

Hazama Combo Guide For Beginners

NOTES:

- When doing any grounded string with Hazama, you can usually end it with 3C because of 3C's range.
 - 3C at max range can combo into 236A or 236236B (For 50 Heat).
- Leave out '2A/5A' wherever possible in combos (such as going straight to 5B after a jump-in), will add a lot less scaling and noticeably more damage.
- When doing 214D after 236236B, time it until just before the background returns to normal after the black pillar disappears.
- Reminder: 5C is 2 hits. Allow the 2nd hit before cancelling for a bit more damage.
- Notation:
 - '>' means "Cancel into", whereas ',' means "Link into".
 - 'j.C5' refers to using all 5 hits of j.C
 - Substitute '(...)' in the 'COMBOS' section with anything in the 'STRINGS' section.
 - Substitute '(jgl)' in the 'COMBOS' section with anything in the 'JUGGLES' section.

STRINGS:

- 2A/5A > 5B > 3C | Works at every range.
- 2A/5A > 5B > 5C > 3C | Close range.
- 2B > 3C | Far range.
- 5D~D, j.C2, 5B > 5C > 3C | Use after connecting 5D~D.
- 5D~C, j.B, 5B > 5C > 3C | Use after connecting 5D~C.

JUGGLES:

- 5C > 2C > 4D~D > j.C5 > j.214B | Go-to juggle combo when opponent is airborne.
- 5C > 2C > 623D, 632146C | 50 Meter.

COMBOS:

- (...) > 236A | Meterless, Reliable.
- 2A/5A > 5B (> 5C) > 214B ~ 66C, 665B > (jgl) | Meterless, fuckign hard. Close range.
- 2A/5A > 5B > 3C > A+B, 66(jgl) | 25 Meter, Point blank range.
- (...) > 236236B, 214D~66C, (jgl) | 50 Meter, Reliable.
- Throw > 214D ~ (66)5C, (66)(jgl) | Both dashes only needed on fwd throw.
- Throw > 623D, 632146C | 50 Meter, Easy, Damage.
- 236C, 5C > 4D~D > j.C5 > j.214B | Command Throw Combo
- (...) > [A+B+C+D] | Easy OD combo. Better than no OD.