BBTAG Aigis Overview Document



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DLC 2 of BBTAG has brought in a couple of really interesting characters, one of them being Aegis/Aigis/P3robotgirl that I am very personally attached to. Easily one of the most fun characters I've played in the roster thus far!

I want to make this overview document to help beginners or interested players to understand this character, but will also be for players who want to understand the matchup in general. Honestly, I'm not sure what I want to do with this doc, I just want people to play more Aegis, I like her a lot and you should too!

To preface this overview doc, I want to say first of all that I can not claim that I know everything about this character in this game(still applies in 2019 btw). I am also learning the character myself. I just want to help people out in understanding the character. I also want to steal your tech if you're smarter than me.

Update list:

8/10/2018:

doc made

7/3/2019:

doc converted from Evernote to Google Doc. Made a few additions to sections to coincide with 1.5 patch.
Added “What’s Changed in Ver 1.5” to *Why Should I Play This Character?* Section.

12/23/2019:

- Move Overview: added A Megido information, listed j214A/B combo limit and 5B/2B proration changes
- Neutral/Defense/Offense: added new strategy writeups such as 236A+assist, instant jA+assist roundstart, 236A ender, etc

- Combos: Cactus hasn't done a combo doc yet for 2.0, but I added beginner combos for new players to pick up as the issue a lot of people have was not knowing what routes players should do in the first place. (answer: yes, you should remember all of them generally)

- Teambuilding: added Elizabeth writeup. Will try to develop Adachi+Akatsuki writeups at some point.

- Added section: "What's Changed in Patch 2.0"

- Want to add videos at some point (combos, basic tech compilations) for visual examples over straight word dumps.

Please let me know what can be better improved with this doc or what information about this character should be listed!

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- Bananaken
- ReticentCactus(His streams SHOULD be archived…)
- Tezz
- Probably me.

Why Should I Play This Character?

Aegis is a high rushdown character with okay tools to play a neutral game. Unlike P4A, she doesn't need to mode change into Orgia mode to gain access to her high/low game + mobility because she is **always in this mode** in BBTAG. It's referenced in the intro dialogue if I remember right. If you enjoy playing characters like Magneto, Fillia, or I-No, I will say that this character would definitely be for you. She takes a lot of work to play compared to other characters, however she has strong tools to keep your offense for a more consistent

okizeme/mixup game. Couple that with assists, and you have a very scary character that will make your opponent regret wasting meter pushblocking with pressure like this.

- Fast high/low mixups as long as you are able to hold Orgia meter
- Decent neutral game thanks to unlimited bullets with 5B/2B(hold or double tap to shoot bullets) and 236A/B
- One of the harder execution characters considering the game we're playing.
- You'll feel really smart compared to the Ruby players of this game.
    - As of patch 1.30, this statement still stands. Will update again after another significant patch.
- **She's cute!!!!!!**

What's Changed in Ver 1.5(or at least Aigis's most important changes):

- ***All orgia cancels cost 1 bar instead of 2***. This makes her offense much more potent and allows for better movement compared to 1.3/1.1. Almost makes the orgia meter section obsolete with how much you don't have to care about overheat, but I'll leave it up there for now.
- 5[B]/2[B] bullets are jump cancellable on hit. See combo section for a few routes that utilize this.
- 5A can cancel into 2A. Not as strong as some people might think as 5A 2A whiff is -4.
- 4P is 26f startup(or somewhere around the same speed as Jin/Ruby's 4Ps). Doesn't make it an outright improvement to be used while upbacking on defense IMO, but anti-airing with it is not bad at all! Wish horizontal hitbox was slightly better.
- The CC/Enhanced version of 214BC(air-grab super) gives a significant amount of knockdown frames to the opponent that it almost feels like I'm playing DBFZ with its level 3 okizeme.
- 6P shoots 2 projectiles. Good ground coverage, hits really hard if both projectiles hit as a starter(3k IIRC?).

What's Changed in Ver 2.0:

- New Move! A Megido *gives Aigis knockdown and meterless lockdown* (compared to using C Megido) when coupled with an assist. Has a different ground + air trajectory also! This however *replaces A Gatling and makes Aigis lose a fast horizontal projectile.*

- C Megido: *recovers faster on hit and ground bounces*. Mostly a QoL change more than anything as it makes it easier to convert into and after.

- 5B/2B s*hoot bullets on button press vs button hold*. No need to be using [] notation any longer lol

- *Bullet proration is fixed leading to really high damaging combos* involving whiffing the arm hitbox of 5B/2B.

- j214A and j214B *in combos have changed such that you can only do one of each in the air*. This was to get rid of the infamous "air stall" strategies that were present (in twitter videos.....) in 1.5.

Move Overview:

(For better reference, make sure to take a look at the BBTAG dustloop wiki: http://www.dustloop.com/wiki/index.php?title=BBTag/Aegis It still has P4A screens, whoops!)

(Thanks @tarisbox on twitter for the Aegis frame data mentioned here)

Normals:

2A

8f startup, -1 on block.

A pretty slow light so it's not the most ideal button to mash out of pressure situations, but it's able to start a lot of her pressure as it gatling cancels into itself(up to 3 times!), 4A, 5A, 2/5B, and 2/5C. Because it's -1, you can also just use it to reset pressure by dashing in -> 2A, backdash -> bait buttons -> 2C whiff punish, IAD, throw, etc. This requires establishing some amount of respect from your opponent either by conditioning with orgia dash mixups or early assist calls. It's a low as well so it is pretty fundamental to Aegis's high/low game.

4A

6f startup, -5 on block

Her fastest light button in her kit. Short ranged, but is longer than you think(or at least I think lol). Can also be jump canceled. Like most characters with this type of normal, she's able to chain into 2A back into 4A back to 2A and then into 5A autocombo. Very strong for pushblock baiting as you can just stop whenever or input throw as opponent is pushblocking(puts your opponent into TRM state!). Other than that, she can also can cancel this into 5A, 2/5B and 2/5C. -5 on block, but I cannot recall too many characters that have a 5f startup normal to deal with this aside from Es. (Will edit if I do find any! -jawnsunn)

Important to note that this is **her only jump cancelable on block move** in her kit. **1.5 note: Not anymore with 5B/2B(non-bullet versions) being jump cancellable on block now!**

Smart Combo followups:

- 4AA
- 4AAA
- 4AAAA

5A

10f startup, -9 on block

Long recovery animation if you miss with this move so it's not something you can throw out at a lot of distances(Aegis is not very good at this aspect if you didn't notice). It's got quite a bit of horizontal length to its hitbox at the very least. Getting people to block this move is important as it's autocombo enders will give you a gapless(your opponent can't DP basically) orgia dash jA at most ranges. Gatling cancels into 2/5B and 2/5C.

Smart Combo followups

- 5AA
- 5AAA
    - You can add a 66jA here at most ranges and it'll be gapless. (Short characters might not have to deal with this? I'll test this later...)
- 5AAAA
    - In blockstrings, the cancel to this is so generous, you end up frame trapping people expecting to punish 5AAA(it's -27).

5B/2B

5B: 10f startup, -10 on block. Bullets on block: -6~-23 based on opponent character height
2B: 11f startup(strike) 14f startup(bullets), -7 on block. Bullets on block: -6~-14 based on character height

Just to preface this guide, I did not play P4A/P4AU at all, but from my impressions, these buttons(2B especially) were the bane of everyone's existence due to 2-3 bullets traveling at ground level so there was no way to actually move around without rolling through them(P4A mechanic). In BBTAG thankfully, they're not that strong, most likely due to having an unlimited amount of bullets to shoot with. Even so, they are fundamental to playing Aegis's neutral/zoning game as they force the opponent to play a grounded game depending on the assist Aegis has at the time, ideally ones that move horizontally! Important to talk about the fact that **2B is also head-invul at frames 9-12**. Pretty strong anti-air in my opinion only because of the bullet angles stopping most if not all types of air approaches. Except maybe the Yosuke player that seems to like throwing out raw jC all the time, but it's fine because you can probably still shoot that guy before it ever comes to that.

5B is also a go-to move for DP punishes as it prorates high and can make many of Aegis's combos get into 10-12k ranges depending on the resources spent.

As of ver 1.5, 5[B]/2[B] are **jump cancellable on hit**. This gives Aigis a bit more utility on her corner carry confirms and also allows for less commitment on zoning if you do get the hit but are unable to convert(just jump!). Her non-bullet variations are also **jump cancellable on block** as well.

As of ver 2.02, bullet proration is fairly large(750 EACH) so earning the absolute most damage out of any starter is making use of developing routes where opponent gets hit by 5B/2B bullets rather than 5B/2B arm+bullets. This is also the reason why Aigis can sometimes do 18k-20k combos lol.

2C

12f startup, -4 on block

A sliding type of sweep that moves forward a fair bit. I find it to be an okay roundstart option against things like Gordeau 5B, but longer ranged 5A will most likely tag you or hit you out of startup. Use it at your own discretion. Important to note that it's -4 on block so coupling that with conditioning the opponent through Orgia Dash cancels(refer to the 4A section!), this is actually an okay way to end a blockstring on, in my opinion.

I have no galaxy brain things to say about this move.

5C

26f startup, -4 on block

Typical forward moving 5C that's safe on block(if you didn't know, 5Cs that don't move are punishable but quick, forward moving ones are slower but safer)

jA

9f startup

Hit this button if you're Orgia dashing. **Always.** This button is one of her only high hitting normals and very integral to Aegis's high/low game. It's not a very good air-to-air button though due to a short horizontal hitbox, but it's got a hitbox behind it so you can probably hit some deep cross-ups if you fly hard enough on top of an opponent.

Smart Combo followups

- jAA

jB

8f startup

Decent air-to-air that has a hitbox in front horizontally and on top vertically. Integral to Aegis's combo enders -> okizeme.

jC

15f startup

Air-to-ground type normal that also serves as a combo ender to a majority of Aegis's combos as it leads to a safejump that covers all techs. Can be used to bait 2B/5B head invul anti-airs from high up, using an assist to convert.

(Can orgia dash out of on hit for slightly better knockdown situations on some routes, but I’m currently looking into legit applications on what jC -> orgia dash can be used on that front.)

(jC->664 brake gives some decent knockdown advantage as an ender, but requires you to still read the opponent's tech.)

Specials:

236A:

Startup and block adv hasn't been documented yet(as of the time of this writing), but it's comparable to EX Megido.

One of Aigis's new moves in 2.0. Does not have the advantages of EX Megido where you can combo after it, so it's mainly used as a knockdown tool.

Significant use of this move is now Aigis has full access to a multi-hit move in sandwich+pressure situations where you can active switch after 236A -> do whatever you want with your other character. Doesn't fix a lot of Aigis shells not having great support when she's in the back, but having the ability to create decent left/right mixups along with Aigis's high/lows makes teams slightly more flexible on offense.

Can also make use of 236A+Assist and create pressure on block during mid-ranges or anything farther from that. See Neutral/Offense/Defense writeup for more on making use of this specifically.

236B:

- Ground Ver:
    - **236B: 26f startup, -19 to -12 on block**
    - ~~A version is one of fastest traveling projectiles I've seem in this game so far. I mean, yeah there's Vatista's lasers, but they're lasers! Because each bullet is considered a projectile, 236A/B will win most projectile war situations as the first bullet will make contact with the clashing fireball, while the rest of them will hit your opponent as they're stuck in recovery. However, missing with either of these moves will put you in some amount of recovery and if you get too predictable, you will very likely be eating a jump-in button in an attempt for your opponent to dodge your zoning. Use a vertical oriented assist if available for covering those spaces, or just use 5B/2B + horizontal oriented assist.~~ Rest in peace A Gatling. :(
    - The B version is pretty mediocre in my personal opinion. Very slow to use, even at fullscreen, and it's use in combos keep the opponent at fullscreen distance, which may or may not help you in certain matchups. In any case, there's no need to hit the B button if you're on the ground and doing a quarter circle motion, because 236A does everything you probably want to achieve in the situations you're thinking of.
    - EDIT: I resign a bit of my statement of 236B being mediocre. It's actually fairly strong in active switch usage with the amount of lockdown it does. Neutral wise, you can call assist -> 236B+D, switching to your partner as gatling gun is still active horizontally.
    - Practical examples:

        - https://twitter.com/basedjawnsunn/status/1043391267739074560
        - https://twitter.com/basedjawnsunn/status/1044789604983820288
- Air Ver.
    - ~~**j236A: 19f startup**~~
    - **j236B: 29f startup**
    - Air-to-ground gatling shots. Their primary purpose in neutral(that I'm seeing) is to annoy grounded opponents with chip damage(it's not that much lol) and mixing up your air approach.

214A/B:

214A: 25f startup, -17~+16 on block
j214A: 21f startup
214B: 37f startup, -2~+67 on block
j214B: 21f startup

Both the grounded and air versions of this move have the same purpose of being combo filler. Admittedly, I have to not had the ability to use this in neutral very much, but I don't think it's neutral uses would be very useful compared to 236A or 2B/5B. It has LOTS of frame advantage on hit however, so you can definitely setup a safejump when you can combo into this(usually through assist or through 236C). Very fundamental to one of her corner carry combos as well.

If there's anything groundbreaking with this move that I missed, I'll be sure to edit this out and update.

New Change: can't use the same strength mortar in 1 combo/action. This was to (presumably) prevent air stall strategies using j214A->j236C 66 j214A->repeat

236C:

236C: 13f startup, -8 on block
j236C: 13f startup

If you're spending meter with Aegis, THIS move is the one that you usually use that meter on in combos. It side-switches, let's you combo into the corner, you can active-switch out of it to create a psuedo grim reaper lockdown situation on block, and most of all doesn't allow the opponent to use their partner burst. It also allows you enough time to, at least, recover a bar of Orgia while you're waiting for your persona to spit your opponent out. If that's not enough, you can convert most stray bullet hits from 5[B]/2[B] into 236C and be able to get a strong okizeme game going. Absolutely one of the best moves in her kit. Thank god this thing requires you to use meter, I actually don't think I need to write more paragraphs on why MEGIDO FIRE - KAI is a sick ass move.

214C:

214C: 18f startup, -12(point-blank)~+33(max distance) on block
j214C: 18f startup

Summons a barrage of missles toward the opponent. I assume they track to last known position as you activated 214C, cause otherwise they would be rockets or something. Keeps the opponent locked down if

they don't have an immediate way of dealing with it, if you have an assist available this type of situation is not too difficult to setup. It also allows you to switch into your partner easily as active switch as a good amount of recovery(26 frames?), but it's covered due to the missiles.

Watch out throwing this out in neutral if an opponent has 2 meter however, very easy to get sniped by a Ziodyne/STORM OF BLADES.

A+D(Reversal Action)

17f startup, you don't need know how minus this is on block you're going to die for it but if you really want to know it's -30

This DP **sucks**, doesn't have much horizontal reach and it's vertical reach is situational at best(I sniped a Rachel throwing lobelias once with this...). If you really need to use a reversal, use 236BC.

Supers:

236BC:

236BC: 4f superflash+7f startup after, -33 on block
j236BC: 4f+7f
Has Resonance-enhanced version! (Can access through Cross-Combo also)

One of the few reversal options Aegis has, as it is fully invul from frame 1. Decent super ender as it has a fairly large hitbox so if this doesn't hit, it is most likely due to hitstun proration more than anything else.

214BC:

Both versions: 15f superflash, 0f startup after
Has Resonance-enhanced version! (Can access through Cross-Combo also)

Air grab super, not at all a reversal option so don't mash this please. It looks cool as hell and puts your opponent all the way in the corner. This is Aegis's most damaging super ender(5355!) so if you're going to spend 2 meter, use it on this super.

As of ver 1.5, you can actually utilize CC meter and go for a route that gives a good amount of knockdown to apply almost whatever mixup you want + corner carry.

Orgia Meter Management and You:

Wait, what's this Orgia Bar thing next to my Super/Partner meter?

One of her main mechanics taken from P4A. Instead of it decreasing gradually, as Orgia mode was a mode change in P4A, it instead decreases on the point of cancel based on if she Orgia Dashes in neutral or during normals/214C.

Specifically, **she loses 1 bar in neutral and loses 2 during cancels**.

When should I make use of Orgia?

During your blockstrings for an easy high low mixup. [IMPORTANT!]
In your BnB confirms.[ALSO IMPORTANT!!]
During stray hits your assist makes.
Do it in neutral since your regular ground dash is pretty average.
Do it to feint approaches and force responses to counter their preemptive counters(DPs, anti-airs, etc).

In my honest opinion, do it all the time. The worst thing that could happen is that you hit overheat mode and-

Hey, I'm in Overheat and now I can't regenerate Orgia bar for while! HELP!

Oh boy...

Overheat will put you in about a... 10-20 second lockdown before you can actually regen any Orgia meter. Your Orgia dash is also incredibly short. It doesn't make her an entirely useless character, but it puts her in an incredible disadvantage still.

Despite my early statement, you'd want to **avoid being in this state if you can**. You can avoid it by managing your Orgia meter using longer combos or playing a lame neutral game using 5[B]/2[B]/236A. In regards to longer combos, 236C(Megido Fire) and 214BC ender(air command grab) allow you enough time to recover 1 bar of Orgia Meter if you used one already.

In the end, your main purpose with Orgia dashes is to **hit your opponent on the first mixup and run your offensive gameplan** off of knockdowns from there.

Combos:

Just go here for that lol, thanks cactus

There's a lot of routes this character has if you took a peek at that combo doc. Here are some recommended routes to get you started in picking Aigis up quickly:

- (midscreen) (2A) 5AAA 66jB 5B jc jB(2) 214A (wait)66 jB(2) 214B
    - beginner midscreen combo to get you used to spending orgia for corner carry + making use of double mortar route
- (air-to-air) jB(2) 236C (land) 5B 2B jB(1) jC 663 (delay) jB 5B jc jB(2) 214A or -> (after 5B) 236A
    - This makes the most out of your air-to-air hits by being able to convert into a combo.
- (midscreen) (2A) 5AAA 5B sjc 66jB(1) jC 663 (delay)jB 5B jc jB(2) 214A or -> (after 5B) 236A
    - More involved corner carry combo involving bullets + airdash. Does more damage than the first.
- (CH/DP punish) (midscreen) 5B 2B jc jB(1) jC 663 (delay) jB 5B jc jB(2) 214A (wait)66 jB(2) 214B
    - 8k midscreen punish route that does corner carry and ends in mortar knockdown scenario (can use meaty assist or tech chase with orgia)
- (CH/DP punish) (corner) 5B 2B jc jB(2) j214A/B (wait) jC 663 jB 5B sjc7 jB(1) jC -> (forward airdash jA for safejump)
    - does 7.5k but mainly combo is long enough that you can replenish orgia gauge(at most, you'll spend 1 orgia bar if you did orgia dash beforehand leading to DP bait).
    - Also introducing the sjc7 jB(1) jC ender here. Extremely important for corner confirms and routes that are able to lead into the corner early.

Other Combo Routing Notes:

- Cross Combo activation increases the hitstun timer (not sure on amount), but if you want to make the absolute most out of Aigis's DP punishes in 2.0, making use of CC combos is important. On average, this character can spend 4 bars for 12k if you're including DHC.
- On the topic of CC, Aigis gains 214BC/j214BC as her enhanced super during CC/Resonance state. What's special about this particular super is that it gives Aigis a hard knockdown scenario comparable to DBFZ's level 3(except you can still tech after lol). Very strong as you can setup safejump meaties with IADs/orgia dash and layer with assists or various fuzzies.
- If you need to end combos early so that your opponent can't burst + don't have the resources to punish said burst, opting to simply end with 236A is honestly a good option to do.
- Will add other things as doc gets periodically updated

Hey! I can't do this "214A 66 jB(2) 214B" route! This is too hard!

- I made this video in order to help troubleshoot common issues players have trouble with on the "double mortar route": https://www.youtube.com/watch?v=_sm_pSA-Slc

Neutral/Offense/Defense Writeup

Introduction:

As I've said before, a majority of this doc are my own thoughts and personal opinions of the character and is not meant to be some type of bible(I would love to be sonichurricane though...), or an objective "this is how you're supposed to play this character"-type of guide. I'm not saying to outright not listen to what I have to say, but rather be open to other ideas/opinions other than my own in this doc. Hopefully once this doc is fully complete(which will most likely be a LONG time) and BBTAG becomes a more figured out game, you'll see what other people have to say about Aegis in the future in this doc.

Anyway, this write up is going to assume that you're playing Aegis point. This is (probably) the most common team setup for Aegis team shells, though it is not unusual to put her in the back and have a different point character entirely. I actually feel that you have a much easier time being able to play Aegis if you have a point character that allows for good corner carry and can active switch into Aegis to do Orgia Dash safejumps/mix-ups in the corner. At the same time, this skips simple neutral game concepts needed to play Aegis in some scenarios. Goal of this writeup is to give you, the beginner Aegis player, a look at what the character can do in these scenarios so that you're ready for them when the time comes. If you want a personal suggestion for me, you should play Aegis point until you're comfortable with the character and then play your (probably superior) partner point.

Also, if you haven't already read the move overview section of this doc, I suggest you do so now as I refer to a lot of things said in that section here in this write up.

"Round start" Position:

I didn't really think about writing about "round start" before this writeup. It honestly didn't really cross my mind, but considering that the strongest part of this character is her offense, I feel that getting that first hit or not getting hit at all is something that needs to be written home about with Aegis. She's got poor defensive tools and her neutral is okay at best, but is easily countered by making good reads on the opponent's part(similar to Nu-13 in my opinion). Anyway, let's go over your options:

2C:

Forward moving low poke that you can cancel into orgia dash or spend partner meter to convert using assist. A legit option to use considering it's speed and can catch most A/B normals. Unless you're Ruby... Can lead to good corner carry with certain routes anyhow.

Backdash:

Quick backdash that doesn't have much invul, not good against matchups that have longer reaching normals(Gordeau/Ruby 5Bs have caught me out of this), but otherwise a decent option to make use of.

Instant Air Backdash:

Better than grounded backdash as it leaves you farther out. Not invul so opponents can chase you down and force you to block on your recovery/landing or flat out hit you if they think this is your go-to option. Ideal for playing a keepaway/"annoying" neutral though.

Microdash 5A:

Fairly slow, but good against players who simply block or autopilot slow, big buttons on their round start. Don't expect to see much use out of this as fast A/B buttons from alot of characters will most likely hit you out of this, but something to considering in some matchups. Lab it out and see what you can do!

Super Jump -> air backdash/forward airdash/jC:

I find this one to also be pretty strong in key matchups. A majority of Aegis's problem matchups stem from having stubby ground normals, and although her jA/jB aren't ANY better, making someone block a jC can get you started as you can cancel it out of blockstun using origia dash -> jA or just use an assist to convert/cover landing recovery. Air backdash/forward dash from super jump height avoids a good amount of buttons from nearly every character aside from the highest anti-airs. Needs more looking into in my part, but this hasn't personally failed me yet.

Jump Up-Forward/Super Jump Up-Forward -> 4P/anti-air assist:

Incredibly offensive call out towards players who choose to move forward in the air roundstart every time. Depends on the 4P as well(Jin/Ruby 4P as best examples). Loses to the opponent being passive or characters that can hit you out of your jump(Mitsuru), either way you are making both characters vulnurable and liable to happy birthdays depending on what you do after you jump.

Blocking is your safest bet immediately after jumping.

Instant Neutral jA + Assist:

Beats a lot of roundstart pokes(Mitsuru, Ragna) as weird as that sounds as jA shrinks Aigis's hurtbox. Underrated option among Aigis players

Same with upforward+4p, opponent being passive or anti-airing roundstart(using air-to-air) will beat this option

Neutral:

At its core, the primary goal of playing neutral with Aegis is to use her zoning tools to force grounded/air approaches, punish them for making said approaches, and converting those punishes into a consistent mixup game. Aegis barely has the ability to throw out buttons to poke opponents so make sure to learn how to make use of your basic movement options. Learn how to make use of the Instant Air Dash input (956 forward, 754 backward) in order to close/create space, this is an absolutely fundamental tool for anime/airdasher fighting games.

(If you want more information on how to play neutral in BBTAG, check out my writeup on: https://tinyurl.com/bbtagneutral)

2C:

One of Aegis's few decent pokes as it's forward moving, -4 on block, and the recovery isn't too long that you can get whiff punished by most characters. Can be used as a whiff punish in certain ranges. As said before, making opponents block this means they either spend the meter to pushblock you to not eat the high/low mixup with orgia dash... Or eat the high/low mixup with orgia dash.

5A:

Recovery is long so it's not a button you want to throw out in neutral at all, but if you believe in it's range it's a decent button on hit/block. 5A can lead to a good confirm granted that you spend the orgia meter and 5AAA on block can lead to a gapless orgia dash jA unless opponents know when to pushblock you out. which is when 5AAA is thrown out for people reading this to counter the Aegis matchup lol. But again, don't rely on 5A too much, it's slow(10f startup), doesn't have good vertical coverage, and has a bit too much recovery.

Orgia Dash:

- Since Aigis has a fairly slow ground dash, getting to point A to B is kind of difficult for this character until you start utilizing her orgia dash off of neutral 66.
- Use brake(66~4) and follow up with air actions(airdash, back airdash, double jump) in order to give your movement variance in moving forward and bait anti-airs or other options to stop orgia.
- 66jB is a fairly good option to be doing at midranges actually. Get people blocking in order to force "pushblock or eat high/low" scenario that you can layer with throw as well. (Built-in dash animation present in throw at farther ranges is not affected by PB, in case you didn't know!)

jC:

Air-to-ground normal that covers almost a 45 degree angle. It's probably one of your longest ranged(vertically, I guess...) moves you have, but also the riskiest with how much recovery it has. Especially dangerous on whiff, in my opinion. Despite that, use this to work around long, horizontal pokes or bait anti-air attempts. On block, you can cancel into orgia dash

for a jA/jAB string to start pressure or call an assist to keep yourself safe if you feel that the range to orgia dash in is too awkward, though in most cases this shouldn't be a problem. You can convert a jC with orgia dash jA -> 236C on hit by the way, just in case you want something relatively easy to do.

jB:

Decent air-to-air, catches those above you thanks to it's vertical hitbox but the startup on the second part is a bit too long for me to comfortably use in that situation. This is mostly used to preemptively meet airborne opponents throwing buttons out, as it's reward on counter hit means a ton of hitstun to confirm almost anything.

5B/2B:

~~[] = hold button down~~ shoutouts to 2.0

Bullets control the air space in front Aegis very well and catches a lot of air approaches, aerial projectile attempts(Vatista!), and really tall characters. I rely on these a lot, but at the same time, if you don't have an assist to cover the dead angles of these buttons(usually on the ground), then you'll be in for a bad time as they have a ton of recovery. You'll be massively punished on a good read, so make sure to use a projectile or forward moving assist in order to cover yourself.

- It's much more threatening as a starter now this patch(2.0).
- You aren't limited to just (guess)confirming with 236C to convert as you are able to jump cancel the bullets on hit allowing for more stable conversions with jB.
- A Gatling(old 236A) doesn't exist anymore, so 2.0 really requires *more liberal use* of 5B/2B as you don't have the ability to threaten the grounded deadzone that A Gatling was able to threaten *unless you have an assist*.

Neutral/Projectile Assist:

I-I almost forgot about this considering that I wanted to focus solely on Aegis, but since this is a team game, we gotta talk about neutral assist calls. They don't cost partner meter and they build up resonance(You need this for comebacks!). Since this game has nearly 30+ characters, I'm not going over how to use every assist in the game in conjunction with Aegis, use the goddamn training mode. I will say that Aegis benefits so much off of forward moving assists such as Hyde's 5P/6P, Jin's 5P/6P, Orie's 6P, etc, as there's less commitment to these options compared to 236A/5[B]/2[B].

Due to A Gatling gun not existing more, now more than ever does Aigis need to be able to cover grounded approaches so that your opponent doesn't get to run under 5B attempts at neutral for free.

Important to note that if you want to orgia dash + neutral call assist, do 6+P~6

236A+Assist:

- **Video reference: https://twitter.com/basedjawnsunn/status/1207495797907939328**
- Depends on assist or assist kit in order for this to be absolutely effective. Ideally you want long blockstun moves that are more active than 236A. The end result is: Do 236A+5p/6P -> Opponent blocks 236A -> 5P/6P is active, is blocked afterwards, and covers 236A recovery -> apply pressure if opponent didn't decide to pushblock
- Aigis doesn't have many moves that allow her to establish dominance vs good mid-range pokes, adding this to the option set is worth considering personally.
- Startup on A ver is comparable to C ver(No hard numbers yet!), so midrange moves at the max range WILL win vs you, however 236A+XP shines best when done outside of those max ranges. Make use of backdash/air backdash to whiff punish.
- TK'ing(tiger knee, 2369) 236A drops down slightly sooner, coupled with having more height over grounded 236A, meaning that if your opponent is crouching, you'll end up on the other side of them. Character-dependent due to crouching hurtboxes. Personally, find TK236A/2369A+XP more universal to use with more Aigis teams than grounded 236A+XP due to having less blockstun on TK version.

214C:

Missiles is pretty decent for locking down people who don't have the ability to hit you out of it(ziodyne/touga/whatever the fuck es does) or pushblock you out of said lockdown. Not really the best, but it's a way to force your turn if your opponent is unable to stop/avoid it from happening.

Defense:

Pretty important position while also being the position where you really don't want to be in if you can help it. This section will be pretty short as a result as this character, in my opinion, does not do well in defense and will most likely explode if caught blocking really strong pressure.

Pushblock:

Most powerful defensive mechanic in BBTAG, but since it requires 1 bar of super meter, using it wrong will mean that your opponent will most likely have the meter advantage and/or not having the resources to escape the next pressure -> mixup scenario. The thing I want to tell new players to BBTAG in general is to trust your defense and block it out! Blocking gives you meter, **about an equal amount to the aggressor**, so gaining that extra meter needed to turn 2

bars into 3 bars means you have a lot more room work with in regards to escaping pressure in this game in general. This is quite honestly her *best tool* for defense.

4A:

Short jab, but it's Aegis's fastest button in regards to abare(mashing/counter-poking out of pressure). Easily hitconfirmable thanks to autocombo and if they block it then that means they're blocking Aegis so you know what that means. Don't be surprised if you get frametrapped for doing this, but worth considering when looking out for common blockstrings in matchups.

DP:

Can't say how much I don't like this DP. It sucks, it's horizontal coverage is nonexistent, and it's slow. Only reason this should come out is if your opponent staggers their blockstrings to leave a gap in order to turn your pushblock into a DP. At the very least, this only hits people(in my experience) because they're directly above me or just not used to how slow it is.

Reversal 236BC:

Second best defensive option Aegis has, if you have the resources to do it. Relatively fast with 4 frames of superflash+7 frames of startup. Like all reversals, you can get safejumped/baited for doing this so use it at your own discretion.

Burst(D+P):

Other good defensive option only hampered by the fact that it can be easily punished by assist or by hard bait. Good to remember that you can also do this on block as well as on hit. Puts a knockdown on the opponent and resets the momentum of the match, use with caution.

Offense:

Saving the best for last here, I won't going over too many moves to use in this section but rather explaining basic okizeme(wake up pressure), general block pressure, and the high/low mixup concept.

4A/2A->4AA/2A4A:

4A and 2A will be your primary pressure starters, chain into 2A to implement a low then chain back to 4A->autocombo or orgia dash mixup, or 4A -> 4AA to chain into 5A for an auto frametrap(DPs will still catch you) or reset into 2A/delay 2A to keep people afraid from making their pushblock input into a DP input. You can also 4AA 66jA(orgia dash jA) when you do establish some type of respect with the rest of the options.

5AAA -> orgia dash jA:

If people don't pushblock you out of this, they'll eat a orgia dash jA while also having being a gapless blockstring. Nothing more to explain, as it's incredibly strong in my opinion.

Pressure starters(mentioned previously) -> 2C:

Almost forgot to talk about chaining into 2C. Most people block in anticipation of the overhead, but forget about the other chainable low. And then they expect the 2C and get hit high by the 66jA instead. See where I'm getting at?

2C 66jA is a hitconfirm also, use j236C or 5A to continue depending on character hurtboxes(I've had problems with Rachel/Linne personally, need to lab on my end).

Let me put out there right here that 2C 66jA is NOT your primary mixup, it is your pressure extender. Once opponents can catch on to this, you can utilize orgia brakes to check if they are actually reacting to the jA for pushblock and make them respect the -4 situation that 2C gives.

jC Ender Okizeme:

Assuming you only use a regular/super jump prior to the jC, there's a lot you can do after a jC. Most obvious is to spend 2 bar on orgia to safejump using jA. Or just not use the orgia bar at all in the corner and instead airdash after the jC recovery in order to setup a high/low safejump. Look into combo routes that let you lead to corner carry + jC ender, or if you're in the corner make sure to end with a superjump back(denoted as a sj7) jB jC.

236A ender:

- New to 2.0. One of Aigis's **easiest enders to force safejump/mixup scenarios**. However, you're limited to using orgia dash as your main tool compared to other enders(jC, j236BC) where you can layer with meaty assists and airdashes/delay airdash. Meaty assists with 236A enders means having to spend half the CC meter since most of the time, you are still in recovery when you need to call.
- Midscreen: side switches, but 66jA will catch any tech.
- Corner: Does not have the added effect of sideswitching as you can run forward after 236A knocks opponent back down -> 66jA safejump. Requires the opponent to be high up(above Aigis's head generally) in order to keep corner and chase all techs. 5B 2B 236A does this naturally.
- Though despite reservations about calling assist meaty, calling assists during 236A in order to FORCE sandwich scenario is worth the CC meter.

- In general, **236A ender is good for new players understand what knockdown means for this character.** It can't be entirely relied on. Aigis routing is hard due to the number of routes there are (execution is debatable lol) and what can/can't be used, so use this ender as a stepping stone so that you can add other combo routes+enders later on.

General Orgia Dash Things:

Important to note that in MOST cases, a 66jA on okizeme will:

- meaty an opponent on their wakeup timed properly(and assuming that you had enough space that they would forward tech into you instead of crossing you up)
- auto safejumps traditional DP-type reversal actions timed properly
- loses to most counter-type reversals(You can block Hakumen's/Yosuke's DP, but you'll most like eat a Yukikaze due to the active frames of jA).

But because of the fact that it's such an overwhelmingly strong option, it forces some type of response out of players(or none if they don't know the matchup!) so you can do a multitude of things after such as empty Orgia Dash -> block/2A or Orgia Dash above them(this would be a... 669 input) -> jA for a crossup. Or just 66~4 to completely stop your orgia dash, feint a forward moving approach, and catch them with a 2C if possible. In short, keep opponents wary and mixup your options using jA, empty orgia dash 2A, and feints.

As mentioned in the Orgia Meter writeup, it's important to know HOW MUCH orgia meter you have left in order to freely cancel your moves into 50/50 situations. If you're able to get a confirm after the initial mixup and you're out of orgia meter, consider finding ways to active switch into your partner so that Aegis can recharge -> get her back in through active switch.

Making Aegis a Team Player

My time with Aegis after a month of playing her, I can make the claim that you **have to** build your team around **this character's weaknesses** and **enhance her offense**. You can just put x character and Aegis together and call it a day, but any character you want to pair with her needs extensive lab time. I'll talk about what you want out of her partners, but let's talk about her assists first.

Assist Overview:

5P:

Forward moving knee attack, starts from behind point and goes about half-screen. Does 1 hit on block and 2 hits on hit. It's an okay assist, but it puts Aegis out and vulnerable so it's not an assist you want to put out in neutral that much like you have a projectile or something. Very good combo and burst punish tool for the x/Aegis shell otherwise.

4P:

Anti-air spear attack from Palladion, decent vertical reach, but horizontal reach is not very good as there's no hitbox near the persona. On hit, an immediate active switch will allow for a free combo with 5A. Not the best burst punish tool unless used for very vertical falling bursts.

6P:

214X Mortar assist that fires (2 cannons as of 1.5) at an arc(based off of 214A+214B). If you immediately active switch after Aegis fires the cannon, the projectiles will stay on screen until you press any button. Not the best projectile coverage assist compared to many other characters, but there's a decent niche with the ground space and slight delay. Good assist for characters who have long 5A pokes so that they can do 6A+P and do a blockstring that can reset itself into a grab/mixup. Useful neutral assist call thanks to it being a projectile, but confirming at hit off of it requires some practice in my opinion.

As you can see, her assists aren't the best and it's the biggest reason why developing a team with this character is difficult as there are very few characters(or at all) that benefit greatly off of Aegis's assists. You need to benefit from assists not just because of reward on hit/block, but also for building up Resonance Blaze meter for comeback potential and the fastest way to build Resonance meter is calling assists in neutral. She's very much a point-oriented character and because of this, the types of partners that benefit her the most are characters whose assists have projectiles/forward moving attacks, multi-hit, and can attack forward/upward to compliment 5[B]/2[B]/236A angles as those moves require Aegis to commit to those actions.

Recommended Partners:

Vatista:

Was an underrated comp at 1.3, but 1.5 made her one of Aigis's best partners due to 5P lockdown on block and easy confirm on hit. Has several ways to active switch into Aigis when's she's on point as well. She's also a decent character+anchor in her own right with good midrange buttons in 2A/5A/5B.

Hyde:

6P assist is multihit and denies a lot of pushblock attempts while you're doing Orgia high/lows depending on where you place your jA/2As. 5P is a good general purpose assist that's fast and hits twice always. 4P is okay for burst punish, but 5P does that too. This is on top of Hyde just being a very solid fundamental character with a strong 2B anti-air, long 5A poke, and good damage output paired with assists and cross combo.

Jin:

Reasons to pick this character are very similar to Hyde. 6P assist that summons a delayed multihit icesword that can be called at neutral or during knockdown. 5P icecar being a decent combo extension tool, while 4P is a very fast anti-air assist that doubles as a burst punish tool. Solid character as well with strong normals like 5A/2C/jA, and very high damage output thanks to corner jC loops.

Elizabeth:

- One of Aigis's best partners up there with Jin/Vat. Putting aside a very strong 6P assist when you can set it up right(usually on okizeme or pressure), her 5P starts up extremely fast and has high blockstun for a neutral assist.
- The only (and most significant) flaw is that her assists(persona normals!) have huge hurtboxes so it's easy for someone to smash through both Thanatos and your pressure attempts if you are not careful in trying to layer them. Otherwise, she has access to huge damage thanks to Elizabeth's combo routing and Mind Charge(gives meter based on Elizabeth's current HP).
- The Elizabeth point side is fairly weak compared to most other teams. The advantage over other Aigis shells is the amount of ways Aigis is able to come back in and run orgia pressure while Elizabeth does her multi-hit attacks like 5B, Mahamaon, Magarudyne, Maragidyne, Maziodyne, etc etc etc. Not hyperbole when the draw of playing this team is having to play Elizabeth at some point though.

Orie/Mitsuru:

lol rapier girls. Aside from differences in their assists, these two characters are very much characters that can do so much on their own. Very useful for Aegis as she has many problem/tough to play matchups that Orie/Mitsuru have a much easier time in due to their strong neutral. You should play these characters on point -> active switch to force Aegis's mixup game on knockdown. Examples being Aegis 5P -> Orie j214B+D and Mitsuru 2BB 214B+P->D.

Ruby:

It's Ruby, every button on this character hits in 4 dimensions and she can do a lot on her own(same teambuilding idea as Orie/Mitsuru IMO). Good assists with 4P fast anti-air, 6P projectile assist for neutral, and 5P to setup cross combo sandwich scenarios. Nothing much else to say. why the fuck can 5b hit from behind, come the fuck onnnnnnnn

Blake:

6P Nightshade/Boomerang assist gives Aegis soooo much in regards to mixups. Blake also has a strong fundamental neutral game thanks to her long normals and fast 5A while also having strong mixups thanks to her 214X+active switch(but really you're gonna be using the A follow up that switches sides).

Yu:

Solid character with a fast+long 5A poke, good pressure with 4A/2A, decent fireball game with Zio, and good damage output with assists. Strong assists as well with 5P Issen being 2-hit attack with quite a bit of blockstun and wallbounces on hit for easy confirms, 6P 5BB multi-hit assist that's useful on knockdown and orgia dash/cross combo pressure, and 4P being another good combo/burst punish tool. Overall, you can't go wrong with this pick in my personal opinion. (2.0 made Narukami better so it has the side effect of this team being better because of it lol)

There are 32 other characters(as of the writing of this doc!) that you can pair Aegis with, but I'm not writing about every character in the game and how they benefit Aegis. This game has a good enough training mode for you to explore that. Feel free to contact me(information for this can be found in the Table of Contents page) for other characters that you think deserve to be put on the Recommended Partners list and I'll take a look at it.