

ELPHELT COMBOS FOR DUMMIES. NOW WITH VIDEO DEMONSTRATIONS
BY HARDLY
UPDATED AS OF REV 2.1

A lot of people just come into the Elphelt discord, ask for combos, and get pointed to a guide that's written in Japanese, which is understandable but for the sake of making things a bit easier I am going to attempt to make a guide of combos for people to practice. Unblockables will be covered in a separate section of the guide since I think immediately practicing them isn't a good idea. Not everything in this guide works perfectly on every character, and many of Elphelt's combos require small adjustments, but hopefully by the time you've read this and understand Elphelt's combos, you'd ask for more esoteric information on your own. Regulars in the discord can help you find info. Another helpful guide was written by CT_Warrior, available in #resources.

LOOK HERE!!

I would highly recommend new players watch this video by Saybell, linked [here](#), before attempting air combos involving the grenade or the 50 meter combo, to understand how important it is to understand delaying your normals.

Damage values tested on Sol, unless specified otherwise

6/6/2017 - Updated with video demonstrations, click on colored text for a link

11/30/2017 - Additional external resources added to the unblockables section

5/12/2018 - Updated 2D Pickups Section with spacing information provided by SmashSK

9/6/2021 - Added section for combos into instant kill

6/16/2022 - Added video demonstration of Elphelt air combo button delay theory by Saybell

9/26/22 - Hello rollback gamers! Hope this is still useful!

BASIC HITCONFIRMS

This will cover basic neutral conversions for Elphelt using some of her easy poking tools, like 5k and far s. 5k is a great normal for stuffing approaches and going on offense, since it's a fast, standing low move and Elphelt's kicking leg has no hurtbox. Far s is a long poke with good active frames, speed, and range that can be reliably comboed into 5hx5 for a knockdown, giving you time to set up grenade or press your advantage.

[5k > \(c.s\) > f.s > 5h > 214k](#) - *Basic hitconfirm in close range. **93 damage with c.s, 80 without***

[5k > \(c.s\) > f.s > 5hx5](#) - *For medium range when c.s doesn't come out. At this range 214k might not hit every time on every character, so you want to use 5hx5. 5h whiffs on crouchers, so if your opponent is crouching, use the next combo. **100 damage with c.s, 89 without***

[5k > \(c.s\) > f.s > 2h > 2d > 214k](#) - 2h is an excellent normal for crouch confirms since it will always combo after f.s if your opponent is crouching. **120 damage with c.s, 110 without**

BASIC PUNISHES

[c.s > f.s > 2s > 5hx5 OR 5h > 214k](#) - For moves that are massively negative on block and leave the opponent standing. Combo begins with a running start. **127 damage/117 damage**

[c.s > f.s > 2h > 2d > 214k](#) - Mostly reserved for Sol's Volcanic/Grand Viper since these end with him in the crouching state. Remove the c.s from this combo if the punish starts with a standing counterhit, or refer to the counter hit confirms section. **136 damage**

COUNTER HIT CONFIRMS

This is where things get a little complicated. This will assume that you are familiar with the basics of Elphelt's combo game and using stances, and that you're ready to move on.

[F.s > 2h > 2d > 214k](#) - Basic counter hit confirm. F.s does a huge amount of hitstun on counter hit, so 2h will always combo afterwards if you're in range. If you're close enough on the first hit of 2h, you can combo into a 2d pickup on some characters; listed lower down in the guide. **123 damage**

[F.s > Instant Air Dash > j.s > j.h > land > c.s > f.s > 5h > 214k](#) - A bit more complicated than the basic punish and reserved exclusively for standing opponents at far slash's maximum range. Far slash does obscene amounts of hitstun on counter hit so knowing how to press with IAD can be useful. **153 damage**

[6h > 236p > 5k > c.s > jump > j.ksh > toss > 6h > 236h > sg-s > 236h > c.s > jump > j.spsd/j.kshd > 236p](#) - Watch when you're throwing out 6h's, since the reward for counter hits is very large. This is assuming that 6h lands at max range, so 5k is used to give the opponent a height boost after running up. If the opponent is high up when the sg-s connects, it's easier to get the knockdown with the second air combo. It doesn't matter which one you use because the damage is identical. **172 damage**

[6h > 236h > sg-s > 236h > c.s > jump > j.sps > double jump > j.spsd > 236p](#) - Easy 6h counter confirm. Leads to knockdown and grenade oki. Works on characters with awkward hitboxes like Johnny more consistently than the previous combo. **160 damage**

[2h > 236p > c.s > jump > j.s > double jump > j.ksh > toss > 6h > 236h > sg-s > 236h > c.s > jump > j.spsd/j.kshd > 236p](#) - 2h is another normal that provides insane reward on counter hit, but you should probably be throwing out random 2h in neutral less than 6h unless you know what you're doing. **178 damage**

CLOSE SLASH ANTI-AIR CONFIRMS

EDIT: Would highly recommend watching Saybell's video linked near the top of this doc before practicing this, just to understand the theory of how the combos work.

Close Slash is Elphelt's best and most reliable anti-air. It's an excellent tool for taking out opponents that are hanging around right above or immediately in front of you, as well as option selecting opponents trying to jump out of your pressure.

[C.s > jump > j.sps > double jump > j.spsd > 236p](#) - *Basic anti-air confirm into knockdown and grenade oki. Easy, useful, good damage. Know this combo. **142 damage***

[Counter Hit c.s > delay > 2h > 236p > c.s > jump > j.s > double jump > j.ksh > toss > 6h > 236h > sg-s > 236h > c.s > j.kshd > 236p](#) - *Counter hit anti-air confirm, extremely situational, but you could react to the c.s counter hit. **197 damage***

METERED CONVERSION

EDIT: Would once again highly recommend watching Saybell's video linked near the top of this doc before practicing this, just to understand the theory of how the combo works. You may save yourself some confusion.

If you're going to do conversions with 50 meter, be sure that there aren't too many hits in your combo beforehand; otherwise the combo will likely fail due to how the game treats hitstun and gravity in long combos. For the sake of simplicity, we're going to start with c.s > f.s > 2d > 214k. This combo will also work after roman cancelling a throw/air throw. There's only one combo listed here, and it's because it's the only one worth doing unless you just want to do a standard anti-air combo after the cancel or you're in the corner and want shotgun loops.

[c.s > f.s > 2d > 214k > RRC > 2h > 236p > c.s > jump > j.s > double jump > j.ksh > toss > 6h > 236h > sg-s > 236h > c.s > j.kshd > 236p](#) - *High damage 50 tension confirm. Bread and butter extended Elphelt combo. **199 damage***

2D PICKUPS

If you are close enough to some characters while doing 2d, it's possible to pick them up off the ground mid-combo and continue into the air. The following routes come from combos that start with c.s > f.s > 2h(2) > 2d and have a running start. To make them easier, you can do 2h(1). [If further away, the combo has to be 2D j.pkpps > double jump j.kshd or some variation of it.](#) But the most important part being that j.pk confirms into full combo from further away than any other variation of pick up after 2D.

[May](#), [Potemkin](#), [Chipp](#), [Haehyun](#)*: c.s > f.s > 2h(2) > 2d > j.ksp > double jump > j.spsd

Millia: c.s > f.s > 2h(2) > 2d > j.psps > double jump > j.spshd

Faust: c.s > f.s > 2h(2) > 2d > j.psps > double jump > j.spshd

Johnny, Jack-O': c.s > f.s > 2h(2) > 2d > j.pksp > double jump > j.spshd

*Haehyun must be picked up after the first hit of 2h, it will not connect if you do the second

2H RELAUNCHES

Elphelt has the ability to use 2h to extend her combos after doing an air combo ending in j.d. If you can carefully delay your hits so that the enemy hits the upper part of j.d's hitbox, you'll have a lot of time to hit the ground and do 2h while they're floating. Note that relaunch combos are significantly easier on lighter characters than heavyweights, but they can be done on heavyweights. An example would be something like this:

Anti-air c.s > jump > j.s > double jump > j.kshd > 2h > c.s > jump > j.s > double jump > j.kshd > 236p - 193 damage

Anti-air c.s > jump > j.s > double jump > j.kshd > 2h > 236p > c.s > j.7h > toss - 171 damage

Anti-air c.s > jump > j.s > double jump > j.kshd > 2h > 236p > c.s > jump > j.s > double jump > j.ksh > toss > 6h > 236h > sg-s > 214k > 3xsg-h - Incorporates bread and butter grenade combo. Tested on Sol, likely doesn't work on every character. 205 damage

SHOTGUN LOOPS

Shotgun loops are an extremely important part of maximizing your damage. While in shotgun stance, if you stand still for a few frames, Elphelt will flash and sight the shotgun. Pressing sg-h while charged will fire a much more powerful version that will do about 9% of guts-ignoring chip damage(!) to your opponent and shred a lot of their tension if they used faultless defense. It's also +5 on block, so it can be used for pressuring and frametraps.

If you use charged sg-h in the corner at a close enough range, it will wallstick your opponent. You can then follow up with more sg-h's and combo into a knockdown. You can combo into shotgun loops from roman cancels or counter hit heavy normals near the corner. Walking forward between shots will also give you a bit more damage by increasing the number of loops you can perform. You could also get shotgun loops from sg-d, your command grab. Some examples would be

C.s > f.s > 2d > 214k > rrc > run forward 236h > (wait for charge) > 4x charged sg-h > dash forward jump > j.spshd > 236p - 50 tension conversion for if you'd rather finish off the opponent or just do a bunch of damage instead of going for an unblockable near the corner. 223 damage

Sg-d > 236p > (wait for charge) > sg-s > 2x charged sg-h > sg-s > low toss > (wait for charge) > sg-s > 5x charged sg-h - *Very high damage command grab combo.* **163 damage**

COMBO INTO INSTANT KILL

Detailed in [this video](#) are several methods for comboing into Elphelt's instant kill as well as a bit of the theory behind it. Difficulty of combos ranges from very easy to pretty hard. This part of the guide will assume that you've already familiarized yourself with Elphelt's combo theory, so I will be forgoing notation. ~~and also because im lazy~~

UNBLOCKABLES (READ UPDATE)

((**UPDATE 11/30/2017:** Since the creation of this guide, there have been more resources developed regarding Elphelt combos and setups. Elphelt discord regulars AutoDidact and Qwsar have made a playlist, linked [here](#), and an unblockable guide, linked [here](#). I will no longer be updating this section of the guide because ~~I'm lazy~~ there are resources more dedicated to these advanced concepts than a combo primer developed mainly for beginners.))

Despite being nerfed, Elphelt can combo into unblockable setups from counter hits and 50 meter conversions, but they are impossible to follow up without more meter. After performing one of these combos, you must go into rifle stance and YRC within six frames after your opponent wakes up. Do it too early and it will fail, do it too late, and the unblockable will still work but you will get RRC instead, which costs 50 meter instead of 25. The key to successful unblockable setups in Rev 2 is a technique called micro-aiming. Micro-aiming is when you use the brief window where the reticle is not lit up to move it, so that it doesn't set off the grenade when fired due to being too close. Hitting the grenade will detonate it instantly, which will result in a successful unblockable, but it will be impossible to follow up without additional meter. Elphelt is also capable of looping opponents with unblockables as long as she has meter. Damage listed is before UB shot.

I would highly recommend not practicing unblockables extensively if you don't already thoroughly understand how to combo with Elphelt. They will detract from your fundamental understanding of the character if you just dive right into them. This will cover canned unblockable setups from various starters. May require adjustment between characters, but if you've come this far into the guide you can probably handle that.

[CH 6h > 236p > Instant Air Dash > j.sd > toss > 6h > 214k > c.s > 236h > explosion > \(wait for charge\) > sg-s > sg-h > dash forward jump > j.psd > 236p > j.sh > toss > rifle > yrc > unblockable shot](#) - Midscreen unblockable route. Quite hard to do consistently, but very high reward. Doesn't work on every character but stylish as hell and does tons of damage. If Elphelt lands counter hit 6h at round start she gains enough meter to follow up on and kill even Potemkin if they don't escape the unblockable followups. Sometimes the second 6h will not connect in the corner against some characters. **205 damage**

[CH 6h > 236p > 2h > c.s > jump > j.ksh > toss > dash forward jump > j.psd > 236p > j.sh > toss > rifle > yrc > unblockable shot](#) - A bit of an unconventional setup but it works. Good if your opponent has already reached the corner. **167 damage**

[C.s > f.s > 2d > 214k > RRC > 2h > 236p > c.s > jump > j.s > double jump > j.ksh > toss > 6h > 236h > \(wait for charge\) > sg-s > charged sg-h > toss > rifle > yrc > unblockable shot](#) - Combo into unblockable from the 50 meter bread and butter. Uses 75 meter. **196 damage**

[C.s > f.s > 2d > 214k > RRC > c.s > j.psd > 236p > j.sh > toss > rifle > yrc > unblockable shot](#) - Extremely basic unblockable setup from midscreen for 75 meter. The sequence from j.psd onwards is what you're going to be using for loops a lot of the time. For Johnny use j.kh instead of j.sh. Careful not to set off lightweights OTG hitboxes with toss. **170 damage**

You can also turn those 2d pickup combos from earlier into unblockables. If you want to turn them into unblockables, I'd recommend only allowing one hit of 2h before cancelling into 2d. Bear in mind that these will only work when started from certain ranges on the screen.

[Chipp](#), [Haehyun](#), [May](#), [Potemkin](#): (...2D>jc>j.ksps>double jump>j.p/ksd>236p>j.k/sh)

[Faust](#): (...2D>jc>j.spssps>double jump>j.psd>236p>j.sh)

[Johnny](#): (...2D>jc>j.pspsp>double jump>j.ksd>236p>j.k/sh)

[Jack-O'](#), [Millia](#): (...2D>jc>j.pspsp>double jump>j.ksd>236p>j.kh)

You can even turn 2h relaunch combos from earlier into unblockable setups, though they probably don't work on every character. An example would be something like

[Anti-air c.s > jump > j.s > double jump > j.kshd > 2h > c.s > jump > j.psd > 236p > j.k/sh](#) - **189 damage**

There are also some pretty easy unblockables you can set up from sg-d. If you land sg-d in the corner you will more than likely gain enough tension to set up an unblockable. There's one for every character, and can be boiled down to three routes.

[Sg-d > 236p > \(wait for charge\) > sg-s > 2x charged sg-h > sg-s > toss > \(wait for charge\) > sg-s > sg-h > dash forward jump > j.psd > 236p > j.sh > toss > rifle > yrc > unblockable shot](#) - Works on Sol, Ky, Millia, Chipp, Potemkin, Zato-1, Faust, Axl, Venom, Slayer, I-no, Bedman, Sin, Elphelt, Jack-O, Jam, Haehyun, Baiken, and Answer. **153 damage**

[Sg-d > \(wait for charge\) > sg-s > charged sg-h > 2h > c.s > j.psd > 236p > j.sh > toss > rifle > yrc > unblockable shot](#) - Works on Zato-1, Leo, Johnny, and Raven. **135 damage to Zato-1** (UPDATE 6/14/17: While this setup was developed to be easy on Zato, the above setup can be tweaked to work on Zato if he is wallsplatted high. [Example](#))

[Sg-d > \(wait for charge\) > sg-s > charged sg-h > dash forward 5k > j.psd > 236p > j.kh](#) - Works on Ramlethal. **119 Damage**

[Now for loops](#). Once you've successfully performed an unblockable, the best followups require you to perfect reload, quickly switch to shotgun, and then shotgun loop the opponent several times before following up with dash forward j.psd > 236p > j.k/sh to set up another. This particular method works on the entire cast, with varying numbers of shotgun loops to make things easier or harder to do, depending on how jank the opponent's hurtbox is. Ramlethal's in particular pushes you back pretty far.

If you are unable to get perfect reload into shotgun loops, a follow up that works reasonably well on most of the cast is to just [reload. 236h > sg-s > 214k > sg-h \(exit stance\) > c.s > j.psd > 236p > j.sh](#). This will likely lock you out of an unblockable death loop due to meter requirements, but an unblockable is an unblockable and unblockables are good.