frame advantage. If you bet on this, you can go for ff1+2, which is massively + on block while dealing 6 chip damage, and which can go into stance if you hold forward or back. In heat, it does a whopping 12 damage instead, and if they are aware of the frame advantage, you can do it repeatedly for ludicrous results. If they duck, which they may do in anticipation of lows or grabs, her ff1+2 will simply wall splat for massive damage. If they don't duck, you can also try U2 which times out to land on block for IZU mixups, as well as any lows or pressure mixups you can imagine using against a standing opponent. This can also help you regain white health if you can keep up the pressure afterwards.

You can use raw ff3 3+4 as a wall ender for 14 damage when you don't have tornado, and with it you can do **f34**, **ff3 3+4** for 22 and **uf43**, **db cancel into ff3 3+4** for 26 and a bit of self damage.

FC setups:

This one is a bit more circumstantial and risky, but can be a bit more explosive than ff3 if successful. If you have tornado, you can do **b212**, **ws11f** as a wall ender. The real strength of this is that you can cancel GEN from here to go into crouch, offering more powerful 50/50's. This will line up timing wise with their tech roll, allowing you to catch them standing with fc df3 for a knockdown into f2/d1+2, or attempt a fc db1+2 grab for a full combo reset. Both of these can tack on tons of damage to your combo and easily swing an entire round in your favor. If they duck, you can cancel the crouch with either ff1+2 or ff2 for additional pressure or potential wall splats.

This setup gains even more power in heat. If you do **b212**, **2+3**, **ws11f**, or the above ender while already in heat, you can enter GEN as they tech roll with your GEN 2+3 heat smash available, which enhances the low threat. You can also use your regular heat smash as a WS move, which means you can enter GEN from ws11f, cancel into crouch, and release crouch while inputting 2+3 to effectively mix up the opponent between both your mid and low heat smashes. Pretty neat.

Uf1+2:

This grab can land you some really good followups. If they attempt to stand, with either up or back, you can hit them with an immediate df4 for a whopping 22 extra damage. You also have d4, which does 10 damage, but will hit them if they get up *or* stay down. It can only be escaped if they roll on the floor to your left, but just about every other option is covered. D1+2 will hit any option that involves staying on the ground for big damage, and is safe on block, but can be blocked by either standing or holding back.

TL;DR strats

If you just want to jump in and try her out, try this:

Her jabs, her df12, and her f4 (+ on block, free df11 on hit) are all good pokes. From b21f try GEN 2 for an armored move that enforces the transition when b21 is blocked, GEN 3 for a safe mid, and GEN 1 for a low mixup that leaves you FC. When crouched, mix them up with FC df2 and WS2, both give combos on CH. B22 stops them ducking the second hit of b21.

If you need standing lows, try db3 (+ on hit) and d4 (d44 is ncc).

Want stance pressure? Try U2 into 3 for a mid into heat, or 41 for a low sweep, 2+3 for grab. Her stance pressure in general is ridiculously good, read up on the stance dance if you want a full picture.

Don't hesitate to use 2+3 or randomly throw out SS4 to get heat. When in heat either 2+3 for long range move or GEN 2+3 to enhance the low mixup.

Under the gun? Try b1+3 for a robust parry. B3 also works for keepout and grants a combo with the right followups.

Check the combo section to get some damage going, and the quick stance vid in links.

Get me to Intermediate ranks:

As always, watch high level players, ask yourself questions and try copying tactics.

D3+4 is a huge part of her effectiveness when things slow down. The CH damage potential is immense, and the risk is low if the opponent isn't already ducking (since it jails on normal hit). Picking apart the opponent with this every time they get into medium-ish range is super oppressive, and will help slow down the match by limiting the opponent's ability to chuck stuff out from the edge of poke range.

If you have a good sense of spacing and want to get more aggressive with stances, start throwing out ff2 into f or b. Stance options are highly advantaged on hit, and they have to fear the ff23/ff22 extensions even on block.

Additionally, mastering her wall carry into uf43~MIA 2 ender at the wall will give you some of the highest damage in the game, which can do tons of work.

Get me to high ranks:

I think the key to taking down genuinely strong opponents with Jun is to really master pacing. You can test the waters with frame traps (f4 into df1, db3 into jabs, db2 into ws4 etc.) or try to catch them with buttons at certain timings (d3+4, b3 etc.) to get a sense of the opponent without risking anything too unsafe. This lets you gauge how aggressive your opponent is going to be when you eventually press them with more complex sequences.

Once you get a sense of how aggressive they are, you can decide how risky you want to play with her, which is particularly important for her stance play. Turtles will let you get away with slower moves, chip damage, FC gambits, complex stance feints, and 50/50's. Mashy opponents will probably require more use of d3+4 and grabs to check them, basic pokes into step and more forceful moves to enforce stances (GEN 2, IZU f1+2, WS4).

Don't neglect learning matchups and looking up anti guides, and learn to use something other than uf1 every time you get a punish opportunity that's greater than -10. Practice your grab breaks too.

Anti-Jun

If you want to beat her, you have to make it difficult for her to use IZU mixups. She commonly gets into the stance with 122, u2, f32, and they all end on a high hit. However, if they aren't ducked they enter IZU with massive plus frames. There is very little you can do about this stance if she achieves it through those moves. When in doubt, hold back, be ready to break the grab with 1+2, and call out the occasional low sweep for a launch punish. If you're lucky, she'll dump f1+2 to check you which leaves her -9 for your turn. If she uses 11/f1, crouch jab her out of IZU.

If she starts violently rushing towards you with a weird stance, she is probably using GEN. In theory, this stance beats lows and grabs automatically, but it loses that ability when she performs an attack, which means using grabs and lows isn't necessarily a bad idea to beat it. She has an armor move with GEN 2 that does massive damage and beats everything that isn't a grab or low, and she has a useful low with GEN 1. Both of them beat jab, so don't jab. When in doubt, use a fast low or just block.

Do not, under any circumstance, attempt a proactive keepout when she is in heat. Her heat move is i13 and covers the entire screen for 50 damage. If she goes into GEN while in heat, she is certainly gunning for GEN 2+3 heat move. If you block it, remember to use your i14 punish.

She has a powerful crouched game, but it is somewhat dependent on CH's. Don't mash at the wrong times when she is crouched, or things like WS1+2, WS2, and FC DF2 will eat you alive. Be conscious of her FC db1+2 grab (1+2 break), she gets a full combo out of it.

Her SS4 and her f4 is very + on block. Be careful.

Her parry, unlike asuka, can't be held. Don't wait, punish it as soon as the parry window fades. If she is spamming it, grab her for guaranteed damage.

Punish F2 if you are sure she isn't using the glowing extension, and punish her armor moves (GEN 2 in particular), as well as her IZU 41 sweep. These are vital.

After she does B3, step to the side and briefly tap df for a little low parry. If she does the 4 followup you will get a low parry. If she does the 2 followup you can launch her instead. If she does neither she doesn't get a combo on hit.

Links and Players

This can help you [understand stances](#).

GKen (Top Jun in Japan)

PTJ (very strong tournament Jun from Korea)

[AO](#) (multi character specialist from Japan)

[KiraKira](#) (Creative high IQ Jun from Switzerland)

[Fergus](#) (more of an asuka main, but solid with Jun)

Guide by The UberDuderOfDoomer

[Reddit thread](#)

Check out my other guides:

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