

GGST: Millia Rage

Just one hit

Overview

Millia Rage is a character known for high mobility and devastating setplay. Learning to play this character is all about learning to move, and then using that movement to score a knockdown in the neutral. Learning to play neutral with Millia can be difficult. While characters like Sol/Ram can abuse their large/safe/rewarding pokes, Millia's normals overall have more endlag, less range, and less reward. Instead, Millia's goal is to abuse her movement options and secure an advantageous position. (imagine if millia could fly around AND whiff plus on block far slashes? She's fine dw dw)

This guide will first focus on the different knockdowns available to Millia, and list the various okizeme options available for each.

In addition to knockdowns/okizeme, Millia also has a variety of reset points available during her combos. These are critical to her gameplan, since they will usually secure another 2D knockdown (many of these are also safejump 50/50 setups, so it's safe mix with high reward). Overall, it's important to have as many tricks in your bag as possible. If your setups are limited, you will struggle to open up players with solid MU experience.

While Millia's blockstrings aren't nearly as scary as her okizeme/reset pressure- she does have a few safe mixup options on block as well. However, these are relatively limited, and will need to be supplemented by unpredictable crackhead pressure if you want to open up experienced players.

Knockdowns

2D / Sweep

Safejump - 2D > dl. 236H > meaty j.K > Disc hit > Mix

1. Land 2K
2. Airdash j.H (crossup overhead)
3. Dl. airdash j.K/j.H (sameside overhead)
4. Airdash j.P(whiff) land 2K (crossup low)

'Meaty' Disc - 2D xx 236H > Mix

1. Land 2K
2. Airdash for crossup disc
3. Airdash j.H crossup overhead
4. Dl. airdash j.K/j.H same-side overhead
5. **Notes:**
 - a. You can combine any of these with FD flicker to make mixups more visually ambiguous
 - b. disc hits on frame 3 and isn't actually meaty. Sol can trade with 5k if you're close enough

Throw

Safejump - OTG c.S(1) xx jc. Airdash > j.H > Mix

1. Land c.S > 50/50 (TK badmoon / 2S)
2. Land 2K (true string low)
3. Airdash again (fake af, but good if you've conditioned to block)
4. Skip j.H and instead do airdash > 236K > 2K for meaty(?) low

50/50 (L/R) - OTG dash 2K xx 214K > 2K/5K

1. **Notes:**
 - a. Loses to reversals but they need to input the correct side (aka don't use this against Leo)
 - b. The amount of time you dash before the OTG 2K determines whether or not you cross up with Mirazh

Throw > Disc RPS

1. Falling dl j.K
 - a. Punish jump attempt
 - b. Punish mash
 - c. Loses to 6P
 - d. Loses to DP/invuln supers
2. Falling dl j.H
 - a. Punish jump attempt
 - b. Punish 6P (dl. j.H close to ground, goes under 6P invuln)
 - c. Loses to mash
 - d. Loses to DP/invuln supers
3. Land > grab
 - a. Loses to jump (whiffs)
 - b. Loses to mash

- c. Beats most (all?) DPs
 - d. Really strong after conditioning not to jump
- 4. Airdash j.H
 - a. Loses to mash
 - b. Punishes jump(?)
 - c. Pretty strong after conditioning not to mash
- 5. **Notes:**
 - a. Early on in Strive everybody talked about how “throw disc is fake oki you can just mash out” but it’s not that simple– throw>disc puts millia in a heavily advantageous RPS situation where yomi level 1 is the falling j.K after disc (beats mash, beats jump). If they 6P, use j.H. Follow the option list above to look for what beats what

Haircar

Safejump 50/50 (L/R) - c.S xx 2HS xx 214P > dashjump (j.P) > Mix

- 1. Early airdash j.H for same side
- 2. Delayed airdash j.H crossup
- 3. **Notes:**
 - a. It’s important to know which side you’re landing on so that you can OS block appropriately
 - b. Millia can get this setup anywhere outside of corner and it’s a very consistent + very safe option to continue pressure.

Mirazh xx Haircar > 236H > Mix

- 1. **[Safejump]** meaty with falling j.K/j.H
 - a. Disc hits after meaty j.K/j.H, enabling further pressure:
 - i. Double overhead
 - ii. Land 2K
 - iii. Dust
 - iv. Turbofall
 - v. mirazh
- 2. Airdash (disc hits crossup)
- 3. Land 2K
- 4. **Notes:**
 - a. In the corner this can be accomplished without mirazh canceling haircar

- b. While this setup enables several attack angles, remember that the only 'safe' option is sameside falling j.K/j.H (compared to the whiff j.P 50/50, in which both options are reversal/abare safe)
- c. Keeping this in mind, it is often better to stick with the whiff j.P setup when your opponent has reversal options available

Septem Voices

c.S xx 2HS xx 236236S > dash > 236HS > Mix

1. This setup effectively enables the same mixups you have available from a 2D knockdown
2. If the opponent is low enough HP, you can instead opt to connect a c.S/2S after 236236S and extend your combo for the kill.
3. That being said— 9/10 times, it's better to just throw disc and go for the next mix. 2 combos is almost always more damage than 1 single super-extended combo

Resets

Millia's reset points are only limited by your own creativity and quick thinking. Generally speaking, you can create 50/50 safejump resets during your air combos by using a combination of Kapel and Turbofall. Additionally, Millia's c.S can be jump canceled into air dash resets during certain combo routes for safe + spontaneous 50/50 mix. You should experiment in the lab and find some reset routes that you like. In the meantime, here are some routes I like to use:

Kapel & Turbofall

Note: these setups start with either a disc confirm or landing c.S on an airborne opponent

c.S xx j.S xx j.D xx dj.S xx airdash j.S > Mix

1. **[Safejump]** Turbofall > kapel > j.H (sameside)
2. **[Safejump]** Turbofall > slightly more delayed kapel > j.H (crossup)
3. **Notes:**

- a. Against heavy opponents, you should instead use **c.S xx j.K xx j.D**, as the j.K will send them a little higher to compensate for their weight
- b. Opponents who know the MU will be more difficult to open up if you only rely on 2 variations. Try and add as many variations between delay timing, usage of turbofall, and the air combo route itself in order to keep these resets ambiguous
- c. That being said– the whole point of this setup is that it is *safe*. Make sure you test options against various reversals/abare before adding them to your arsenal

c.S xx j.S xx j.D xx dj.S > dl. Falling j.S > Mix

1. **[Safejump]** airdash > kapel > j.H (crossup)
2. **[Safejump] j.D** xx airdash > kapel > j.H (sameside)
3. **Notes:**
 - a. One benefit of this setup is that it looks the same as millia's optimal damage air combo route, which makes it a little more ambiguous that there's a reset coming

c.S Relaunch Resets

(disc / AA) > c.S xx j.D > delay > dj.S > delay > falling j.S > c.S > Mix

1. **[Safejump? idk]** Jump cancel > airdash > j.K / j.H (sameside)
2. Jump cancel > airdash 2x > j.H (crossup)
3. Any of these options combined with FD flicker into 2K, etc, usual shenanigans apply here