

## **Tien DHC Synergy**

Hi! I noticed a lot of folks in the discord (including myself) only knew DHC synergy for the characters we played or heard about from others.

I believe crazy DHC damage increases Tien's support ability on a team, and may be important for optimal Tien teams down the line. So, here's the list!

**Tri-Beam to Chiaotzu:** Beerus, Frieza, Goku OG, Goku SS, Gotenks, Kid Buu (wait 3 hits), Yamcha (see below), Zamasu

**Tri-Beam to Dragon Rush (Corner, except Beerus):** Beerus, Frieza, Goku OG (probably, needs confirmation), Goku SS (see below), Gotenks, Teen Gohan (see below), Vegeta Blue (wait a few hits), Yamcha (see below)

**Tri-Beam to Tri-Beam:** 16, 18, 21 (see below), Beerus, Cell, Frieza, Goku Blue, Goku Black (at certain heights), Goku OG, Goku SS, Gotenks, Kid Buu (wait a few hits), Piccolo, Vegeta Blue, Vegeta OG

**Tri-Beam to Neo Tri-Beam:** 18, 21 (see below), Teen Gohan, Frieza, Goku, Goku Black (at certain heights), Goku OG, Goku SS, Gotenks, Kid Buu (wait a few hits), Majin Buu, Piccolo, Vegeta SS (from fullscreen), Vegeta Blue, Vegeta OG, Yamcha, Zamasu

**Nope:** Adult Gohan, Bardock, Ginyu, Hit, Krillin, Nappa, Trunks, Vegito Blue

**Needs Testing:** Zamasu (specifically DR and double Tri-beam), Broly

## **Special Cases:**

1. Goku and Teen Gohan can do their angled beam supers in the corner, DHC to Tri-Beam, and Tien can dragon rush after for snapback pressure, but the opponent will be too high up if you initiate the super from a sliding knockdown. Combos that end with Gohan's 214L will set it up. For Goku, I'm having trouble finding a practical point combo into it, but specific point characters can DHC into Upwards Kamehameha < Tri-Beam < Dragon Rush, depending on height. Experiment!
2. 21 and Yamcha can go into tri-beam from special moves!
  - For 21, it's j236S(Stolen Yellow), allowing Tri-beam to Neo or another Tri-beam.
  - For Yamcha it's 236H. Midscreen you can get Chiaotzu or Neo, in the corner you also can get grounded dragon rush or 2M.
  - Probably Goku OG's Spirit Bomb grab thingy, needs testing.
3. Some single-hit supers that connect after Tri-Beam will allow a Neo Tri-Beam. This requires Tien to be third in a line of DHCs, the character in question to be second, and the first two supers have to be nearly fullscreen away. An example is ??? < Trunks < Tri-Beam < Neo.  
This is stupid and useless, but I wanted to be thorough.