TEKKEN TAG TOURNAMENT 2 BNB COMBOS

Solo Combos, Tag Assaults Fillers & Enders

Solo Combo routes, Tag Assault fillers and enders for open ground and the wall, and execution notes, organized by character compiled from Tekken Zaibatsu, Youtube, and some of my nerdy friends brains, Routes, alternatives, and corrections **have not** been independently tested, but will be updated accordingly (or when you tell me to).

The idea is, you learn your character's initial combo theory, and you *should* be able to mix & match them with the respective TA fillers and enders available. This game has over 1700 possible team combinations, I'm sorry I don't have the optimal combo for your Zafina/Baek team, but the beauty of this game is using your creativity to find tech for your own team if it isn't already out there.

Character index

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Y Yoshimitsu
Z Zafina

Solo Combos are grouped by starter, with Counter Hit, Low Parry, and wall routes identified separately.

Alex

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Shared Tag Assault and ender options: Alex & Roger Jr. Solo combos below are specific to Alex.

Solo Combos

Starter: `u/f+1+2`

1. `u/f+1+2 > f+4,3,2 B! > 1+2 > ff+2`

Starter: `u/f~N+4`

1. `u/f~N+4 > f+4,3,2 B! > f+3 > df+1,2 > d+3+4`

Starter: `FC df+2`

1. `FC df+2 > f+2,1 > 1+2 > df+1+2 B! > AGF`

Starter: `ROC 1`

1. `ROC 1 > b+3+4~1 > df+1+2 B! > f+3 > df+1,2 > d+3+4`

Counter Hit Combos

Starter: `CH 4`

1. `CH 4 > df+1+2 B! > f+3 > df+1,2 > d+3+4`

Starter: `CH b+4`

1. `CH b+4 > db+3 > 1+2 > df+1+2 B! > dash 1+2 > ff+2`

Starter: `CH df+2`

1. `CH df+2 > wavedash WS+2 > f+4,3,2 > f+1+2,2`

Low Parry Combos (`LP`)

Starter: `LP SSR+1+2`

1. `LP > SSR+1+2 > 1+2 > 1,2~ROC 2`

TA!

`cd+1 | uf+3,3 | df+3,3`

Ender

`cd+1 | wr3`

Wall TA!

`uf+3,3`

Wall Ender

`db+4,3,4,3,4`

Alisa

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Solo Combos

Starter: df+2

1. df+2 > b+1 > WS+1,2 > f+1 > b+4,3 B! > ff,n > f+4,1,4

   Note: Does not work on Xiaoyu if the combo reaches seven hits before B!.

2. df+2 > b+1 > WS+1,2 > f+1 > b+4,3 B! > ff+2,3

Starter: uf+4,4

1. uf+4,4 B! > f+2 > f+1 > ff+2,3

Starter: b+3+4

1. b+3+4 > f+2 > f+1 > f+2 > f+1 > b+4,3 B! > ff+2,3
2. b+3+4 > 3+4 B! > b+1 > WS+1,2 > d+4,1+2

Starter: d+3+4

1. d+3+4 > iWS+1,2 > df+1 > f+1 > b+4,3 B! > f+2,3,3

Starter: 1+2

1. 1+2 > b+1 > WS+1,2 > f+1 > b+4,3 B! > ff+2,3

Starter: WS(1,2),3

1. WS(1,2),3 > f+1 > f+1 > f+1 > b+4,3 B! > ff+2,3

Starter: (1,2),2

1. (1,2),2 > iWS+1,2 > f+1 > dash 1 > b+4,3 B! > ff+2,3
2. (1,2),2 > iWS+1,2 > f+1 > dash 1 > b+4,3 B! > ff,n > f+4,1,4

Starter: ff+1+2

1. ff+1+2 > d+1 > WS+1,2 > f+1 > b+4,3 B! > ff+2,3

Starter: (b+1) > 1+2

1. (b+1) > 1+2 > b+4,3 B! > ff+2,3

Starter: WS+2

1. WS+2 > 3+4 > FLY 3 > WS+1,2 > f+1 > b+4,3 B! > ff+2,3

Starter: (ub+3+4)

1. (ub+3+4) > 1+2 > f+1 > f+1 > f+2 > f+1 > b+4,3 B! > ff+2,3

Starter: FLY 4

1. FLY 4 > WS+1+2 > f+1 > f+1 > b+4,3 B! > ff+2,3

Counter Hit Combos

Starter: CH 4

1. CH 4 > 1+2 B! > f+2,3,3

Starter: CH b+4,3

1. CH b+4,3 B! > d+2,4

Starter: `CH FLY 3`

1. `CH FLY 3 > turn around > WS+1,2 > d+4 > 1+2`

Low Parry Combos (LP)

Starter: `LP`

1. `LP > b+1 > WS+1,2 > f+1 > ff+2,3`
2. `LP > b+1 > WS+1,2 > f+1 > b+4,3`

   Note: For oki.

Wall Combos

Starter: `4 W!`

1. **Wall Combo:** `4 W! > uf+4,4 B! > 2,3,3`
2. **Wall Combo:** `4 W! > b+4,3~1+2 B! > DES f+1+2 > 1+2`

TA!

`db+2,2 | b+2,4 | d+2,4`

Ender

`WR2`

Wall TA!

`f,F+3,4,4`

Wall Ender

`d+2,4`

Ancient Ogre

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Solo Combos

Starter: `uf+4`

1. `uf+4 > 2 > 3,2 > d+1 B! > dash b+2,1`

Starter: `SS+2`

1. `SS+2 > 2 > f+3,2 B! > b+4,3,3+4`

Starter: `ff+3`

1. `ff+3 > 3,2 > d+1 B! > ff b+2,1`

Starter: `d+1+2`

1. `d+1+2 > 2 > f+3,2 B! > b+4,3,3+4`

Starter: `WS+2`

1. `WS+2 > df+1 > f+1 > f+3,2 B! > b+4,3,3+4`

Starter: `d,db+4`

1. `d,db+4 > UF+4 > 3,2 > d+1 B! > ff b+2,1`

Starter: `FC f+1`

1. `FC f+1 > iSW+4 > 3,2 > d+1 B! > ff b+2,1`

Starter: `bf+4`

1. `bf+4 > u+3 > 3,2 > d+1 B! > ff b+2,1`

Starter: `u+1+2`

1. `u+1+2 > df+2 > 3,2 > d+1 B! > ff b+2,1`

Counter Hit Combos

Starter: `CH f+3`

1. `CH f+3 > 2 > f+3,2 B! > b+4,3,3+4`

   Note: Delay the first 2; otherwise Bound comes out early.

Starter: `CH db+2`

1. `CH db+2 > WS+4 > 3,2 > d+1 B! > ff b+2,1`

Low Parry Combos

Starter: `LP`

1. `LP > 2 > d+1+2 > b+4,3,3+4`

TA!

`uf+3,4,3+4 | 2,d+1+2 | d+1+2 | b+1,2`

Ender

`WR3 | uf+3,4,3+4 | b+1,2 | ff4 | uf1+2`

Wall TA!

`b+2,1 | df+2,1,2 | b+1,2b ub+3,2`

Wall Ender

`b+2,1 | df+2,1,2 | b,f+4 b,f+4*`

Angel

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Solo Combos

Starter: `df+1,2`

1. `df+1,2 > b+4,1 > df+1+2 B! > dash > db+4,3`
2. `df+1,2 > df+1 > f+1 > ff+1 > ff+1 > ff+3,4 B! > f+3,2,1`

Starter: `u+4~u`

1. `u+4~u > FLY 3 B! > db+2 > db+4,3`

Starter: `EWGF`

1. `EWGF > uf+1+2 > ff+3,4 B! > f+3,2,1`
2. `EWGF > EWGF > ff+1 > ff+3,4 B! > f+3,2,1`

3. `EWGF > db+2 > f+1 > ff+1 > ff+1 > ff+3,4 B! > f+3,2,1`

Starter: `SS+2`

1. `SS+2 > uf+1+2 > dash > 1 > ff+1 > ff+1 > ff+3,4 B! > f+3,2,1`

Low Parry Combos (`LP`)

Starter: `LP`

1. `LP > EWGF > f+1 > ff+1 > df+3,2,2`

Wall Combos

Starter: `EWGF`

1. **Wall Combo:** `EWGF > b+4,1 > dash > 1 > ff+3,4 B! > db+4,3 W! > DEWGF > d+4`

Starter: `b+1,1+2`

1. **Wall Combo:** `b+1,1+2 W! > ff+3,4 B! > f+2,1,4`

TA!

`f+3,2,1 | uf+1+2 | SSL d/f+322 | f+1+2 | f+3,4`

Ender

`WR3 | uf+1+2 | 1+2 | cd3 | f+3,4`

Wall TA!

`f+2,1,4`

Wall Ender

`f+2,1,4 | db+4,3`

Anna

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Solo Combos

Starter: `WS2`

1. `WS2 > 2 > d/f+3,2 ~ d/f+1 > f+3,2 > qcf+2,1`

Starter: `d/f+2`

1. `d/f+2, d/f+3,2 ~ d/f+1, f+3,2, qcf+2,1`

Starter: `d/b+3`

1. `d/b+3, FC d/f+4,1, qcf+1, f+3,2, qcf+2,1`

Counter Hit Starter: `CH qcf+1`

1. `CH qcf+1, qcf+1,1, qcf+1, f+3,2, qcf+2,1`

TA!

`qcf+2,1 | f,F+3,4,3 | b+2,2 | uf+4,(3,)4 | f+3~b CJM, d/f, CD 2,1`

Ender

f+4 | qcf+2,1

Wall TA!

b+1,2,2 | f+3~b CJM, d/f, CD 2,1 | ws+3~b df+2,1 | fF+3,4,3~b CJM 2+3*

Wall Ender

qcf+2,1 | df+1,2 f+2+3

Armor King

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Solo Combos

Starter: u/f+4

1. u/f+4 > SSR df+1 > 1+2,2 > d+2 B! > dash df+1 > f+2,1

Starter: SS+2,1

1. SS+2,1 B! > ff df+1 > 1+2,2 > f+1+4

Starter: DU, u/f+3

1. DU > u/f+3 > df+3 > df+1 > f+1+2 B! > f+1+4

Starter: u/f+1+2

1. u/f+1+2 > df+1 > 1+2,2 > d+2 B! > ff df+1 > f+2,1

Counter Hit Combos

Starter: CH b+1

1. CH b+1 > bb 3+4 > 1 > d+2 B! > ff df+1 > f+2,1

Starter: CH ff,n,2

1. CH ff,n,2 > f+1+2 B! > df+1 > 1+2,2 > f+1+4

Starter: CH df+3

1. CH df+3 > SSR df+1 > 1+2,2 > d+2 B! > ff df+1 > f+2,1

Low Parry Combos (LP)

Starter: LP

1. LP > u/f+3 > df+1 > 1+2,2 > f+1+4

Wall Combos

Starter: f+2,1 (Wall Splat)

1. **Wall Combo:** f+2,1 W! > f+1+2 B! > df+1 > f+1+4

TA!

3+4,2 | uf+3 | 1+2,2 | f3,4,3

Ender

WR3 | ISW | GS | uf+3 GS | WR3+4

Wall TA!

3 | 4,1 | ss2,1 | uf+2 | db+2,3

Wall Ender

f+1+4 | groundgrab

Asuka

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Solo Combos

Starter: f+4

1. f+4 > ff,1+4 > b+4,2 B! > b+2,1+2,4

Starter: WS+3

1. WS+3 > 2,1,1+2 B! > b+2,4,3

Starter: df+2

1. df+2 > uf+3 > 2,1 > 2,1,1+2 B! > ff+2,1

Starter: f+2

1. f+2 > uf+3 > 2,1 > 2,1,1+2 B! > ff+2,1
2. f+2 > uf+3 > 2,1 > 2,1,1+2 B! > WS+1,4

Starter: 1+2

1. 1+2 > db+4,3 > 2,1,1+2 B! > ff+2,1+2

Counter Hit Combos

Starter: CH b+4

1. CH b+4 > d/b+4,3 > 2,1,1+2 > ff+2,1+2
2. CH b+4 > WS+4 > 2,1 > 2,1,1+2 B! > ff+2,1

Starter: CH u/f+3

1. CH u/f+3 > d/b+4,3 > 2,1,1+2 > ff+2,1+2
2. CH u/f+3 > db+4,3 > 2,1,1+2 B! > ff+2,1

Starter: CH SSR 4

1. CH SSR 4 > dash d/b+4,3 > 2,1,1+2 > ff+2,1+2

Starter: CH WS+1+2

1. CH WS+1+2 ~ f+2 > b+2,1,3 > dash 2,1,1+2 > ff+2,1

Starter: CH FC d/f+2

1. CH FC d/f+2 ~ CC: df+2 > b+2,1,3 > dash 2,1,1+2 > ff+2,1

Low Parry Combos (LP)

1. LP > uf+3 > 1+4 > b+2,4,3

Solo Wall Ender

- f+1+2 > d+2 > 1+4,2,d+4

TA!

b+2,1+2,4 | db+4,3 | 2,3 | b+2,4,3 | b3,4,3 | b+2,1,3

Note: b+3,4,3 is especially useful following two-hit bounds, including specific Jun/Xiaoyu setups.

Ender

wr3 | f+1+2 | 1+4, 3~f

Wall TA!

b3,4,3 | b2,1,d4 | b2,1,4 | f+1,4 | d+3+4

Wall Ender

f+1,4 | df+1,4 | f,f+2,1+2 | f+1,3

Note: ff+2,1+2 does not work in every route; df+1,4 and f+1,4 are more dependable options in some routes.

Baek

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Solo Combos

Starter: d/f+2

1. d/f+2 > 4,3,3~f > FLA 3,3~FLA 3+4~f > FLA b+3 > dash d/b+3,3~f > FLA d/f+3+4

Starter: FLA u/f+3

1. FLA u/f+3 > f,f+4,3 > 3+4~f > FLA b+3 > dash 3+4~f > 1+2,4

Starter: CD+3

1. CD+3 > u/f+3,4,3 > dash d/b+3,3~f > f+1,2,3~f > 1+2,4

Starter: SSR 3+4

1. SSR 3+4 > 4,3,3~f > 2,3 > FLA 3+4~f > FLA b+3 > ff+4,3

Starter: ff+3

1. ff+3 > 4,3,3~f > 2,3 > 3+4~f > FLA b+3 > ff+4,3
2. ff+3 > db+3,3~f > 4,3,3~f > FLA 3+4~f > FLA b+3 B! > dash > db+3,3~f > df+3+4

Starter: u+4

1. u+4 > ff+4,3 > 3+4~f > FLA b+3 > dash d/b+3,3~f > FLA d/f+3+4

Counter Hit Combos

Starter: CH 4

1. CH 4 > 3+4~f > 1 > 3+4~f > FLA b+3 B! > dash > db+3,3~f > df+3+4
2. CH 4 > 3,3~f > FLA 3+4~f > FLA 3+4~f > FLA b+3 B! > dash > db+3,3~f > df+3+4

Starter: CH b+4

1. CH b+4 > 4,3,3~f > 2,3 > FLA b+3 B! > dash > df+3+4

Starter: `CH df+3`

1. `CH df+3 > db+3,3~f > 4,3,3~f > FLA 3+4~f > FLA b+3 B! > dash > db+3,3~f > df+3+4`

Low Parry Combos

Starter: `LP`

1. `LP > ff+4,3 > dash > 4,3,3~F > FLA 3+4~f > f+4`

Solo Wall Combos

Starter: `b+4 W!`

1. **Wall Combo:** `b+4 W! > f+4 B! > df+1 > d+4,4>4`

TA!

`uf+3,4,3 | f,F+4,3 | u+4,3`

Ender

`df+3+4 | uf+3,4,3 | f,F+4,3`

Note: For max damage, try df+3+4; use uf+3,4,3 for early TA and ff+4,3 for wall carry.

Wall TA!

`2,3, FLA f+3, d+4,4 4 | uf,n3,d+4,3`

Note: Recommended wall filler for two wall hits: 2,3, FLA f+3, d+4,4>4. Check it for your route.

Wall Ender

`df+3+4 | 4,4 | 4,d+4`

Bob

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Solo Combos

Starters: `u/f+3` / `d/f+2` / `CD+1`

1. `u/f+3` / `d/f+2` / `CD+1` > `d+2,3 > 2 > u/f+1+2,1 > ff+3 > b+3`

Starter: `WS+2,1`

1. `WS+2,1 > db+2 > d+2,3 > f+1 > fff+2 B! > 1+2,1+2`

Starter: `cd+2`

1. `cd+2 > bb+2+3 B! > df+1 > b+2,2 > d+2,3 > b+3`

Counter Hit Combos

Starter: `CH WS+1+2`

1. `CH WS+1+2 > db+4,4 B! > d+2,1,2`

Starter: `CH 4`

1. `CH 4 > uf+1+2,1 B! > df+1 > d+2,3 > b+1+2`

Low Parry Combos

1. `LP > d+2,3 > 2 > d+2,3 > b+1+2`

Solo Wall Combos

Starter: `f+1+2 W!`

1. **Wall Combo:** `f+1+2 W! > b+4,1 B! > df+1 > d+3+4`

TA!

`ub+3 | d+2,3 | ws+3,3+4 | ssl b4,4 or b+2,2,4,4*`

Ender

`1+2,1+2 | wr3 | cd2 | b+1+2`

Wall TA!

`ws+3,3+4`

Wall Ender

`1+2,1+2 | d+3+4`

Bruce

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Solo Combos

Starter: `df+2`

1. `df+2 > f+3 > f+4,3,4 > MTS f+1 B! > 3,2~f,1 > 3,2~f2`

Starter: `uf+4`

1. `uf+4 > f+3 > 2,4 > MTS f+1 B! > micro dash > 3,2~f,1 > 3,2~f2`
2. `uf+4 > f+3 > b+4,3 > 3,2~f,1 > 3,2~f,2`

Starter: `WS+3`

1. `WS+3 > db+2,1,4`

Starter: `b,f+4`

1. `b,f+4 > b,f+4 > f+4,3,4 > MTS f+1 B! > dash > 3,2~f,1 > 3,2~f,2`

Counter Hit Combos

Starter: `CH b+2`

1. `CH b+2 > f+3 > df+4 > MTS f+1 B! > 3,2~f,1 > 3,2~f,1 > 3,2~f2`

Starter: `CH 4`

1. `CH 4 > f+1+2 > df+4 > MTS f+1 B! > 3,2~f,1 > 3,2~f,1 > 3,2~f2`

Low Parry Combos

1. `LP > f+3 > b+4,3 > 3,2~f,1 > 3,2~f,1 > 3,2~f2`

Solo Wall Combos

Starter: `df+2 W!`

1. **Wall Combo:** `df+2 W! > d+3+4 B! > f+3,1 > db+2,1,4`

TA!

`f+2,4 | b+4,3,4 | 3,3 | b+3,2 | (df+3,)1`

Ender

`WR3 | cd3+4,3+4`

Wall TA!

`b+4,3,4 | df4 MTS db2,1 | df+3,1`

Wall Ender

`db+2,1,4 | uf+3+4`

Bryan

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Solo Combos

Starter: `f,b+2`

1. `f,b+2 > f+1+2 > f+1 > b+3~f,u > f+4,1 > d+3,2`

Starter: `u/f+4`

1. `u/f+4 > db+2 > f+1 > qcb+2,4 > db+1+2`

Starter: `WS+1`

1. `WS+1 > b+2,1 > f+1 > qcb+2,4 > d+3,2`
2. `WS+1 > b+2,1 > n+2 > b+1 B! > 3,3,4`

Starters: `3+4` / `df+2,3`

1. **No Tech:** `3+4` or `df+2,3` **>** `dash db+2 > f+1 > qcb+2,4 > d+3,2`
2. **Tech:** `3+4` or `df+2,3` **>** `dash Taunt (1+3+4) > f+2,1,4` or `b+4` or `b,f+2`

Starter: `f+4,1`

1. `f+4,1 B! > db+2 > f+1 > b+3~f,4,1,2`
2. `f+4,1 B! > u+3 > f+1 > b+3~f,4,1,2`

Starter: `qcb+4`

1. `qcb+4 > db+2 > f+4,1 B! > db+2 > ff+2`
2. `qcb+4 > db+2 > 2 > qcb+2,4 B! > dash > db+2 > ff+2`

Starter: `df+3`

1. `df+3 > u+3 > db+2 > f+1 > b+1 B! > uf+3 > d+3,2`

Starter: `b+4`

1. `b+4 > f,b+2 > ff+4 B! > d+1+2~f,3,4`
2. `b+4 > f,b+2 > ff+4 B! > f+2,1,4`

Counter Hit Combos

Starter: `CH b+1`

1. `CH b+1 > b+2,1 > f+4,1 > d+3,2`

Starter: `CH f+3`

1. `CH f+3 > db+2 > 1 > b+1 B! > uf+3 > f+1 > ff+2`

Starters: `CH WS+3` / `uf+4` (alternative)

1. `CH WS+3 > db+2 > db+2 > f+4,1 B! > uf+3 > d+3,2`

Alternative starter: `uf+4`.

Starter: `CH qcf+1+2`

1. `CH qcf+1+2 > dash b+1 B! > uf+3 > f+1 > b+3~f,4,1,2`

Low Parry Combos

Starter: `LP`

1. `LP > SSR > qcf+3 > db+2 > f+1 > b+3~f,4,1,2`

TA!

`db+1+2 | b+3~f~4,1,2 | 3,3,2 | df+1,2 | b+2,1,4 | fF[3]`

Ender

`fF[3]`

Wall TA!

`ff, b+3~f,3,4`

Wall Ender

`f+2,1,4 | b+3,1+2`

Christie

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Shared Tag Assault and ender options: Eddy & Christie.

Solo Combos

Starter: `ff+4`

1. `ff+4 > HSP f+1 > b+3,3 > RLX 2,4~b > RLX 2~f+3`

Starter: `qcf+3`

1. `qcf+3 > b+3,3 > RLX 2,4~b, f > RLX 2~f+3`

Starter: `db+1+2`

1. `db+1+2 > b+3,3 > RLX 2,4 B!~b~f > RLX 2,f+3`

Starter: `RLX 3~4`

1. `RLX 3~4 > b+3,3 > RLX 2,4 B!~b > HSP f+1,2,4~4`

Starter: `df+3+4`

1. `df+3+4 > df+1 > b+3,3 > RLX 2,4 B!~b~f > RLX 2,f+3`

Counter Hit Combos

Starter: `CH d/f+2`

1. `CH d/f+2 > b+3,3 > RLX 2,4~b, f > RLX 2~f+3`
2. `CH d/f+2 > df+1 > b+3,3 > RLX 2,4 B!~b,f > RLX 2,f+3`

Starter: `CH b+1,4`

1. `CH b+1,4 > RLX 2 > b+3,3 > RLX 2,4~b, f > RLX 2~f+3`

Starter: `CH WS+2`

1. `CH WS+2 > qcf+3 > b+3,3 > RLX 2,4 B!~b~f > RLX 2,f+3`

Starter: `CH FC df+4`

1. `CH FC df+4 > RLX 2 > b+3,3 > RLX 2,4 B!~b~f > RLX 2,f+3`

Low Parry Combos

Starter: `LP`

1. `LP > df+1 > b+3,3 > RLX 2,f+3`

Solo Wall Combos

Starter: `SS+2,4 W!`

1. **Wall Combo:** `SS+2,4 W! > HSP 1 B! > b+3,3`

TA!

`uf+3+4 | ws+1,3 | ss+2,4 | 1+2~3 | db+2,3 | 3,4 | ss+4,3 | 1,2,4~4 | f+1+2 HSP 2,4,3 | b+3,3 RLX 2,3 | RLX 2,f+3 | RLX 2,b+4`

Ender

`WR3 | uf+3+4 | ss4~3 | uf+3,3+4 | d+2,3 | d+2 | qcf+3 | ss+3 | ws+1,3`

Wall TA!

`3,4 | uf+3+4 | b+4,3,3`

Wall Ender

`uf+3+4 | b+3,3 | d+2,3 | d+2 | uf+3,3 | u+3`

Devil Jin

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Solo Combos

Starter: `EWGF`

1. `EWGF > EWGF > d/f+1+2 > f,F+3,1~f,f+2 > f+3+4`
2. `EWGF > ff+3,1~ff,2 > df+1+2 B! > df+3,2,4`
3. `EWGF > ff+3,1~ff,2 > df+1+2 B! > ff+3,1~ff > EWGF`
4. `EWGF > EWGF > df+1+2 B! > ff+3,1~ff > f+3+4`

5. `EWGF > ff+3,1~ff,2 > df+1+2 B! > ff+3,1~ff > f+3+4`

Starter: `WS+2`

1. `WS+2 > f,F+3,1~f,f+2 > d/f+1+2 > f,F+3,1~f,f > d/f+4,4`
2. `WS+2 > ff+3,1~ff,2 > df+1+2 B! > ff+3,1~ff > b+1,2`

Starter: `d+3+4`

1. `d+3+4 > 2 > 2 > d/f+1+2 > f,F+3,1~f,f > d/f+4,4`
2. `d+3+4 > f+1,2,4 > df+1+2 B! > ff+3,1~ff > EWGF`

Starter: `SSR 2`

1. `SSR 2 > uf+1+2 > ff+3,1~ff,2 > df+1+2 B! > dash > df+3,2,4`

Counter Hit Combos

Starter: `CH HS,4`

1. `CH HS,4 B! > ff+3,1~ff,2 > f+3+4`

Starter: `CH b+4`

1. `CH b+4 > df+1,2 > df+3,2,4`
2. `CH b+4 > HS,4 B! > df+1,2`

Low Parry Combos

Starter: `LP`

1. `LP > EWGF > 2 > ff+1 > f+3+4`
2. `LP > EWGF > f+1 > ff+3,1~ff > f+3+4`

Solo Wall Combos

Starter: `EWGF W!`

1. **Wall Combo:** `EWGF W! > df+1,2 B! > bf+2,1>2`
2. **Wall Combo:** `EWGF W! > uf+1+2 > df+1,2 B! > 2 > b+4`

TA!

`b,f+2,1,d+2 | uf+1+2 | ssr ff+3,1,ff, f+2,4 | b,f+2,1,4*`

Note: ff+3,1,ff,f+2,4 works best with four-hit bounds, sometimes five. Try SSR before it.

Ender

`WR3 | uf+1+2 | 1+2`

Additional Ender: `tgf~uf`. Timing- and partner-dependent ender.

Wall TA!

`b,f+2,1,4 | b+1,2~b, b,f+2,1,2`

Wall Ender

`df+1,2`

Dr. B

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Solo Combos

Starter: `d/f+2`

1. `d/f+2 > b+1,2~MAD 1 > d+2 B! > WS+1,1~MAD 4`

Starter: `3+4,2`

1. `3+4,2 > f+2,2 > db+2 > f+1+2 B! > PND 3~f MAD 2`

Starter: `WS+3`

1. `WS+3 > db+2 > f+2,2 > d+2 B! > ff+2,1`

Starter: `MAD 3`

1. `MAD 3 > b+1,2~MAD 1 > d+2 B! > WS+1,1~MAD 4`

Starter: `ff+4~2`

1. `ff+4~2,3 > db+2 > f+2,2 > d+2 B! > ff+2,1`

Counter Hit Combos

Starter: `CH db+3`

1. `CH db+3 > WS+4 > db+2 > f+1 > d+2 B! > dash WS+1,1~MAD 4`

Starter: `CH f+1+2~f`

1. `CH f+1+2~f > 3 > db+2 > f+1 > d+2 B! > dash df+1 > f+3`

   Note: Wait for Dr. B to exit the stance before inputting `3`.

Starter: `CH PAD+1`

1. `CH PAD+1 > b+1,2 MAD+1 > d+2 B! > WS+1,1 MAD+4`

Low Parry Combos

Starter: `LP`

1. `LP > db+2 > f+2,2 > f+1+2~MAD 2`

   Note: The final `MAD 2` is guaranteed in this route.

Solo Wall Combos

Starter: `f+3 W!`

1. **Wall Combo:** `f+3 W! > 1 > f+1+2~MAD 1+2`

TA!

`f,f~ b+1,2~PAN n, 4|b+1,2, MAD 1+2`

Ender

`F+3+4|f,F+2,1|f+1+2 MAD 2`

Wall TA!

`PAN 1+2|ZEN 1`

Wall Ender

`uf+3+4 | 2,4 MAD 1+2 | b+1,2 MAD 4`

Dragunov

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Solo Combos

Starter: `d/f+2`

1. `d/f+2 > f+4,4,3 > f+1 > ff+2 > f+3~d/f~1+2`
2. `d/f+2 > 4,1 > f+1 > f+3~d/f~u > 4,3 > f+3~d/f~1+2`
3. `d/f+2 > 4,1 > 1 > f+3~CDc 4,3 B! > f+3~CD 1+2`

Starter: `f+1+2`

1. `f+1+2 > ff > b+2,1 > f+1 > f+3~d/f~u > f+1,3,2 > f+3~d/f~1+2`
2. `f+1+2 > f,f > b+2,1 > f+1 > f+3~CDc 4,3 B! > f+3~CD 1+2`

Starter: `WS+2`

1. `WS+2 > f+4,4,3 > 1 > ff+2 B! > f+3~CDc d+4,4`

Starter: `qcf+1`

1. `qcf+1 > f+4,4,3 > f+1 > f+3~CDc 1 > ff+2 B! > f+3~CD 1+2`

Starter: `qcf+2`

1. `qcf+2 > b+4,3 > f+1 > f+3~CDc 4,3 B! > f+3~CD 1+2`

Starter: `3+4`

1. `3+4 > tech left > WS+4 > 1 > f+3~CDc 1,3,2 B! > f+3~CD 1+2`

   Note: Tech left and press `1` when Dragunov lands.

Counter Hit Combos

Starter: `CH (f+2),4`

1. `CH (f+2),4 > 4,3 B! > uf+4 > d+4,4`

Low Parry Combos

Starter: `LP`

1. `LP > d+2 > WS+4 > f+1 > f+3~CDc 1 > f+3~CDc d+4,4`

Solo Wall Combos

Starter: `ff+3 W!`

1. **Wall Combo:** `ff+3 W! > b+1+2 B! > f+3~CD 1+2`

Starter: `fff+3 W!`

1. **Wall Combo:** `fff+3 W! > b+1+2 B! > b+2,1+2`

TA!

`f+2,4 | qcf+2 | f+4,4,3 | 4,1`

Ender

`WR2 | f3~df~1+2 | f3~df,CDc,d44 | fF3`

Wall TA!

`4,4 | f24 | 312`

Wall Ender

`b+2, ws1+2 | ws1+2`

Eddy

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Shared Tag Assault and ender options: Eddy & Christie.

Solo Combos

Starter: `ff+4`

1. `ff+4 > HSP f+1 > b+3,3 > RLX 2,4~b > RLX 2~f+3`

Starter: `qcf+3`

1. `qcf+3 > b+3,3 > RLX 2,4~b, f > RLX 2~f+3`

Starter: `db+1+2`

1. `db+1+2 > b+3,3 > RLX 2,4 B!~b~f > RLX 2,f+3`

Starter: `RLX 3~4`

1. `RLX 3~4 > b+3,3 > RLX 2,4 B!~b > HSP f+1,2,4~4`

Starter: `df+3+4`

1. `df+3+4 > df+1 > b+3,3 > RLX 2,4 B!~b~f > RLX 2,f+3`

Counter Hit Combos

Starter: `CH d/f+2`

1. `CH d/f+2 > b+3,3 > RLX 2,4~b, f > RLX 2~f+3`
2. `CH d/f+2 > df+1 > b+3,3 > RLX 2,4 B!~b,f > RLX 2,f+3`

Starter: `CH b+1,4`

1. `CH b+1,4 > RLX 2 > b+3,3 > RLX 2,4~b, f > RLX 2~f+3`

Starter: `CH WS+2`

1. `CH WS+2 > qcf+3 > b+3,3 > RLX 2,4 B!~b~f > RLX 2,f+3`

Starter: `CH FC df+4`

1. `CH FC df+4 > RLX 2 > b+3,3 > RLX 2,4 B!~b~f > RLX 2,f+3`

Low Parry Combos

Starter: `LP`

1. `LP > df+1 > b+3,3 > RLX 2,f+3`

Solo Wall Combos

Starter: `SS+2,4 W!`

1. **Wall Combo:** `SS+2,4 W! > HSP 1 B! > b+3,3`

TA!

`uf+3+4 | ws+1,3 | ss+2,4 | 1+2~3 | db+2,3 | 3,4 | ss+4,3 | 1,2,4~4 | f+1+2 HSP 2,4,3 | b+3,3 RLX 2,3 | RLX 2,f+3 | RLX 2,b+4`

Ender

`WR3 | uf+3+4 | ss4~3 | uf+3,3+4 | d+2,3 | d+2 | qcf+3 | ss+3 | ws+1,3`

Wall TA!

`3,4 | uf+3+4 | b+4,3,3`

Wall Ender

`uf+3+4 | b+3,3 | d+2,3 | d+2 | uf+3,3 | u+3`

Feng

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Solo Combos

Starter: `d/f+3`

1. `d/f+3 > 2 > d/f+1 > d/b+1+2 > f,f+3,4 > b+1+2`

Starter: `u/f+4`

1. `u/f+4 > d/f+1 > f+1 > f+4,3 > f+3,4`
2. `u/f+4 > df+1 > df+1 > f+4,3 B! > ff+3`

Starter: `qcf+2`

1. `qcf+2 > f+4,3 > f,f+3,4 > b+1+2`

Starter: `ff+4`

1. `ff+4 > df+1 > f+1 > f+4,3 B! > f+3,4 > 4~3`

   Note: Ender is for setups.

Starter: `ff+4,3`

1. `ff+4,3 > df+1 > f+1 > db+1+2 B! > f+3,4 > 4~3`

   Note: For setups.

Starter: `b+3+4,3`

1. `b+3+4,3 > df+1 > df+1 > f+4,3 B! > f+3,4`

Starter: `f+4~B`

1. `f+4~B > U+2 B! > f+3,4 > b+1+2`

Starter: `db+4`

1. `db+4 > 2~1 B! > f+3,4 > b+1+2`

   Note: Wait until fully recovered.

Starter: `uf+3+4`

1. `uf+3+4 > f+1 > db+1+2 B! > f+3,4 > b+1+2`

Starter: `f+1+2`

1. `f+1+2 > BT 2,2 B! > f+2,1,2`

Counter Hit Combos

Starter: `CH WS+2`

1. `CH WS+2 > df+1 > f+4,3 B! > f+3,4`

Low Parry Combos

Starter: `LP`

1. `LP > SSR > f+3,4 > f+1 > ff+4,3 > b+1+2`

TA!

`f+3,4 | df+3 | (ssl)f,F+4,3 | f+4,3`

Note: SSL before f,F+4,3 can pull the partner closer during recovery.

Ender

`3~4,3`

Wall TA!

`3,3,4 | f+4,4`

Note: f+4,4 can work with ground-hitting enders, but a 1 or 2 jab may be needed between hits.

Wall Ender

`b+1+2 | d/b+1, 2`

Forest Law

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Solo Combos

Starter: `df+2`

1. `df+2 > 4, u+3 > b+2,2 > ff+2,1,3`
2. `df+2 > 4~u+3 > F,F,N,2 > ff+4,3 B! > ff+2,1,3`
3. `df+2 > 3+4 > f+4,3,2 B! > dash 4,3,4`

Starter: `ff+3+4`

1. `ff+3+4 > f,f,n > 4~u+3 > ff+4,3 B! > ff+2,1,3`

Starter: `f+2~1`

1. `f+2~1 > b+2, 2 > ff+4,3 B! > ff+2,1,3`

Starter: `uf+4`

1. `uf+4 > WS+4 > f+2 > ff+4,3 B! > dash 4,3,4`

Counter Hit Combos

Starter: `CH b+1,2,1`

1. `CH b+1,2,1 > 4, u+3 > ff+4, 3 > dash 4,3,4`

Starter: `CH 4`

1. `CH 4 > 3+4 > f+2 > b+2,2 B! > dash 4,3,4`

Starter: `CH f+3+4`

1. `CH f+3+4 > df+2 > 2 > ff+4,3 B! > ff+2,1,3`

Low Parry Combos

Starter: `LP`

1. `LP > b+2, 2 > f,f+1 > f+4,3,4`
2. `LP > SSR > f+4,u+3 > 4,3,4`

Solo Wall Combos

Starter: `3,4 W!`

1. **Wall Combo:** `3,4 W! > b+2,2 B! > f+4,3,2`

Starter: `WS+2 W!`

1. **Wall Combo:** `WS+2 W! > f+1+2 B! > b+2,3,d+4`

TA!

`uf+4,3 | 4,3,4 | 3,4 | SS uf+3,4`

Ender

`WR3 | 4,3,4`

Wall TA!

`uf+3,4`

Wall Ender

`3+4`

Ganryu

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Solo Combos

Starter: `d/f+2`

1. `d/f+2 > b+2,1 > WS+1 > b+4,1 > d/f+4,1,2`

Starter: `b,f+2`

1. `b,f+2 > dash > d/f+1+2 > b+2,1 > WS+1+2,1+2 > u/f+2,1+2`
2. `bf+2 > run under > 4 > b+2,1 > WS+1+2,1+2 B! > b,db,d,df+2`

Starter: `iWS+2`

1. `iWS+2 > 4 > b+4,1 > b+2,1 > d/f+4,1,2`

Starter: `ff+1+2`

1. `ff+1+2 > df+1+2,1 > b+4,1 B! > df+4,1>2`

Starter: `db+2`

1. `db+2 > b+2,1 > CC > b+2,1 > WS+1+2,1+2 B! > b,db,d,df+2`

Starter: `WS+2`

1. `WS+2 > df+1+2,1 > b+4,1 B! > df+4,1,2`

Starter: `FC df+2`

1. `FC df+2 > f,f > b+2,1 > CC > b+2,1 > WS+1+2,1+2 B! > b,db,d,df+2`

Starter: `hcf+1`

1. `hcf+1 > uf+1+2 > b+2,1 > WS+1+2,1+2 B! > b,db,d,df+2`

Counter Hit Combos

Starter: `CH 1+2`

1. `CH 1+2 > b+2,1 > CC > b+2,1 > WS+1+2,1+2 B! > d,db,d,df+2`

Low Parry Combos

Starter: `LP`

1. `LP >4 > b+2,1 > CC > b+2,1 > CC > df+4,1,2`

   Note: Delay the first hit (4).

Solo Wall Combos

Starter: `f+1+2 W!`

1. **Wall Combo:** `f+1+2 W! > b+4,1 B! > b+1~2,1,2,1,2,1,2,1,2`

TA!

`df+4,1,2, uf+3 | f,F+4 | df+1+2,1 | 3+4,3+4`

Ender

`WR1+2 | f+3+4 | uf+1+2~d~CC df+4,1,2 | 4,df412`

Note: WR1+2 and f+3+4 for long combos; uf+1+2~d~CC df+4,1,2 for max damage in a specific early-bound route.

Wall TA!

`3,4,4 | 344 | df1+2,1`

Wall Ender

`b+1~2 | HHS (b1~2), df1+2,1`

Heihachi

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Solo Combos

Starter: `ff+2`

`ff+2 > f+3 > d/f+1 > b,f+2 > d+1 > dash CD+4,4,1`

Starter: `ff+3`

1. `ff+3 > CD+4 > N+4 > b,f+2 > d+1 > CD+4,4,1`
2. `ff+3 > bf+2 > df+3 > d+1 B! > cd+4,4,1`

Starter: `EWGF`

1. `EWGF ×3 > d+1 > CD+4,4,1`
2. `EWGF > f+3 > d/f+1 > b,f+2 > d+1 > dash CD+4,4,1`
3. `EWGF > OTGF > EWGF > d+1 B! > cd+4,4,1`

Starter: `d+1+2`

`d+1+2 > d+1 B! > cd+4,4,1`

Counter Hit Combos

Starter: `CH b+2`

`CH b+2 > bf+2 > df+3 > d+1 B! > cd+4,4,1`

Starter: `CH f+3`

`CH f+3 > cd+4,n,4 > df+1,2 B! > cd+4,4,1`

Low Parry Combos

Starter: `LP`

`LP > cd+4,4,n,4 > qcf+2`

Solo Wall Combos

Starter: `bf+2,1 W!`

Wall Combo: `bf+2,1 W! > ff+3 B! > b+1+2>1+2`

TA!

`cd+4,1 | tgf | cd+441 | 1,b2,4 | f+3+4,2,1*`

Ender

`uf+3,4 | Cd3 | f+3+4,2,1`

Wall TA!

`1,b+2,4 | b3,3`

Wall Ender

`df+1,2 - b3,3`

Hwoarang

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Solo Combos

Starters: `df+2` / `b+3`

Shared follow-up (either starter):

`f+2 > RFF f+3 > LFS 3~f > LFS df+3 > RFF 3~4~f > RFS b+4`

`df+2` alternative:

`df+2 > f+2 > f+3,1 > dash 2,4,2 > ff+3 B! > dash > df+3+4`

`b+3` alternative:

`b+3 > b+4 > f+3 > df+3 B! > dash > RFF 3,4,b+4`

Starter: `RFF f+4~4`

`RFF f+4~4 > f+3,1 > dash 2,4,2 > ff+3 B! > dash > df+3+4`

Low Parry Combos

Starter: `LP`

`LP > f+4 > 2 > f+3~uf+3,4,3`

Solo Wall Combos

Starter: `b+3 W!`

Wall Combo: `b+3 W! > b+4 > 2,4,3 B! > 3~4,b+3`

TA!

`3~4 | uf+3,4,3 | d+4,4 | 3+4~rff f+3, lfs uf+3,4,3 | 3+4,rff 3~4~f, rfs f+3,4 | ss+3,3 LFS f+4,3 | 3+4 RFF 3~4~f RFS b+4 | 3+4 RFF f+4 RFS d+4,4 | u+3 LFS 3~f LFS 3~f LFS f+4,3 | 4,4,f+4`

Additional TA!: `u+3, LFS f+4,3`. Open-stage filler.

Additional TA!: `f+4, RFS f+3,4`. Open-stage filler.

Note: Open and wall TA options vary heavily by partner and opponent size; the same filler is not always highest damage.

Note: 3+4, RFF 3~4 fillers require SSR; u+3~ LFF routes need stance-reset timing.

Ender

`uf+3,4,3 | df+3+4 | wr+3 | 3+4 RFF 3~4 | 3+4 RFF 3~4~f RFS b+4 | 3~4 f+4 RFS b+4 | 3~4 df+3+4 | ff+4 | d+3+4,4,3 | u+3, LFS f+4,3 | f+4, RFS f+3,4`

Wall TA!

`d+3+4,3 | 3+4 RFF 3~4 RFS d+4,4 | f+4 RFS d+4,4 | u+3 4,4,f+4 | u+3 df+3,f+4 | u+3 LFS 3~f LFS 3~f LFS 3,f+4 | u+3 LFS 3~f LFS3~f LFS 3,3 | df+3,4 RFS d+4,4 | 3+4 RFF 3~4 RFS 2,4,4`

Additional Wall TA!: `u+3~, LFF d/f+3,f+4`. Wait for foot to reset stance.

Additional Wall TA!: `u+3~, LFF d+4,4`. Wait for foot to reset stance.

Additional Wall TA!: `u+3~, LFF 4,4,4,4`. Ogre/big-body option; confirm it for the opponent.

Wall Ender

`ws4,4 | d+3+4,3 | db+3 ws+4,4 | 3,3,3 | 3+4 RFF 3~4 db+4 | f3~3`

Jack-6

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Solo Combos

Starter: `df+2`

1. `df+2 > 2 > ff+1 > dash 4 > b+3,2,2`

Starter: `WS+1`

1. `WS+1 > 2 > u+1+2 > 2 > ff+1 > b+3,2,2`

Starter: `ff+2`

1. `ff+2 > u+1+2 > u+1+2 > 2 > ff+1 > b+3,2,2`
2. `ff+2 > u+1+2 > f+4 > ff+1 B! > ff > b+3,2,2`

Starter: `ff+1+2`

1. `ff+1+2 > b+3,2 > ff+1 B! > ff > df+1,2,1,2`

Starter: `df,df+2+4`

1. `df,df+2+4 > run under > f+4 > ff+1 B! > f+4 > b+3,2,2`

Counter Hit Combos

Starter: `CH f+3`

1. `CH f+3 > f+4 > ff+1 B! > b+3,2,2`

Low Parry Combos

Starter: `LP`

1. `LP > f+4 > f+1,2 > b+3,2,2`

Solo Wall Combos

Starter: `3 W!`

1. **Wall Combo:** `3 W! > ff+1 B! > 4 > db+1,1,1`

TA!

`u+1+2 | b+3,2,2 | df+3,2 | 1+2,1+2 | 1,1 | 1,2 | u/f+3 | u/b+1+2`

Ender

`b+3,2,2 | fF+1+2,f2 | fF+4 | B+[2] | ff+1`

Wall TA!

`u+1+2 | 1+2,1+2`

Wall Ender

`df+3+4 | f,F+4 | ws+1+2,1+2,1+2`

Jaycee

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Solo Combos

Starter: `u/f+4,3`

1. `u/f+4,3 > d,d/f+1~4 > CES 1 > d,d/f+1~4 > CES 1 > d,d/f+1~4 > CES 1+2 > WR 2+4`
2. `uf+4,3 > d,df+1~4,1 > d,df+1~4,1 > d,df+1~4,1+2 B! > ISW`

Starter: `qcf+2`

1. `qcf+2 > dash > d,d/f+1~4 > CES 1 > d,d/f+1~4 > CES 1 > d,d/f+1~4 > CES 1+2 > WR 2+4`

2. qcf+2 > ff+1 > d,df+1~4,1 > d,df+1~4,1+2 B! > ISW

Starter: d/f+1 (on crouching opponent only)

1. d/f+1 > f,F+3 > dash > d+1+2

Starter: WS+1

1. WS+1 > ff+1 > d,df+1~4,1 > f+2,2,2 B! > ISW

Starter: db+2

1. db+2 > df+3 > ff+1 > ff+1 > d,df+1~4,1+2 B! > ISW
2. db+2 > b+4 > d,df+1~4,1 > d,df+1~4,1+2 B! > ISW

Note: A little trickier, but more damage.

Starter: ff+4

1. ff+4 > 4 > d,df+1~4~1 > f+2,2,2 B! > ISW

Starter: df+2~1

1. df+2~1 > ff+1 > d,df+1~4,1 > d,df+1~4,1+2 B! > ISW

Starter: SS 3+4

1. SS 3+4 > ff+1 > d,df+1~4,1 > d,df+1~4,1+2 B! > ISW

Starter: b+1+2

1. b+1+2 > f+3,2 > df+3 > ff+1 > d,df+1~4,1+2 B! > ISW

Counter Hit Combos

Starter: CH 4

1. CH 4 > d,d/f+1~4 > CES 1 > f,F+1 > d,d/f+1~4 > CES 1+2 > d,d/f+1~4 > CES N f,F+1,4
2. CH 4 > d,df+1~4,1 > ff+1 > d,df+1,4,1+2 B! > ISW

Starter: CH b+3

1. CH b+3 > ff+1 > d,df+1~4,1 > d,df+1~4,1+2 B! > ISW

Starter: CH f+3,2

1. CH f+3,2 > deep ff+1 > d,df+1~4,1 > d,df+1~4,1+2 B! > ISW

Low Parry Combos

Starter: LP

1. LP > b+4 > d,df+1~4,1 > d,df+1~4,1 > d+1+2

Solo Wall Combos

Starter: 3 W!

1. **Wall Combo:** 3 W! > uf+2 B! > 1+2,4,bf+1+2

TA!

f+2,2,1 | f,F+3 | db+2 | d/b+1+2, Bridge 1+2 | d,d/f+1~4, d/f+4,2,3 | d df1,4 fF1,4

Ender

WR1 | ISW

Wall TA!

1+2,4,b,f+1+2|df+4,2,b,f+1|3~b,f, 1+2,4,b,f+1+2|d/b+1+2, Bridge 1+2

Wall Ender

d,df+1,2|df+3+4|df+4,2,bf+1|1+2,bf+4,1+2|d/f+4,2,3|ISW

Jin

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Solo Combos

Starter: f,N,d,d/f+1

1. f,N,d,d/f+1 > b,f+2,1 > f+1 (3~3) > b+3~F* > CDS 1,2

Starter: u/f+4

1. u/f+4 > b+2,1 > f+1,3,3 > d/b+2,2,3

Starter: cd+4

1. cd+4 > bf+2,3~f,1,2

Starter: d+3+4

1. d+3+4 > 1,2,3 B! > dash > b+3~f > CDS 1+2
2. d+3+4 > bf+2,1 > f+1,3~3 B! > dash > 3,1 > f+4~f > CDS

Starter: ff+3

1. ff+3 > bf+2,1 > f+1,3~3 B! > dash > b+3~f > CDS 1,2

Starter: EWHF

1. EWHF > bf+2,1 > f+1,3~3 B! > dash > b+3~f > CDS 1,2
2. EWHF > EWGF > 1,3~3 B! > b+3~f > CDS 1,2

Starter: Mental Alertness 1+2

1. Mental Alertness 1+2 > bf+2,1 > f+1,3~3 B! > dash > b+3~f > CDS 1,2

Counter Hit Combos

Starter: CH f+4

1. CH f+4~F > CDS d/f~u > b+3~F > CDS 1 > f+1,3~3 > dash b+3~F > CDS 1,2
2. CH f+4~f > CDS 1 > f+1,3~3 B! > dash > b+3~f > CDS 1,2

Starter: CH EWHF

1. CH EWHF > dash b,f+2,1 > f+1,3~3 > b+3~f > CDS 1,2

Starter: CH EWGF

1. CH EWGF > micro-dash b+2,1 > 1,3~3 B! > dash > b+3~f > CDS 1,2

Starter: CH db+2,3

1. CH db+2,3 > b+2,1 > f+1,3~3 B! > dash > b+3~f > CDS 1,2

Low Parry Combos

Starter: `LP`

1. `LP > b+3~f > CDS 1 > b+3~f > CDS 1,2`

Solo Wall Combos

Starter: `ff+2 W!`

1. **Wall Combo:** `ff+2 W! > df+4 B! > db+2,2,3`

TA!

`b+2,1 | df+1,4 | b+3~f~cds1,2 | bf2,3~f 1+2 | 1,2,4 | b3~f 4 | bf2,3~f 4`

Note: Try bf+2,3~f 1+2 with up to three pre-TA hits, 1,2,4 with up to five, and b+3~f 4 after six.

Ender

`b+3,f,CDS 4 | EWHF | WR3`

Wall TA!

`b,f+2,1,2`

Wall Ender

`1+2`

Jinpachi

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Solo Combos

Starter: `d/f+2`

1. `d/f+2 > d/f+1 > d/f+1,1 > d/f+3,1 > (u/b+1),2~F > FLY 1,2,4`
2. `d/f+2,1 > d/f+3,1 > B! > (u/b+1),2~FLY 1,1,2:2`

Starter: `d+3+4,2`

1. `d+3+4,2 > d/f+1 > d/f+1,1 > d/f+3,1 > SS 2,1`
2. `d+3+4,2 > u+4 > d/f+1,1 > d/f+3,1 > B! > (u/b+1),2~FLY 1,2,4`

Starter: `d/f+1+2`

1. `d/f+1+2 > d+1 B! > dash > u+4 > d/f+2,1`
2. `d/f+1+2 > db+3,1`

Starter: `WS+1,1 B!`

1. `WS+1,1 B! > dash > u+4 > d/f+2,1`

Starter: `WS+2`

1. `WS+2 > iWS+3 > d/f+3,1 > B! > (u/b+1),2~FLY 1,1,2:2`

Counter Hit Combos

Starter: `CH u/b+1,2`

1. `CH u/b+1,2 > 1 > d/f+1,1 > d/f+3,1 > B! > (u/b+1),2~FLY 1,2,4`

Starter: `CH 4`

1. `CH 4 > SSL > iWS+3 > d/f+3,1 > B! > (u/b+1),2~FLY 1,1,2:2`

Low Parry Combos

Starter: `LP`

1. `LP > d/f+2,1 > f+1+4`
2. `LP > SSR > iWS+3 > iWS+3 > iWS+3 > d/f+3,2`

Solo Wall Combos

Starter: `f+1+2 W!`

1. **Wall Combo:** `f+1+2 W! > d+1 B! > f+2,1,1+2`

TA!

`df+2,1|ub+1,2~f,3,4|db+2,1`

Ender

`WR3|Air Throw|uf+3+4,1,2,4|uf+3+4,3,4|uf+3,4|f+2,1,1+2|ub+1,2,f124`

Wall TA!

`db+3,1|df+2,1|f2,1,1+2`

Wall Ender

`db+3,1|df+1 f+1+4|f2,1,1+2`

Jun

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Shared Tag Assault and ender options: Jun & Unknown.

Solo Combos

Starter: `f+2`

1. `f+2 > b+4,2 > f+3 > b+2,1 ~ f > IZU 1+2 > ff+2,3`
2. `f+2 > 3 > b4,2 > f3,f1+2,1+2 B! > fF2,3`

Starter: `WS+3`

1. `WS+3 > f+3 > f+1+2 IZU 1+2 > dash b+2,1 > f+1+2 < IZU 1+2`

Starter: `uf+4,3`

1. `uf+4,3 B! > WS+1+2 > f+3 > b+2,1 > f+1+2 > IZU 1+2`

Starter: `b+3,4`

1. `b+3,4 > (1)+4,2 > f+3 > 1+2 > IZU 1+2 B! > ff+2,3`

Starter: `df,d,df+1+2`

1. `df,d,df+1+2 > 3 > b+4,2 > b+2,1 > f+1+2 > IZU 1+2 B! > ff+2,3`

Counter Hit Combos

Starter: `CH u/f+3`

1. `CH u/f+3 > dash b+2,1 > b+2,1 ~ f > IZU 1+2 > ff+2,3`
2. `CH uf+3 > db+4 > (1)+4,2 > f+3 > f+1+2 > IZU 1+2 B! > ff+2,3`

Starter: `CH FC df+2`

1. `CH FC df+2 > uf+4,3 B! > dash > b+4,2 > b+2,1 > f+1+2 > IZU 1+2`
2. `CH FC df+2 > uf+4,3 B! > dash > b+4,2 > b+2,1,2,2`

Starter: `CH d+2`

1. `CH d+2 > WS+2 > b+4,2 > b+2,1 > f+1+2 > IZU 1+2 B! > ff+2,3`

Starter: `CH SS+4`

1. `CH SS+4 > b+4,2 > f+3 > b+2,1 > f+1+2 > IZU 1+2 B! > ff+2,3`

Starter: `CH d+3+4,3`

1. `CH d+3+4,3 > b+4,2 > b+2,1 > f+1+2 > IZU 1+2 B! > ff+2,3`

Low Parry Combos

Starter: `LP`

1. `LP > 3 > b+4,2 > f+3 > b+2,1,2,2`

TA!

`b+2,1,4 | f,F+2,3 | b+4,2 | b2,1,f1+2 IZU 2 | WS1,4,2 | df+2,2 | f+3,f+1+2 IZU 2`

Note: f,F+2,3 gives height and damage; df+2,2 is a spike for certain partner enders.

Ender

`WR3 | db+1`

Wall TA!

`df+2,2 | f+1,4 | d+3+4 | 2,1,4,1 | f+3,f+1+2 IZU 3+4 | b+2,1,1 | f+3~(u_d)~n ff+2<2 | 1,1<d4 | u+2,1 | b+3,2,1`

Additional Wall TA!: `f+1+2(IZU) 4,1`. Timing-sensitive option for an Angel follow-up.

Note: For an Angel follow-up, perform f+1+2(IZU) 4,1 quickly or the partner leaves.

Wall Ender

`f+1,4 | f,F+2,2 | b+4,2 | f+1,3`

Kazuya / Devil

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Kazuya and his Devil transformation share this character section. Form restrictions are indicated for each route.

Solo Combos

Starter: `EWGF`

1. **Kazuya / Devil:** `EWGF > 3,1,4 > db+2 > CD+4,1`
2. **Kazuya only:** `EWGF ×2 > df+1,2 > CD+4,1`

3. **Kazuya:** `EWGF > b+2,4 > db+2 B! > cd+4,1`

Starter: **`df+1,4`**

1. **Kazuya only:** `df+1,4 > df+1,2 > CD+4,1`

Starter: **`ff+3`**

1. **Kazuya:** `ff+3 > b+2,4 > db+2 B! > cd+4,1`

Counter Hit Combos

Starter: **`CH df+2`**

1. **Kazuya / Devil:** `CH df+2 > 1,2,4,3 > db+2 > CD+4,1`

Low Parry Combos

Starter: **`LP`**

1. **Kazuya:** `LP > f+4`

   Note: For ground-game setups, such as `b+2,4`.

2. **Kazuya:** `LP > b+3,1 > 1,2,4,3`

Solo Wall Combos

Starter: **`f+2 W!`**

1. **Kazuya: Wall Combo:** `f+2 W! > uf+3 B! > df+3,2,1`

Tag Assaults & Enders: Kazuya

TA!

`b+4,1 | wgf | ss cd4,1`

Ender

`cd+4,1 | cd3`

Wall TA!

`df+3,2,1 | b3,1,4,3`

Wall Ender

`1+2 | df+3,2,1 | b+4,1`

Tag Assaults & Enders: Devil Kazuya

TA!

`cd+4,1 | b+4,1 | uf+1+2`

Ender

`cd+1~UF | cd+4,1 | cd3`

Wall TA!

`b+3,1,4,3 | b+4,1 | df+3,2,1`

Wall Ender

`cd+1~UF | b+4,1 | df+3,2,1`

King

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Solo Combos

Starter: `u/f+4`

1. `u/f+4 > d/f+2,1 > f+1 > b+2,1+2 > WR+2+4`
2. `uf+4 > f+3 > 1 > f+2,2,2 B! > f+2+3`

Starter: `FC d/f+2`

`FC d/f+2 > d/f+4,3 > f+1 > b+2,1+2 > WR+2+4`

Starter: `WS+1+2`

`WS+1+2 > df+2,1 > 1 > b+2,1+2 B! > f+2+3`

Starter: `FC df+1`

`FC df+1 > CC df+4,3 > 1 > b+2,1+2 B! > f+2+3`

Starter: `uf+1+2`

`uf+1+2 > df+4,3 > f+1 > b+2,1+2 B! > CD+1+2`

Counter Hit Combos

Starter: `CH b+1`

`CH b+1 > f+2 > 1 > f+2,2,2 B! > f+2+3`

Starter: `CH CD+1+2`

`CH CD+1+2 > df+2,1 > 1 > b+2,1+2 B! > f+2+3`

Low Parry Combos

Starter: `LP`

`LP > f+3 > df+4,3 > f+1 > ISW`

Solo Wall Combos

Starter: `3 W!`

Wall Combo: `3 W! > db+2 B! > f+2,2,1`

TA!

`b+1,2 | f+2,2,1 | df+2,1 | 1+2,3 | 1+2,1 | b+2,4 | b+1,4 | cd~ws2,2 | df+4,3,4 | f+2,2,2`

Ender

`ISW | GS | b+3 | FCdf+2~5 | d+1+2~5 | groundgrab | f+2+3 | b+4`

Note: b+3 sends opponent away; f+2+3 is reliable; b+4 leaves King back-turned; throws can improve oki.

Wall TA!

`f+2,2,1 | 1+2,3`

Additional Wall TA!: `u+2`. Extra wall filler.

Additional Wall TA!: `d+2+3`. Extra wall filler.

Wall Ender

df+1,2 | ws2,2 | 12 | groundgrab | f+2,2,1 | b+2,4 | f+2+3 | b+3 | b+4 | wallgrab

Kuma

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Shared Tag Assault and ender options: Kuma & Panda.

Solo Combos

Starter: f+1,1,1

f+1,1,1 > b+2,1 > d/f+2 > d/f+2,1

Starter: d/f+1,2,1,2

d/f+1,2,1,2 > WS+1+2,1+2,3+4 > HBS b+1+2,1+2

Starter: FC d/f+2

FC d/f+2 d/f+1,2 > WS+1+2,1+2,3+4 > HBS b+1+2,1+2

Starter: d/b+4

1. d/b+4 > CC d/f+4 > f+1 > dash d/b+1,2 > dash d/f+2,1
2. db+4 > WS+4 > df+2 > df+2,1

Starter: ROLL df+1+2

ROLL df+1+2 > df+3, 2 > b+2,1,1+2

Starter: HBS 1+2

1. HBS 1+2 > dash d/f+3,2 > dash b+2,1,1+2
2. HBS 1+2 > dash df+3,2 B! > b+2,1,1+2

Starter: HBS df+2

HBS df+2 > db+1,2 B! > uf+3,4,1+2

Starter: ROL 1+2

ROL 1+2 > df+3,2 B! > b+2,1,1+2

Starter: ff+2

ff+2 > uf+1+2 > db+1,2 B! > b+2,1,1+2

Counter Hit Combos

Starter: CH f+1,1,1

CH f+1,1,1 > b+2,1 > df+2 > df+2,1

Low Parry Combos

Starter: LP

1. LP > 4 > 2 > b+1~3+4

   Note: HBS oki.

2. LP > 4 > f+1 > b+2,1<1+2

Solo Wall Combos

Starter: `f+2,1 W!`

Wall Combo: `f+2,1 W! > df+3,2 B! > uf+3,4,1+2`

TA!

`uf+4,3 | df+2,1 | f+2,1`

Ender

Not listed in October master.

Wall TA!

`f+3+4,1+2`

Wall Ender

`uf+3,4,1+2`

Kunimitsu

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Solo Combos

Starter: `df2 or df+1, (3)`

Both starters use the same follow-up:

`f+3+4 > f+4 > f+4 ~ f > SET 1,2,4 B! > f+4 ~ f > SET 4`

> **Note:** Stance notation: `KDE` is written as `SET` here.

Additional route for `df+2`:

`df+2 > uf+3,4 > f+1 > f+4~f > SET 1,2,4 B! > f+4~f > SET 4`

Starter: `d/f+3,2`

`d/f+3,2 > f+2 > f+4~1,2,4 > f+4 > SET 4`

> **Note:** Stance notation: `KDE` is written as `SET` here.

Starter: `FC df+3`

`FC df+3 > WS+4 > d+2,1,2,1+2`

Starter: `uf+3,4`

`uf+3,4 > f+4 > f+4~f > SET 1,2,4 B! > f+4~f > SET 4`

Starter: `ff+3`

`ff+3 > MUS 2 > df+1 > 1 > f+4~f > SET 1,2,4 B! > f+4~f > SET 4`

Starter: `u+3+4`

`u+3+4 > df+2 > f+1 > f+4~f > SET 1,2,4 B! > f+4~F > SET 4`

Starter: `df+(1),3`

`df+(1),3 > f+3+4 > f+4~f > SET 1,2,4 B! > f+4~f > SET 4`

Starter: `u+1+2`

`u+1+2 > f+4 > f+4 > f+4~f > SET 1,2,4 B! > f+4~f > SET 4`

Starter: `ff+2`

`ff+2 > f+3+4 > df+2 > f+4~f > SET 1,2,4 B! > f+4~f > SET 4`

Starter: `b+1+2`

`b+1+2 > df+1 > f+4 > f+4~f > SET 1,2,4 B! > f+4~f > SET 4`

Counter Hit Combos

Starter: `CH SET 2`

`CH SET 2 > f+4 > f+4 > f+4~f > SET 1,2,4 > f+4~f > SET 4`

Note: Stance notation: `KDE` is written as `SET` here.

Starter: `CH f+3+4`

1. `CH f+3+4 > SET 1 > 1 > f+4~f > SET 1,2,4 B! > f+4~f > SET 4`
2. `CH f+3+4 > dash f+4 > f+4 > f+4~f > SET 1,2,4 B! > f+4~f > SET 4`

Starter: `CH ff+3+4,2,4`

`CH ff+3+4,2,4 B! > dash > f+4 > f+4~f > SET 1,2,4`

Starter: `CH df+3,2`

`CH df+3,2 > df+2 > f+1 > f+4~f > SET 1,2,4 B! > f+4~f > SET 4`

Low Parry Combos

Starter: `LP`

1. `LP > f+4 > f+4 > f+4~f > SET 1,2,4`

Solo Wall Combos

Starter: `df+2`

Wall Combo: `df+2 > f+3+4 > f+4 > f+4~f > SET 1,2,4 B! > df+1 W! > d+2,1,2,1+2`

Starter: `3 W!`

Wall Combo: `3 W! > WS+1,1 B! > df+1 > d+2,1,2,1+2`

TA!

`df+1,3 | b+4,3 | f+4, 1,2,4*(with airgrab) | f,f+2u`

Note: Delayed f+4,1,2,4 can lead to a partner's air throw for high damage.

Ender

`WR3 | SET 4`

Wall TA!

`d+2,1,2,1+2 | 3,4`

Additional Wall TA!: `b+4,3`. Wall filler to try without a sidestep.

Wall Ender

`f+4~F~B d+2,1,2,1+2 | d/b+3,3,3,3,3`

Lars

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Solo Combos

Starter: `u/f+4`

1. `u/f+4 < f+1,2,3 D/F > DEN 1 > d/b+2 F SEN d/f+1 > d/b+2 F SEN 1`
2. `uf+4 > f+1,2,3~d > DE 1 > fb+2,1 B! > db+2~f > SE 1`

Starter: `u/f+3`

1. `u/f+3 > WS+2 > d/b+2 F SEN d/f+1 > dash d/f+1 > d/b+2 F SEN 1`
2. `uf+3 > WS+2 > fb+2,1 B! > dash > df+1 > db+2~f > SE 1`

Starter: `f,b+2,1`

1. `f,b+2,1 > d/f+1 > f+4,1,2 > d/b+2 F SEN 1`
2. `fb+2,1 B! > DE 2 > 2 > f+2,1~f > SE 1`

Starter: `WS+1`

1. `WS+1 F SEN 3 > d/f+1 > f+4,1,2 > d/b+2 F SEN d/f+1 > b+2,3`
2. `WS+1~f > SE 3 > db+2,1 > fb+2,1 B! > db+2~f > SE 1`

Starter: `f+1+2`

1. `f+1+2 > df+2 > db+2,1 > fb+2,1 B! > db+2~f > SE 1`

Counter Hit Combos

Starter: `CH DEN 2`

1. `CH DEN 2 > DEN 2 > d/f+1 > f+4,1,2 > d/b+2 F SEN d/f+1 > b+2,3`

Starter: `CH ff+1+2`

1. `CH ff+1+2 > DEN 1 > d/b+2,1 > d/b+2 F SEN d/f+1 > f+4,2,(1),2`
2. `CH ff+1+2 > DE 1 > db+2,1 > fb+2,1 B! > db+2~f > SE 1`

Starter: `CH d/f+2`

1. `CH d/f+2 > d/f+2 > d/b+2,1 > f+2,1 F SEN d/f+1 > d/b+2 F SEN 1`
2. `CH df+2 > f+(1),2,3~d > DE 1 > fb+2,1 B! > db+2~f > SE 1`

Low Parry Combos

Starter: `LP`

1. `LP > DE 2 > db+2,1 > f+2,1~f > SE 1`

Solo Wall Combos

Starter: `f+2,4 W!`

1. **Wall Combo:** `f+2,4 W! > DE 1+2 B! > f+4,1,2,1`
2. **Wall Combo:** `f+2,4 W! > DE 1+2 B! > df+1 > db+2,1 > f+1+4`

TA!

`uf+3 | f,F+2~f, SE 3 | b+1+2 | df+3,3 | f3~df~ws2~f SE 1`

Additional TA!: `fF+2~f SE 1`. Throw-back filler option.

Ender

`ISW | ff2~f SE 1 | f3 DE 1~f SE 1 | f2,1~f SE 1`

Wall TA!

`f+4,1,2,1 | 1+2~b f4,1,2,1 | 1+2~b df3,3`

Wall Ender

`f+4,1,2,1 | ISW`

Lee

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Shared Tag Assault and ender options: Lee/Violet.

Solo Combos

Starters: `df+2` or `uf+4`

1. **General staple (either starter):** `4 > b+1:1~f,n > 2 > b+2~f,n > b+2~f,n > f+4,3 B! > b+4 > d+3`
2. **`uf+4` alternative:** `4,u+3 > b+1:1~f,n > 1,2~f,n > f+4,3 B! > b+4 > d+3`

Counter Hit Combos

Starter: `CH b+4`

1. `CH b+4 > d+2 > b+2~f,n x4 > f+4,3 B! > b+4 > d+3`
2. `CH b+4 > d+2 > b+2~f,n > b+2~f,n > 2 > b+1:1~f,n > f+4,3 B! > b+4 > d+3`

Starter: `CH d+3`

1. `CH d+3 > HMS 4`

Starter: `CH 1+2`

1. `CH 1+2 > dash df+4 > f+4,3 B! > b+2~f,n > b+2~f,n > b+2~f,n > WS2,3`

Low Parry Combos

Starter: `LP`

1. `LP > d+2 > b+2~f ×5 > ms+3,4`

TA!

`df+3,2,3 | b+2,4,3 | fn,3,4 | ub+3 | ss3+4 | ssl 434 | 4,u3 | uf+3,4 | b+2~f,d/f+3,2,3 | wr1+2,3`

Note: Use b+2,4,3 as the staple. Other chains trade recovery, carry, lift, and difficulty.

Ender

`WR3,4 | b+2~f,d/f+3,2,3 | ff3 | b4 | WR1+2,3`

Wall TA!

`4,3,4 | f+4,3 | df3,2,3 | b+2~f,d/f+3,2,3 | 4,u3 | b+1:1~f,4,u+3 | b+2~f,4,u+3`

Additional Wall TA!: `fff+1+2,3 (cross-up)`. Conditional on partner bound, angle and hit count.

Note: b+2~f,4,u+3 recovers during the flip; cross-up fff+1+2,3 depends on hit count and partner.

Wall Ender

`f,F+3 | ub3 | b4~3 | df3,2,3`

Note: u/f+3,1 can miss at odd wall angles; try d/f+3,2,3 for better consistency.

Lei

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Solo Combos

Starter: `df+2`

1. `df+2 > f+3,1 > f+2 > ff+2 B! > ff+3,4`
2. `df+2 > 2 > 1+2,1 > BT 4,4 B! > ff+3,4`

Starter: `TGR 4`

1. `TGR 4 > uf+1 > 2 > 1+2,1 > BT 4,4 B! > ff+3`

Starter: `uf+4`

1. `uf+4 > f+3,1 > ff+3~b > BT 4,4 B! > ff+3,4`

Starter: `ff+3`

1. `ff+3 > 2 > 1+2,1 > BT 4,4 B! > ff+3,4`

Starter: `uf+3+4`

1. `uf+3+4 > BT d+1 > BT d+1 > BT 4,4 B! > ff+3,4`

Starter: `ff+3~b`

1. `ff+3~b > UF+4 > 1+2,1 > BT 4,4 B! > ff+3,4`

Starter: `KND 3`

1. `KND 3 > df+1+2 B! > ff+3~b > BT d+1 > BT 3`

Counter Hit Combos

Starter: `CH 1+2`

1. `CH 1+2 > BT d+1 > BT 4,4 B! > ff+3,4`

Starter: `CH ff+2`

1. `CH ff+2 > f+3,1 > f+2 > ff+2 B! > ff+3,4`

Starter: `CH uf+3`

1. `CH uf+3 > CRN 3 > 1+2,1 > BT 4,4 B! > ff+3,4`
2. **Wall Combo:** `CH uf+3 > CRN 3 > 1+2,1 > BT 4,4 B! > ff+3,4 W! > ff+2`

Low Parry Combos

Starter: `LP`

1. `LP > uf+1 > 2 > 1+2,1 > BT 4,4`

Solo Wall Combos

Starter: `ff+3 W!`

1. **Wall Combo:** `ff+3 W! > df+1+2 B! > TGR 1 > WS+3`

   Note: `WS+3` is guaranteed.

TA!

`1+2,2|f,F+3,4|f+3,1|f+3,1,2|3b,2`

Ender

`WR3`

Wall TA!

`f+4,2,1,2,4|3~b, PHX 3,3|u/f+3, CRN 3,4,2,3|fn3,d+4`

Additional Wall TA!: `3~b PHX 2`. Only for very early bound, with a suitable ender.

Wall Ender

`ws3|d+4,4`

Leo

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Solo Combos

Starter: `df+2`

1. `df+2 > f+2 > b+1,4 > KNK df~uf+1 > b+2,1+2 B! > microdash > df+1+2,1+2,qcf+2`

Starter: `uf+4`

1. `uf+4 > 4 > b+1,4 > KNK df~uf+1 > b+2,1+2 B! > microdash > df+1+2,1+2,qcf+2`

Starter: `KNK 3`

1. `KNK 3 > f+2 > b+1,4 > KNK df~uf+1 > b+2,1+2 B! > microdash > df+1+2,1+2,qcf+2`

Starter: `BOK (d+1+2),2`

1. `BOK (d+1+2),2 > f+3~d,4 > KNK df~uf+1 > b+2,1+2 B! > microdash > df+1+2,1+2,qcf+2`

Starter: `db+3`

1. `db+3 > f+3 > b+1,4 > KNK df~uf+1 > b+2,1+2 B! > qcf+3,1,2`

Counter Hit Combos

Starter: `CH 4`

1. `CH 4 > db+2,2 B! > b+1,4 > KNK df~uf+1 > f+1+2`

Starter: `CH KNK 2`

1. `CH KNK 2 > df+1 > b+1,4 > KNK df~uf+1 > b+2,1+2 B! > microdash > df+1+2,1+2,qcf+2`

Starter: `CH d+1~d`

1. `CH d+1~d > WS+4 > b+1,4 > KNK df~uf+1 > b+2,1+2 B! > qcf+3,1,2`

Starter: `CH f+3`

1. `CH f+3 > qcf+4 > b+1,4 > KNK df~uf+1 > b+2,1+2 B! > microdash > df+1+2,1+2,qcf+2`

Starter: `CH qcf+2`

1. `CH qcf+2 > qcf+4 > b+1,4 > KNK df~uf+1 > b+2,1+2 B! > qcf+3,1,2`

Low Parry Combos

Starter: `LP`

1. `LP > 4 > b+1,4~df,3 > f+4~df,3,1,2`

Solo Wall Combos

Starter: `ff+2 W!`

1. **Wall Combo:** `ff+2 W! > b+2,1+2 B! > FC 2 > WS+1,4,1`

TA!

`f+4 KNK 1~d BOK 1,2|uf+2,1|f +3~d, bok 1,2|f+3~d, BOK 4, KNK 1~d, BOK 1,2`

Note: For more damage in this role, favor f+4 KNK 1~d BOK 1,2 over 3,2~d BOK 1,2.

Ender

`f+1+2|d+1`

Wall TA!

`ws+1,4,1|f+4 KNK d/f D ws+1,4,1`

Note: f+4 KNK df-cancel into ws+1,4,1 supports delayed hits and varied enders.

Wall Ender

`ws+1,4,1|f+3~d BOK, ws+1,4,1`

Lili

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Solo Combos

Starter: `df+2`

1. `df+2 > b+2,1~B > BT 1,2 > df+3 B! > ff+3~f,1,2`
2. `df+2 > b+2,1 > 1,2 > df+3 B! > ff+3~f,1,2`

Starter: `df+3+4`

1. `df+3+4 > d+1 > WS+2~b > BT 1,2 > df+3 B! > ff+3~f,1,2`

Starter: `uf+3`

1. `uf+3 > f+2,3 > df+3+4 > BT 1+2 B! > ff+3~f,1,2`
2. `uf+3 > f+2,3 > ff+3~F~u > 1 > df+3 > ff+3~F,1,2`

Starter: `BT 1+2`

1. `BT 1+2 > db+1 > WS+2 > 1,2 > df+3 B! > ff+3~f,1,2`

Counter Hit Combos

Starter: `CH FC df+3`

1. `CH FC df+3 > d+1,2~b > BT 1,3,2,3`

Low Parry Combos

Starter: `LP`

1. `LP > WS+2 > df+1 > 12 > 3,2,3`

   Note: The button separator in `12` is unspecified.

Solo Wall Combos

Starter: `1+2 W!`

1. **Wall Combo:** `1+2 W! > df+3+4 > BT 1+2 B! > f+3+4,3,4`

TA!

`f+2,3|d+2,2,3|d+3+4|f,f+3~f, u/f+3+4,3+4`

Ender

Not listed in October master.

Additional Ender: `f,f+3+4`. Optional ender.

Wall TA!

`f+3+4,3,4|ws3,4`

Wall Ender

`f+3+4`

Additional Wall Ender: `wall grab(1+3_2+4)`. Additional wall-grab option.

Marduk

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Solo Combos

Starter: `df+1`

1. `df+1 > 2 > df+4,1+2 > df+3,1,2, 3+4 VTS 3+4 > ff+1+2`

Starter: `ff+1+2`

1. `ff+1+2 > df+4,1+2 > df+3,1 > b+1,2`

Counter Hit Combos

Starter: `CH uf+3`

1. `CH uf+3 > uf+1+2 > df+4,1+2 > df+3,1,2, 3+4 VTS 3+4 > ff+1+2`

Low Parry Combos

Starter: `LP`

1. `LP > df+3,1,2 > 3+4~3+4 > ff+1+2`

Solo Wall Combos

Starter: `3 W!`

1. **Wall Combo:** `3 W! > df+4,2 B! > df+2,1`
2. **Wall Combo:** `3 W! > backdash > df+2 W! > f+2+4`

TA!

`f+2,1 | 2,d+1+2 | d+1+2 | 1,2 vts 4 | f+1+2,2 | 1,2,VTSc, 2,d+1+2`

Note: Try f+2,1 for maximum damage; 1,2 VTS 4 offers good wall carry.

Ender

`f,F+1+2(any airgrab) | b+4 | u/f+3, 1,2, VTSc | 1,2,VTSc | uf+3 fF1+2`

Wall TA!

`df+4,2 | F1+2,2 | uf+3+4 | ss4 df+3,1+2 | d+2,4`

Wall Ender

`df+2,1 | wallgrab | groundgrab`

Note: df+2,b+4 works on medium/large bodies; try df+2,db+3,4 on larger bodies or lower splats.

Marshall Law

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Solo Combos

Starter: `d/f+2`

1. `d/f+2 > 4, u+3 > b+2,2 > dash 4,3 b,f,f > DSS f+3`
2. `d/f+2 > 4, u+3 > ff+4,3 > ff+2,1,3`

Starter: `u/f+4`

1. `u/f+4 > cc SS 4,3 b,f,f > DSS 3+4 > ff4,3 > ff2,1,3`
2. `u/f+4 > WS+4 > f+2,1 > ff+4,3 > ff+2,1,3`

Low Parry Combos

Starter: `LP`

1. `LP > df+1 > 4,3,4~DSS f+3`

Solo Wall Combos

Starter: `DSS f+1 W!`

1. **Wall Combo:** `DSS f+1 W! > f+1+2 B! > b+2,3,d+4`

TA!

uf+4,3|4,3,4|3,4|SS uf+3,4

Ender

d+1+2,DSS f+4|WR3

Wall TA!

uf+3,4

Wall Ender

3+4

Michelle

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Solo Combos

Starter: d/f+2,1

1. d/f+2,1 > f+3~1 > d/f+3 > f,F+1 > d,d/f+1~4 > CES 1+2 > fff+2+4
2. df+2,1 > f+3~1 > df+3 > ff+1 > d,df+1~4,1+2 B! > dash WS+2,2,1+2

Starter: u/f+4,3

1. u/f+4,3 > d,d/f+1~4 > CES 1 > d,d/f+1~4 > CES 1 > d,d/f+1~4 > CES 1+2 > WR 2+4

Starter: qcf+2

1. qcf+2 > f+3~1 > df+3 > ff+1 > d,df+1~4,1+2 B! > dash WS+2,2,1+2

Starter: df+3+4

1. df+3+4 > d,df+1~4,1 > d,df+1~4,1 > d,df+1~4,1+2 B! > ff+2+4

Starter: b+1+2

1. b+1+2 > d,df+1~4,1 > d,df+1~4,1 > d,df+1~4,1+2 B! > fff+2+4

Counter Hit Combos

Starter: CH f+1+2

1. CH f+1+2 > df+3 > ff+1 > d,df+1~4,1 > d,df+1~4,1+2 B! > fff+2+4

Low Parry Combos

Starter: LP

1. LP > b+4 > d,df+1~4,1 > d,df+1~4,1 > ff+2

Solo Wall Combos

Starter: 3 W!

1. **Wall Combo:** 3 W! > b+1 B! > 1+2,4,bf+1+2
2. **Wall Combo:** 3 W! > iWS+2,2 B! > ff+1 > d+1+2
3. **Wall Combo:** 3 W! > iWS+2,2 B! > df+4,2,bf+1+2

TA!

d+2,3,1 | (d+2)3,1 | f+2,1,2 | b2,3,1+2

Ender

WR1 | ISW

Wall TA!

1+2,4,b,f+1+2 | df+4,2,b,f+1 | d,d/f+1~4, 1+2,4,b,f+1+2

Wall Ender

d,df+1,2 | df+4,2,bf+1 | 1+2,bf+4,1+2 | ISW

Miguel

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Solo Combos

Starter: d/f+2,1

1. d/f+2,1 > d/f+1~F > SAV d/f+1 > d/f+4,1 > d/f+2,2 > ff+2,1
2. df+2,1 > df+1~f > SAV uf+3 > df+4,1 > d+2 B! > dash df+1 > ff+2,1

Starter: WS+2,2

1. WS+2,2 > d/f+4,1 > d/f+2,2 > dash d/f+1 > ff+2,1
2. WS+2,2 > df+1 > df+4,1 > df+2,2 B! > ff+2,1

Starter: uf+4

1. uf+4 > df+1~f > SAV uf+3 > df+4,1 > df+2,2 B! > ff+2,1

Starter: ff+3

1. ff+3 > SSR > df+1~f > SAV uf+3 > df+4,1 > d+2 B! > ff+2,1

Starter: SAV 1+2

1. SAV 1+2 > dash > SAV df+1~f > SAV uf+3 > df+4,1 > d+2 > dash df+1 > ff+2,2

Counter Hit Combos

Starter: CH f+2

1. CH f+2 > df+1~f > SAV uf+3 > df+4,1 > d+2 B! > dash df+1 > ff+2,1

Starter: CH b+1+2

1. CH b+1+2 > SSR > df+1~f > SAV uf+3 > df+4,1 > d+2 B! > dash df+1 > ff+2,1

Low Parry Combos

Starter: LP

1. LP > df+1~f > SAV uf+3 > df+4,1 > d+4,1+2
2. LP > SAV df+1~f > SAV uf+3 > df+4,1~f > SAV 1 > ff+2,1

Solo Wall Combos

Starter: `f+3,4 W!`

1. **Wall Combo:** `f+3,4 W! > df+2,2 B! > df+4,1,1`

TA!

`df+2,1|df+1~f, sav 1,2,1|df4,1~f SAV 1,2,1|df1~f SAV df1~f df4,1~f SAV 1,2,1|df+1,1,2`

Ender

`WR3|fF2,2`

Wall TA!

`df+4,1,1|df1~f~db f4,2|df1~f df4,1,1|df1~f SAV 1,2,1`

Wall Ender

`df+1,2|df4,1,1`

Miharu

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Shares Xiaoyu's combo routes and Tag Assault options. Her section is kept separate for character-by-character lookup.

Solo Combos

Starter: `d/f+2~1`

1. `d/f+2~1 > D/F+1 > f,F+2 > f,F+1+2,1+2 > dash f+2,1,4`
2. `d/f+2~1 > f+3,2 > RDS 2,1 > f,F+1+2,1+2 > ff+2,1`
3. `d/f+2~1 > d/f+2 > f+3,1 > RDS 2,2 > RDS d+1+4 > f+3,1,1+2`
4. `df+2~1 > 2 > b+2 > RDS 2 > RDS 2,2 B! > RDS 1,4`

Starter: `SS3`

1. `SS3 > b+3 > RDS 2,1 > ff+1+2,1+2 B! > 4~3`

Starter: `RDS f+3+4 3+4`

1. `RDS f+3+4 3+4 > f+3+4,3+4 > RDS 2 > RDS 2,2 B! > BT 1,4`
2. `RDS f+3+4 3+4 > f+3+4,3+4 > RDS 2,1 > ff+1+2,1+2 B! > 4~3`

Starter: `f+2+3`

1. `f+2+3 > forward dash > RDS 4 > f+3,1 > RDS 2,2 B! > d+1+2 > AOP 2,1`

Starter: `AOP d+1+2`

1. `AOP d+1+2 > UF+4 > f+3,1 > RDS 2,2 B! > RDS 1,4`

Counter Hit Combos

Starter: `CH SS4`

1. `CH SS4 > WS2 > RDS 2 > RDS 2,2 > RDS 1,4`
2. `CH SS4 > FC d+3,2 > RDS 2 > RDS 2,2 B! > SSR > RDS 1,4`

Starter: `CH 4~3`

1. `CH 4~3 > WS+2 > RDS 2 > RDS 2 > RDS 2,2 B! > RDS 1,4`

Low Parry Combos

Starter: `LP`

1. `LP > b+3 > BT 2 > BT 2 > BT 1,4`

Solo Wall Combos

Starter: `ff+4 W!`

1. **Wall Combo:** `ff+4 W! > ff+1+2,1+2 B! > f+1,db+1`

Starter: `uf+3+4 W!`

1. **Wall Combo:** `uf+3+4 W! > ff+1+2,1+2 B! > f+1,d+1`

TA!

`f+2,1,4 | ub+3+4 | b+4,4 | b+3+4 RDS 1,4 | d+1+2 AoP u/f+3,3`

Ender

`WR3 | f,F+3+4 | f+1+2 | f,F+4 | 4~3`

Note: Favor f,F+3+4 for damage/oki, f,F+4 for carry, and 4~3 for a spike.

Wall TA!

`f,F+1,3 | f+2,1,4`

Wall Ender

`uf+3+4 | d+1+2 AoP 2,1 | db+1`

Nina

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Solo Combos

Starter: `qcf+4,2`

1. `qcf+4,2 > df+1 > b+2,2 > f+1+4 B! > dash WS+1 > ff+3`

Starter: `df+2`

1. `df+2 > df+3,2~df > SSR 1~b~uf+4 > f+1+4 B! > dash WS+1 > ff+3`

Starter: `qcf+1`

1. `qcf+1 > uf+2,1 B! > SSL 1~b~uf+4 > f+1,2,1+2`
2. `qcf+1 > uf+2,1 B! > SSL 1~b~uf+4 > qcf+4,2,3`

Starter: `uf+1`

1. `uf+1 > WS+1 > df+1 > b+2,2 > f+1+4 B! > dash WS+1 > ff+3`

Starter: `SSR 1+2`

1. `SSR 1+2 > dash d+2 > d+4,1 > f+1+4 B! > qcf+4,2,3`

Starter: `qcb+4`

1. `qcb+4 > uf+4 > df+1 > iWS+1 ×5 > f+1+4 B! > dash WS+1 > ff+3`

Counter Hit Combos

Starter: `CH u+4`

1. `CH u+4 > d+2 > d+4,1 > dash df+1 > f+1+4 B! > dash WS+1 > ff+3`

Low Parry Combos (LP)

Starter: `LP`

1. `LP > uf+4 > df+1 > df+3,2 > ff+1+2`
2. `LP > df+3,2~df > SSR 1 > WS+1 > qcf+4,2,3`

TA!

`uf+4,(3,)4 | ss+1~f~2 | b+1+4 | df+3,2~ss+1~b~u~f+4,3,3 | ss+1~b~u~f+4,3,3 | f+4,3,3 | f,F+4 | ss+1~f~1,1+2 | ws+4,3`

Note: For maximum single-hit filler damage, try f,F+4 with a slight delay for a clean hit.

Ender

`qcf+4,2,3 | iws+1,1+2 | iws+1, ff+3 | ff+1+2`

Wall TA!

`ss+1~u~df+1,2,f+1+2 | 4,3,d~4,3 | f+4,3,3 | b+3,4`

Wall Ender

`f,F+3 | df+1,2,f+1+2 | b+3,4 | ss+1~b~uf+3 | ss+1~b~u~f+1,2,f+1+2`

Panda

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Shared Tag Assault and ender options: Kuma & Panda.

Solo Combos

Starter: `f+1,1,1`

`f+1,1,1 > b+2,1 > d/f+2 > d/f+2,1`

Starter: `d/f+1,2,1,2`

`d/f+1,2,1,2 > WS+1+2,1+2,3+4 > HBS b+1+2,1+2`

Starter: `FC d/f+2`

`FC d/f+2  d/f+1,2 > WS+1+2,1+2,3+4 > HBS b+1+2,1+2`

Starter: `d/b+4`

1. `d/b+4 > CC d/f+4 > f+1 > dash d/b+1,2 > dash d/f+2,1`
2. `db+4 > WS+4 > df+2 > df+2,1`

Starter: `ROLL df+1+2`

`ROLL df+1+2 > df+3, 2 > b+2,1,1+2`

Starter: `HBS 1+2`

1. `HBS 1+2 > dash d/f+3,2 > dash b+2,1,1+2`
2. `HBS 1+2 > dash df+3,2 B! > b+2,1,1+2`

Starter: `HBS df+2`

`HBS df+2 > db+1,2 B! > uf+3,4,1+2`

Starter: `ROL 1+2`

`ROL 1+2 > df+3,2 B! > b+2,1,1+2`

Starter: `ff+2`

`ff+2 > uf+1+2 > db+1,2 B! > b+2,1,1+2`

Counter Hit Combos

Starter: `CH f+1,1,1`

`CH f+1,1,1 > b+2,1 > df+2 > df+2,1`

Low Parry Combos

Starter: `LP`

1. `LP > 4 > 2 > b+1~3+4`

   Note: HBS oki.

2. `LP > 4 > f+1 > b+2,1<1+2`

Solo Wall Combos

Starter: `f+2,1 W!`

Wall Combo: `f+2,1 W! > df+3,2 B! > uf+3,4,1+2`

TA!

`uf+4,3 | df+2,1 | f+2,1`

Ender

Not listed in October master.

Wall TA!

`f+3+4,1+2`

Wall Ender

`uf+3,4,1+2`

Paul

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Solo Combos

Starter: `uf+3,4`

1. `uf+3,4 > b+1,2 B! > d+4:2:1+2`

Starter: `df+2`

1. `df+2 > iWS+3 > db+2 > b+1,2 B! > d+4:2:1+2`
2. `df+2 > df+4 > db+2 > b+1,2 B! > d+4:2:1+2`

Starter: `ff+4`

1. `ff+4 > WS+3 > db+2 > b+1,2 B! > d+4:2:1+2`

Starter: `b+3`

1. `b+3 > iWS+3 > db+2 > b+1,2 B! > d+4:2:1+2`

Starter: `qcf+1`

1. `qcf+1 > iWS+3 > db+2 > b+1,2 B! > d+4:2:1+2`

Counter Hit Combos

Starter: `CH qcb+4`

1. `CH qcb+4 > SSL iWS+3 > db+2 > b+1,2 B! > d+4:2:1+2`

Low Parry Combos

Starter: `LP`

1. `LP > qcf+1 > f+2 > d+1,4,2`

Solo Wall Combos

Starter: `f+3 W!`

1. **Wall Combo:** `f+3 W! > f+1+2 B! > d+4:2:1+2`

TA!

`qcf+1 | d+1,4,2 | uf+3,4 | demoman | ws3,2 | 3,2 | df1~b 4 | f,F+3,4,4 | f+3 | b+1+2`

Ender

`qcf+2 | ff+2:1`

Additional Ender: `d+4:2:1+2`. Works in some combos.

Wall TA!

`f,F+3,4,d+4`

Wall Ender

`df+1~b~u d+1,4,2 | df+1~b~u demoman | d+1+2 | demoman`

Note: Use df+1~b~u Demoman after a one-hit bound, or df+1~b~u d+1,4,2 after a multi-hit bound.

Prototype Jack

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Solo Combos

Starter: `df+2`

1. `df+2 > b+3,2 > ff+1 B! > ff,b+3,2,2`
2. `df+2 > 2 > 1+2 > ff+1 B! > Debugger (2 hits)`

Starter: `WS+1`

1. `WS+1 > b+3,2 > 2 > ff+1 B! > Debugger (2 hits)`

Starter: `ff+2`

1. `ff+2 > u+1+2 > f+4 > 2 > ff+1 B! > Debugger (2 hits)`

Starter: `df,df+2+4`

1. `df,df+2+4 > f+4 > b+3,2 > ff+1 B! > Debugger (2 hits)`

Counter Hit Combos

Starter: `CH f+3`

1. `CH f+3 > f+4 > ff+1 B! > b+3,2,2`

Low Parry Combos

Starter: `LP`

1. `LP > f+4 > b+3,2,2`

TA!

`uf[1] | u+1+2 | df+3,2 | 1+2,1+2 | u/f+3 | u/b+1+2`

Ender

`d,db,d,df+1,1 | fF4 | b322 | f,f+1 | ff+1+2,f2`

Wall TA!

`u+1+2 | 1,1,2 | f,F+4 | ssl 1+2`

Wall Ender

`df+3+4 | f,F+4 | ws+1+2,1+2,1+2`

Raven

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Solo Combos

Starter: `qcf+4`

1. `qcf+4 > f+3~f > b+4,4 B! > f+2,4,3+4`

Starter: `f+3+4`

1. `f+3+4 > b+4,4 B! > f+2,4,3+4`

Starter: `4~3`

1. `4~3 > ff+3 > f+1 > b+1 B! > ff+3 > f+2,3~`

   Note: Notation is incomplete after `f+2,3~`; the continuation is unconfirmed.

Starter: `ff+3`

1. `ff+3 > ff+3 > f+1 > b+1 B! > ff+3 > f+2,3`

Starter: `df+2`

1. `df+2 > 3+4 > ff+3 > f+1 > b+1 B! > ff+3 > ff+4`

Counter Hit Combos

Starter: `CH VAN 1`

1. `CH VAN 1 > ff+4 > b+4,4 B! > f+2,4,3+4`

Low Parry Combos

Starter: `LP`

1. `LP > SSL > df+1 > db+2,1 > ff+3 > f+2,3`
2. `LP > SSL > df+1 > f+1 > ff+3 > f+1 > ff+3 > f+2,3`

Solo Wall Combos

Starter: `ff+4 W!`

1. **Wall Combo:** `ff+4 W! > ub+1,2 B! > f+1+2`
2. **Wall Combo:** `ff+4 W! > b+4,4 B! > SDW b+2 > SDW 1+2`
3. **Wall Combo:** `ff+4 W! > ub+1,2 B! > b+2,2,3`

TA!

`b+2,2,3 | df+3 | uf+4,4 | ssl b+1+2,3 | ssr b+1+2,2`

Ender

`f+4 | 3~4`

Wall TA!

`f+3+4,4,2 | u+3,d+3,3 | b+2,4,3+4`

Wall Ender

`f+3+4,3+4`

Roger Jr.

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Shared Tag Assault and ender options: Alex & Roger Jr. Solo combos below are specific to Roger Jr.

Solo Combos

Starter: `u/f+4`

1. `u/f+4 > f+4,3,2 B! > f+3 > df+1,2 > d+3+4`

Starter: `FC df+2`

1. `FC df+2 > f+4,3,2 B! > 1+2 > ff+2`
2. `FC df+2 > 1+2 > f+4,3,2 B! > f+1+2,2`

Starter: `3~4`

1. `3~4 > f+4,3,2 B! > f+3 > df+1,2 > d+3+4`

Starter: `3+4`

1. `3+4 > 1+2 > f+4,3,2 B! > AGF`

Counter Hit Combos

Starter: `CH f+3`

1. `CH f+3 > 1+2 > f+4,3,2 B! > AGF`

Starter: `CH df+2`

1. `CH df+2 > wavedash WS+2 > f+4,3,2 > f+1+2,2`

Low Parry Combos (`LP`)

Starter: `LP df+4`

1. `LP > df+4 > 1+2 > 1,2~ROC 2`

TA!

`cd+1 | uf+3,3 | df+3,3`

Ender

`cd+1 | wr3`

Wall TA!

`uf+3,3`

Wall Ender

`db+4,3,4,3,4`

Sebastian

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Solo Combos

Starter: `d+3+4`

1. `d+3+4 > u+3+4,3~F > u+1 > d/f+3 > ff+3 > f+1,2`

Starter: `d/f+3+4`

1. `d/f+3+4 > d+2 > WS+2,1,2 > d/f+3 > ff+3 > f+1,2`

TA!

`d+2,2,3 | d+3+4`

Ender

`f,f+3+4`

Wall TA!

`f+3+4,3,4 | ws3,4`

Wall Ender

`f+3+4 | wall grab`

Additional Wall Ender: `wall grab(1+3_2+4)`. Wall-grab input: 1+3 or 2+4.

Slim Bob

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Solo Combos

Starters: u/f+3 / d/f+2 / CD+1

1. u/f+3 / d/f+2 / CD+1 > d+2,3 > 2 > u/f+1+2,1 > ff+3 > b+3

Starter: WS+2,1

1. WS+2,1 > db+2 > d+2,3 > f+1 > fff+2 B! > 1+2,1+2

Starter: cd+2

1. cd+2 > bb+2+3 B! > df+1 > b+2,2 > d+2,3 > b+3

Counter Hit Combos

Starter: CH WS+1+2

1. CH WS+1+2 > db+4,4 B! > d+2,1,2

Starter: CH 4

1. CH 4 > uf+1+2,1 B! > df+1 > d+2,3 > b+1+2

Low Parry Combos

1. LP > d+2,3 > 2 > d+2,3 > b+1+2

Solo Wall Combos

Starter: f+1+2 W!

1. **Wall Combo:** f+1+2 W! > b+4,1 B! > df+1 > d+3+4

TA!

ub+3 | d+2,3 | ws+3,3+4 | ssl b+2,2,4,4*

Ender

1+2,1+2 | wr3 | cd2 | b+1+2

Wall TA!

ws+3,3+4

Wall Ender

1+2,1+2 | d+3+4

Steve Fox

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Solo Combos

Starter: DUCK 2

1. DUCK 2 > PAB 1,2 > df+1,1,2,1 B! > df+1+2

2. DUCK 2 > df+1~2,1 > f+2,1~B > DUCK > DUCKc > WS+1,2 B! > dash > df+1+2

Starter: `uf+2`

1. `uf+2 > 2,1~f > PAB df+1,1,2,1 B! > dash > df+1+2`

Counter Hit Combos

Starter: `CH 4,1,2`

1. `CH 4,1,2 > df+1~2,1~B~FLK 2 B! > dash > df+1+2`

Starter: `CH b+1`

1. `CH b+1 > DUCK 1 > df+1~2,1~B~FLK 1 > f+1 B! > f+2,1~b > DUCK 1`
2. `CH b+1 > DUCK 1 > df+1~2,1 > f+2,1~B > DUCK > DUCKc > WS+1,2 B! > dash > df+1+2`

Starter: `CH PAB d+2`

1. `CH PAB d+2 > WS+1 > df+1~2,1~B~FLK 2 B! > f+2,1~b > DUCK 1`

Starter: `CH PAB 2`

1. `CH PAB 2 > df+1,1,2,1 B! > f+2,1~B > DUCK 1`

Starter: `CH WS+2`

1. `CH WS+2 > df+1~2,1 > f+2,1~B > DUCK > DUCKc > WS+1,2 B! > df+1+2`

   Note: The `B!` marker after `WS+1,2` is inferred and remains unconfirmed. No dash is specified before `df+1+2`.

Starter: `CH DUCK 1`

1. `CH DUCK 1 > df+1~2,1~b~FLK 2 B! > f+2,1~b > DUCK 1`

Low Parry Combos

Starter: `LP`

1. `LP > DUCK 1 > df+1~2,1 > f+2,1~B > DUCK 1`
2. `LP > DUCK 1 > df+1~2,1 > f+2,1~B > DUCK > DUCKc > WS+12`

   Note: `WS+12` is retained as written; its button separator is unconfirmed.

Solo Wall Combos

Starter: `qcf+1~b W!`

1. **Wall Combo:** `qcf+1~b W! > WS+1,2 > 3,1,1`

TA!

`df+1+2|df1,2~1~b, flk 1~b, 3+4,2, d+2df+1+2|df1,2~1~b, flk 1~b, 3+4,2, d+2|df1,2~1~b,flk f+3 dck 1|ssl b+1,d+2,1`

Ender

`WR2`

Additional Ender: `df1+2`. Optional ender.

Additional Ender: `alb2`. Optional ender.

Wall TA!

`b+1~b,3,1,1`

Wall Ender

df+1+2

Additional Wall Ender: 3,1,1. Also written as 311.

Tiger

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Solo Combos

Starter: ff+4

1. ff+4 > HSP f+1 > b+3,3 > RLX 2,4~b > RLX 2~f+3

Starters: qcf+3 / CH d/f+2

1. qcf+3 or CH d/f+2 > b+3,3 > RLX 2,4~b, f > RLX 2~f+3

TA!

uf+3+4 | ws+1,3 | 1+2~3 | db+2,3 | 3,4

Ender

WR3 | uf+3+4 | ss3~4

Wall TA!

3,4 | uf+3+4

Wall Ender

uf+3+4 | b+3,3

True Ogre

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Solo Combos

Starter: u/b+3~f,1

1. u/b+3~f,1 > 3,2 > db+1 B! > ff,b+4,3,3+4

Starter: WS+2

1. WS+2 > df+1 > 3,2 > db+1 B! > ff,b+4,3,3+4

Starter: u/f~N+4

1. u/f~N+4 > 1 > 3,2 > db+1 B! > ff,b+4,3,3+4

Starter: u+1+2

1. u+1+2 > 3,2 > db+1 B! > ff,b+4,3,3+4

Starter: SS+2

1. SS+2 > u/b+3~f,1 > 3,2 > db+1 B! > hcf+2:1+2

Starter: `df+1+2`

1. `df+1+2 > UF,4 > 3,2 > db+1 B! > ff,b+4,3,3+4`

   Note: `UF,4` is retained as written; confirm the input before changing it to `UF+4`.

Counter Hit Combos

Starter: `CH b+2`

1. `CH b+2 > 3,2 > 1 > db+1 B! > hcf+2:1+2`

Low Parry Combos

Starter: `LP`

1. `LP > b+4,3 > 1 > ff+1 > hcf+2:1+2`

TA!

`HCF2:1+2 | uf+3,4,3+4 | df+3+4,3+4 | df+1+2 | u/b+3~f BOOT 1,2,1+1+2 | ss2 | u1+2 | ws3 | uf1+2,1+2`

Note: HCF+2:1+2 is high damage; u/b+3~f BOOT 1,2,1+2 offers carry; fillers depend on bound hit count.

Ender

`HCF2:1+2 | uf+3,4,3+4 | WR3+4 | f+2 | f+3+4,1,2,1+2 | u1+2 | u+4, FLY 1+2`

Additional Ender: `u/b+3~f BOOT+1,2,1+2`. Optional ender.

Additional Ender: `FLY 1+2`. Try this when u+4 would whiff due to short legs.

Wall TA!

`df+3+4,3+4 | uf+1+2,1+2 | HCF+2:1+2`

Note: Avoid d/f+2,1,2 as a wall filler, even though it is possible.

Wall Ender

`df+3+4,3+4 | df+2,1,2 | d/f+3,2 | U+4~FLY+2*`

Note: Prioritize d/f+3,2 for consistent ground hits; u+4~FLY+2 is situational but high damage.

Unknown

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Shared Tag Assault and ender options: Jun & Unknown.

Solo Combos

Starter: `f+2`

1. `f+2 > 3 > b4,2 > f3,f1+2,1+2 B! > fF2,3`

Starter: `uf+4,3`

1. `uf+4,3 B! > WS+1+2 > f+3 > b+2,1 > f+1+2 > IZU 1+2`

Starter: `b+3,4`

1. `b+3,4 > (1)+4,2 > f+3 > 1+2 > IZU 1+2 B! > ff+2,3`

Starter: `df,d,df+1+2`

1. `df,d,df+1+2 > 3 > b+4,2 > b+2,1 > f+1+2 > IZU 1+2 B! > ff+2,3`

Counter Hit Combos

Starter: `CH uf+3`

1. `CH uf+3 > db+4 > (1)+4,2 > f+3 > f+1+2 > IZU 1+2 B! > ff+2,3`

Starter: `CH FC df+2`

1. `CH FC df+2 > uf+4,3 B! > dash > b+4,2 > b+2,1 > f+1+2 > IZU 1+2`
2. `CH FC df+2 > uf+4,3 B! > dash > b+4,2 > b+2,1,2,2`

Starter: `CH d+2`

1. `CH d+2 > WS+2 > b+4,2 > b+2,1 > f+1+2 > IZU 1+2 B! > ff+2,3`

Starter: `CH SS+4`

1. `CH SS+4 > b+4,2 > f+3 > b+2,1 > f+1+2 > IZU 1+2 B! > ff+2,3`

Starter: `CH d+3+4,3`

1. `CH d+3+4,3 > b+4,2 > b+2,1 > f+1+2 > IZU 1+2 B! > ff+2,3`

Low Parry Combos

Starter: `LP`

1. `LP > 3 > b+4,2 > f+3 > b+2,1,2,2`

TA!

`b+2,1,4 | f,F+2,3 | b+4,2 | b2,1,f1+2 IZU 2 | WS1,4,2 | df+2,2 | f+3,f+1+2 IZU 2 | (Unknown)b+2,1,2,2`

Ender

`WR3 | db+1 | (Unknown)uf+2,2`

Wall TA!

`df+2,2 | f+1,4 | d+3+4 | 2,1,4,1 | f+3,f+1+2 IZU 3+4 | b+2,1,1 | f+3~(u_d)~n ff+2<2 | 1,1<d4 | (Unknown)ub+2,1 | u+2,1 | b+3,2,1`

Wall Ender

`f+1,4 | f,F+2,2 | b+4,2 | f+1,3`

Violet

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Shared Tag Assault and ender options: Lee/Violet.

Solo Combos

Starters: `df+2` or `uf+4`

1. **General staple (either starter):** `4 > b+1:1~f,n > 2 > b+2~f,n > b+2~f,n > f+4,3 B! > b+4 > d+3`
2. **`uf+4` alternative:** `4,u+3 > b+1:1~f,n > 1,2~f,n > f+4,3 B! > b+4 > d+3`

Counter Hit Combos

Starter: `CH b+4`

1. `CH b+4 > d+2 > b+2~f,n x4 > f+4,3 B! > b+4 > d+3`

2. `CH b+4 > d+2 > b+2~f,n > b+2~f,n > 2 > b+1:1~f,n > f+4,3 B! > b+4 > d+3`

Starter: `CH d+3`

1. `CH d+3 > HMS 4`

Starter: `CH 1+2`

1. `CH 1+2 > dash df+4 > f+4,3 B! > b+2~f,n > b+2~f,n > b+2~f,n > WS2,3`

Low Parry Combos

Starter: `LP`

1. `LP > d+2 > b+2~f ×5 > ms+3,4`

TA!

`df+3,2,3 | b+2,4,3 | fn,3,4 | ub+3 | ss3+4 | ssl 434 | 4,u3 | uf+3,4 | b+2~f,d/f+3,2,3 | wr1+2,3`

Note: Use b+2,4,3 as the staple. Other chains trade recovery, carry, lift, and difficulty.

Ender

`WR3,4 | b+2~f,d/f+3,2,3 | ff3 | b4 | WR1+2,3`

Wall TA!

`4,3,4 | f+4,3 | df3,2,3 | b+2~f,d/f+3,2,3 | 4,u3 | b+1:1~f,4,u+3 | b+2~f,4,u+3`

Additional Wall TA!: `fff+1+2,3 (cross-up)`. Conditional on partner bound, angle and hit count.

Note: b+2~f,4,u+3 recovers during the flip; cross-up fff+1+2,3 depends on hit count and partner.

Wall Ender

`f,F+3 | ub3 | b4~3 | df3,2,3 | (Violet) u/f+3+4`

Note: u/f+3,1 can miss at odd wall angles; try d/f+3,2,3 for better consistency.

Wang Jinrei

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Solo Combos

Starter: `u/f+4`

1. `u/f+4 > ff+2 > 1 > df+1,1 B! > qcf+2`

Starter: `ff+3,4`

1. `ff+3,4 > df+4,1 > 1 > 1+2 B! > qcf+2`

Starter: `df+2,1`

1. `df+2,1 > ff+2 > 1 > df+1,1 B! > qcf+2`
2. `df+2,1 > ff+2 > 1 > 1+2 B! > ff > b+2,1,1+2`

Starter: `d+1+2`

1. `d+1+2 > ff+2 > 1 > b+2,1 > 1+2 B! > qcf+2`

Counter Hit Combos

Starter: `CH ff+2`

1. `CH ff+2 > b+2,1 > 1 > 1+2 B! > ff > db+2,4,2`
2. `CH ff+2 > b+2,1 > df+1,1 B! > qcf+2`

Starter: `CH d+4,1`

1. `CH d+4,1 > f+1 > ff+2 > 1 > 1+2 B! > qcf+2`

Low Parry Combos

Starter: `LP`

1. `LP > ff+2 > 1 > ff+2 > b+3,4`
2. `LP > ff+2 > 1 > ff+2 > b+2,1,1+2`

TA!

`b+3,4 | db+2,4,2 | d+2,1+2 | uf+3,1 | db+4,2 | f,F+3,4 | ssl db+2,4,2 | d+1+2`

Ender

`WR3 | QCF2 | fF2 b3,4 | db1 fF2 b3,4`

Wall TA!

`4,4,4 | ws222`

Wall Ender

`db+2,4,1`

Xiaoyu

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Shared Tag Assault and ender options: Xiaoyu & Miharu.

Solo Combos

Starter: `d/f+2~1`

1. `d/f+2~1 > D/F+1 > f,F+2 > f,F+1+2,1+2 > dash f+2,1,4`
2. `d/f+2~1 > f+3,2 > RDS 2,1 > f,F+1+2,1+2 > ff+2,1`
3. `d/f+2~1 > d/f+2 > f+3,1 > RDS 2,2 > RDS d+1+4 > f+3,1,1+2`
4. `df+2~1 > 2 > b+2 > RDS 2 > RDS 2,2 B! > RDS 1,4`

Starter: `SS3`

1. `SS3 > b+3 > RDS 2,1 > ff+1+2,1+2 B! > 4~3`

Starter: `RDS f+3+4 3+4`

1. `RDS f+3+4 3+4 > f+3+4,3+4 > RDS 2 > RDS 2,2 B! > BT 1,4`
2. `RDS f+3+4 3+4 > f+3+4,3+4 > RDS 2,1 > ff+1+2,1+2 B! > 4~3`

Starter: `f+2+3`

1. `f+2+3 > forward dash > RDS 4 > f+3,1 > RDS 2,2 B! > d+1+2 > AOP 2,1`

Starter: `AOP d+1+2`

1. `AOP d+1+2 > UF+4 > f+3,1 > RDS 2,2 B! > RDS 1,4`

Counter Hit Combos

Starter: `CH SS4`

1. `CH SS4 > WS2 > RDS 2 > RDS 2,2 > RDS 1,4`
2. `CH SS4 > FC d+3,2 > RDS 2 > RDS 2,2 B! > SSR > RDS 1,4`

Starter: `CH 4~3`

1. `CH 4~3 > WS+2 > RDS 2 > RDS 2 > RDS 2,2 B! > RDS 1,4`

Low Parry Combos

Starter: `LP`

1. `LP > b+3 > BT 2 > BT 2 > BT 1,4`

Solo Wall Combos

Starter: `ff+4 W!`

1. **Wall Combo:** `ff+4 W! > ff+1+2,1+2 B! > f+1,db+1`

Starter: `uf+3+4 W!`

1. **Wall Combo:** `uf+3+4 W! > ff+1+2,1+2 B! > f+1,d+1`

TA!

`f+2,1,4 | ub+3+4 | b+4,4 | b+3+4 RDS 1,4 | d+1+2 AoP u/f+3,3`

Ender

`WR3 | f,F+3+4 | f+1+2 | f,F+4 | 4~3`

Note: Favor f,F+3+4 for damage/oki, f,F+4 for carry, and 4~3 for a spike.

Wall TA!

`f,F+1,3 | f+2,1,4`

Wall Ender

`uf+3+4 | d+1+2 AoP 2,1 | db+1`

Yoshimitsu

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Solo Combos

Starter: `Unblockable Sword Sweep`

1. `Unblockable Sweep > df+1 > 1 > b+1 > d+2,2 > d+1 B! > d+2,2>1`

Starter: `NSS uf+3`

1. `NSS uf+3 > 3 > b+2,1~KIN 1 B! > iSSR f+3+4 > f+1+2`

Starter: `ff+4`

1. `ff+4 > BT 1 > BT d+2 > WS+3,2 B! > d+2,2>1`

Starter: `Flash`

1. `Flash > d+2,2 > d+1 B! > d+2,2>1`

Starter: `cd+1~KIN`

1. `cd+1~KIN 2,1+2 B! > b+2,1~KIN f+2`

Starter: `df+2,2`

1. `df+2,2 > df+1 > 2 > d+2,2 > d+1 B! > d+2,2>1`

Starter: `4~3`

1. `4~3 > UF~n+4 > d+2,2 > d+1 B! > d+2,2>1`

Low Parry Combos (`LP`)

Starter: `LP`

1. `LP > df+1 > 1 > b+1 > b+2,1~KIN f+2`
2. `LP > NSS f+3+4 > 2 > b+2,1~KIN f+2`

TA!

`4,4,4|4~3|ws2,1,3|b+2,1|d+2,2|2,3|f+3,4|b+2,1~KIN f+2|d+2,2,2+3|3~4~u ~d f,f`

Ender

`f+3+4|b+2,1~KIN,f+2|b+2,1~KIN,1+2(F!)`

Wall TA!

`f+3,4`

Wall Ender

`b+1~3|4 u/f+3+4,b+1 3+4|(opponent down) uf+1`

Zafina

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Solo Combos

Starter: `WS+(1),2`

1. `WS+(1),2 > f+2,3~B > 1+2 B! > dash > f+2,3 > SCR 3+4~D MNT`

Starter: `u/f+4`

1. `u/f+4 > f+1 > u/f+1 > f+2,3 > SCR 3+4 B! > dash > d/f+4,1`

Starter: `WS+2`

1. `WS+2 > d/f+1 > d/f+1 > f+2,3 > SCR 3+4 B! > d/f+4,1`

Starter: `SCR d/f+3`

1. `SCR d/f+3 > WS+4 > d/f+1 > f+2,3 > SCR 3+4 B! > d/f+4,1`

Starter: SCR 4~B

1. SCR 4~B > d/f+1 > f+2,3~B > 1+2 B! > dash > 3 > SCR 4~B

Counter Hit Combos

Starter: CH WS+3~B

1. CH WS+3~B > f+2,3 > SCR 3+4 > d/f+4,1

Low Parry Combos (LP)

1. LP > ff+2 > d/f+1 > f+2,3 > SCR d+4

TA!

ws+1,2 | f,F+3+4 | db+4,2 | df+3,4 | MNT d+1,4 | MNT d+3,1 MNT d+1,4* | (SSL)2,2,1+2

Ender

f,F+2 | f+2,3,4 | f,F+3+4 | uf+1+2 | df+4,1

Wall TA!

df+1,2,1 | 3db,df+1,2,1

Wall Ender

f+2,3,4 | df+,1,2,1 | uf1 df+1,2,1 | f+1+2