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STREET FIGHTER X TEKKEN: COMPLETE DOSSIER

4th Edition (10/25/2019)

Author/Main Contributor

Aaron “Psychoblue” Pinsky

Additional Contributors/Special Thanks
Parapets (combos + profile revisions)
SaltLevelsMax
Reckless Duckling
Vgcraze
vRC_On
Homeless Dragon
Nostalgic
FMRoss
Esuta
Hazama
Osmar

This guidebook is the culmination of a five year journey I have taken with this particular version of Street Fighter x Tekken. I labelled Street Fighter x Tekken my primary focus in the fighting game community after bonding with members of its particular community via the IRC chatrooms, further assisted by using the game as an outlet to unload the myriad of personal and professional drama that confounded me early in my professional career. As I slowly climbed the ladder of professional success and personal growth, Street Fighter x Tekken remained a constant in my life, and currently I am the director of my own mental health department and the EVO 2017 champion of the side tournament that I have been organizing since EVO 2014, ensuring that the game has had some level of presence at the world's largest fighting game event since its induction in EVO 2012.

After emerging victorious at EVO 2017, as well as having a performance in friendlies that I wouldn't have dreamed about at the start of my fighting game career, I retraced my steps and looked at where I had come from to get to the point I had found myself at. I had participated as a commentator of Capcom Cup's Online Qualifiers and 2014 Final Round, an organizer at EVO for four years (and counting), and finally came into my own as a player. This was due largely to regular practice, dedication to eradicating personal habits that were detrimental to growth, and careful study of the game's cast and mechanics on a global scale. To that end, I began a project to share my findings and studies with the world as despite the game's age, there are a lot of misconceptions about the capabilities of the cast and the balance there-in. It's time to clear the air and explain just what a player needs to look for when confronted with the characters in this game, either as an opponent or looking to add them to their stable of viable options in a match.

The purpose of this guidebook is to provide players either entering Street Fighter x Tekken v2013 for the first time or those who are on the threshold of mastery to gain a clear understanding on the cast on a global basis. Rather than deter new players from avoiding characters by providing subjective tier lists, the purpose of this guidebook will be to persuade players into choosing their favorite characters and understand their individual strength and weaknesses, as well as provide a general overview of what the character's game plan should be in order to be used effectively in high level play.

The guide was written with the assumption that whoever would be reading it would already be aware of the movelist that each character has to offer. If not, please refer to the in-game movelist in addition to the utilization of this guide. Additionally, I have excluded the complete frame data for the game as there are several techniques that may appear strong or weak in the frame data, but in practice can be looked at differently.

This guide is FREE TO THE PUBLIC. You are welcome to share this guide with whoever you wish. Thank you for the Crossing the Line!

-Psychoblue
October 2017


Ryu

Ryu

Strengths
+High damage output with 1 bar of meter or more
+Possesses a true DP
+can cancel sweep into special moves, particularly Hadoken, to continue pressure if blocked
+Can be played either offensively or defensively thanks to CADC mechanic
+Long knockback properties of Tatsumaki Senpukyaku, as well as the Joudan Sokutogeri, give him excellent wall carry to set up his devastating corner combos
+f+MP overhead can lead to a full standing combo if tag canceled

Weaknesses
-Full Boost combos will frequently whiff on hit when done more than 2 paces away. Launcher ender must be converted into manually to avoid whiffing, and being punished due to the whiff thanks to long recovery.
-Standing midscreen combos are greatly limited without meter as his strongest combo starter, f+HP, is slow on startup and neutral on block
-Does not have blockstrings that allow him to pressure opponent, even at optimal ranges

Ideal Team Position: Either (point preferred)

A controversial character, Ryu has been lauded as a Top 5 character by 3-time EVO champion Esuta, and disregarded as mid-tier by others. If you want to favor Esuta's argument, his high damage output, possession of multiple true reversals, and a fearsome corner game with numerous ways to bring the opponent there are good evidence. On the flipside, he is greatly reliant on meter to make an opponent truly fear him, and his ability to control neutral is highly reliant on the player's ability to zone and anti-air when necessary. He also lacks the abusable blockstrings that more agreed-upon top-tier characters possess, which can lock him into a "too honest" mindset. The balance of his strengths and weaknesses has seen him through successes in high-level play at both the point and anchor positions of the winning team, but having him in the back allows his partner to build the meter he needs to end a match quickly and painfully, where he can then sit on a life lead and resume the patient, neutral-based gameplay needed to lock up a match. You can have him on point and use your confidence in your ability to control space to set the tone for the rest of the match.

Sample Combos:

hitconfirm

cr.MP, cr.MP, cr.MK xx hcf+LK
(0bar, close, medium)
cr.LK, cr.LP, dp+HP
(0bar, close, medium)
cr.MP, cr.HP xx qcb+HK
(0bar, close, medium)
cr.MP, cr.MP, cr.MK xx hcf+KK, j.HK, dp+HP
(1bar, close, medium)

punish

f+HP, cr.HP xx dp+HP
(0bar, medium)

juggle

cr.HP xx CADC, dp+HP
(0bar, medium)
cr.HP xx CADC, cr.HP xx qcb+HK
(0bar, medium)
cr.HP xx hcf+HK, cr.HP xx qcb+MK
(0bar, medium, corner)

1 bar or more

hitconfirm

cr.MP, cr.MP, cr.MK xx hcf+KK, j.HK, dp+HP
(close, medium, bnb)
cr.LP cr.LP, cr.HP xx hcf+KK, j.HP, cr.HP xx CADC, cr.HP xx qcb+HK
(close, hard)

punish

f+HP, cr.HP xx hcf+KK, j.HP, cr.HP xx CADC, cr.HP xx qcb+HK
(close, hard)


Ken

Ken

Strengths
+several of his normal attacks either reach far, are safe on block, or both, allowing him to excel at playing footsies
+MP, HP, and EX Shoryukens can be easily tag canceled on block to allow the partner to come in and apply pressure with minimal risk
+Able to hitconfirm into HP Shoryuken allowing for “juggle reset” combos
+Tatsumaki Senpukyaku has long hitstun for easy standing tag combos and reset opportunities
+far HK, one of his farthest-reaching normals, causes crumple stun on counter hit, giving him the opportunity for a full juggle
+f+mk, his step kick, is only -2 on block which allows him to easily get in range to play footsies at his optimal range
+Kara Throw (cl.MK) allows him to throw opponents at ranges that would otherwise be inaccessible to him

Weaknesses
-His most dangerous throw requires him to be in neutral, preventing him from utilizing it while walking forward
-Both overheads are unsafe on block, necessitating him to space them.
-Has difficulty opening the opponent up without a counter hit stored and lacks setups for charging counter hit
-Has trouble fighting out of life deficits due to low damage output and lack of tools to pressure opponents into making mistakes
-Fireball recovers slower than other fireball characters

Ideal Team Position: Point

While lacking the consistent damage of Ryu and the lockdown ability of Akuma, Ken’s superior buttons and generous frame advantages make him a force to be reckoned with...so long as you have a partner that can cover up his weaknesses. Although he has a Hadoken of his own, he recovers slower from its execution than Ryu and Akuma, which makes it difficult to use at mid-range where the opponent could react to it with enough time to punish Ken before he can recover. Instead, his mid-range is focused on using his excellent movement options to close in on the opponent where he can pressure them with his buttons or close in for a throw. To make up for his negligible solo damage, Ken has numerous ways he can safely tag in his partner who could deal the damage in his stead, which along with his footsie options, movement, and reset capabilities with his partner tagging in from a tag canceled HK or EX Tatsu make him an ideal point character.

Sample Combos

hitconfirm

cr.LK cl.LP, cr.MK xx dp+HP **(199)**
(0bar, low, medium)
cl.MP>HP xx CADC, cr.LK cl.LP, cr.MK xx dp+HP **(296)**
(0bar, medium)

punish

cl.MP>HP xx CADC, cr.LK xx dp+LP, cr.MK xx dp+HP **(324)**
(0bar, hitconfirm, medium)
cl.MP>HP xx CADC, cr.LK xx dp+LP, cr.HP xx dp+HP **(342)**
(0bar, hitconfirm, hard)

overhead

b+MK, cr.MP, cr.MK xx dp+HP **(274)**
(0bar, counterhit, easy)
f+HK, cr.MP, cr.MK xx dp+HP **(324)**
(0bar, counterhit, easy)

juggle

cl.MP>HP xx CADC, cr.HP xx dp+HP
(0bar, easy)


Chun-Li

Chun-Li

Strengths
+Has one of the fastest walkspeeds in the game, either forwards or backwards
+Great poking game with very long range on st.MP in particular
+Kikoken is a motion technique, allowing her to use one of her best spacing tools at any time
+MK and HK Hazanshu are 0 on block and overheads, with MK Hazanshu being comboable on hit.
+Hyakuretsukyaku is a motion move with the completed HK variant (mashing K after the initial motion) leading into a full boost combo on hit and is +1 on block. Furthermore, its long stun allows partners to either get a full combo or a safe entry on hit or blocked tag cancel
+One of the best neutral jump moves in the game with nj.HK which starts quickly, has a giant hitbox, and and cross up opponents on the ground.
+cr.lk reaches farther than most crouching light attacks, has a 3f startup, and can lead into full combos via links.
+Excels at both applying pressure and sitting on life leads
+Can convert off anti-air df+LK even on trade

Weaknesses
-Struggles when knocked down, as she only has one reversal and it costs meter
-Jump is slow and has a high ceiling, making her vulnerable to invincible anti-airs such as DPs or Flash Kicks, or Air Crush moves such as Law's Flip Kicks or certain normal attacks
-Difficult to cross up opponents due to slow jump speed and air normals with high hitboxes, forcing her to play a solid ground game
-Hazanshu, her only overhead, can be raw launched on reaction
-Low health total at 900

Ideal Team Position: Point

Whereas there's some debate about how good Ryu is, Chun-Li is universally regarded as a Top 5 character thanks to her versatility and excellent team synergy with a large portion of the cast. She has excellent tools for playing neutral in her normal pokes and Kikoken. Her blockstrings are among the best in the game, with moves like Hyakuretsu Kyaku and Kikoken being motion attacks and giving her access to her most useful special moves with easier, faster execution than in Street Fighter IV. Her walkspeed is fast enough that if the opponent becomes too reliant on blocking these strings, she can walk up to them and throw them quickly. Her air-to-air game is also very strong thanks to her Target Combo (j+HP x 2) and excellent neutral jump. Furthermore, her cr.lk is one of the best of its kind, giving her a fearsome close-range poking tool to confirm into either links or boost combos. Since many of her standing normals reach far, she won't have any trouble reaching an opponent from almost any distance should she confirm from a light attack. Thanks to all of these tools, it is best that you play Chun-Li at the point so that you can bring in your anchor character, as Chun-Li has SO many ways she can safely bring in her partner or set an opponent up for the partner to continue the combo.

Sample Combos

low

cr.LK cr.LK, b+MK>MK>jc j.HK, cl.HP xx CADC, cl.HP xx hcb+LK**(297)**
(0bar, hitconfirm, medium)

hitconfirm

st.LP~cr.MP~cl.HP xx hcf+PP, st.MP~st.HP~HP_HK
(1bar, easy)

punish

cl.HP xx hcf+HK>K*, cr.LK, b+MK>MK>jc j.HK, cl.HP xx CADC, cl.HP xx hcb+LK **(402)**
(0bar, close, hard)

overhead

hcb+LK, st.LP, b+MK>MK>jc, j.HK, cl.HP xx CADC, cl.HP xx hcb+LK **(337)**
(0bar, medium)

invulnerable

[d],u+KK, b+MK>MK>jc, cl.HP xx hcb+LK **(305)**
(1bar, corner, easy)

antiair

df+LK, b+MK>MK>jc, cl.HP xx hcb+LK **(235)**
(0bar, easy)

juggle

cl.HP xx CADC, cl.HP xx hcb+LK
(0bar, medium)
cl.HK>jc j.d+MK j.HK, cl.HK xx hcf+K(1)
(0bar, easy)

1bar

hitconfirm

st.LP~cr.MP~cl.HP xx hcf+PP, st.MP~st.HP~HP_HK
(easy, bnb)

invulnerable

[d],u+KK, b+MK>MK>jc, cl.HP xx hcb+LK **(305)**
(corner, easy, bnb)


Cammy

Cammy

Strengths
+Possesses a true DP, and some matchups don't punish it well due to the crouching recovery
+Good mid-range poke, punish, and whiff punish with st.MK
+Strong frame traps up close
+High tag-in damage

Weaknesses
-Divekicks are risky in many matchups that possess strong anti-air options
-Lacks mixups other than basic frame traps and throws
-Low health total at 900

Ideal Team Position: Either

Blessed with a fast walkspeed, long-reaching normals, high damage output and a low-ceiling, deep jump that allows her to jump in on several characters who aren't equipped to anti-air consistently from that range, Cammy is a versatile character who can either pressure opponents with tick throws or clean up her partner's setups with brutal juggles either mid-screen or in the corner. Her DP delivers consistently high damage regardless of the height it strikes, and reaches far enough that she can strike opponents who are farther away, like Bison using his Devil's Reverse or Vega using a Wall Dive. Furthermore, the high damage output of her DP and difficulty to punish due the unusual angle she lands from a whiffed attempt can put opponents on their toes if they're attempting to pressure her back. Her primary weakness is a lack of reliable blockstrings that can ensure a partner's safe entry upon tag cancel while at the same time keeping her out of harm's way. Her longest blockstun attack, the Axel Spin Knuckle, is very slow to start up and easy to react to. Additionally, her most damage juggles require a partner bringing her in, and her formerly fearsome divekick is very difficult to make safe on block. Depending on how you prefer playing her, she is a strong asset at either point or anchor.

Sample Combos

hitconfirm

cl.LP, st.LP, st.LP~st.HP~HP_HK
(0bar, xrush, easy)
cl.LP/st.LP, st.LP, st.HP xx dp+HK (237)
(0bar, medium)
cl.HP, cr.MP xx qcf+HK (231)
(0bar, easy)
cl.HP, cr.MP xx dp+HK (255)
(0bar, easy)

punish

cl.HK>jc j.qcb+HK, cl.HP, st.HP xx dp+HK (363)
(0bar, medium)
cl.HK>jc j.qcb+HK, cl.HP, st.HP xx qcf+KKK (480)
(2bar, medium)

juggle

cl.HP xx CADC, cl.MP, st.HP xx dp+HK
(0bar, medium)
cr.HP, cr.HP, cr.HP, dp+HK
(0bar, medium, corner)


Guile

Guile

Strengths
+Fastest recovery fireballs in the game
+Invincible reversal and anti-air
+Possesses multiple anti-airs effective at shutting down airborne opponents at multiple angles, including cr.HP, Air Throws, and Flash Kicks with differing ranges
+Excellent walk speed allows him to approach or retreat to his own pace
+LP Sonic Boom can be CADC'd or held down to zone opponent out, and is slow enough where Guile can walk after it and space the opponent at whatever spot the player prefers.
+b+LK allows him to move forward while still holding a charge for a Sonic Boom, allowing him to ensure that he can hold a charge while still advancing.

Weaknesses
-Best anti-air requires down-charge (54f)
-Low solo damage output
-Flash Kick angles can be counter-intuitive to effective anti-airing at close range, as he will fly forwards at angles that may miss the opponent, and the Flash Kick's hitbox does not reach as high as in other games
-Vulnerable to block pressure
-Difficulty fighting out of life deficits on his own
-Low health total at 900

Ideal Team Position: Point

When you compare him to the extravagance of certain other characters in the game with similar tools, Guile can appear lacking, but he is by no means a write-off character. His zoning ability combined with a plethora of strong anti-airs still make him a defensive force to be reckoned with, and he benefits highly from the boost system thanks to his long-reaching cr.mk allowing him to catch an opponent off-guard during approach and retreat, and both his follow-up heavy standing attacks allow for long confirms into his partner (cr.mk into far s.hk in particular can be spaced out for a difficult-to-punish confirm for several characters). His solo damage is nothing spectacular, but he doesn't need to deal heavy damage for him to clinch a win for his team. The strength of his normals, combined with a wonderful walk speed in both directions and a CADC-capable fast-recovery projectile with a number of different utilities to allow him to control the pace of the match, make him best used as a point character where he can boost into a high-damage partner to deal the damage he has trouble dealing. Furthermore, he is very effective at closing out matches should the situation call for it, thanks to his excellent zoning ability and excellence at controlling space to a point where he can easily burn the clock out to his benefit.

Sample Combos

hitconfirm

cr.LK, cr.LP, cr.MP xx [d],u+K **(192)**

Ender can also be linked

(0bar, low, medium)

f+HK, df+HK, [d],u+K **(266)**

(0bar, medium)

f+HK, cl.HP xx [b],f+LP, df+HK, cr.MP, cr.MP, cr.MP xx [d],u+K **(402)**

(0bar, corner, medium)

juggle

f+MK, cr.MP, cr.MP xx [d],u+K

(0bar, easy)


Abel

Abel

Strengths
+Very high tag-in damage
+Most reliable anti-backdash OS in the game
+Overhead cl.HK cancels into cross rush, which can be made safe on block by tag canceling with some partners
+Damaging command throws
+Hard knockdown okizeme on BnB combos and command throws
+Possesses an anti-air with the air crush property and can convert into a combo
+Fast (16f) dash and f+MK dash cancel (-1 on block) for initiating offense

Weaknesses
-Large body character
-Lacks a reversal that beats both strikes and throws
-Reliant on cross rush to convert into damage

Ideal Team Position: Anchor

When on the offensive, Abel has the ability to quickly and painfully send the opponent into a spiral of pain thanks to a combination of damaging command grapples and several ways to approach the opponent advantageously. He can continue pressuring the opponent to stay still enough for him to throw them, or to force them to desperately try to retreat only to get sucked back into the sprial of pain thanks to having several multi-hitting strikes that blow up an opponent's backdash, or spiking them with a ground-bounding Wheel Kick if they try to jump away. Unfortunately, his individual combo capabilities are quite limited, thanks to having very few solo combos he can count on to reliably convert into big damage. That's not to say, however, that he doesn't have any combos at all: Abel's tag-in combos are among some of the best in the game as they not only deliver damage, but they have excellent wall-carry and typically place the opponent in a hard knockdown where he can position himself for whatever his next plan of attack happens to be when the opponent wakes up. On hard knockdown, Abel can either pressure the opponent if they stand up normally, or he can chase them effectively should he anticipate a roll. Thanks to this, as well as a lack of reliable reversal that can get him out of danger should he find himself on the defensive, it's best if Abel acts as an anchor so that his partner can play neutral for him long enough for them to bring him in and finish the job.

Sample Combos

low

cr.LK, cr.LP, cr.MP xx [b],f+P
(0bar, hitconfirm, easy)
cr.LK, cr.LP, cr.MP xx [b],f+PP, j.HP, cl.HP(1) xx qcb+LK, dash, cl.HP(1) xx dp+HP (350)
(1bar, hitconfirm, midscreen, medium)

midscreen

st.LK~cr.MK~cl.HP xx [b],f+PP, j.HP, cl.HP(1) xx qcb+LK, dash, cl.HP(1) xx dp+HP (348)
(1bar, medium)

easy

f+MK>dash, cl.HP(1) xx qcf+HP>f+P>f+P (289)
(0bar)

punish

cr.HP xx qcb+HK, f+MK>dash, cl.HP(1) xx dp+HP (382)
(0bar, easy)

overhead

cl.HK~HP+HK
(0bar, easy)

antiair

cr.HP xx qcb+LK, f+MK>dash, cl.HP(1) xx dp+HP (342)
(0bar, easy)

antibackdash

f+MK>dash, cl.HP(1) xx dp+HP (248)
(0bar, medium)

juggle

cl.HP(1) xx qcb+LK, f+MK>dash, cl.HP(1) xx dp+HP
(0bar, easy)


Zangief

Zangief

Strengths
+Lariat is an excellent anti-air that can hit opponents coming from the front or back, and has an invulnerability window where he can use it as a reversal
+Has the farther-reaching command grab in the game with LP SPD, and the completed SPD places him in perfect position to pressure opponent on knockdown
+Possesses several fast, far-reaching pokes that reach far enough to easily convert into links for boost combos

Weaknesses
-Slow walkspeed
-Jump has a high ceiling but is very shallow, further limiting his forward movement
-Struggles with clock management due to difficulty advancing quickly and long animations on his most damaging options.
-Limited tag synergy

Ideal Team Position: Anchor

Zangief is the archetypical grappler, on a brave quest to press forward towards his enemy with a large body and above-average health bar so that he can get close enough to slam them into the ground with devastating command throws. As the years have passed, he has learned new methods of attack to supplement his wrestling ways, adding a plethora of strikes and movement options that can bring him closer to the opponent quickly as well as deliver hit-based combos should the situation call for it. In Street Fighter x Tekken, Zangief benefits greatly from the Cross Rush system, using his fast, long-reaching crouching jab to link into devastating combos to bring his partner in for full damage. Furthermore, his SPD upon successful completion lands the opponent in a hard knockdown a perfect distance away for Zangief to easily react to whatever the opponent tries to do next. If they stand still, Zangief can continue his advance. If they try to roll forward, they're just far enough away where Zangief can easily react with a normal throw to kill their red health and place them in yet another hard knockdown position. Despite all of this, he still struggles with closing large gaps of distance in a reasonable amount of time, and this weakness can prove fatal thanks to how important clock management is in this game. When looking to play Zangief, let his partner make his way in and then set up a situation where Zangief doesn't have to travel as far to press forward and make the opponent play his game.

Sample Combos

hitconfirm

cl.MP, st.MP~st.HP~HP_HK
(0bar, xrush, close, hard)
cr.LP xx cr.LP xx st.LK~st.MK~st.HP~HP_HK
(0bar, xrush, easy)
cl.HP, st.LK xx dp+PP, cr.HP, st.LK xx dp+P
(1bar, close, hard)
cl.HP, st.LK xx dp+PP, cr.MK, cl.MP, cl.MP xx KKK (or PPP)
(1bar, close, corner, medium)
cl.HP, st.LK xx dp+PP, cr.MK, cl.MK, st.MK~st.HK
(1bar, close, medium)

juggle

cl.HP, st.LK xx dp+P
(0bar, medium)
cl.MP, st.MP, st.MK~st.HK
(0bar, easy)
cl.HP, cl.MP, cl.MP xx dp+P
(0bar, corner, hard)
cl.MP, cl.MP, cl.MP xx KKK (or PPP)
(0bar, corner, easy)


Rufus

Rufus

Strengths
+Divekick is still a very useful tool to maintain offense despite the nerf
+Plenty of fast links for combos and confirms
+EX Messiah Kick is an excellent reversal to safe tag partner to begin a tag-in combo off of reversal
+Strong whiff punishment
+Can punish blocked boost combos that some characters have difficulty or cannot punish
+Excellent tag synergy with large number of the cast thanks to several options to safe-tag such as Galactic Tornado, EX Messiah Kick, and LP Snake Strike on rare occasions (+4 on block, +7 on hit)

Weaknesses
-weak against crossups
-Floaty jump can make him easy to anti-air
-Overly reliant on meter for best options for damage
-Divekick is vulnerable to air-to-airs if used too overzealously, especially thanks to the combo system
-Divekick can be blocked low

Ideal Team Position: Point

Many of Rufus' strengths from the Street Fighter IV series remain intact in Street Fighter x Tekken with names like CoachSteve, JB, Ricki Ortiz, and Homeless Dragon enjoying great success with him in tournament play. His divekick, though not as overpowering as it once was, is still his preferred way of starting offense, possessing enough hitstun and blockstun to allow Rufus to apply pressure to the opponent. What makes Rufus' toolkit particularly intimidating in his ability to tag in an opponent safely from a variety of situations. Ending combos with a tag cancelled Snake Strike can lead to big damage and a full juggle for an incoming partner. A blockstring ended with Galactic Tornado can allow his partner to enter the field of battle safely. His best reversal, the EX Messiah Kick, can be easily tagged into on block or on hit so that his partner can ensure his safe retreat off the field of battle. This can be particularly strong if the opponent had to fight to put Rufus on the defensive, only to watch that momentum disappear with the time continuing to run out. Rufus also possesses the ability to close gaps of distance quickly thanks to a long jump and his df+mk, along with a respectable forward dash, walkspeed, and his divekick. Since his primary strength is his ability to set up his partner (and Rufus' toolset allow him to have synergy with almost every character in the game), it is recommended that you place Rufus in the point position when putting him on your team.

Sample Combos

safe

cl.LK>f+HK, st.LK>f+HK, df+MK, cl.HP xx CADC **(243)**
(0bar, close, hard)

punish

cl.HP xx qcf+LK>LK **(244)**
(0bar, easy)
cl.HP xx qcf+PP, st.HK, st.HK, cl.HP xx qcf+MK **(409)**
(1bar, midscreen, hard)
cl.HP xx qcf+HP>f, cl.LK/st.LK>f+HK, f+HP xx qcf+HK>MK **(394)**
(0bar, corner, easy)
cl.HP xx qcf+PP, f+HP, f+HP, f+HP xx qcf+MK>MK **(428)**
(1bar, corner, medium)

juggle

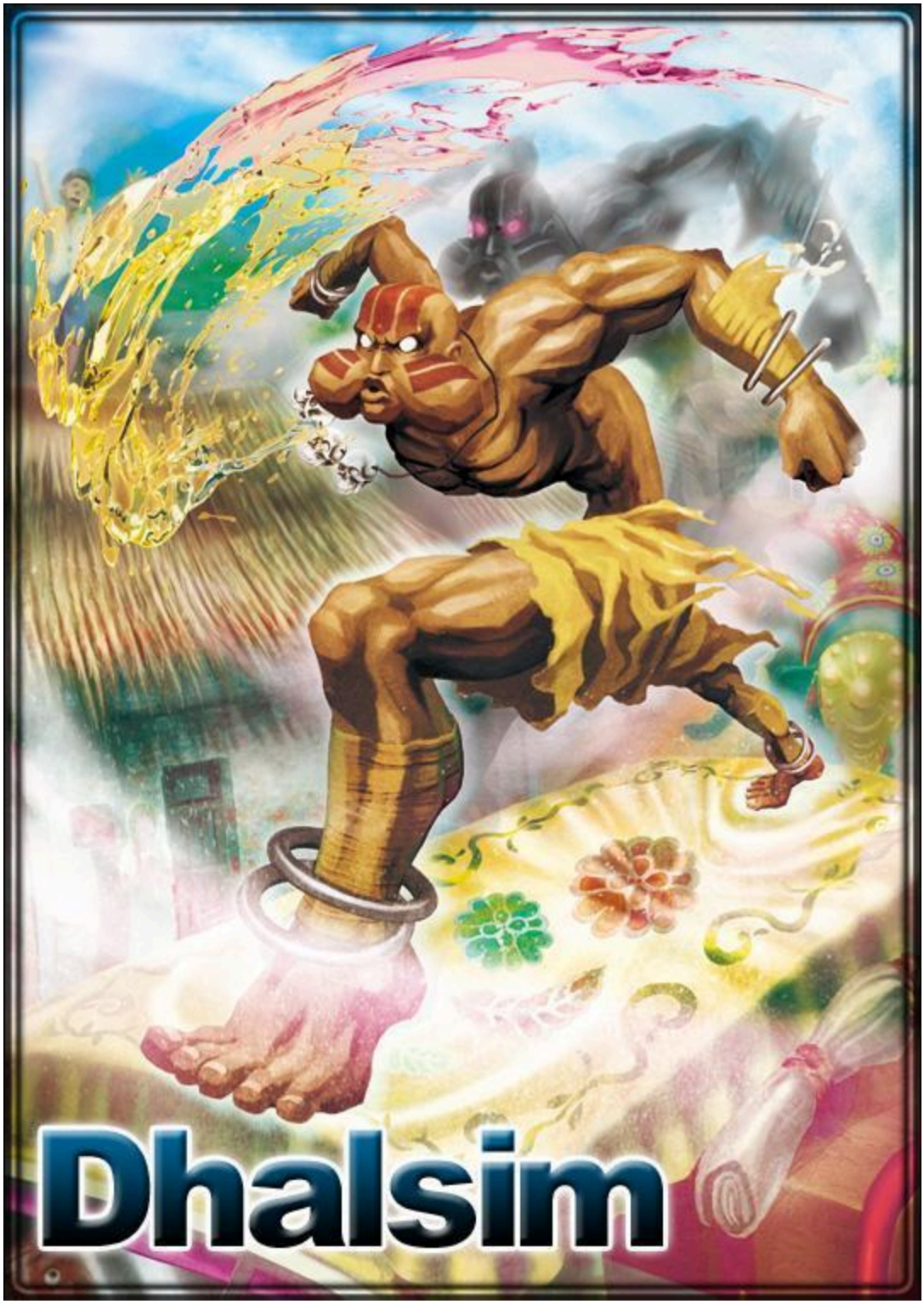
cl.HP xx dp+HP
(0bar, easy)
cl.LK>f+HK, f+HP xx qcf+HK>MK/LK
(0bar, corner, easy)

punish 1bar midscreen

cl.HP xx qcf+PP, st.HK, st.HK, cl.HP xx qcf+MK **(409)**
(hard, bnb)

punish 1bar corner

cl.HP xx qcf+PP, f+HP, f+HP, f+HP xx qcf+MK>MK **(428)**
(medium, bnb)


Dhalsim

Dhalsim

Strengths
+Excels at burning the game clock
+j.f+HP can act as a safe tag cancel, and its massive hitbox ensures it will almost always hit in a variety of ranges.
+Instant air teleports can place stationary opponents in an immediate guessing game, and Dhalsim can always be at advantage even if the opponent blocks correctly.
+Very strong fireball war game thanks to the ability to throw projectiles as well as threaten a teleport against fellow zoners

Weaknesses
-Low health at 900 HP
-Almost no combo potential as an incoming or outgoing partner
-No invincible reversals that can shift momentum

Ideal Team Position: Point

Known for his atypically long limbs that are used to pester opponents from a distance, Dhalsim has been given the added benefit of combo potential thanks to the Cross Rush system giving him access to chains that allow him to easily confirm into a full combo. Whereas his close range normals were originally only accessible via holding back during hit buttons, they are instead tied to normal inputs while the “zoom” variants of those normals are reserved for F or DF. His teleport is still a very strong tool that allows him quick escapes from any situation that could lead to a crack in his defense, and his teleport can be Tiger Knee’d to lead to an instant overhead guessing game from the front or the back. Even if the opponents block, he can still cancel into a Yoga Fire that put the situation back in neutral, at which point Dhalsim can begin his next point of attack. However, he relies heavily on the Cross Rush system as his solo combo potential is quite limited. Dhalsim is best used in the front as his zoning can set the tone for the rest of the match and put pressure on the opponent to mount an offense significant enough to make up for how much time was lost trying to get in on him. In the meantime, Dhalsim should be able to create an opening where his partner can finish things off in ways that he cannot.

Sample Combos

hitconfirm

cr.MP, cr.HP xx hcb+HP, st.LK, cr.MP, df+HK **(332)**
(0bar, corner, medium)

punish

cr.HP xx hcb+HP, cr.MP, cr.MP, cr.HP xx hcb+MK **(409)**
(0bar, corner, medium)
f+HK, st.MK~cr.HP~HP_HK
(0bar, easy)

overhead

f+LP, df+LK xx qcf+PP, st.MK~HP+HK **(196)**
(1bar, veryhard)

juggle

cr.MP, cr.MP, df+HK, (IAT j.MK)
(0bar, easy)
cr.MP, st.MK xx hcb+HP
(0bar, easy)
cr.MP, df+LK, cr.HP xx hcb+LK
(0bar, medium)
cr.MP, cr.MP, cr.HP xx hcb+LK
(0bar, corner, easy)


Sagat

Sagat

Strengths
+Excellent anti-air options with DP, f+HK, and s.HK
+f+HK anti-air can lead to low-scaled damaging combos that also provide an easy tag cancel into a partner
+Excellent at momentum shifts
+Counter-hit f+LK on standing opponents lead to full jump-in combos
+Possesses normal attacks that are excellent for a variety of situations (cr.lp for poking, far MK for spacing, cl.LK for confirming into boost combos)
+Possesses a true DP with the invulnerability that comes with it

Weaknesses
-Fireball game is not as frightening as it should be thanks to long recovery and lengthened hurtbox while firing, as well as numerous characters having projectile-invulnerable approach options
-His best spacing tool on block, his Tiger Knee, is very range dependent to be used effectively for that purpose
-Has difficulty creating gaps that allow him to zone once the opponent is close enough to him, even if he completes a combo
-Difficulty providing safe tag situations
-Low mobility
-Large body character

Ideal Team Position: Point

Although weaker than his v2012 variation, the v2013 version of Sagat is still a powerhouse that can quickly turn the tide of battle thanks to his high damage output and ability to call out his opponents on errors of judgment with his Tiger Uppercut or his High Step Kick, both of which can lead to full combos if they catch an opponent in the air. Furthermore, both of these attacks can be traded, giving Sagat the ability to win in almost any exchange that involves an airborne opponent. While there are some characters who can ignore his fireball game entirely, and he can get punished badly for making a bad call, Sagat's zoning ability combined with his unique "sweet spot" just outside mid-screen where he can blast an opponent with an anti-air into a full combo makes him very dangerous to approach wantonly. His buttons are also very strong, with far mk retracting his lower hitbox making it a strong anti-low tool to boost into his partner. His close and far LK are also strong thanks to their long range and double-hitting properties to allow for an easy confirm into boost, while his cr.LP starts up in only 3 frames to give him a strong blockstring tool. Use him as a point character as he possesses several ways to tag into a partner for big damage and can set the tone early thanks to his strong command of neutral.

Sample Combos

hitconfirm

cr.LK, cr.LP, cr.MP xx dp+HP **(213)**
(0bar, medium)

punish

cl.HP, cr.MP xx dp+HP **(270)**
(0bar, easy)
cl.HP, cr.MP xx dp+KK, j.HP, cl.HK(1) xx dp+HP **(358)**
(1bar, midscreen, easy)

juggle

cr.MP, cr.MK, cr.MK xx dp+HP

Post-launch
(0bar, medium)
f+HK, dp+HP
(0bar, easy)


Rolento

Rolento

Strengths
+Combos burn the game clock easily and build meter quickly, putting pressure on the opponent to shift momentum
+Excellent normals that allow him to thrive at footsies and neutral
+Patriot Circle is a safe tag cancel
+Pogo stick (j.d+MK) can be used as a mixup on hard knockdown with minimal risk
+excellent defense against grounded or airborne opponents
+several blockstrings that allow him to remain at advantage

Weaknesses
-difficulty stopping pressure from an opponent as his best reversal, EX Patriot Circle, has an 18 frame startup, and can be neutral jump punished my most of the cast.
-floaty jump can make him easy to anti-air
-Very low damage output
-Only does 60 damage on anti-air
-Low health total at 930

Ideal Team Position: Point

While his damage output is not particularly high even though he can achieve a juggle state independently and without meter, Rolento is a very dangerous opponent thanks to his ability to control the game clock better than a large chunk of the cast. His go-to combos centering around his Patriot Circle take a long time to complete and have excellent wall carry ability, gradually whittling away at an opponent's life until desperation begins to set in. And once that realization hits the opponent that they are running out of time to stop Rolento, that's when he truly begins to shine. His anti-air game is exceptionally strong at keeping people out, utilizing s.mp and j.lp to cease an opponent's attack, and his buttons on the ground are among the best in the game to confirm into yet another combo to eat more of the clock. Furthermore, he can easily set up a tag for his partner to come in and either finish off an opponent or shift the mood of the match faster than the opponent can adapt after so many seconds wasted trying to crack Rolento's defense. If you are willing to use the clock as a weapon and play patient enough to force an opponent into desperation after long periods of standoff, give Rolento a try.

Sample Combos

punish

cl.HK, cr.MK xx qcf+P>qcf+P>qcf+P, walk forward, st.MK~cr.HK
(0bar, close, medium)
cl.HK, cr.MK xx qcf+P>qcf+P>qcf+P, cl.HK, cl.MK, cr.MK xx qcf+MP>qcf+MP, qcf+MP
(0bar, close, medium, corner)
cl.HK, cr.MK xx qcf+P>qcf+P>qcf+P, cl.HK, cl.HK, cr.MK xx qcf+MP>qcf+MP, qcf+MP
(0bar, close, hard, corner)

hitconfirm

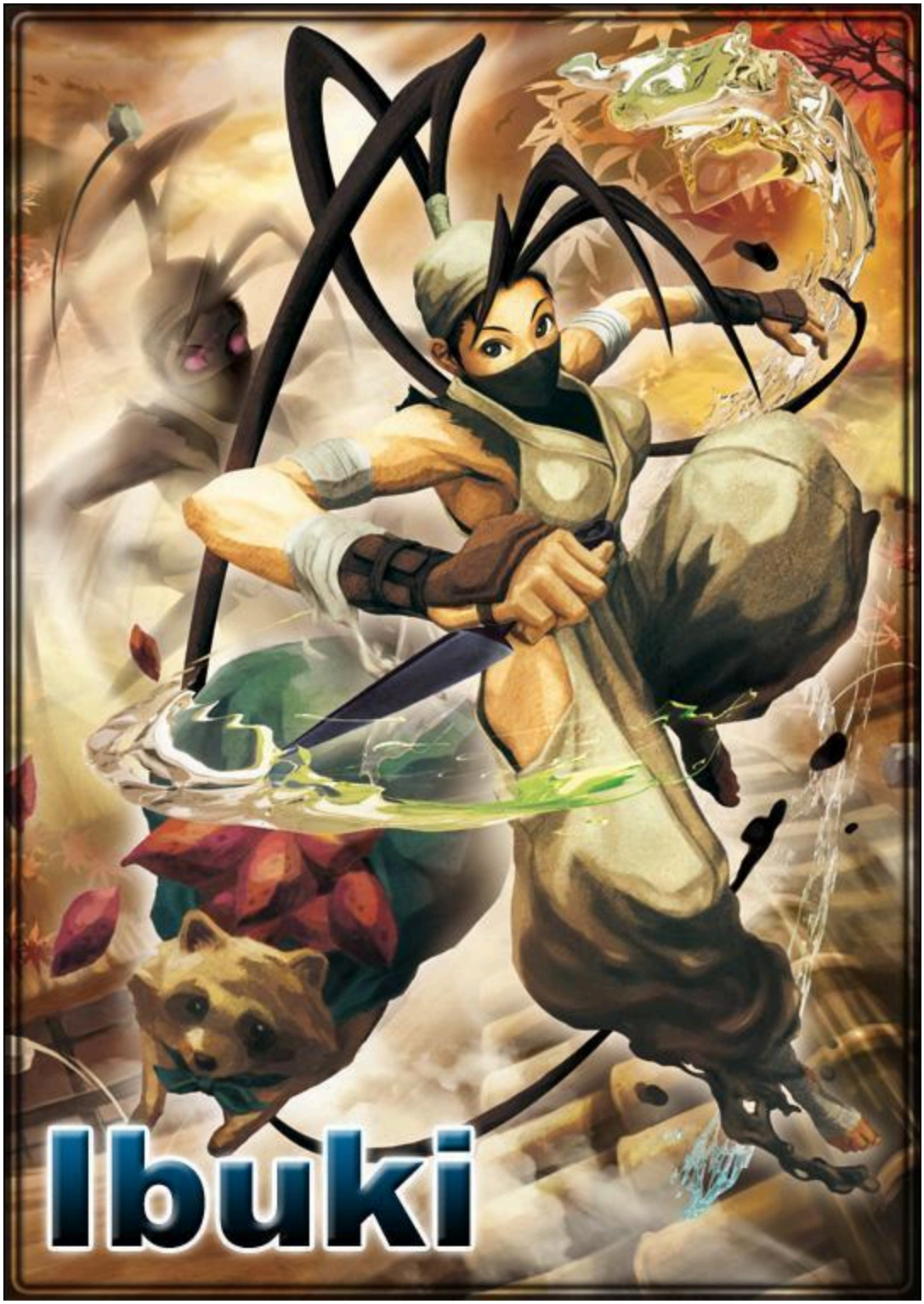
cr.LP, cr.LP, cr.MK xx qcf+P>qcf+P>qcf+P, walk forward, st.MK~cr.HK
(0bar, medium)
cr.LP, cr.LP, cr.MK xx qcf+P>qcf+P>qcf+P, cl.HK, cl.HK, cr.MK xx qcf+MP>qcf+MP>qcf+MP
(0bar, hard, corner)

juggle

cl.LP, walk forward, cl.HK, cr.MK xx qcf+MP>qcf+MP>qcf+MP
(0bar, close, medium)
cl.MK, cl.MK, cr.MK xx qcf+MP>qcf+MP>qcf+MP
(0bar, easy, corner)

medium

qcf+PP, (delay) j.HP, cr.LK, cr.MK xx qcf+MP>qcf+MP>qcf+MP
(1bar, invulnerable)
qcf+PP, walk forward, cl.MK, st.MK~cr.HK
(1bar, invulnerable)


Ibuki

Ibuki

Strengths
+b+MP is an anti-air that has upper body invincibility on its first hit and leads to combos. Its angle allows it to stop both forward and neutral jump.
+Has the ability to cancel boost combos into her Target Combo 8 (HP>df+HK>f+HK) with either far or close HP, a unique trait among the SF cast
+Able to jump cancel from >df+HK>f+HK, which can be used to disengage or canceled into special moves to apply further pressure
+Very high meter building potential with blockstrings
+EX Kunai can be cancelled into itself, giving her a deadly chip-out tool to use from afar
+Has two identical overheads from f+mk and the end of Target Combo 7 (b+mk > f+mk) where one is -4 and the other is +4, and she can combo off of both
+Raw Tsumuji Kicks (qcb+K) are -3 on block when done raw and are as much as 0 on block depending on the followup.
+EX Tsumuji Kick is as much as +5 on block
+st.LP has a 3f startup
+Raida (hcb+P) is the only 2f attack in the game outside of Super Arts, giving her unique punish opportunities
+f+HK can beat out low attacks and cause a stagger on counter hit

Weaknesses
-Boost combo cl.HP can whiff if used from pokes at a certain range, or in specific difficult matchups
-Reliance on boost and target combos makes her susceptible to alpha counters
-Only invincible reversals are her Super Art (hcb+PPP) and her Cross Art
-Tsuijigoe (DP+P) is an evasive jump with no invincibility, not much range, and is unsafe upon landing
-Neckbreaker (hcf+P) only has very specific uses as it does not go over certain projectiles, is unsafe on block, and comes out slow enough to react to easily
-Her usual hitconfirms don't give her much opportunity to spend meter to increase damage
-Has difficulty opening up turtles, throw-reliant
-Low health total at 900

Ideal Team Position: Either

The kunoichi-in-training Ibuki is a very peculiar girl, and her eccentricities saw her to an EVO 2018 tournament victory. When she's up close, she can hammer opponents with an overhead that can link into a full combo, crack open their guard with oppressive pressure using her Target Combos, or suddenly cancel a string mid-hit into her Kasumi Gake (qcf+K) when her opponent gets complacent so that she can hit them from behind for a full combo. When she's far away, she can keep opponents at bay with her Kunai attacks (qcf+P) in the air that causes knockdown on hit and gives her more time to play keepaway. But when she's at mid-range, Ibuki's options are limited. Her quickest movement options only move her forward, and if she is chased down she has no way to get out of trouble unless she's willing to burn two stocks of meter. Her normals typically aren't the best to play footsies with, as her best poke, cr.MK might not combo at max range into a boost and that can lead her open for a big punish. Therefore, it is best that she be brought in by a partner rather than try to bring them in first. She does not have many safe tag options to cover her mistakes, but having Ibuki as an anchor character can override the difficulties she has in neutral and immediately begin whittling away at enemy defenses until she can overwhelm opponents with a flurry of hits coming from all directions.

Sample Combos

hitconfirm

st.LP~st.MK~cl.HP>df+HK>f+HK>jc j.LK>(delay)f+MK, hcb+P**(325)**
(0bar, medium)
st.MP, f+LK xx qcb+LK **(168)**
(0bar, easy)
st.MP, f+LK xx qcb+KK, walk forward cl.HK>jc j.HK, dp+HK**(374)**
(1bar, corner, medium)

buffer

cr.MK~st.HP>df+HK>f+HK>jc j.LK>(delay)f+MK, hcb+P **(368)**
(0bar, hitconfirm, low, medium)

punish

cl.HP>df+HK>f+HK>jc j.LK>(delay)f+MK, hcb+P **(386)**
(0bar, medium)

overhead

f+MK, st.MK~cl.HP>df+HK>f+HK>jc j.LK>(delay)f+MK, hcb+P**(363)**
(0bar, medium)

crouching

f+HK, cl.HP>df+HK>f+HK>jc j.LK>(delay)f+MK, hcb+P **(447)**
(0bar, counterhit, medium)

antiair

b+MP, st.MK xx dp+HK **(240)**
(0bar, easy)
b+MP(1) xx qcf+LK, cl.HK>jc j.HK, dp+HK **(285)**
(0bar, medium)

juggle

cl.HK>jc j.HK, dp+HK
(0bar, easy)


Poison

Poison

Strengths
+Baton normals have disjointed hitboxes, making them hard to counterpoke
+Fireballs move slowly enough to cover her approach
+Corner pressure with HP Fireball
+Fast dash
+Possesses an invincible DP

Weaknesses
-Normals with best hitboxes are slow on startup
-Rekka can whiff from max range pokes including cr.MK
-Very limited solo combo ability, reliant on cross rush and tag cancels
-Vulnerable to anti-fireball tools possessed by a large portion of the cast

Ideal Team Position: Point

Unlike the traditional fireball zoner, Poison plays a highly aggressive style, with the main function of her fireballs being to get her in rather than to keep an opponent out. Combined with her high mobility and amazing hitboxes on her mid-range pokes, she is able to continually position herself advantageously in the neutral game while driving the opponent into the corner. Once an opponent is cornered, Poison truly shines, making use of her HP Fireball and excellent normals to keep the opponent trapped. However, Poison is also plagued with usability issues that make her difficult to learn and play despite her simple moveset. She requires 1-frame links for optimal combos, and comboing off her tag canceled DP requires a specific timing and can be very annoying to get right depending on the partner. Her anti-air DP also needs good spacing and timing in order for it to connect correctly. Furthermore, even when mastered, she has very little solo combo ability, so she needs a partner who can tag in and pick up the slack.

Sample Combos

hitconfirm

cr.LP, cr.LP, cr.HP xx dp+HK/qcb+P>qcb+P>qcb+P (230)
qcb+P ender may whiff at range
(0bar, medium)
cr.LK cr.LP, cr.HP xx dp+HK/qcb+P>qcb+P>qcb+P (230)
qcb+P ender may whiff at range
(0bar, low, medium)
cl.MP, cr.LP, cr.HP xx dp+HK/qcb+P>qcb+P>qcb+P (270)
qcb+P ender may whiff at range
(0bar, punish, hard)

punish

cl.HP/cl.HK xx qcf+PP, cr.MK xx dp+HK/qcb+P>qcb+P>qcb+P(336)
(1bar, medium)

juggle

cl.MP, cr.HP xx dp+HK(3)

BnB post-launch

(0bar, easy)
cl.MP, cl.MP, cl.MP, cl.HP xx dp+HK(3)

Corner post-launch

(0bar, corner, medium)
cl.HP, cl.HP, cl.HP xx dp+HK(3)
(0bar, corner, hard)


Hugo

Hugo

Strengths
+Extremely high damage output
+Possesses both command grapples and highly damaging combos
+Normals do above-average damage
+Unique properties of normals allow him to engage in high-low mixups, either of which can lead to a full boost combo
+Running Lariat (qcf+K) can be charged, allowing him to utilize his point of armor to react to an opponent's reaction and either attack or move thanks to the CADC mechanic. It can also be used to set up options on an opponent's wakeup.
+EX Running Lariat is a safe tag on block that can lead to ambiguous mixups from the incoming character due to its unique hit stun, and a full jump-in combo from the incoming character if the hit is clean.
+Using his
+Body Splash (j.d+HP), can be used either as an air-to-air or as a crossup, both of which can lead to painful combos
+Super Art has the highest damage output among the entire cast

Weaknesses
-Running Lariat is not safe on block, although charging into EX Running Lariat can allow him to create a safe tag situation
-Command grapples do not reach as far as other grappler weapons
-Most mixups are unsafe
-Struggles defensively both on the ground and in the air
-Largest character in the game
-Giant hitbox makes him vulnerable to jumping attacks as he lacks viable anti-air options without meter
-His only reversal, his EX Moonsault Press (360+PP), can be easily anticipated and punished for a full combo
-Poor movement
-Slow jump with lack of viable air normals to make up for it

Ideal Team Position: Anchor

Once considered unfairly overpowered by the average player, v2013 saw Hugo receive so many nerfs that he went from a popular competitive character to one of the worst within the span of a year. With a giant hurtbox, slow normals, lackluster anti-air capabilities and terrible movement...why would you still pick him? The answer can be summed up in one word: PAIN. Hugo's damage dealing capabilities are easily among the highest in the game, either through his powerful command grapples or his devastating combos centered around his claps and his lariat. His normal attacks do considerably more damage on average than most other characters, making his boost combos hurt more than usual. Even his sweep, cr.mk, takes off more than 100 damage per hit. In addition to this, his tag synergy is also very strong, able to tag in off an opponent's setup in a variety of ways that almost always end in a painful backbreaker. If you can find a partner for him that can cover for his weaknesses, put Hugo on your team to finish the job quickly and painfully before the opponent can take advantage of his shortcomings.

Sample Combos

hitconfirm

cr.LP, cr.LP~st.MP~HP+HK
(0bar, easy)

punish

qcb+HP, cr.MP xx qcf+LK, cr.LK xx qcb+HP, dp+MK **(427)**
(0bar, easy)

overhead

d,d+MK, qcb+HP, cr.MP xx qcf+LK, cr.LK xx qcb+HP, dp+MK**(434)**
(0bar, counterhit, easy)

throw

hcb+K, cr.LK xx qcb+HP, dp+MK **(324)**
(0bar, easy)

juggle

cr.LK xx qcb+HP, dp+MK
(0bar, easy)


CASINO
Balrog

Balrog

Strengths
+Good walkspeed
+Long limbs and fast recovery allow him to utilize numerous confirming boost variations on block that can be very difficult to punish
+Able to put the opponents in a juggle state without meter
+Counterhit far HP crumples standing opponents, giving Balrog the opportunity to create a full combo that can exceed 400 damage
+Somewhat difficult to anti-air at close range thanks to low-angle j.HK

Weaknesses
-Charge times can seem longer than intuitive both in combos and in neutral
-st.LP whiffs on most characters crouching
-Blockstrings very rarely place him in a situation where he can continue pressure
-His primary reversal, EX Buffalo Headbutt (charge d, u+PP) is slow to start up and easily punishable on block
-Struggles against zoners as his armor on charge punches are only for EX moves
-Very limited air-to-air ability
-Overhead smash (Hold b, hold df+P) is unsafe on block

Ideal Team Position: Point

Balrog is a strange case where the new system doesn't benefit him in the same way it benefits other Street Fighters. In Street Fighter IV, Balrog has a multiple of ways he could deal with zoners such EX Dashing attacks and the Focus Attack mechanic. In Street Fighter x Tekken, it takes longer to build the meter he needs to use his EX Dashing attacks, and there is no focus attack to make up for it. That being said, something he did get in return was the ability to press buttons at will. The quick recovery and frame advantage of his boost combos on block are well above average than most other characters, allowing him the ability to easily confirm into his partner who can pick up the slack. The low angle of his jump and his fast walkspeed allow him to put pressure on fireball characters at mid range, and if Balrog can stay in the opponent's face, he can almost certainly guarantee a breach in their defense. Particularly dangerous is his far HP. Not only does it have exceptional reach, but it causes a crumple stun on counterhit, which is something Balrog can take full advantage of thanks to his Turn Punches causing a wall bounce on airborne opponents (the opponent is left in an airborne state towards the end of the crumple stun). Play Balrog if you want to start off the match with an aggressive approach and set a tone of offense.

Sample Combos

hitconfirm

cr.LK, cr.LP, cr.LP xx [d],u+MP, cr.MP xx [b],f+[K] (delay), [b],f+HP **(266)**
(0bar, low, medium)

punish

cr.MP xx [d],u+LP, cr.MP xx [b],f+[K] (delay), [b],f+HP**(329)**
(0bar, medium)

overhead

[b],df+[P], cr.MP xx [d],u+MP, cr.MP xx [b],f+[K] (delay), [b],f+HP **(376)**
(0bar, medium)
[b],df+[P], cr.MP xx [d],u+MP, cr.MP, cl.HP, cl.MK xx [b],f+HP **(406)**
(0bar, corner)
[b],df+[P], cr.MP xx [b],df+KK, *PPP_KKK*, j.HK, cl.HP, [b],f+LP **(455)**
(1bar)

counterhit

st.HP, *KKK* (lv.1), *PPP* (lv.2), j.HK, cl.MK xx [b],f+HP**(474)**
(0bar, hard)

juggle

cr.MP xx [b],f+[K] (delay), [b],f+HP
(0bar, easy)
cr.MP, cl.HP, cl.MK xx [b],f+HP
(0bar, corner)


Vega

Vega

Strengths
+Very high walkspeed both forwards and backwards
+Normals reach far and can typically hit confirm safely in ways that other characters' normals cannot
+Multiple ways to achieve a juggle state without using meter
+Strong tag synergy with most of the cast, thanks to how his BnB combos are structured
+Numerous block strings that allow him to either confirm into damage or keep blocking opponents at bay and bait a reversal
+Fast jump arc and low-angle j.HP, as well as a high-priority nj.HK, can help him maintain offense and air-to-air opponents that attempt to intercept him with a jump of their own

Weaknesses
-Sole crossup is a heavily angled Flying Barcelona Attack (press P after a wall dive) which has considerable recovery if blocked or whiffed
-Struggles defensively thanks to lack of reliable reversals and anti-air options
-Losing his claw mid-match greatly limits not only the range of his punch normals, but even what kind of combos he can do as well as significantly lowering his damage output.
-Losing his mask lowers his defensive stat, causing him to take more damage and put even more pressure for him to avoid being hit. While he gains attack power without a mask, it can be difficult to capitalize since typically his claw will be shed first.
-Only large body character with low health

Ideal Team Position: Point

With long pokes that can confirm into boost combos in ways that few other characters can pull off safely, and several techniques with long hitstun and blockstun to easily tag a partner in, Vega is able to make full use of the unique mechanics that make Street Fighter x Tekken what it is. He is able to achieve a juggle state meterless with his Scarlet Terror (hold db, f+K), with each version of the attack having a different purpose in a combo (LK is one hit and launches, mk is two hits and launches, and HK does the most damage, juggles but does not launch). He is also able to juggle easily off of a counterhit air attack, of which he had plenty that are useful for putting an opponent in the necessary float state. His fast jump arc can allow him to maintain aerial pressure, and the long hit animations of certain follow up attacks can ensure he has enough charge for a full combo. His weakness is a dire lack of escape options if an opponent is able to put pressure on him. His backflips can be easy to chase down if anticipated, and his best wakeup option, his Super Art (hold d, u+PPP) requires two stocks of meter. Use Vega if you want a character that excels in neutral and is able to apply offensive pressure when the situation calls for it.

Sample Combos

hitconfirm

cr.LP, cr.LP, cr.MP~st.HP~HP_HK

(0bar, xrush, hard)

cl.MK, cr.MK, cr.MP xx [b],f+LP **(231)**

(0bar, medium)

cl.MK, cr.MK, cr.MP xx [d],uf+KK>P (throw) **(293)**

(1bar, medium)

cl.HP, cl.HK(2)~HP+HK

(0bar, punish, xrush, easy)

cl.HP, cr.MP xx [db],f+MK, df+HK, [db],f+HK **(349)**

(0bar, punish, medium)

safe

df+HK, cl.MK, cr.MK, cr.MP xx [db],f+HK **(312)**

Can be done w/o claw in the corner

(0bar, standing, claw, easy)

df+HK, [db],f+LK, cr.MP xx [db],f+HK **(292)**

(0bar, standing, medium)

juggle

cl.MK, cr.MK, cr.MP xx [db],f+HK

BnB post-launch, can be done w/o claw in the corner

(0bar, claw, easy)

[db],f+LK, cr.MP xx [db],f+HK

BnB post-launch w/o claw

(0bar, easy)


Juri

Juri

Strengths
+Exceptional mobility allows her to chase down opponents effectively, which is important against opponents who excel at burning the clock
+Fast, shallow jump can make her difficult to anti-air at close range, making her effective at rushing down opponents with lack of close-range anti-air options
+Numerous ways to safely tag in her partner, such as with Pinwheel or with Fuhajins (the fireball kick)
+Fuhajins can now hit opponents on both hits
+Stored Fuhajins are heavily advantageous on block, giving her a plethora of frame traps and pressure
+Overhead f+mk is comboable on CH, safe on block, comes out fast and recovers quickly
+Large hitbox of cr.HP as well as the ability to jump-cancel gives her damaging anti-air options

Weaknesses
-low damage output
-limited solo combo ability
-has difficulty opening up opponents if they get wise to her frame traps
-difficulty dealing with frame pressure as she lacks reversals that can allow her to reliably shift the tide of battle, other than EX Pinwheel which is slow on startup.
-low health
-while she can chase down opponents effectively, she has difficulty removing herself from bad situations, forcing her to maintain offense or defer to a partner that can do so in her stead

Ideal Team Position: Point

Fast and evasive, Juri relies on her exceptional speed to confound opponents and force them to get impatient so they jump at her, at which point she tags them with her cr.hp and gets a full combo. The quick startup and unique angle of her divekick, as well as being able to fire off slow-moving angled fireballs herself and storing them when necessary, give her plenty of options against zoning characters. For characters equipped with anti-zoning options such as duck dashing or wavedashing, Juri has a plethora of fast normals with generous hitboxes to keep these opponents out. If you're playing Juri, your primary gameplan should be keeping the opponent on the defensive as she preys upon indecisiveness. She can close the gap quickly thanks to her many movement options, and once she's in the opponent's face she can pester them with a quick overhead, stored Fuhajin frame traps, and throw pressure thanks to her fast walkspeed. In addition to this, she has several techniques she can use to tag a partner in that can compliment her speed and make up for her low damage output, such as a double-hitting Fuhajn or the long animation of her HK Pinwheel. Use Juri to help your team make a statement that you and you alone are going to dictate the flow of the match, because Juri does not play well with others when she's not the one calling the shots.

Sample Combos

hitconfirm

cr.LK, st.LP, cr.MP xx qcb+HK **(206)**
(0bar, low, easy)
cr.MK xx *LK*, cr.MK xx qcb+HK **(246)**
(0bar, low, lkstore, easy)

punish

cl.MP xx qcf+[K], f+MK, cr.MK xx qcb+LK **(278)**
(0bar, medium)
cr.HP xx qcb+HK, cr.HP>jc j.HP, cl.HP xx qcb+LK **(431)**
(0bar, corner, medium)
cr.HP xx qcb+KK, cr.HP>jc j.HP, cl.HP xx qcb+LK **(371)**
(1bar, hard)

yolo

j.qcb+K, walk forward st.MP xx qcb+LK **(180)**
(0bar, easy)

invulnerable

qcb+KK, cr.HP>jc j.HP, cl.HP xx qcb+LK **(338)**
(1bar, hard)

juggle

cr.HP>jc j.HP, j.MK, cl.HP xx qcb+LK
(0bar, easy)


M.Bison

M. Bison

Strengths
+Can walk forwards and backwards quickly
+Long limbs give his access to hit confirms and block strings that would otherwise be unsafe for most of the cast
+Low startup of longest limbs allow him to punish blocked cross rushes at ranges that would otherwise be difficult or impossible for other characters to punish at
+Strong air-to-air combos
+Possesses ambiguous cross-ups against quick-rising opponents with the use of the correct Psycho Crusher depending on the range and position of the opponent
+Devil's Reverse allows him to control spacing or burn time on the clock, giving him the ability to dictate the pace of the match to his liking
+Possesses two very strong reversals that can allow him to reset neutral (EX Psycho Crusher and EX Devil's Reverse)
+EX Psycho Crusher is near impossible for most matchups to bait and punish
+Higher than average throw damage

Weaknesses
-High floaty jump can make him somewhat easy to anti-air
-Lack of reliable anti-air options as his best standing anti-air, s.HK, has not air crush properties and can frequently be beaten by jumping attacks
-Can have difficulty opening up blocking opponents thanks to no overhead options and a deceptively small throw hitbox

Ideal Team Position: Point
The Emperor of Evil emerged from the v2013 balance changes better off than he been previously, and he has risen through the ranks to find himself on many high placements in tournaments, including 2nd at Capcom Cup 2013 with Rolento and 1st at EVO 2017 with Heihachi. While he's not in the top tier and there are some matchups that he has considerable difficulty against, he is knocking on the door of the Top 10 characters in the game thanks largely in part to his fast, lengthy buttons that can stop an opponent's momentum in its tracks. Bison benefits from the Cross Rush system better than almost anyone else in the game, using his long limbs to strike enemies from afar and confirm into a full combo when necessary. If his boost combos are blocked, punishing it can be very difficult for most of the cast, and the necessary punish for those characters that can pull it off are often esoteric. If Bison is faced with an opponent wise to that, he has several effective block strings that can further whittle away at an opponent, namely his LK Scissors Kick that is 0 on block. If the LK Scissors hits, Bison is then allowed to continue pressure with deep-hitting jumping attacks or utilizing his fast ground walk and quick normals. On some occasions, Bison even gets a full juggle off of a very ambiguous Psycho Crusher, allowing him to make a huge statement off of just one lapse in defense. His main weakness is that he is very easy to block on the ground if the opponent is wise to his tactics, and his jump is floaty enough where he can be susceptible to anti-airs. Use him as a point character as he excels at bringing in his partner with the Cross Rush system, and that partner can in turn create the openings that Bison cannot.

Sample Combos

hitconfirm

cr.LK, cr.LK, st.MP xx [b],f+MK, cr.MP xx [b],f+HP **(263)**
(0bar, low, medium)
cl.MP, st.MP xx [b],f+MK, cr.MP xx [b],f+HP **(302)**
(0bar, medium)
cl.HP, st.MP xx [b],f+MK, cr.MP xx [b],f+HP **(332)**
(0bar, medium)

punish

cl.HP xx [b],f+HK, st.MP xx [b],f+LK(1), cr.MK xx [b],f+HP**(366)**
(0bar, hard)

air2air

j.MP>MP, cl.MP, st.HP xx [b],f+HP **(335)**
(0bar, easy)

juggle

cl.MP, st.HP xx [b],f+HP
(0bar, easy)
cl.MP, cl.MP, cl.MP, cl.HP xx [b],f+HP
(0bar, corner, easy)
cl.HP xx [b],f+LK(1), cr.MK xx [b],f+HP
(0bar, hard)


Akuma

Akuma

Strengths
+Extremely strong on hard knockdown, especially off of throws. He is able to maintain pressure in a variety of positions and situations thanks to Demon Flip and Air Fireballs to control positioning during an opponent's wakeup
+Has a true DP to help him call out opponents
+DP can trade and lead to full combos thanks to the juggle system
+Overhead can be tag canceled into a combo
+Can set up counter hit charges on okizeme for solo overhead combos
+Can be played offensively or defensively
+Strong corner carry
+Possesses a 0-frame throw with the Shun Goku Satsu Super Art

Weaknesses
-Very low health total at 850
-Limited combo ability outside of the corner and trade situations
-Teleport is somewhat easy to chase down

Ideal Team Position: Point

The Master of the Fist enters Street Fighter x Tekken as the game's final boss for the Namco side of the cast in Arcade Mode, and as a capable point character in competitive play. Like all who practice the art of Ansatsuken, he possesses projectiles, a DP, and a hurricane kick. His air fireball game continues to remain a potent tool on both offense and defense, either using it to cover his retreat or to mask his oncoming assault. If the opponent tries to jump over his volley, Akuma can use the unique invincibility properties of his DP to trade with the opponent, giving him access to juggles that he would have difficulty pulling off otherwise. His okizeme, while different from what it was in Street Fighter IV, is still very strong and still covers a multitude of wakeup options even when accounting for rolls. He does this by taking advantage of the v2013 nerf to rolling where they are vulnerable to throws which also nuke red health. This puts opponents in a very difficult situation on knockdown: should they roll forward and risk getting thrown, or should they stay put and endure Akuma's next assault? That, combined with all of the privileges that come with having a true reversal, an array of projectiles that cover multiple purposes, and his Shun Goku Satsu Super Art that adds a terrifying advancing command throw to punish whiffing opponents, makes Akuma worthy of being placed on your team if you desire it.

hitconfirm

cr.LK, cl.LK, cr.MP/st.MP~HP+HK
(0bar, low, close, xrush, easy)
cr.LP, cr.LP, cr.MP/st.MP~HP+HK
(0bar, xrush, easy)
cr.LK, cl.LK, cr.MP/st.MP xx qcf+P **(150)**
(0bar, low, close, easy)
cr.LP, cr.LP, cr.MP/st.MP xx qcb+LK, cl.LK, st.HK, cl.HP xx dp+HP **(263)**
(0bar, standing, medium)
st.HK, cr.MK xx qcb+LK, cl.LK, st.HK, cl.HP xx dp+HP **(338)**
(0bar, medium)

punish

cr.MP, cr.HP xx qcb+LK, cl.LK, st.HK, cl.HP xx dp+HP **(338)**
(0bar, medium)

yolo

qcb+KK, st.HK, cl.HP xx hcb+HP, cl.MP, cr.HP xx dp+HP **(474)**
(1bar, corner, hard)

juggle

cl.MP, st.HK, cl.HP xx dp+HP
(0bar, easy)
cl.HK xx CADC, cl.HK xx hcb+HP
(0bar, medium)
cl.MP, cl.HP xx hcb+HP, cl.MP, cl.HP xx dp+HP
(0bar, corner, medium)

Move	Command	Hit	Damage	Startup	Active	Recovery	Hit Adv	Block Adv	Cancel	JP	JC	JS	Notes
Far LP		H	30	3	2	9	+6	+2	SM,EX,SA,CA	1	1	1	Rapid fire cancelable into light normal attacks
Far MP		H	60	5	2	16	+3	-1	SM,EX,SA,CA	2	1	1	-
Far HP		H	90	7	3	20	+2	-3	SM,EX,SA,CA	3	1	1	-
Far LK		H	30	4	2	13	+2	-2	-	1	1	1	-
Far MK		H	60	9	2	18	+1	-3	-	2	1	1	-
Far HK		H	50,40	8	2(8)2	18	+6	-2	-	3,3	0,1	1,1	1st hit: Forces standing, 2nd hit: Whiffs on crouching opponent
Close LP		H	30	4	2	10	+5	+1	SM,EX,SA,CA	1	1	1	Rapid fire cancelable into light normal attacks
Close MP		H	60	3	2	14	+5	+1	SM,EX,SA,CA	2	1	1	-
Close HP		H	90	4	2	30	-7	-12	SM,EX,SA,CA	3	1	1	-
Close LK		H	30	5	2	9	+6	+2	-	1	1	1	-
Close MK		H	60	5	2	19	0	-4	SM,EX,SA,CA	2	1	1	-
Close HK		H	50,40	6	2(3)4	21	+1	-4	SM,EX,SA,CA	3,3	0,2	1,1	2nd hit: GB on airborne opponent
Crouch LP		H	30	3	2	10	+5	+1	SM,EX,SA,CA	1	1	1	Rapid fire cancel into light normal attacks
Crouch MP		H	60	4	3	12	+6	+2	SM,EX,SA,CA	2	1	1	-
Crouch HP		H	90(60)	6	4	26	-4	-10	SM,EX,SA,CA	3	1	1	Forces standing
Crouch LK		L	30	5	2	11	+4	0	SM,EX,SA,CA	1	1	1	Rapid fire cancel into light normal attacks
Crouch MK		L	60	6	3	16	+2	-2	SM,EX,SA,CA	1	1	1	-
Crouch HK **LC		L	90	5	3	29	HKD	-12	-	1	1	-	-
Jump Up LP		M	40	4	7	until land+4	+12	+4	-	1	1	1	-
Jump Up MP		M	70	5	3	until land+4	+16	+5	-	2	1	1	-
Jump Up HP		M	100	6	3	until land+4	+20	+8	-	3	1	1	-
Jump Up LK		M	40	5	6	until land+4	+12	+4	-	1	1	1	-
Jump Up MK		M	70	6	4	until land+4	+16	+5	-	2	1	1	-
Jump Up HK		M	100	6	3	until land+4	+20	+8	-	3	1	1	-
Jump Diagonal LP		M	40	4	7	until land+4	+12	+4	-	1	1	1	-
Jump Diagonal MP		M	70	5	3	until land+4	+16	+5	-	2	1	1	-
Jump Diagonal HP		M	100	6	3	until land+4	+20	+8	-	3	1	1	-

Jump Diagonal LK		M	40	4	6	until land+4	+12	+4	-	1	1	1	-
Jump Diagonal MK		M	70	6	3	until land+4	+16	+5	-	2	1	1	-
Jump Diagonal HK		M	100	7	3	until land+4	+20	+8	-	3	1	1	-
Launcher **LC	HP+HK	H	100	13	2	54	switch	-34	-	3	-	-	Crushes crouching attacks frames 1-14, Launches opponent while switching characters
Cross Cancel	f+HP+HK (while blocking)	H	40x3	5	14	46	HKD	-38	-	-	-	-	Invulnerability frames 1-18, Airborne from frame 9, Resembles EX Goshoryuken
Goshoha	LP+LK	throw	130	5	2	20	HKD	-	-	-	-	-	-
Syuretto	b+LP+LK	throw	130	5	2	20	HKD	-	-	-	-	-	-
Zugaihasatsu	f+MP	M	40,30	17	4	17	+4	-2	-	2,2	1,1	1,1	1st hit: HKD on crouching CH, On Hit: +2 on crouching opponent
Tenmakujinkyaku	d+MK during 17-22F of forward jump	M	70	13	until land	4	+16	+5	-	2	1	1	KD on airborne opponent
Gohadoken	qcf+P	H	60	15	-	30	0	-5	-	3	4	0	-
Gohadoken EX	qcf+PP	H	60x2	15	-	30	KD	+3	-	3,3	0,0	0	-
Shakunetsu Hadoken LP	hcb+LP	H	50	26	-	25	KD	0	-	3	3	0	-
Shakunetsu Hadoken MP	hcb+MP	H	35x2	26	-	32	KD	+1	-	4,4	0,0	0	-
Shakunetsu Hadoken HP	hcb+HP	H	33x3	26	-	38	KD	+3	-	4,4,4	0,0,0	0	-
Shakunetsu Hadoken EX	hcb+EX	H	47x3	26	-	25	KD	+16	-	4,4,4	0,0,0	0	-
Zanku Hadoken	qcf+P (air)	H	40	15	-	until land+16	+12	+7	-	3	4	0	Button strength determines angle, Momentum halted during start up, KD on airborne opponent, +5f Recovery during backjump
Zanku Hadoken EX	qcf+PP (air) (Can be done during Hyakkishu)	H	40	9	-	until land+9	+20	+14	-	3,3	4,4	0	10 frames between projectiles, Momentum halted during start up, KD on airborne opponent, +5f Recovery during backjump
Goshoryuken LP	f,d,df+LP	H	100	3	14	35	KD	-27	-	1	1	0	Invulnerability frames 1-2, Airborne from frame 6
Goshoryuken MP	f,d,df+MP	H	90,50	3	14	43	KD	-33	-	1,2	1,2	0	Invulnerability frames 1-4, Airborne from frame 6, 2nd hit: Whiffs on crouching opponent
Goshoryuken HP	f,d,df+HP	H	60,40,30	3	16	36	KD	-36	-	2,3,4	1,1,4	0	Invulnerability frames 1-6, Airborne from frame 8, 2nd hit: Whiffs on crouching opponent
Goshoryuken EX	f,d,df+PP	H	90,50,40	3	16	46	KD	-36	-	4,5,6	1,1,6	0	Invulnerability frames 1-18, Airborne from frame 8
Tatsumaki Zankukyaku LK	qcb+LK	H	50	12	2(6)2	20	float	-8	-	3	1	0	Airborne from frame 7, Lower body projectile invulnerability frames 7-33
Tatsumaki Zankukyaku MK	qcb+MK	H	40x3	6	2(5)2(5)2(5)1	28	float	-7	-	3,3,3	1,1,1	0	Airborne from frame 8, Lower body projectile invulnerability frames 8-43
Tatsumaki Zankukyaku HK	qcb+HK	H	40,20x3	6	2(5)1(5)1(5)1(5)1(5)1	24	float	-3	-	3,3,3,3	1,1,1,1	0	Airborne from frame 8, Lower body projectile invulnerability frames 8-50
Tatsumaki Zankukyaku EX	qcb+KK	H	30x5	12	1(3)1(3)1(3)1(3)1	21	float	-8	-	3,3,3,3,3	1,1,1,1,1	0	Airborne from frame 7, Lower body projectile invulnerability frames 7-46
Tatsumaki Zankukyaku (air) **LC	qcb+K (air)	H	50	10	2(6)2(6)2	until land+10	float	+6	-	3	1	0	-
Tatsumaki Zankukyaku EX (air)	qcb+KK (air)	H	40x5	8	1(3)1(3)1(3)1(3)1	until land+4	float	-16	-	5,5,5,5,5	1,1,1,1,1	0	-
Hyakkishu	f,d,df+K	-	-	-	-	40	-	-	-	-	-	-	Chargeable: 51F for EX Version and 100F for Super Art, Button strength determines distance, Airborne from frame 6

Hyakkishu EX	f,d,df+KK	-	-	-	-	40	-	-	-	-	-	-	Chargeable: 51F for Super Art, Tracks opponent, Airborne from frame 6
Hyakkishu > Hyakki Gozan	no input during Hyakkishu	L	80	10	15	15	HKD	-13	-	3	3	-	-
Hyakkishu EX > Hyakki Gozan	no input during EX Hyakkishu	L	80	10	15	15	HKD	-13	-	3	3	-	-
Hyakkishu > Hyakki Gosho	P during Hyakkishu	M	100	9	2	until land+4	HKD	+12	-	3	3	-	GB on CH or on airborne opponent
Hyakkishu EX > Hyakki Gosho	P during EX Hyakkishu	M	100	9	2	until land+4	GB	+12	-	3	3	-	GB on CH or on airborne opponent
Hyakkishu > Hyakki Gojin	K during Hyakkishu	H	70	12	until land	4	+16	+12	-	3	3	0	KD on airborne opponent
Hyakkishu EX > Hyakki Gojin	K during EX Hyakkishu	H	70	12	until land	4	+11	+4	-	3	3	0	KD on airborne opponent
Hyakkishu > Hyakki Gosai **LC	LP+LK during Hyakkishu	throw	150	4	2	until land+17	HKD	-	-	-	-	-	-
Ashura Senku P	f,d,df or b,d,db+PPP	-	-	-	-	62	-	-	-	-	-	-	Invulnerability frames 1-32
Ashura Senku K	f,d,df or b,d,db+KKK	-	-	-	-	56	-	-	-	-	-	-	Invulnerability frames 1-26
Raging Demon	LP,LP,f,LK,HP	throw	300	0	35	14	HKD	-	-	-	-	-	68 frames cinematic freeze before attack begins
Misogi	d,d,d+KKK	M,H	300/200	22	36(12)35	49	HKD	-43	-	3	4	-	88 frames cinematic freeze before attack begins, Tracks opponent, Invulnerability frames 1-85, If 1st hit whiffs Akuma creates two columns
Cross Art **LC	qcf+MP+MK	H	150+	9	2	45	switch	-25	-	3	-	-	63 frames cinematic freeze before attack begins, Invulnerability frames 1-10


Sakura

Sakura

Strengths
+HP DP has a long block stun allowing for safe tag cancels
+Aerial Tatsu can act as a quasi-dive kick for further offense. Additionally, it comes out quickly and can win as an air-to-air, giving Sakura more combo opportunities. It is also +13 on block.
+Close normals execute quickly, allowing her to take advantage of her frame advantageous moves to press offense
+ j.MP has high priority and causes a juggle state on regular hit, too for combos. Great air to air normal.
+Far HK has great range and is a good tool to beat crouching medium kicks
+the P followup to Sakura Otoshi (dp+K) can be +5 on block, and causes ground bounce on hit.
+Long range on EX DP

Weaknesses
-Lacking on defense as her best anti-air, cr.HP, can be crossed up easily
-Fireball has almost no zoning capabilities
-Has trouble keeping opponents out
-Main reversal, her EX DP, has a 12-frame startup and is easy to make whiff thanks to a very low hitbox.
-Lacks reliable offensive tools, relying primarily on jabs

Ideal Team Position: Anchor

While her techniques imitate the trademark attacks of Shotos, you should not look at her as one. Her Hadoken is used not for zoning, but for pressure, as throwing her short-range, chargeable Hadoken gives her a wall of ki that she can use to protect herself while walking forward. Her DP is mostly used as a combo extender or for a safe tag option as he does not have the reversal utility that other DPs have. She is also in possession of strong lockdown ability thanks to her aerial Tatsu that starts quickly and has a large hitbox to ensure that she almost always gets a hit if she's in the proper range. Adding to her aerial assault is the Sakura Otoshi, which is +5 on block and causes a ground bounce on counterhit, forcing the opponent to think carefully about trying to counter the initial animation. Her grounded LK Tatsu is can be oppressive if spaced correctly, and can be linked into normals for additional damage. Her main weakness is that in order to use all of these tools, she has to approach the opponent, and that can be difficult for her thanks to her own lack of defensive options to keep an opponent from doing the same. As such, it's best to have her as an anchor character where the gap has already been cleared by her partner so she can tag in and begin her plethora of frame traps and offensive pressure.

Sample Combos

low

cr.LK, cr.LP, cr.MK xx dp+HP (199)
(0bar, hitconfirm, medium)

punish

cl.HP xx qcb+LK, cl.HP xx qcb+LK, cr.LK xx dp+HP (313)
(0bar, midscreen, medium)
cl.HP xx qcb+LK, cl.HP xx dp+LP, cl.HP xx qcb+MK, cr.HP xx dp+HP (387)
(0bar, corner, medium)
cl.HP xx qcb+LK, cl.HP xx qcb+KK, j.HK, cl.HP xx dp+HK>P, cl.HP xx dp+HP (433)
(1bar, medium)

juggle

cl.HP xx dp+HK>P, cl.HP xx dp+HP
(0bar, medium)
cl.HP xx dp+HK>P>(delay) P, dp+LP, dp+MP
(0bar, easy)
cl.MP, cl.HP xx qcb+LK, cr.HP xx dp+HP
(0bar, corner, easy)

ender

dp+LP, cl.MP, cl.HP xx qcb+LK, cr.HP xx dp+HP
(0bar, corner, easy)
dp+LP, cl.HP xx qcb+MK, cr.HP xx dp+HP
(0bar, corner, medium)


Blanka

Blanka

Strengths
+st.LP is one of the two longest-reaching 3f normals in the game and links into itself, allowing for a hit-confirm into cross rush
+Powerful block pressure with HP Electric Thunder, which is +11 on block
+Horiball crossups can set up devastating tag cancel combos or if blocked, bring in a partner at frame advantage
+Has a true chip infinite that can be set up by specific tag cancels, deep crossups, and knockdowns
+High tag-in damage with Electric juggle setups
+Fast jump and good air-to-air and crossup ability

Weaknesses
-Lacks a reliable anti-air
-Limited solo combo ability
-High damage Electric juggles require the corner or specific partners with mid-screen setups

Ideal Team Position: Point

When v2013 first dropped, Blanka was looked at with a great deal of skepticism. His combos were difficult to set up without meter and didn't really hurt, he lacked tag synergy with a great deal of the cast, and his more obvious tools for starting combos like s.HK didn't really have much utility that would make it useful in live play. As v2013 evolved, however, especially as the scene began developing its own devoted core of players, Blanka's strengths began to shine. His standing pokes are nothing short of oppressive, and being able to effectively summon his Electric Thunder gives him access to considerable frame advantage. Furthermore, a properly spaced Horiball can create win-win situations for him and his partner. What makes Blanka really shine is his ability to utilize his Electric Thunder chip infinite in a variety of situations, where an enemy's only hope for "escape" is to Alpha Counter. All of this is in addition to the tricky movement and approach that Blanka is known for. If you are willing to practice the necessary execution to utilize Blanka's bag of tricks, in exchange for losing out on the more traditional toolkits of similar characters, place him at the point and create the openings necessary for your partner to compliment his unique skills.

Sample Combos

xrush

cr.LP, st.LP~st.MP~st.HP~HP_HK
(0bar, easy)
st.LP, st.LP~st.MP~st.HP~HP_HK
(0bar, hard)

punish

cl.HK, cr.MK xx [d]~u+HK **(254)**
(0bar, medium)

overhead

cl.b_f+MP, cr.MK~st.HP~HP_HK
(0bar, medium, xrush)
cl.b+MP, cr.MK xx [b],f+PP, cr.MK xx [d],u+HK **(366)**
(1bar, punish, medium)

juggle

cl.HP xx f+KKK, cr.LK, cr.MK xx [d],u+HK
(0bar, medium)
cl.HP xx f+KKK, cr.MK, cr.MK xx [d],u+HK
(0bar, medium)


Guy

Guy

Strengths
-high-angle, exceptionally deep jump along with a wall jump for even faster jump trajectories allow him to clear great gaps of distance quickly, and possesses air normals for a variety of positions that allow him to begin offense
-Bushin Flip (qcf+P) has extremely high air-to-air priority, making very difficult to air-to-air as most exchanges result in the opponent being thrown
-Multiple target combos that can lead to full combos depending on the position of the opponent
-Command run (qcf+k) also allows him to clear gaps of distance quickly and begin offense
-f+mp overhead can combo on tag and is safe on block

Weaknesses
-EX Tatsu, his main reversal, has an awkward hitbox and does low damage, and is unsafe on block with almost no tag-in ability to make it safe
-lack of reliable anti-airs other than cr.mp
-his main offense starter, the aerial elbow drop, does not hit overhead
-difficulty pressuring opponent outside of elbow drop as his overhead does not combo without meter and lows typically don't lead to combos outside of cross rush, which is very risky to do as a hard read
-difficulty turning the tide of the match if he is low on health, making him vulnerable if his partner is also struggling
-st.MP>HP target combo can whiff at max range

Ideal Team Position: Either

Guy is a character that can shift the pace of the match at a moment's notice, clearing long gaps of distance with his wall jump, his forward jump, his Bushin flip or his command run and force the opponent into a defensive situation. Because the angle of his jump is so high and goes so far, anti-airing him is not as simple as it would be for other characters with high jumps. His most potent offense starter is his aerial elbow drop of two different variations (d+MP while in the air for a slower descent, and P while in Bushin Flip for a faster descent), which is safe on block and can lead to full combos thanks to his plethora of target combos. While his aerial elbow drop does not hit overhead, his command overhead f+mp does, and it hits twice to allow safe tags on block and full tag-in combos on hit. To be successful with Guy, you need to be confident in the pace you are dictating, as he falters when he is put on the defensive. Because of his excellent mobility, it is recommended that he be placed on point.

Sample Combos

low

cr.LK, cr.LP, st.MP > HP xx qcf+K > MK **(215)**
(0bar, hitconfirm, medium)

hitconfirm

cr.MP, st.MP > HP xx qcb+MP
Enders: ender /^qcb+P
(0bar, medium, corner)
cr.LP, cr.LP, cr.MP, st.MP xx qcf+K > MK **(222)**
(0bar, easy)
cl.HK, st.MP > HP xx qcf+K > MK **(274)**
(0bar, easy)

juggle

cl.MK, st.MP > HP xx qcb+HK
(0bar, medium)

ender

LP > MP > HP > HK, walk forward, LP > MP > HP > HK xx Jump, (air) qcf+MP
(0bar, medium)
qcb+P, cr.MP, walk forward, cl.MK, cl.HP xx qcb+HK
(0bar, medium)
qcb+PP, dash forward, cl.HK, st.MP > HP xx qcb+HK
(1bar, medium)


Cody

Cody

Strengths
+possesses long-reaching light normals that easily link into solo combos or cross rush
+b+mp is an almost perfect anti-air that retracts his hurtbox so he can stop jumping attacks even if a cross-up seems imminent or if it's a high-priority jumping attack such as Yoshimitsu's j.HP
+cr.mk (the slide) and all crouching knife attacks cannot be raw launched by most of the cast
+f+HK possesses the ability to corpse hop on hard knockdown, allowing Cody to prevent the opponent from rolling away while in the corner
+Criminal Upper can create a safe tag situation and even a mixup in some cases
+Overhead is comboable with a tag cancel

Weaknesses
-Overhead is unsafe for both characters when tag canceled
-Lacks a reliable reversal that can get him out of trouble as EX Zonk Knuckle is unsafe on block and easy to blow up with neutral jump thanks to low hitbox
-limited solo combos, relies on his partner to maximize damage
-Anti-air only does 70 damage

Ideal Team Position: Point

When v2013 was first announced, many thought Cody would receive significant nerfs thanks to how dominant he was at the conclusion of the the v2012 build. While his problematic cr.lk was nerfed, he remains a capable character thanks to his exceptional buttons. His b+mp is one of the best anti-air normals in the game, even when taking into account the Air Crush mechanic, and his light normals still reach very far and easily link into combos. Furthermore, his cr.mk tends to ignore the "Raw Launch crushes lows" philosophy due to its low profile, meaning he can use it at will in ways that other characters cannot. Cody also possesses several ways he can confirm safely into damage, as his Criminal Upper is difficult to punish on block for many characters due to how far the attack pushes back the opponent, and it can easily be tag cancelled into to ensure that the opponent remains on the defensive. His primary weakness is his lack of options if he gets knocked down, as his best reversal not only requires meter (EX Zonk Knuckle) but it's unsafe on block and easily whiff punished with neutral jump. That's why it's best to have Cody as your point character so his partner can deal with the opponent before Cody can be put into that situation.

Sample Combos

hitconfirm

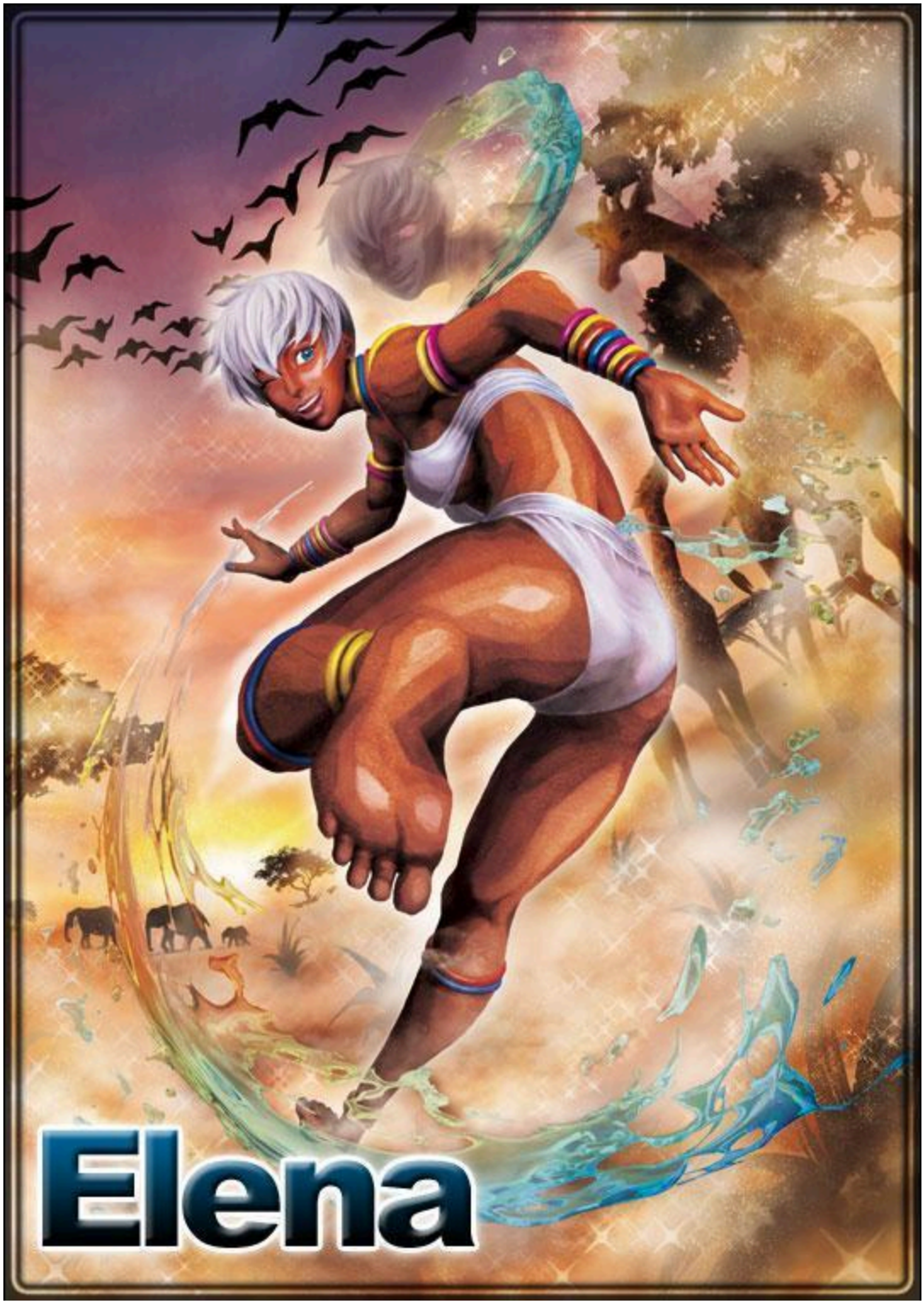
cr.LP, cr.LP, st.LP, cr.LK xx qcb+HP **(189)**
(0bar, easy)
cl.HP, cr.MP xx qcb+HP **(262)**
(0bar, easy)
f+MP, cr.MP, cr.LK xx qcb+HP **(242)**
(0bar, easy)
cl.LP, cr.MP, cr.MP xx *P*, cl.HK xx qcb+HP(3), cl.HP, cl.HK xx *P* **(375)**
(0bar, corner, medium)

punish

cl.HP, cr.HP xx qcb+HP **(292)**
(0bar, easy)
cl.HP, cr.HP xx *P*, cl.HK xx qcb+HP, cl.HP, cl.HK xx *P***(470)**

Requires pre-charge
(0bar, corner, medium)

juggle
cl.HP, cr.MP xx *P*
(0bar, medium)


Elena

Elena

Strengths
+st.LK is one of the two longest-reaching 3f normals in the game
+cr.MP boost combo cannot be punished by many characters
+f+MP overhead is safe and can be comboed from
+Long ranged overhead threat with hcb+P
+High corner carry

Weaknesses
-Cannot do much solo damage against a crouching opponent without spending meter
-Best anti-air (dp+LK) only does 100 damage and cannot be comboed from with a tag cancel
-Lacks up-close pressure, with her only plus normals being crouching
-Longest ranged low (df+HK) is very unsafe unless well-spaced
-Low health total at 900

Ideal Team Position: Point

When interviewed about the Top 5 characters in Street Fighter x Tekken v2013 after his EVO 2015 victory, Esuta put Elena in his Top 5. While doing so baffled many people, Elena has plenty of tools that can back up Esuta's endorsement. Because all of her buttons are kicks and she's a character with a long hitbox, Elena can use her long legs to shut out and in some cases shut DOWN opponents. Her st.LK is a 3 frame startup and reaches very far for a move that fast, allowing her to confirm into links and strings. Furthermore, she can cancel into her Lynx Tail, which is completely safe on block and puts her opponents in a situation where they are forced to block. Since Lynx Tail is a low, she can mix up the opponent with a plethora of overheads, some of which can be comboed from. Furthermore, she is excellent at carrying opponents across the stage, using her Rhino Horn and Spin Scythe to push the opponents far away. Furthermore, she is very against airborne opponents who try to escape her ground attack, as her Scratch Wheel (dp+k) starts up quickly and has an excellent hitbox as an anti-air. Being adept with Elena involves making use of her long reach and high-low game and keeping an opponent locked down until they begin to get impatient, or complacent with their blocking.

Sample Combos

hitconfirm

cr.LK, cr.LK, cr.MP xx dp+HK (206)
(0bar, low, medium)
cr.LK, cr.LK, cr.MP xx hcf+MK (304/312/331)
Enders: ender /^hcf+MK
(0bar, low, standing, medium)

punish

st.HP>HK, cr.MP, cr.MP xx hcf+MK (400/406/421)
Enders: ender /^hcf+MK
(0bar, standing, hard)

overhead

f+MP, st.LK~cr.MP xx rdp+KK, j.MP>HP, st.HK, dp+HK (358)
(1bar, hard)
hcb+LP, cr.MP xx hcf+MK (372/382/411)
Enders: ender /^hcf+MK
(0bar, medium)

antiair

st.MP(2) xx CADC, cr.MP xx dp+HK (223)
(0bar, counterhit, medium)

juggle

st.MK>d+HP, cr.MP xx dp+HK(2)

BnB post-launch
(0bar, easy)
cr.MP xx hcf+HK, dp+HK(2)
(0bar, easy)

ender

hcf+MK, cr.MP xx hcf+MK, df+HK
Starters: /hcf+MK$
(0bar, easy)
hcf+MK, st.MK>d+HP, st.HK, dp+HK
(0bar, corner, hard)


Dudley

Dudley
Strengths
+Several tag-in options, particularly his Machine Gun Blow which can lead to full combos on hit and safe entry on block
+Able to advance while attacking in several ways, including command normals like f+mk, f+HP, Machine Gun Blow, and Ducking variations
+Ducking has complete projectile invincibility from head to toe, rather than just on his upper body
+Possesses a true DP
+Able to combo off of his overhead (f+hk) into full combos
+cr.lk is linkable into full combos to create a legitimate high-low game on knockdown
+Several target combos that can be cancelled into safe pressure or confirmed into combo enders

Weaknesses
-Air attacks do not have much priority and will not cross up
-Struggles at neutral thanks to his best normals not reaching very far or having good hitboxes.
-Reliance on standing attacks can make him vulnerable to low profiling and moves with high crush properties
-Vulnerable to Alpha Counters thanks to his block pressure mostly consisting of moves with long hit animations or predictable string enders to make safe.

Ideal Team Position: Anchor

Whereas Balrog relies on brute force to punch through an opponent's defense, Dudley's style of boxing relies on deftly reading an opponent's attack and approaching when an opening presents itself. Dudley possesses a variety of movement options that allow him to attack while advancing, including a Machine Gun Blow that is safe on block and can be easily tag cancelled. Furthermore, he has a true DP with his Jet Uppercut that allows him to call out gaps in enemy pressure and stop aerial assaults. His Ducking technique is completely projectile invulnerable in ways that similar ducking moves like Mishima wavedashing are not, in that he is fully immune to fireballs from head to toe. When he is up close, he can link off of his f+hk overhead into full combos, or use his quick s.hk or s.mp to check an opponent's punish of his more frame-advantageous moves if he feels they're not going to attempt a reversal. As a traditional boxer, Dudley struggles with pressuring an opponent below the waist, as all of his low attacks are either short-range, slow, unsafe, don't lead to combos, or both. Because his hitboxes are not particularly large or high-priority in the opening parts of a match, he benefits the most as an anchor. This allows him to more easily enter the necessary range for his high-low game with the meter needed to quickly close the gap in case someone attempts to escape his pressure.

Sample Combos

hitconfirm

st.LP>MP, f+MK, st.HK xx hcf+PP, j.HK, cr.HK, dp+MP (364)
(1bar, medium)
f+LP>MP xx dp+LP, f+LP>MP xx hcf+LK, cr.MP xx dp+HP (298)
(0bar, medium)
cr.LK, cr.LK, cr.MP xx hcf+PP, j.HK, cr.HK, dp+MP (312)
(1bar, low, medium)
cr.LK>MK, st.HK xx hcf+PP, j.HK, cr.HK, dp+MP (354)
(1bar, low, medium)

overhead

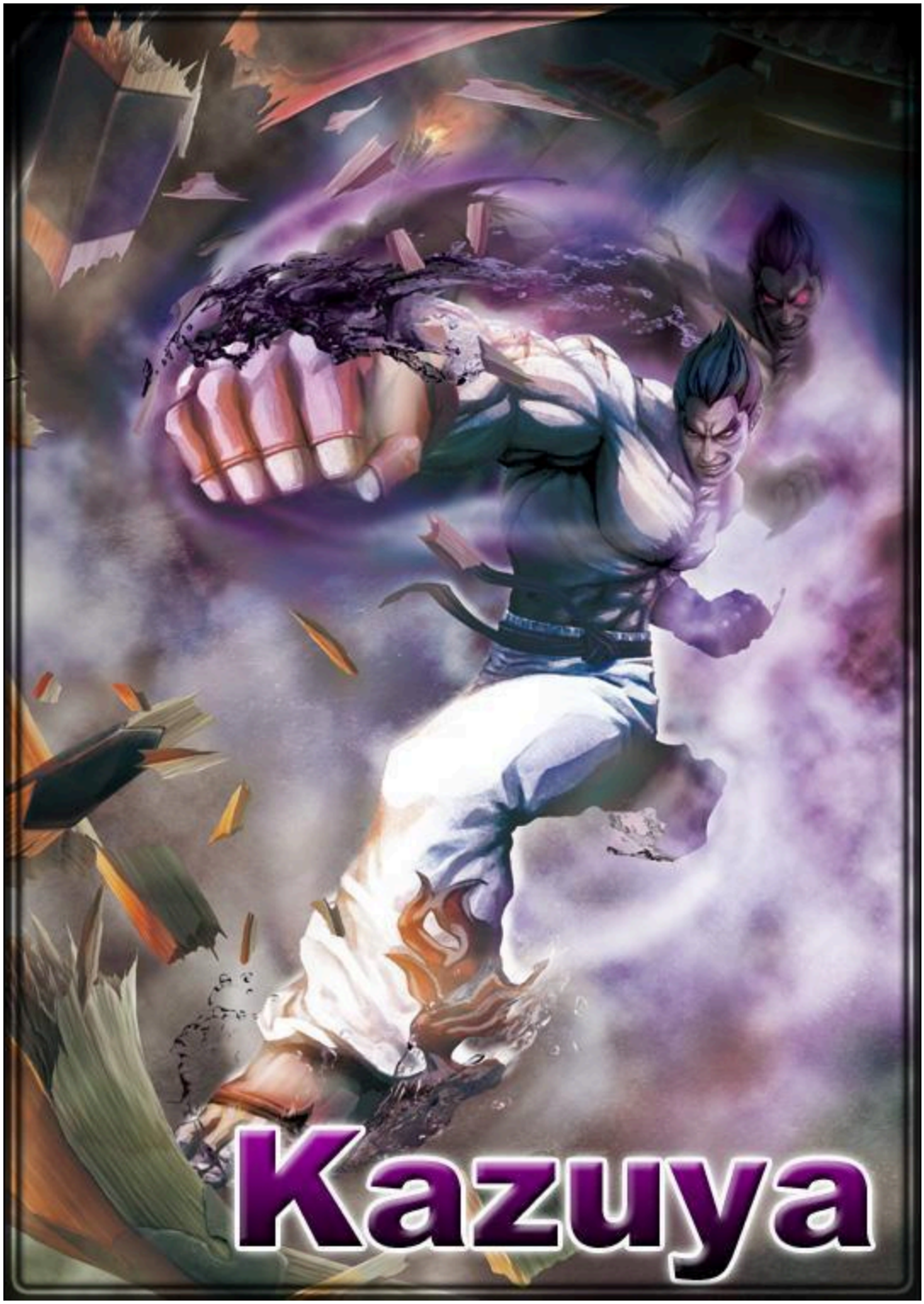
f+HK, st.HK xx dp+LP, f+LP>MP xx hcf+LK, cr.MP xx dp+HP(333)
(0bar, medium)
f+HK>MK, st.HK xx dp+LP, f+LP>MP xx hcf+LK, cr.MP xx dp+HP(343)
(0bar, medium)

punish

f+MK, st.HK xx hcf+PP, f+MK, f+MK, f+MK, dp+MP (391)
(1bar, easy)

juggle

f+MK, f+MK, f+MK, dp+MP
(0bar, easy)
f+MK, st.HK xx hcf+LK, cr.MP xx dp+HP
(0bar, hard)


Kazuya

Kazuya

Strengths
+High damage output
+Good mobility allows him to quickly close gaps so that he can continue to be in his comfort zone
+Wavedash is immune to all but two fireballs (Sagat's Low Tiger Shot and Juri's L Fuhajin)
+His best combo juggle starter, the Electric Wind Godfist, is immune to all attacks but crouching lows. This includes high and mid-hitting strikes, as well as throws.
+Possesses several ways he can safely tag into a partner
+Target Combos can lead to consistent damage thanks to flexibility of Target combos that allow him to cancel into specials or Cross Rushes
+Buttons allow him to play footsies and confirm into combo starters

Weaknesses
-High execution character as Electric Wind Godfist is a just-frame attack
-Reversals are unsafe on block safe for a perfectly timed EWGF, which can be stopped with quick low attacks.

Ideal Team Position: Either

There's two ways to play the Cold-Blooded Prince: the easy way, and the dominant way. The easy way involves utilizing the numerous tools at his disposal to confirm into a combo ender or a safe tag into his partner. The dominant way involves mastering the Electric Wind Godfist, a 2-frame input variation of his regular Wind Godfist (wavedash + MP/HP), to blow through opponent's attacks and confirm into meterless 400+ damage on the regular. The Electric Wind Godfist is not only completely safe on block and invulnerable to anything other than crouching attacks, but it launches the opponent into a juggle state and actually has extra juggle points that the regular Wind Godfist does not. Furthermore, it does more damage than a regular Wind Godfist. If a player can master this difficult technique, he can put an opponent constantly on the defensive in fear that if they do try to start an offense in neutral, they could potentially pay for it dearly. And again, Kazuya has plenty of other options to frustrate opponents like his Rising Sun techniques, the forced 50/50 of his Hellsweep options, numerous overheads that lead to full combos on counterhit, excellent buttons that can frequently be confirmed into safe pressure, and a respectable arsenal of air normals. Whether it be as a setup man or a damage dealer, Kazuya is a capable character on any team.

Sample Combos

safe

EWGF, EWGF, st.MP xx EWGF, st.HP xx EWGF, EWGF **(462)**
(0bar, hard)

overhead

f+MK, EWGF, st.MP xx EWGF, st.HP xx EWGF, EWGF **(449)**
(0bar, counterhit, hard)

juggle

EWGF, st.MP xx EWGF, st.HP xx EWGF, EWGF
(0bar, hard)
cr.HP xx EWGF, st.HP xx CD>K
EX charge setup
(0bar, hard)
st.MP, st.HP xx CD>K
EX charge setup
(0bar)


Nina

Nina

Strengths
+High damage output
+Her LK Geyser Cannon (qcb+LK) possesses Air Crush properties, making her completely immune to airborne attacks while executing this move. Furthermore, using this as an anti-air can lead to full combos
+LP+MK Overhead is safe on block, bounds on counter-hit, and leads to a hard knockdown when used as a combo ender. Furthermore, the opponent's recovery after the hard knockdown gives Nina enough time to raw tag in her partner with no penalty or loss of position
+Able to set up a counter hit charge for okizeme, safe tag, or relaunch back to her partner without sacrificing any damage
+Strong pressure game thanks to the ability to combo from several different attacks, a safe blockstring from Skull Splitter (rdp+P, this is a low attack!) and break the opponent's guard with Backhand Slap (hck+k, PP) or continue pressure with an empty Backhand Slap dash that continue to leave her in position to continue attacks. Only the EX version will grab crouching opponents.
+Strings can be useful for confirming and even putting opponents in mix-up situations that can lead to full combos
+j.HP has a very low angle and fairly quick startup, making it difficult to anti-air at mid-range as it can hit opponents earlier than similar heavy attacks.
+Capable of converting unusual tag cancels into big combos due to the "screen lock" glitch

Weaknesses
- Low health total at 900

Ideal Team Position: Anchor

The Tekken franchise's longest-tenured female character was once considered so outrageously dominant that "#PlayNina" was put on a shirt and given away as a side prize to whoever won EVO 2014. On defense, she has air crush moves that lead to full combos, an excellent one-bar reversal that also leads to a combo, and modest-ranged cancellable normals that allow her to play footsies where necessary. On offense, she has an unblockable attack throw that can break an opponent's guard, a decent high-low game where she can remain at advantage, juggles that will always land in a free tag-in, ki charge, or anything else she wants to do thanks to the hard knockdown it gives. The very low angle of her j.HP is difficult to anti-air on reaction and gives her yet another offensive option to get in close and put her opponent in a storm of frame advantage, high-low mixups, and guard break opportunities. As v2013 progressed, a hole in her game was discovered: her dominance is watered down if her opponent is willing to let her come to them rather than try to press the attack first. If the opponent is able to keep her out through effective anti-airing, a careful ground game, and punishing her reversal (EX Geyser cannon, qcb+KK), Nina becomes a little bit less scary. If you're playing as Nina, have her as an anchor character that can overwhelm the opponent with her devastating offense and shut down the opponent's counterattack with her defensive options.

Sample Combos

hitconfirm

st.MP, st.MP, cr.MP xx qcb+HK, rdp+MP, cr.HP xx qcb+HK, LP+MK **(396)**
(0bar, medium)
cr.LK~st.MK>LK>MP, rdp+MP, cr.HP xx qcb+HK, LP+MK **(297)**
(0bar, low, medium)
df+LK>LK>MK xx qcb+HK, rdp+MP, cr.HP xx qcb+HK, LP+MK **(384)**
(0bar, medium)

buffer

cr.MK xx qcb+HK, rdp+MP, cr.HP xx qcb+HK, LP+MK **(390)**
(0bar, low, medium)

punish

cr.HP xx qcb+HK, rdp+MP, cr.HP xx qcb+HK, LP+MK **(410)**
(0bar, medium)

low

cr.MK, cr.LK xx qcb+LK, rdp+HP, cr.HP xx qcb+HK, LP+MK **(347)**
(0bar, counterhit, medium)

overhead

LP+MK, hcf+K>PP>PP>PP **(322)**
(0bar, counterhit, easy)

juggle

st.MP, cr.HP xx qcb+HK, LP+MK/HP+HK
(0bar, medium)
st.MP, cr.HP xx rdp+P, qcf+HP
(0bar, medium)
cr.HP xx rdp+HP, cr.HP xx rdp+HP, LP+MK
(0bar, hard)


Asuka

Asuka

Strengths
+Very adept at high/low mixups, able to get full combos off of both her overheads and standing lows.
+Her command low (f+mk) can be made safe on block and has enough block stun to easily confirm into either a safe ender or an ender that can lead to full combos
+f+MP overhead comes out fairly quick and can lead to full combos
+Strings can be mixed with target combos to create unique pressure
+Possesses an Air Crush command normal (f+LK, LP) that leads to a full combo

Weaknesses
-Poor mobility
-Difficulty dealing with pressure thanks to lack of reliable reversals to get her out of trouble consistently other than EX Cancan Kicks, which has a slow startup time.
-Buttons don't lend themselves well to footsies, necessitating that she always be on the offense
-Several of her combo starters have long recovery, making her vulnerable to effective spacing and well-timed neutral jumps
-Lower than average health

Ideal Team Position: Anchor

While overheads existed within the Street Fighter franchise long before this game came out, no game in the series placed such a high commodity on comboable overheads like this one. Instead of overheads being used simply to break an opponent's guard, Asuka's overheads are used as combo starters that lead to big damage and hard knockdowns. She also has a command standing low, f+mk, that is easily confirmable into a target combo that also leads to big meterless damage. This high-low game of Asuka, along with a command grab to keep opponents continuously wary of her approach, makes her up-close game extremely dangerous. Her f+LK, LP target combo has a very large hitbox, air crush properties, and quick startup that leads to yet another combo option, giving her a weapon against airborne opponents. Her j.HP can hit from either side of her body and has a high highbox, giving her a powerful crossup tool that helps her get in and start her mix-ups. To compensate for her strong offense, Asuka herself is not particularly mobile, as her jump is slow and easy to react to while her forward movement is susceptible to opponents with good ground options. She has particular difficulties against zoners as her main way around fireballs, her lunging elbow rekka (hcb+P) does not have particularly long window of fireball invincibility and none below her waist. However, if she can pair herself with a point character that overcome her mobility deficits, and tag her in once they're in appropriate position...Asuka can ensure that she continues to get plenty of students for her father's dojo.

Sample Combos

low

cr.LK, st.LP, cr.MP xx dp+K, j.HK, st.MK xx dp+P, cr.HK**(337)**
(0bar, hitconfirm, hard)
f+MK>MP xx dp+K, j.HK, st.MK xx dp+P, cr.HK **(426)**
(0bar, punish, easy)
df+HK>df+HK xx dp+K, j.HK, st.MK xx dp+P, cr.HK **(376)**
(0bar, easy)

safe

b+MP>MK xx CADC, cr.HP xx dp+K, j.HK, st.MK xx dp+P, cr.HK**(413)**
(0bar, medium)

overhead

f+MP, cr.MP, cr.HP xx dp+K, j.HK, st.MK xx dp+P, cr.HK **(413)**
(0bar, medium)

antiair

f+LK>LP, st.MK xx dp+P, cr.HK **(331)**
(0bar, easy)

juggle

cr.HP xx hcb+K, st.MK xx dp+P, cr.HK
(0bar, medium)
st.HK xx hcb+K, st.MK xx dp+P, cr.HK
(0bar, medium)


Lili

Lili

Strengths
+Able to clear large gaps of distance quickly thanks to fast-recovering dash and walkspeed, as well as several special attacks that advance her forward
+Strong high/low game thanks to two of the fastest comboable overheads in the game in qcf+KK and f+HK, as well as the ability to start combos off of low attacks.
+Very difficult to retreat against her once she gets in
+Air-to-air game is strong thanks to fast air normals, decent follow-up juggles, and an air throw for further priority
+Several safe blockstrings that allow her to confirm further pressure
+Divekicks that can generate frame advantage
+Ambiguous divekick crossups

Weaknesses
-Struggles defensively thanks to lackluster anti-air and footsie options
-Low Health
-Typically needs meter to deal significant damage
-Difficulty dealing with pressure herself as her best reversal requires meter
-Difficulty comboing on crouching opponents

Ideal Team Position: Anchor

Typically characters with mobility like Lili lend themselves well on the point, but she is a unique case where her effectiveness as a character doesn't come into play until she's at close range. Once she's in an opponent's face, she has a plethora of chase-down options to ensure that battle continues to remain in tight quarters. She is able to hit opponents overhead from ranges where they might be thinking she would press buttons, and can use that threat to pressure the opponent with other moves like low attacks, lunging stance attacks, or attempt a jump-in attack to continue building pressure before the opponent can react with an anti-air. If the opponent does not have a strong anti-air reversal or air crush technique worth sweating over, Lili can shut down any air-to-air attempts with a number of great air normals, or utilize her air throw for a hard knockdown. Lili's primary weakness is preventing opponents from pressuring her if she loses her momentum: her best reversal requires meter and her primary grounded anti-air option can frequently lose to properly-angled air attacks. That being said, once Lili is in the opponent's face and at advantage, she can exploit any opening into big damage and strong options against knocked down opponents.

Sample Combos

hitconfirm

cr.LP, st.LP, f+LK xx dp+LK, cr.HP xx qcf+HP, f+MK>HP **(303)**
(0bar, easy)
f+MK>MP, st.LP, cr.HP xx dp+LK, cr.HP xx qcf+HP, f+MK>HP**(348)**
(0bar, medium)
cr.LK, st.LP, f+LK xx dp+LK, cr.HP xx qcf+HP, f+MK>HP **(303)**
(0bar, low, easy)

punish

cr.HP xx dp+LK, cr.HP xx qcf+HP, f+MK>HP **(384)**
(0bar, easy)

overhead

f+HK, cr.LK, cr.MP xx dp+LK, cr.HP xx qcf+HP, f+MK>HP **(351)**
(0bar, medium)
f+HK, st.LP, cr.HP xx dp+LK, cr.HP xx qcf+HP, f+MK>HP **(375)**
(0bar, hard)

counterhit

qcf+HP, cr.MP xx qcf+LK>K>K **(277)**
(0bar, medium)

invulnerable

dp+KK>K>jc j.HK, cr.HP xx qcf+K>K>K **(336)**
(1bar, standing, easy)

antiair

df+HK, cr.HP xx qcf+HP, f+MK>HP **(318)**
(0bar, easy)


Heihachi

Heihachi

Strengths
+Excellent high-low game thanks to an overhead that is safe on block and crushes highs, and two standing lows that deal further safe pressure with one them capable of hitting an opponent meaty on wakeup.
+multiple reliable anti-air and air-to-air options, all of which can lead to combos
+Several safe block-strings to confirm continued pressure or combos
+Strong tag synergy with many characters
+His best reversal, EX Dragon Uppercut, is only -4 on landing if you executed the second hit on block, and leads to a full combo if tag cancelled upon hit.
+Rising Uppercut is invincible against all but low attacks on startup
+Successful parries can lead to either a tag cancel or a free tag-in

Weaknesses
-Abysmal walkspeed
-Vulnerable to whiffs as many of his moves, while safe on block, have long recovery
-Almost all of his normals are stubby and not ideal for footsies, necessitating very close combat to be effective
-Cannot clear large gaps of distance effectively without meter, and all EX advancing moves have long recovery

Ideal Team Position: Anchor

The original King of Iron Fists has everything he needs to decimate almost anyone put in front of him...at least on paper. He has comboable overheads that can blow through high attacks, a comboable command low that can used to hit opponents meaty on wakeup, a quick standing low that can be comboed into a full combo, a plethora of conventional and unconventional anti-airs, strong air normals, and several excellent reversals including his EX Rising Uppercut (AKA Wind Godfist), EX Dragon Uppercut, and even his Raijin Stance parries. So...what has taken him so long to be looked at as a competitive threat? The answer lies in his mobility. Like most other mixup-based characters, his mobility is quite poor with one of the worst walkspeeds in the entire game. Not only does he have trouble against zoners, but his own set of neutral buttons make it difficult for him to fire back at opponents who have superior normals to space him out. If Heihachi wants to get in, he often has to commit to his offense in ways that can make him vulnerable to a good read, and if Heihachi can't get in the opponent's face, he has great difficulty being effective. But if he can get in, namely if he is partnered with a point character adept as tagging in their partner and moving into position, Heihachi is more than capable of getting a win for his team as he proved at EVO 2017 with Bison as his ally.

Sample Combos

hitconfirm

f+LP>LP xx dp+HP, cl.HP xx dp+MP, cl.HP xx dp+K>P **(342)**
(0bar, easy)
cr.MP, cl.HK xx dp+MP, cl.HP xx dp+MP, cl.HP xx dp+K>P **(382)**
(0bar, medium)
cr.MP, cl.HK xx qcf+HP, st.MP, cl.HK xx dp+K>P **(390)**
(0bar, corner, medium)
f+LK, cl.HK xx dp+MP, cl.HP xx dp+MP, cl.HP xx dp+K>P **(372)**
(0bar, medium)

punish

cl.HK xx qcf+LP, b+MP xx dp+MP, cl.HP xx dp+MP, cl.HP xx dp+K>P **(382)**
(0bar, easy)
cl.HK xx qcf+LP, b+MP xx qcf+HP, cr.MP, cl.HK xx dp+K>P**(426)**
(0bar, corner, easy)

low

f+MP, st.LK xx qcf+LP, b+MP xx dp+MP, cl.HP xx dp+MP, cl.HP xx dp+K>P **(357)**
(0bar, easy)

overhead

b+LP, st.LK xx qcf+LP, b+MP xx dp+MP, cl.HP xx dp+MP, cl.HP xx dp+K>P **(367)**
(0bar, medium)

juggle

cl.HP xx dp+MP, cl.HP xx dp+K>P
(0bar, easy)


Kuma

Kuma

Strengths
+High damage output
+Able to clear long gaps of distance quickly thanks to Hunting Stance
+Hunting Stance greatly shrinks his hurtbox
+Can start full combos from f.LP target combo, a move that reaches far and can be cancelled into a safe blockstring through use of an empty Bear Claw, and even bait reversals.
+Long punch attacks can make opponents respect his space
+Possesses a fully invincible reversal that is safe on block (hcf+PP)
+Weird vulnerable hitboxes work to his favor, denying other characters standard combos and pressure strings

Weaknesses
-Giant standing hurtbox makes him highly vulnerable to several jumping attacks
-Almost no useful low attacks outside Hunting Stance attacks thanks to terrible hitboxes on his legs
-Very slow walkspeed
-Reversals are vulnerable to neutral jumps for full combo punishes
-All of his specials have long recovery, making him highly vulnerable to whiffing

Ideal Team Position: Anchor

Kuma's relevance in high level Street Fighter x Tekken was cemented when Sethlol defeated Infiltration at Final Round 16, showing the world just how capable he could be with the right partner. His damage output is absurd and he has a number of ways he can tag in his partner to continue his painful combos if he finishes with Frolicking Bear (hcb+k). While he's typically slow in his regular stance walking forward, his special Hunting Stance greatly increases his speed to a point where he suddenly gets one of the best forward dashes in the game. Furthermore, his f.lp (which looks almost identical to his regular standing jab) leads to a painful target combo that can cancelled into his combo extending Bear Claw, which in turn gives him a long hit confirm where he can either finish the combo or end the safe blockstring to see if the opponent will attempt to reversal out of his pressure. With superior range on his punches, his leg attacks are very weak which gives him limited access to worthwhile low attacks unless he is in Hunting Stance. His giant standing hurtbox can make him vulnerable to close range jump attacks, and all of his reversals are vulnerable to neutral jumps. Due to those limitations, it's best to use Kuma when the opponent is already on the defensive, which a point character can help him with. Once the opponent is on the defensive, Kuma can use his high damage combos, excellent mobility of his Hunting Stance, and command throws to drastically reduce the opponent's health.

Sample Combos

hitconfirm

st.LP>b+MP xx hcf+LP>LP **(194)**
(0bar, easy)
f+LP>MP>HP xx hcf+HP>MP, st.HK xx hcf+HP>MP **(363)**
(0bar, easy)
f+LP>MP>HP xx hcf+HP>MP, st.HK xx hcb+HK **(369)**
(0bar, easy)
f+LP>MP>HP xx hcf+HP>MP, st.HK xx hcf+LP, st.MK~cr.HK **(373)**
(0bar, corner, easy)

punish

st.HP xx hcf+HP>MP, st.HK xx hcf+HP>LP **(403)**
(0bar, easy)
st.HP>MP~st.HP xx hcf+PP>MP, st.HK xx hcb+HK **(442)**
(1bar, easy)

invulnerable

hcf+PP>MP, st.HK xx hcf+HP>LP **(342)**
(1bar, easy)

juggle

st.HP xx hcf+HP>MP
(0bar, easy)
st.HP xx hcf+LP, st.MK~cr.HK
(0bar, corner, easy)


Paul

Paul

Strengths
+Very high tag-in and solo damage
+Dangerous high/low mixup game, particularly in the corner
+Boost combo cl.MP is 0 on block
+Boost combo st.HK has high pushback, making it hard to punish

Weaknesses
-Mediocre neutral, lacks great normals
-Requires counterhit to get the most out of his mixups
-Requires meter or sacrificing damage to set up optimal okizeme
-Needs to be very close for safe low hit-confirm
-Deathfist is unsafe on block

Ideal Team Position: Anchor

The uncrowned champion of the 3rd King of Iron Fist Tournament enters the search for Pandora bringing all of the absurd damage he's known for. If he can land a full combo, he can easily peel off half an opponent's lifebar with no meter thanks to a plethora of combo starters and extenders. In the corner, he has a number of overheads and low attacks he can use to open up opponents for damage, and proper spacing can ensure that he can utilize certain boost combos to confirm into damage with almost no risk. In order for that to happen, however, he needs to be very close to the opponent, and he does not have many ways he can do that. His Mountain Raze will dodge most projectiles but it is very unsafe on block, and his walkspeed and dashes are very bad. The Mortar Punch is safe on block but even the heavy version does not go very far and is vulnerable to whiff punishing. While he gained some anti-air capabilities with buffs to his Shredder Kicks, it is not very good as a reversal, and the rest of his buttons aren't very useful in neutral or in footsies. If you want to rock with the self-proclaimed best in the universe, make sure that you pair him with someone that can clear the gaps of distance he needs to be in the opponent's face and bring the pain.

Sample Combos

hitconfirm

cr.LP, cr.LP, cr.HP xx hcf+K, dp+HK, cl.HK xx qcf+P **(346)**
(0bar, close, easy)
cl.MP, cr.MP xx hcf+K, dp+HK, cl.HK xx qcf+P **(383)**
(0bar, easy)

punish

cl.MP, cr.HP xx hcf+K, dp+HK, cl.HK xx qcf+P **(403)**
(0bar, easy)

low

cr.LK~cl.MP~cl.HP xx hcf+KK, dp+HK, cl.HK xx qcf+P **(358)**
(1bar, close, easy)
df+HK>P>P, cr.MP, cr.HP xx qcf+P **(330)**
(0bar, corner, easy)
df+HK>P>P, dp+HK, cl.HK xx qcf+P **(383)**
(0bar, counterhit, corner, medium)

overhead

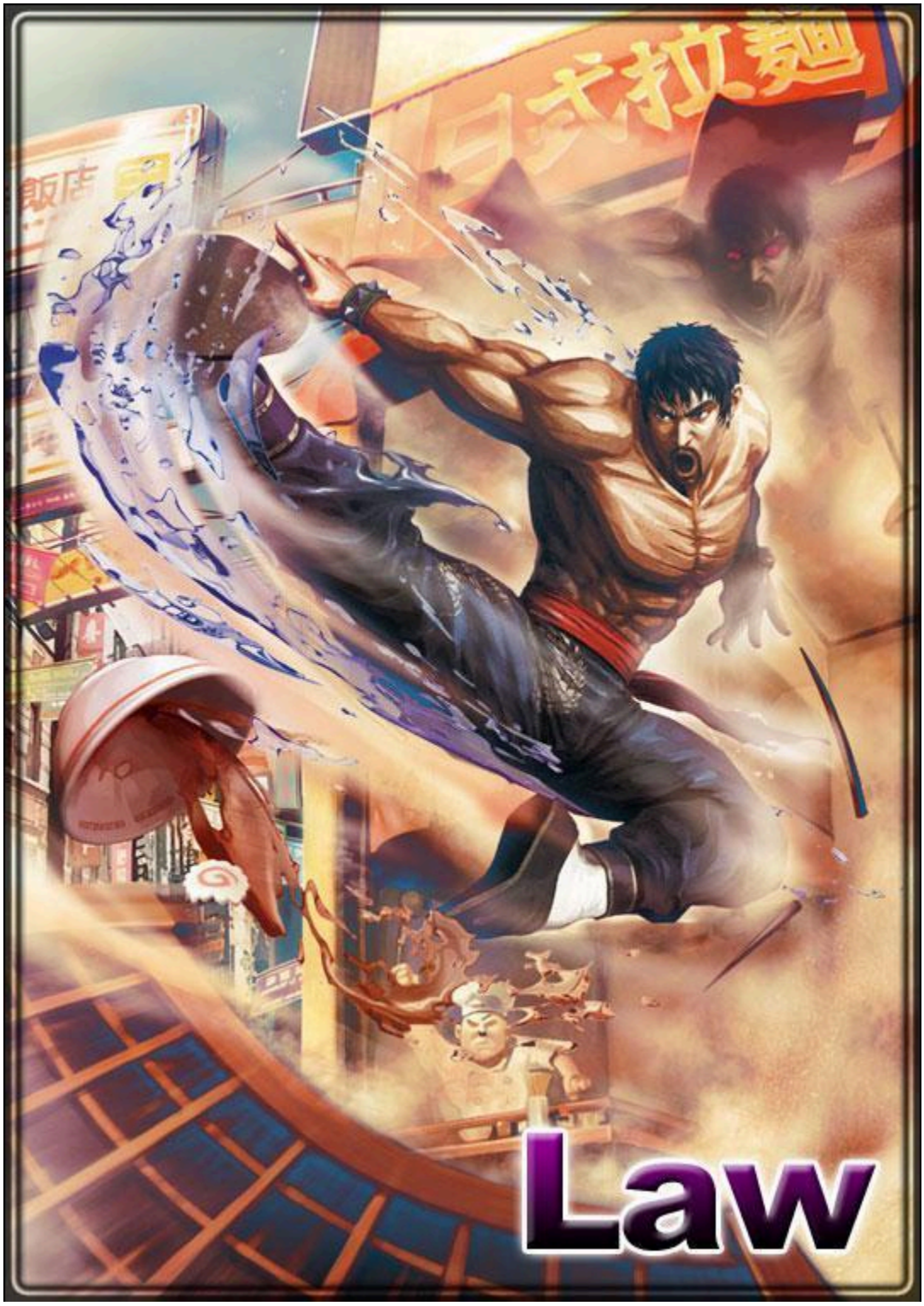
f+HP>df+HK>P>P, dp+HK, cl.HK xx qcf+P **(381)**
(0bar, counterhit, corner, medium)

antiair

dp+LK, cr.HP xx dp+MP **(254)**
EX charge setup
(0bar, easy)

juggle

dp+HK, cl.HK xx qcf+P
(0bar, easy)
cr.HP xx dp+MP, st.HP xx qcf+P
Change first hit to st.MP if too far
(0bar, medium)


Law

Law

Strengths
+Flip Kicks (hcf+K) is completely air invulnerable, leads to full combos, and can deal with jump-in angles from almost every possible position, including most cross-ups
+Several abusable blockstrings to confirm into combos, with Law being left at almost no disadvantage
+b+MP Target combo starter has only 9 frame startup and reaches incredibly far, allowing him to get full combo punishes off blocked spaced Cross Rushes that most of the cast cannot punish at max range
+Strong tag synergy thanks to Shaolin Spin Kicks being safe on tag cancel and causing an easy float state when used in a juggle on tag cancel, as well as Fist Fury Rush which has a long animation on hit for partners to easily tag in and continue with any combo they choose including a Full Charge Attack into raw Super Art.
+Decent air-to-air capabilities (not that you ever need to air-to-air someone with how good Flip Kick is!)
+Has an answer for almost any style of play (anti-zoning tools, anti-rushdown tools, rushdown ability, answers against all manner of aerial assaults, etc)
+st.LK has a larger hitbox than most other char's st.LK, giving him a quick, long-reaching normal with surprising priority.

Weaknesses
-Reversals are unusually slow at 16f startup time
-His go-to poke, cr.MK, has a "creeping hitbox" that makes it unreliable for buffering

Ideal Team Position: Point

Marshall Law is widely considered one of the Top 5 characters in the game thanks to him having an answer for practically any situation he finds himself in. His Flip Kick is the best anti-air in the game and his buttons and target combos are fast enough, and reach far enough, to punish blocked attacks that other characters would have great difficulty capitalizing off of. On top of that, he has a reasonably strong high-low game to keep opponents on their toes, and sports a set of reversals that help him turn the tide of battle whenever he finds himself on the defensive if he has the meter to burn for it. Additionally, he can fight off zoning fairly well as his Dragon Kick (hcb+P, f+K) is completely projectile invulnerable and typically safe on block if spaced correctly. A strong Law player has the potential to dominate a match, which is why it is important to exercise patience against him. Most of his blockstrings can be Alpha Countered easily, and Law needs to burn meter to keep himself from getting pressured too heavily on hard knockdown. If his opponent is willing to fight the urge to jump at him, and instead play a strong ground game, there are holes in Law's offense that can be exploited. However, these weaknesses after often esoteric on a character-to-character basis, and can be offset if Law has an anchor character to overwhelm the opponent before they realize that there's a gap in Law's attack pattern.

Sample Combos

hitconfirm

cr.LP, cr.LP, cr.MP xx hcf+MP, cl.HP xx hcb+P>P>K (298)
(0bar, easy)
cr.MP, cr.MP xx hcf+MP, cl.HP xx hcb+P>P>K (347)
(0bar, easy)
b+MP>LK>MK, cr.HP xx hcf+HK, cr.HP xx hcf+HK>hcf+K (345)
(0bar, easy)

punish

cl.HK, cl.MP, cr.HP xx hcf+MP, cl.HP xx hcb+P>P>K (404)
(0bar, medium)
cl.HK, cr.HP xx hcf+HK, cl.HK, cr.MP, cr.HP xx hcf+MK, hcf+MK, hcf+MK (428)
(0bar, corner, medium)

overhead

f+MP, cr.LP, cr.MP xx hcf+MP, cl.HP xx hcb+P>P>K (328)
(0bar, hard)

antiair

hcf+MK, b+MP>MP, cr.HP xx hcb+P>P>K
(0bar, easy)

juggle

cl.HP xx hcf+HK, st.HP xx hcf+HK>hcf+K
(0bar, medium)


King

King

Strengths
+High damage output
+cr.lp is a 4-frame normal that reaches far and can easily reach for a link into itself to confirm into Cross Rush
+EX Konvict Kick (dp+KK) is completely safe on block unless a failed attempt to cancel into DDT (KK) is made. Furthermore, a successful hit can lead to a full juggle through linking his knee attack (uf+mk)
+Jaguar Step is invulnerable from frames 7-27 and cancels into itself, allowing King to step through opponent's attacks and counter with a 50/50 guessing game (follow-up attack or be thrown)
+j.HP has a low angle that is difficult to anti-air thanks to King having a fairly fast jump
+f.MP > MP blockstring is 0 on block and puts the opponent in another guessing game thanks to his throw/strike mixup.
+Can fake f+MP>MP with cl.LP's identical animation
+Can tick light attacks canceled into command grabs on block

Weaknesses
-Struggles against dealing with pressure as all of his reversals require meter and are vulnerable to neutral jumps
-Throw game not as strong as other grapplers are neither of his standing command throws have an option that cover both standing and crouching opponents
-Anti-air game is lacking as his LP Running Jaguar Bomb, his sole air-invincible attack, has very limited range compared to similar anti-air throws and are vulnerable to early-executed air attacks
-His other anti-air option, his Parry attack, does not stop throws or low attacks, making him further vulnerable to empty jumps.
-Has difficulty clearly large gaps of distance quickly
-Limited mobility

Ideal Team Position: Anchor

King has been a part of all three of Esuta's EVO winning teams, being saved for what Esuta feels will be the deciding set of a tournament. This is mostly because King's damage output is absurdly high and in order to make the most of all that damage, he needs to overwhelm opponents with his frame traps, throw mixups, and underrated buttons before they can make the adaptations they need to defend themselves. Unlike most grapplers, King does not rely heavily on his command throws as the opponent has to be either standing or crouching for them to connect depending on which one he chooses to do: the Giant Swing, hcf+P, only grabs standing opponents while the Shining Wizard, hcf+k, only connects with crouching opponents. In order to strike fear into his opponents long enough to put them in that kind of guessing game, King uses his potent Jaguar Step to pressure opponents up close where he can either go into a Step Ender or just do an empty step into whatever mixup so chooses. Furthermore, the first two hits of his f.mp target combo is 0 on block, forcing the opponent to guess between a high-low mixup or just a regular throw that kills their red health and puts them into an unfortunate hard knockdown situation. King's primary weakness involves clearly gaps of distance quickly as he can be kept out fairly easily if he's not already within striking distance. Furthermore, he can be blown up with aerial assaults as he lacks consistent anti-airs and his Parry (b+PPP) does not work on crouching opponents and makes him vulnerable to empty jump attacks or empty jump throws. Therefore, King should be the anchor of your team if you decide to recruit him, because once he gets a hot tag and has meter to play with for his EX Konvict Kick shenanigans, he can quickly put the opponent down for the three count.

Sample Combos

hitconfirm

cr.LP, cr.LP, cr.HP xx dp+K>K (239)
(0bar, medium)

punish

uf+MK, uf+MK, cl.HP xx qcb+P/dp+HP (406)
(0bar, easy)

low

cr.LK xx dp+LK>K (176)
(0bar, easy)
cr.LK~cr.MP~cr.HP xx dp+KK, uf+MK, uf+MK, cl.HP xx qcb+P/dp+HP (396)
(1bar, easy)

overhead

(f+MP>MP)>MP, cl.HP xx dp+K>K (304)
(0bar, easy)

juggle

uf+MK, cl.HP xx qcb+P/dp+HP
(0bar, easy)


CAAI
Marduk

Marduk

Strengths
+High damage output
+Long limbs to pester opponents in footsies, although he doesn't have notable boost combo ability with these limbs
+LP and EX Gator Slams have complete air crush invulnerability and large hitboxes to grab opponents out of the air
+Fastest command grab in the game
+Tick Throw game is exceptionally strong thanks to his jabs not having much pushback.
+Most of his combo enders leave the opponent in a position where they are vulnerable to more grappler pressure
+b+mp has a point of armor and long hitstun, and can be linked into his Northern Lights Suplex (hcb+P) for more damage
+Launching property of cr.HP gives Marduk access to CADC juggles
+j.HP has a very low hitbox which combined with his low jump arc makes it difficult to anti-air
+Fast super jump
+j.HK instant overhead that causes a ground bounce

Weaknesses
-Strings have limited uses despite their quantity
-Very slow walkspeed and mobility
-Overhead is slow and has limited range
-Vulnerable to cross-ups
-Limited block strings
-Lack of options to tag partners in safely

Ideal Team Position: Anchor

A more traditional grappler than his storyline partner King, Craig Marduk's throw game is very strong as his standing jab has very little pushback and great frame advantage, forcing opponents to commit to a reversal or neutral jump on a moment's notice or get planted by Marduk's Northern Lights Suplex. Marduk has an assortment of great buttons that can pester opponents in neutral, and if he has meter to burn he can EX CADC certain moves to quickly dash into the opponent's face while still in excellent position to bait a reversal or use his command throw. His combo ability is not too bad either, using his Gator Slam (dp+p) as a lethal juggle ender and wall game setup depending on what side of the screen he is on. Furthermore, his LP Gator Slam has a massive hitbox and Air Crush properties, allowing him to snatch opponents out of the air for big damage and a hard knockdown. CADCing cr.HP in particular can be very intimidating against opponents without a strong reversal to keep him from pressuring them into another throw. You should use Marduk as an anchor character as his large hitbox makes him vulnerable to crossups and he is very slow, necessitating a partner that can clear the gap in his stead. Furthermore, once Marduk is in he has very limited options to bring his partner back if he's in trouble, which means Marduk is going to be expected to finish the match once he's tagged in.

Sample Combos

hitconfirm

cr.LP, cr.LP, cr.MP xx hcb+K>K **(253)**
(0bar, medium)
cl.MP, cr.MP xx hcb+K>K **(276)**
(0bar, medium)
st.MP>d+HP, xx hcb+K>K **(246)**
(0bar, easy)

punish

cr.HP xx CADC, cl.MP, cl.MP xx dp+HP **(352)**
(0bar, medium)

overhead

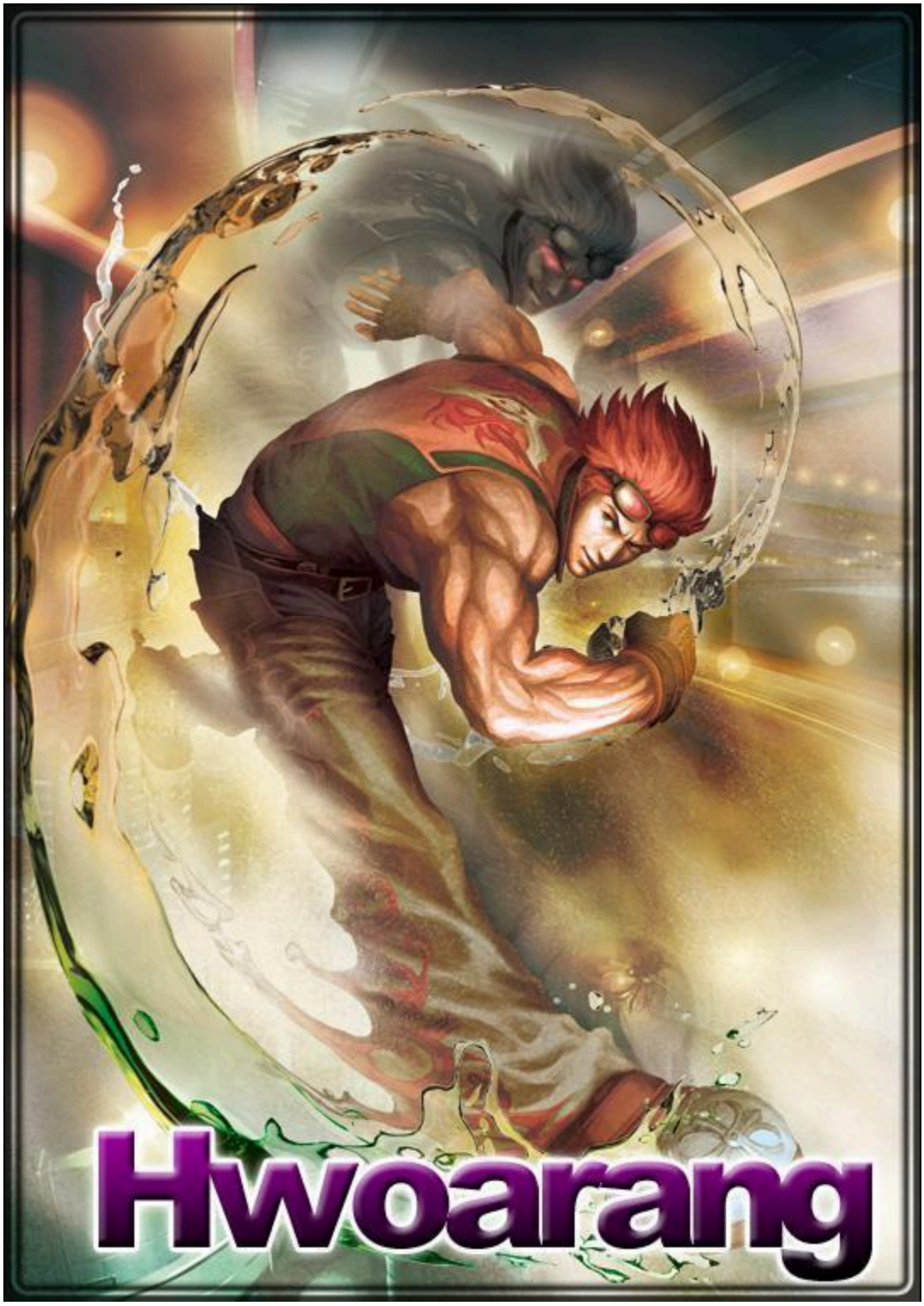
f+PP, cl.MP, cl.MP, cr.MP xx hcb+K>K **(373)**
(0bar, medium)
f+PP, cl.MP, cl.MP, cr.MP~cl.HP xx hcb+KK, cr.MP xx dp+HP**(469)**
(1bar, medium)
j.HK, nj.HP, cl.MP xx dp+HP **(402)**
(0bar, easy)

armor

b+MP, hcb+HP **(280)**
(0bar, medium)

juggle

cr.HP xx CADC, cl.MP, cl.MP xx dp+HP
(0bar, medium)


Hwoarang

Hwoarang

Strengths
+Strong neutral game with a good walk speed and among the best pokes in the game
+Possesses a true DP
+Very good air-to-air
+Jumping double-overhead string and delayed overhead divekick
+Invincible EX Divekick
+Endless frame trap pressure using strings and specials
+f+MK overhead is +3 on block and leads to massive solo damage on hit
+Even more oppressive pressure against large body characters
+Solid anti-fireball tools
+Practically immune to normal throws and frame traps because of crouch tech with Motion Switch (KKK) having only 1f of vulnerability
+Can end combos with HK Hunting Hawk (qcb+HK) for a very long hard knockdown, allowing for safe tags or okizeme setups
+Double corpse hop corner okizeme with ambiguous crossup
+Can set up big tag combos using HK Hunting Hawk (qcb+HK)
+Dynamite Heel (hcb+P) safe tag cancel on block

Weaknesses
-Less combo potential against crouching opponents
-Somewhat string reliant and vulnerable to alpha counters
-st.MK>MK can always be alpha countered

Ideal Team Position: Point

In the eyes of many, this is the best character in Street Fighter x Tekken in v2013. He has an answer for practically any conceivable situation he may find himself in on both offense and defense, utilizing his long list of safe, advantageous attack strings and techniques to continuously pressure an opponent while at the same time having everything he needs to defend himself against enemy attacks thanks to great buttons and an excellent DP to call out opponents. If an opponent does not have meter to Alpha Counter through his safe strings, Hwoarang can continuously remain at advantage and force the opponent to make a hard read if they want to escape his assault. Defeating Hwoarang is typically dependent on the player rather than the characters they pick, and if someone were to make use of all of Hwoarang's tools while being mindful of the opponent's meter and options to get out of his pressure, they could potentially dominate the match. Using Hwoarang as a point character immediately sets the tone for his abusive nature and puts the opponent immediately on guard, at which point Hwoarang can use his numerous tag options to bring in his partner to finish the job.

Sample Combos

hitconfirm

cr.LP~st.MK>MK>HK xx qcb+HK **(252)**
(0bar, low, easy)
cr.LP~st.MK>MK>f, FLA MP>MP>f, FLA HK xx CADC, cr.MP, cr.MK xx qcb+HK **(351)**
(0bar, low, standing, hard)
cr.LP~st.MK>MK>HK xx qcb+KK **(377/363/348)**
Enders: ender /^qcb+KK
(1bar, low, easy)

punish

FLA MK>LK>f, FLA MP>MP>f, FLA HK xx CADC, cr.MP, cr.MK xx qcb+HK **(414)**
(0bar, standing, hard)

overhead

f+MK>f, FLA MP>MP>f, FLA HK xx CADC, cr.MP, cr.MK xx qcb+HK**(409)**
(0bar, hard)

air2air

j.LP>MP, cr.MP xx qcb+HK **(263)**
(0bar, easy)

antibackdash

st.LK (whiff)>MK xx hcb+P, st.HK xx qcb+HK **(327)**
(0bar, easy)

juggle

st.HK xx hcb+P, [dp+HP xx dp+HK / HP+HK / cr.HK]
Easy and damaging post-launch
(0bar, easy)
st.MK>MK>df, st.HK xx qcb+HK
Best hard knockdown from most launchers
(0bar, medium)


Steve

Steve

Strengths
+Once he's in, he can easily continue to stay in the opponent's face thanks to his movement options
+Several ways he can tag his partner in to either continue a combo on hit or enter the field of battle on block
+Possesses some of the highest damage combos and juggles in the game
+Excellent wall carry ability
+Strong pokes can either keep the opponent out or be cancelled to get him in the opponent's face

Weaknesses
-One of the worst Alpha Counters in the game
-Best combos require a high degree of execution
-Lacks a reliable reversal
-Stance switches have very limited defensive utility
-Struggles defensively overall

Ideal Team Position: Anchor

Steve Fox is an offensive powerhouse utilizing quick movement options and fast strikes to overwhelm his opponent the moment an opening presents itself. Cancelling into his ducking stance can ensure that he can continuously be an opponent's face where he can open them up with armored combo starters from Peekaboo, punish whiffs with either his Ducking LP or Ducking MP, or open a standing opponent's guard with his Ducking HP which then leads to a tag opportunity with a LOT of hitstun for the partner to do practically whatever they want. Steve has the ability to convert into big damage off of something as simple as a f+LP > MP target combo into Ducking, and if he's juggling an opponent in the corner he can utilize his Flicker Cancels (cr.HP or cl.HP xx Flicker Stance, cancel by crouching, cr.Hp xx Flicker Stance…) for big damage. He can even do them to a standing opponent in the corner for outrageous damage, though this can be very difficult to pull off consistently. Defensively, he leaves a lot to be desired: his anti-air buttons are modest at best, his parry is inconsistent, and his Alpha Counter can leave him quite vulnerable if baited while not doing much damage that would make it worth the risk. Furthermore, his Hellfire projectile is very short range and has long recovery, which can hinder his ability to space out opponents with it. Use Steve as an anchor after the opponent is already on the defensive, so that he can ensure that's where the opponent stays until the match is over.

Sample Combos

0bar

cr.LK, cr.LP, cr.LP xx dp+LP **(161)**
(hitconfirm, low, easy)
cl.MP, cr.MP xx dp+P **(208)**
(hitconfirm, easy)
cl.MP, cr.MP xx qcf+K>LP **(216)**
(hitconfirm, easy)

punish

cl.HP xx b+KKK, cr.HP xx qcf+K>MP, qcf+HK>MP, qcf+HK>MP, f+MP>LP>b, FLK LP/MP/HP/HP+HK **(424)**
(punish, medium)

overhead

df+MP, qcf+K>MP, f+MP>LP>b, FLK LP/MP/HP/HP+HK **(316)**
(overhead, easy)

juggle

cl.HP xx qcf+LK>MP, f+MP>LP>b, FLK LP/MP/HP/HP+HK
(juggle, medium)
cl.HP xx b+KKK, crouch, cl.HP xx b+KKK, crouch, cl.HP xx b+KKK, crouch, cl.HP xx dp+LP
(juggle, corner, hard)

1bar

cr.LK, cr.LP~cr.MP~cr.HP xx qcf+KK>MP, qcf+HK>MP, qcf+HK>MP, f+MP>LP>b, FLK LP/MP/HP/HP+HK **(294)**
(hitconfirm, low, medium)
cl.MP, cr.MP xx qcf+K>LP xx qcf+KK>MP, qcf+HK>MP, qcf+HK>MP, f+MP>LP>b, FLK LP/MP/HP/HP+HK **(416)**
(hitconfirm, medium)


Julia

Julia

Strengths
+Solid set of buttons for playing neutral
+cr.MK has high range and a long active window, and it can be hit-confirmed with sharp reactions
+Tiger Strike (qcb+P) combo ender sets up okizeme for a meaty high/low mixup
+Solid frame traps and pressure game
+Long grounded combos with multiple opportunities for reset attempts
+Very fast Super Art with good range
+High corner carry
+Juggle combos can side-switch, allowing for great position control
+cr.HK safe tag cancel on block

Weaknesses
-Low launcher
-Requires either meter or close range for a safe low hit-confirm
-Requires a specific knockdown for a safe overhead
-Most versatile overhead hcf+K>P is unsafe and only does 130 damage without a meaty setup
-Meterless DP only has strike invulnerability

Ideal Team Position: Either

Julia Chang is a character with plenty of options to pressure an opponent on hard knockdown while at the same time possessing enough range, damage, and tools to make an opponent think twice about approaching her carelessly. While her DP only has strike invulnerability, she has some great buttons in cr.mk and s.hk to keep opponents out of her grill while also having some decent target combos to confirm into easy damage. The latter is especially helpful as ending a cancellable target combo with Tiger Strike leads to a hard knockdown where Julia is particularly dangerous. By using her Swift step (hcf+P), she forces the opponent to guess between an overhead (the HP variation) or a low (the LP variation, then doing a low attack after you step). If she chooses to do nothing and the opponent tries to erroneously roll away, Julia is in perfect position to throw them and then start the guessing game all over again. Both ends of the high/low mixup lead to full combos, but she is forced to commit to the overhead option and that is typically unsafe on block unless done meaty. Julia's versatility, however, prevents her from being overly reliant on this, which makes her capable of playing either the point or anchor positions.

Sample Combos

hitconfirm

cr.LP, b+MP>MP **(247/310)**
Enders: ender /^b+MP>MP
(0bar, easy)

punish

f+MK>MP_HP>f+P xx hcf+LK, cr.HP xx qcb+[P]~f,f+MP, b+MP>LP xx qcb+P **(343)**
(0bar, medium)
f+MP>LP, f+MP>MK xx hcf+K, cr.HP xx qcb+P **(373)**
hcf+K strength controls side switch
(0bar, standing, medium)

low

cr.MP, b+MP>MP **(277/340)**
(0bar, medium)
cr.LK~cr.MK~cr.HP xx qcb+[PP]~f,f+MP, f+MK>MP_HP>f+P xx hcf+LK, cr.HP xx qcb+[P]~f,f+MP, b+MP>LP xx qcb+P **(320)**
(1bar, hard)

overhead

hcf+HP, delay f+HP, f+MP>MK xx hcf+K, cr.HP xx qcb+P **(413)**
hcf+K strength controls side switch
(0bar, easy)

counterhit

st.MP, f+MK>MP_HP>f+P xx hcf+LK, cr.HP xx qcb+[P]~f,f+MP, cr.MP xx qcb+P **(363)**
(0bar, medium)

juggle

f+MP>MK xx hcf+K, cr.HP xx qcb+P
hcf+K strength controls side switch
(0bar, medium)

ender

b+MP>MP, cr.LK xx qcb+P
Starters: /b+MP>MP$
(0bar, easy)
b+MP>MP, cr.LP, f+HP, cr.HP xx qcb+P
Starters: /b+MP>MP$
Need to be relatively deep in the corner; does not work after f,f+MP
(0bar, corner, medium)


Bob

Bob

Strengths
+Combos do great damage, have excellent wall carry, and eat up valuable time on the clock
+Buttons have wide hitboxes and long active frames that can stifle opponent's offenses while allow him to begin offense of his own
+His arsenal of strings can be used to create unpredictable pressure, mixups, and resets
+st.MK and its followups allow him to pressure, mix up, and hitconfirm into combos
+Boost combo cl.MP is 0 on block
+His dp+P Headbutt has upper body invincibility and can be followed up with a combo
+His wavedash can cancelled into a low which is safe with the followup
+EX Belly Bump has a unique hitbox that can cross up opponents from full screens to punish full screen tags or finish off opponents looking to retreat
+Builds meter very well and does not require meter to deal solo damage
+Air string (j.HK, HK) can lead to a mixup on block upon landing.

Weaknesses
-vertical challenges of his DP make him vulnerable to neutral jumps and especially cross-ups
-Doesn't get much off of his best reversal, the EX Headbutt
-Because a lot of his best movement options have recovery and his DP has a very unique angle, he can be vulnerable to neutral jumps.
-Has much less damage potential from low launches

Ideal Team Position: Either

Knocking on the door of the top tier of characters (if he's not already there) is Bob, who turned plenty of heads at Final Round 17 when TheCoolKid93 used him to win the tournament. Bob's large body combined with his mobility can be used to hit opponents from angles and ranges that they might not be expecting to get hit from, and some of those buttons lead to full combos. His wall carry ability is among the best in the game, and his combos not only do a great deal of damage, but they also take plenty of time off the clock due to their long animations and that can bait the opponent to get impatient when mounting a counterattack. He has two very good anti-airs against forward jumps, his DP headbutt and cr.HP, to shut down enemy offense. Furthermore, he has great air attacks of his own with his HK, HK aerial string and the low-angle j.HP to catch opponents on whiff into a full combo. He can be played offensively and defensively, with his only hole in his defense coming against crossups. You can put him in either the front or the back of your team and should be able to reap the rewards of having both Speed & Weight.

Sample Combos

hitconfirm

cr.LK~cl.MP, st.LP>b+MP xx dp+LK>LK>LP+MP **(201)**
(0bar, low, medium)
cr.LP, cr.LP, cr.HP xx dp+K>LP, st.LP>b+MP xx dp+LK>MP, cr.HP xx dp+MK>MP **(325)**
(0bar, hard)

punish

cr.HP xx dp+K>LP, st.LP>b+MP xx dp+LK>MP, cr.HP xx dp+LK>MP**(389)**
(0bar, hard)

overhead

(st.LP>b+MP)>LP+MP xx dp+MK>LP, st.LP>b+MP xx dp+LK>MP, cr.HP xx dp+MK>MP **(379)**
(0bar, hard)
(st.MK)>HP, cr.HP xx dp+K>LP, st.LP>b+MP xx dp+LK>MP, cr.HP xx dp+MK>MP **(401)**
(0bar, hard)

antiair

dp+LP>P, walk forward st.LK~st.MK>MP>HP xx dp+HP>K **(289)**
(0bar, easy)

juggle

cr.MP, cr.HP xx dp+HP>K
(0bar, easy)
cl.HP xx dp+K>MP, walk forward cr.HP xx dp+K>MP
(0bar, medium)


Yoshimitsu

Yoshimitsu

Strengths
+Multiple ways to safely tag cancel into his partner (P and K variations of Slap U Silly, Sword Poke Windmill) or to continue a combo
+Possesses a DP with air crush properties that can lead into a full combo.
+Teleport allows him to advance or retreat quickly
+Overhead Target Combo can lead to a safe tag cancel on block or hit
+EX Suicide Tag Combos, if successful, can lead to massive damage
+j.HP is one of the best high-priority air normals in the entire game and is extremely difficult to anti-air

Weaknesses
-Lackluster solo combos
-Not very threatening without meter
-Struggles offensively thanks to his normal attacks having bad priority, awkward hitboxes, limited utility, or all of the above
-Only his EX DP has ground invincibility

Ideal Team Position: Point

Yoshimitsu is a fairly complex character, but not necessarily in a manner that is high execution. Most of his buttons are very awkward to use in a traditional sense, and even seemingly good hitboxes on his sword-based normals aren't as good as they may appear to be. To compensate for this, Yoshimitsu makes due with the other tools he has at his disposal to confound opponents. He has numerous ways he can safely tag in his partner, chief among them his Sword Poke Windmill that can lure opponents closer to him. This is especially useful as a whiff punish on the ground, and sometimes it will even catch opponents in the air. His Overhead target combo is another safe tag-in option, and counts as an "off the ground" attack that will crush certain low attacks. His j.HP is a powerful offensive weapon, as it is active for a long time, starts up quickly, and has a hitbox that completely protects his hurtbox when activated. This makes it useful for both jump-in and air-to-airs, and he can get full combos off both. Yoshimitsu is also well-equipped to deal with aerial assaults from the ground, as his DP has air crush properties and leads to a follow-up juggle. If you have meter and life to spare, Yoshimitsu's EX Suicide into a tag combo can lead to absurd damage, potentially turning the tide of battle into your favor. Because Yoshimitsu has so many options to safely tag in his partner, and because his own solo damage is lacking, it is best to have Yoshimitsu start the match and utilize his assortment of safe tag options to bring his partner into the match.

Sample Combos

hitconfirm

f+HK>f+HK>f+HK, st.MK xx dp+HP **(238)**
(0bar, easy)

punish

st.MK xx dp+HP, st.LK, st.LK, st.MK xx dp+HP **(306)**
(0bar, easy)

overhead

f+MK, st.MK xx dp+HP, st.LK, st.LK, st.MK xx dp+HP **(311)**
(0bar, counterhit, easy)

invulnerable

dp+MP, st.LK, st.LK, st.MK xx dp+HP **(262)**
(0bar, easy)

antiair

dp+LP, st.LK, st.LK, st.MK xx dp+HP **(242)**
(0bar, easy)

juggle

cl.MP, cr.LP, st.MK xx dp+HP
(0bar, easy)
cl.MP xx CADC, cl.MP, st.MK xx dp+HP
(0bar, medium)


Raven

Raven

Strengths
+high damage output
+cr.mk low profiles many standing attacks and can be comboed from
+cr.MK can trip jumping approaches into a full combo
+multiple ways to achieve juggle state meterless (qcb+P or a CADC'd cr.HP)
+a CADC'd cr.HP is not particularly disdvantageous on block, allowing Raven to either confirm to a full juggle combo or continue pressure
+normal attacks have decent priority and hitboxes for either close or mid-range combat
+Very strong in fireball wars thanks to being able to teleport next to an opponent for a full combo punish as well as throw fireballs himself
+a boosted far s.HP has significant pushback and is difficult to punish for many characters

Weaknesses
-Lacking a reliable reversal as his EX Teleport Divekick is not safe on block nor can it be tagged from to make it safe
-Difficulty retreating if he is low on health and it's his obvious best course of action
-High-low game off of Target combo is very risky as both the overhead and low options are unsafe on block, and both options can be fuzzy guarded thus negating its use as a true mixup.
-Alpha Counter is slow and can be blocked easily, and recovery is too long to tag freely into his partner if he is low on health.

Ideal Team Position: Either

While one would think having a projectile as good as Raven's would mean he's strictly a zoner, this is just one facet of the ninja's attack plan. While his projectiles are strong, especially if he can use them in the air to create a ceiling that forces the opponent to stay on the ground, Raven excels at close range combat thanks to an excellent set of close-range buttons ideal for hit confirms and low profiling enemy attacks. His meterless damage output is well above average if he is able to use his cr.HP CADC'd into combo enders, and even the cr.HP CADC'd into itself is very difficult to punish on block which means Raven can continue pressuring the opponent up close. Even if you decide to play him as a traditional zoner, Raven is very dangerous in fireball wars thanks to his ability to teleport and counter if an opponent throws a projectile back at him. His teleport is also very useful in chasing down raw tags from any distance, ensuring that he is always on the offensive. With all of these options at his disposal, Raven's primary failing is shifting momentum if he finds himself on the defensive: his main reversal costs meter and is not safe on block, nor can it be tagged from. His Alpha Counter comes out slow and sometimes won't hit in full even if he lands a successful hit, and while his teleport is fast, it does not take him very far and can be chased down easily if he telegraphs it. However, his versatility allows him to be played in either position, so place him on your team as you see fit.

Sample Combos

hitconfirm

st.LP, st.LP, cr.MP xx qcb+P, cl.MP, cr.HP xx CADC, cl.HP xx qcf+HK **(354)**
(0bar, midscreen, medium)

punish

cl.HK, cr.MP xx qcb+P, cr.LK, cr.HP xx CADC, cl.HP xx qcf+HK**(436)**
(0bar, medium)
cl.HK, cr.MP xx qcb+P, cl.MP, cr.HP xx CADC, cl.HP xx qcf+HK**(457)**
(0bar, midscreen, hard)
cr.HP xx qcb+P(delay), cr.HP xx CADC, cl.HP xx qcf+HK **(435)**
(0bar, midscreen, medium)
qcf+PP, cl.MP, cr.HP xx CADC, cl.HP xx qcf+HK **(385)**
(1bar, easy)
qcf+PP, st.HK, cr.HP xx CADC, cl.HP xx qcf+HK **(415)**
(1bar, easy)
qcf+PP, qcb+P, cr.HP xx CADC, cl.HP xx qcf+HK **(445)**
(1bar, midscreen, easy)

low

cr.LK, st.LP, cr.HP xx qcb+P(delay), cr.HP xx CADC, cl.HP xx qcf+HK **(375)**
(0bar, hitconfirm, midscreen, hard)

juggle

cl.MP, cr.HP xx CADC, cl.HP, xx qcf+HK
Works from all tags and launchers, may have to hold forward on cl.MP
(0bar, easy)
qcb+P, cr.HP xx CADC, cl.HP, xx qcf+HK
Works tagged from all groundbounce moves, certain air moves and from Vega's launcher
(0bar, height-specific, character-specific, medium)


祝凌暁雨ストクロ出場
三島工
Xiaoyu

Xiaoyu

Strengths
+Divekick (qcf+K) is highly advantageous on block (+13)
+cr.hk has air crush properties and can be cancelled into a full combo utilizing AOP Stance cancels
+cr.lp is a 3f startup attack that can link into full combos or begin high/low pressure.
+Very strong high/low game as both overhead and low combo starters are or can be made safe on block to continue pressure
+Several strong hit confirms that can lead to full combos
+Decent tag synergy
+Can prevent an opponent from rolling out of pressure on hard knockdown, allowing her to continue mix-up pressure
+strong wall carry

Weaknesses
-Low health total at 900
-Lacks a reliable reversal to alleviate pressure applied to her
-Normal attacks have small hitboxes necessitating close offense
-Has difficulty approaching an opponent from a distance thanks to a slow jump and her best movement options vulnerable to recovery on whiff
-Has to take risks at neutral to start an offense

Ideal Team Position: Anchor

Don’t let her small size fool you: Ling Xiaoyu is a character who can bring the pain in a hurry and ensure that she stays in an opponent’s face at all times to keep them on the defensive. With a lethal high-low game where both options are safe and lead to big damage, Xiaoyu has little difficulty creating openings to deliver hits. What makes this even more devastating is that Xiaoyu can easily get a hard knockdown on opponents where she can lock them down through clever use of her Rain Dance stance, rolling over the opponent’s fallen body again and again and preventing them from rolling away from her pressure. If they decide to stand up regularly, Xiaoyu can go right back to the high-low games, catch them California Roll’s followup K for a full juggle, use EX Back Layout (qcb+KK from Rain Dance) for a hard knockdown now that keeping them pinned with corpse hopping keeps them from rolling out of range, or just throw them and remain in optimal position to pressure them. This can make her especially dangerous in the corner, where she can hop over them at will and throw them when they try to roll away only to not go anywhere. While she is not completely helpless defensively thanks to being able to combo off of an air crushing cr.HK, her buttons and tactics are really only good while up close. Therefore it’s best to place her as an anchor character so that her approach can be covered by another character more equipped for encroaching on an opponent’s territory and tagging her in. Once Xiaoyu is in, there is not much that can be done to stop her short of a well-timed reversal and guessing correctly on her mixups.

Sample Combos

hitconfirm

cl.LP, cl.LP/st.LP, cr.MK xx d+PPP, AOP P, st.MP xx qcb+MP, qcb+LP, qcf+LP/cr.HK **(310/305)**
(0bar, easy)
st.MK, cl.MP(2) xx d+PPP, AOP P, st.MK, cl.HP xx d+PPP, AOP cancel, cr.MK xx qcb+MP, qcf+LP/cr.HK **(369/364)**
(0bar, hard)
cr.MP, cr.HP xx d+PPP, AOP P, walk forward st.MP xx qcb+MP, qcb+LP, qcf+LP/cr.HK **(384/378)**
(0bar, medium)

safe

cl.HP xx d+PPP, AOP P, st.MK, cl.HP xx d+PPP, AOP cancel, cr.MK xx qcb+MP, qcf+LP/cr.HK **(393/387)**
(0bar, punish, hard)
RDS K, RDS cancel, cr.MK xx qcb+MP, qcb+LP, qcf+LP/cr.HK**(344/335)**
(0bar, medium)

overhead

f+MK, cl.HP xx qcb+MP, qcb+LP, qcf+LP/cr.HK **(344/335)**
(0bar, easy)

yolo

RDS qcf+K>K, RDS cancel, cr.MK xx qcb+MP, qcb+LP, qcf+LP/cr.HK **(384/375)**
(0bar, medium)

juggle

cl.HP xx qcb+LP, qcb+LP, qcf+LP/cr.HK
(0bar, easy)


Jin

Jin

Strengths
+j.HK is an ambiguous crossup with a deceptively large hitbox and short startup that gives it air-to-air capabilities as well
+his main juggle starter, Special Step LP, is only -4 on block and hits both standing and crouching opponents
+Several blockstrings and frame traps he can use to confirm into combos and pressure
+Rarely needs to commit fully to his approach as he can cancel his special step into a quick backdash, utilizing a launching attack that is safe on block, and has a double-hitting raw launch that can be tag cancelled safely in case the opponent blocks.
+Strong zoning ability with orbs
+Able to challenge opponents' pokes with Power Stance (qcb+P) which has up to 4 points of armor from frame 3, but does not receive damage, and can be canceled into his other specials
+Strong anti-air ability with cr.HP and d+KK>LK both having the air crush property, the former having a big enough hitbox to score frequent counter hits and the latter causing a juggle state
+Idle meter building ability due to Power Stance and Special Step generating meter on execution
+Excellent Wall carry
+His main reversal, Mental Alertness into MP, is safe on block and can lead to a full combo on counter hit
+Mental Alertness has very little risk involved when used in neutral, thanks to the priority and quick recovery of several of his attacks.
+Can be played offensively or defensively thanks to a variety of attacks that cover both options.

Weaknesses
-Very high-execution character as his best combos requires quick cancelling into awkward, similarly-assigned special attacks, CADCs with a small window for juggling, and a command dash that can difficult to cancel into consistently.
-Somewhat weak against neutral jumps as none of his wakeup options deal with it consistently
-Many of his special attacks have long startup and/or recovery on whiff
-High-low game is not as strong as other characters as his overhead requires multiple difficult links to convert into damage and safe confirms if blocked.
-Does not have very strong poking normals
-Lacks an invincible reversal

Ideal Team Position: Either

The closest thing the Tekken saga has to a regular protagonist enters Street Fighter x Tekken v2013 with an answer to practically any situation he might find himself in, and any playstyle he chooses to utilize in his matches. His Mental Alertness stance (d+KK) can be used at will to react to whatever the opponent tries to do while it's active. The LK ender is a fast anti-air that leads to a strong juggle, and the MP ender is safe on block and leads to a LONG stun on counter hit that lets him land a full combo. In the air, his j.HK has an outstanding hitbox and priority, and can even be used as a crossup attack. Because the most is so dangerous, Jin can catch opponents off-guard with it due to its directional ambiguity. His buttons have decent range to them and can be used to link into full combos starting with his Wave Dash into LP, which is only -4 on block. Jin has the ability to make almost any offensive approach safe thanks to several frame advantageous moves and even the ability to quickly cancel a wavedash with a fast backstep, which can be very frustrating against opponents looking to fight back as they risk getting whiff punished. Jin has everything he needs to dominate the match no matter what side of a team he is on, and is only left vulnerable if he leans too heavily on certain tactics and becomes predictable. Infiltration won EVO 2013 with him for a reason, and it's not hard to see what those reasons are.

Sample Combos

hitconfirm

cr.LP, cr.LP, cr.HP xx CD>LP, st.MK xx qcb+P xx f,b,f+HP**(295)**
(0bar, medium)
cr.MP, b+MP>LP xx CD>LP, st.MK xx qcb+P xx f,b,f+HP **(339)**
(0bar, medium)

buffer

cr.MK xx CD>LP, st.MK xx qcb+P xx f,b,f+HP **(287)**
(0bar, low, medium)

safe

st.HK xx CD>LP, st.MK xx qcb+P xx f,b,f+HP **(317)**
(0bar, medium)

punish

cr.MP, cr.HP xx CD>LP, st.MK xx qcb+P xx f,b,f+HP **(342)**
(0bar, medium)

overhead

f+LK>LP>LK, cr.LP, cr.HP xx CD>LP, st.MK xx qcb+P xx f,b,f+HP **(290)**
(0bar, medium)

antiair

d+KK>LK, b+MP>LP xx CADC, cr.MP, cr.HP xx CD>MP **(377)**
(0bar, medium)
cr.HP, st.MK xx CD>MP **(276)**
(0bar, counterhit, medium)

juggle

b+MP>LP xx CADC, cr.MP, cr.HP xx CD>MP
(0bar, medium)


Ogre

Ogre

Strengths
+Several long range pokes that can be cancelled into safe special attacks
+Very strong high/low game thanks to multiple target combos that lead to combos as well as his teleporting Owl Hunt (dp+k)
+His HP Force Field (dp+HP) stops both front and cross-up aerial attacks
+Blazing Kick (qcb+K) is safe on block
+LP > LP Target Combo is +9 on hit and +7 on block, allowing him to easily confirm into combos, pressure, or mixups.
+Low Target combo (cr.LK, cr.MK, cr.MK) is safe on block throughout its entirety with the final hit on block being -3 with significant pushback
+EX Blazing Kick (qcb+KK) has invulnerability frames and starts a juggle, in addition to being safe on block
+Can advance while attacking using Hunting Hawk (uf+LK) with very little risk of punishment
+Can achieve a juggle state meterless

Weaknesses
-Many of his normal attacks are slow on startup and recovery, and extend his hurtbox far
-Vulnerable to safe jumps as Force Field has somewhat slow startup for a reversal and is unsafe on block
-Large hurtbox
-Many of his strings can be interrupted with Reversals

Ideal Team Position: Either

After being written off as dead following Tekken 3, Ogre has revived in Street Fighter x Tekken to make a statement and show the world that time has not passed him by. Ogre's normal attacks reach far, although not quite far enough for safe boost strings, and two of his better ones (cr.mp and cr.mk) are cancellable into safe specials for easy confirms into damage. If he can get in close enough, Ogre has a devastating high-low game that keeps an opponent constantly guessing on which direction he is going to hit from next thanks to a launching target combo that starts from a low and is easily confirmable, and an overhead target combo that can suddenly be turned into a high-low mixup at a moment's notice due to the unique properties of each hit. Alternatively, he can throw opponents if they get too keen on blocking: his Waning Moon not only functions as a strong juggle ender, but it will count as a command throw to standing opponents. His uf+LK can hop over lows and is safe on block if Ogre does not immediately engage into the next input of the its Target Combo, giving him another option to use in footsies. His Blazing Kick is completely safe, while his EX Blazing Kick is not only safe, but it launches and has invincibility frames; Blazing Kicks can even reflect projectiles at numerous angles if timed properly. His HP Ancient Power, the Force Field, is an incredible anti-air that protects Ogre from all manner of air attacks, even crossups. His primary weakness is when he goes into the air: most his air attacks have slow startup, awkward hitboxes, and not much priority. On the ground, he does not have any reliable anti-air buttons, forcing him to be on point with his Force Field (or a meaty Blazing Kick). He is capable of bringing the slaughter either at the start of the match or as an anchor.

Sample Combos

hitconfirm

st.LP>LP, cr.HK(2) xx CADC, cl.HK xx CADC, cl.HP xx dp+LK(332)
(0bar, medium)
st.LP>LP, cr.HK(2) xx CADC, cl.HK xx CADC, cl.HP xx qcb+HP(362)
(0bar, medium)

low

st.LK, cr.LK>d+MK>d+MK, st.HP, cr.MK xx dp+MK (288)
(0bar, hitconfirm, easy)

punish

cr.HK(2) xx CADC, cl.HK xx CADC, cl.HP xx qcb+HP (394)
(0bar, medium)
cl.HK xx dp+LK, cl.HK xx CADC, cl.HK xx dp+K, qcf+LP (460)
(0bar, corner, hard)

overhead

(f+HK)>HK>HK>HK>HK xx qcb+LP (209)
(0bar, easy)
(f+HK)>HK>HK>HK>HK xx dp+MK/dp+HK (179)
(0bar, easy)
(f+HK)>HK>HK>HK>HK xx dp+K, cl.HK xx qcf+HP (281)
(0bar, corner, easy)

invulnerable

qcb+KK, uf+LK>MK, cl.HK xx qcb+HP (354)
(1bar, easy)

juggle

uf+LK>MK, cl.HK xx dp+LK
(0bar, easy)


Lars

Lars

Strengths
+Possesses a true DP with a high launch that, if successful, can be tag cancelled into several jump-in juggles
+Very dangerous with meter thanks to an ambiguous EX Silent Entry (qcf+KK) into followups that lead to combos
+long-range cr.mk that can be cancelled into special attacks and Cross Rushes
+f+MK overhead starts up quickly, crushes most lows, and is safe on block, making it a somewhat abuseable attack
+Able to approach opponents at will thanks to respectable walkspeed and footsie-friendly attacks, as well as empty Avalanche Stomp (qcb+K, LP)
+His close s.LK is a 4-frame startup technique that is +3 on block, allowing Lars to put close-range pressure on his opponent.
+Overall good normal hitboxes and good recovery frames

Weaknesses
-almost all of his most combo-friendly normals are crouching attacks, making him very vulnerable to Raw Launches during block strings
-His DP, the Lightning Screw (dp+K) does not possess enough block stun for a safe tag
-Both of his follow-ups from Silent Entry are unsafe on block. Furthermore, empty Silent Entries are even more unsafe on block, forcing Lars to commit to an attack every time he utilizes this move
-Dynamic Entry and its followups are unsafe on block
-Normals start slower than average to compensate for their fast recovery

Ideal Team Position: Point

Unlike a lot of his fellow Tekken cast members, Lars is able to play footsies and neutral as well as any Street Fighter character, with the added benefit of being able to access a number of damaging combos and juggles. With an excellent DP at his disposal as well as his far MP, Lars can easily shut down an opponent's aerial assault and force them to play a solid ground game where Lars also excels. His crouching buttons are excellent, with cr.mk reaching quite far and coming out quickly. Against zoners, Lars has two options: make a hard read with his Avalanche Stomp, or close in with his Silent Entry. If Lars has meter and is close enough to the opponent, he has access to an ambiguous crossup on the ground with EX Silent Entry where he can get a full juggle off of either the P or K enders, although both are unsafe on block. While his primary overhead, f+MK, does not combo, it comes out very fast, safe on block, and has a large hitbox. This makes it a very powerful and borderline abusable tool for Lars to pressure opponents. Lars has all of the tools to make an excellent point character, able to trade initial blows with an opponent effectively thanks to his long pokes and considerable knockback on his attacks that allow him to freely tag in his partner. If you have meter, using his DP into a tag is particularly powerful as the dual-hitting nature and high launch of Lars's DP gives his partner access to jump-in combos that would otherwise be difficult to pull off with single-hitting DP.

Sample Combos

hitconfirm

cr.LP, cr.MP, cr.MK xx qcf+LP>d+P, walk forward cl.HP xx qcf+LK>P (297)
(0bar, close, medium)
cr.MP, cr.MP, cr.MK xx qcf+LP>d+P, walk forward cl.HP xx qcf+LK>P (327)
(0bar, close, medium)
cr.MP, cr.HP xx qcf+LK>K, cl.MK, cr.MP, cr.MK xx qcf+LK>P(358)
(0bar, medium)

punish

cl.HP xx qcf+LK>K, cl.MK, cr.MP, cr.MK xx qcf+LK>P (366)
(0bar, medium)
cl.HP xx qcf+LK>K, cl.HP xx dp+KK, dp+HK (412)
(1bar, easy)
cr.MK xx qcf+LP>P, cr.HP, cl.HP xx dp+HK (344)
(0bar, corner, medium)

yolo

qcf+KK>K, cl.HP xx qcf+LK, cr.LP, walk forward cl.HP xx dp+HK (387)
(1bar, medium)

juggle

cl.HP xx qcf+LK, cr.LP, walk forward cl.HP xx dp+HK

BnB post-launch
(0bar, medium)
cl.HP xx qcf+LK, cl.HP xx dp+HK
Better followup from high launchers
(0bar, hard)


Alisa

Alisa

Strengths
+Quite possibly the best zoner in the game thanks to slow-moving fireballs that can be angled to shut down enemy approach
+Several safe block strings and tag options that lead to full combos on hit
+Destroy Form s.HP has air crush properties to further shut down oncoming opponents when not throwing fireballs
+Her far MK Target Combo starter can lead to a high-low mixup for characters without a reversal, both of which lead to full combos and the ability to tag in a partner to finish the combo if necessary.
+j.mk has a unique hitbox that can cover both her front and back, allowing her to pull off ambiguous crossups while also keeping her hitbox active against opponents who try to air-to-air her.
+Cr.HP is fast and reaches far enough to punish blocked boost combos that other characters would struggle to stop.
+Destructive f+MP overhead can be tag canceled into a combo

Weaknesses
-Only her LP DP has strike invulnerability (can still be thrown) while her MP and HP variations have no invulnerability. Only her EX DP has full invulnerability on startup
-Most of her normals have long recovery and can be whiff punished for big damage
-Thanks to her lack of wakeup options, she struggles heavily against knockdown pressure
-Thanks to most of her combos requiring a lot of time on the clock to get maximum damage, she can struggle against life deficits

Ideal Team Position: Either

The other half of Infiltration's EVO 2013-winning team, Alisa combines slow-moving, angled projectile-based zoning with heavy frame advantage to provide a dual threat of offense and defense. If Alisa finds herself at full screen, she can keep opponents out by using her fist missiles to catch an opponent in a variety of angles: if she catches them in the air at certain ranges, she can even combo after it using a command dash follow-up. Her fist missiles also retract her hurtbox, pushing her backwards to make the gap between her and her opponent even more daunting. If an opponent tries to fire back, Alisa has numerous ways she can hop over and dodge projectiles with her Cradle Star or slide under them with Eject Slider (hcf+k, k). Both her Boot (hcf+k) and Dual Boot (hcf+p) lead into attacks that start up quickly and have varying degrees of safety and safe tag-in capabilities. When she enters her destructive form, the range and frame advantage of her normals increase drastically, especially her standing jab that is active for a long time and causes chip on block. It can even catch opponents while backdashing and leave them in a juggle state. Her only glaring weakness is a lack of good wakeup options, as her best reversal costs meter and is slow to start up, while everything she she has at her disposal does not have true invincibility. She can be used at either position to either set the tone of the match or force a stalemate towards the closing seconds to hang on to a life lead.

Sample Combos

hitconfirm

st.LP~cl.MK>MP, DES cr.MP(3) xx qcb+P, DES cr.HP(1) xx hcf+P>K **(329)**
(0bar, hard)
cr.LP, cr.LP, st.MK>MP, DES cr.MP(3) xx qcb+P, DES cr.HP(1) xx hcf+P>K **(341)**
(0bar, hard)

low

cr.LK~cl.MK>MP, DES cr.MP(3) xx qcb+P, DES cr.HP(1) xx hcf+P>K **(329)**
(0bar, hitconfirm, hard)
DES cr.MP(3) xx qcb+P, DES cr.HP(1) xx hcf+P>K
(0bar, hard)

antiair

cl.HP xx CADC, cr.MP xx hcf+P>P(5), DES cr.MP(1) xx hcf+P>K**(314)**
(0bar, hard)

juggle

cl.MP, st.HP xx hcf+P>K
(0bar, medium)


Bryan

Bryan

Strengths
+f+mk target combo starts up quickly, reaches far, can chase down backdashing, and can lead into a 50/50 guessing game, and can be easily confirmed safely on hit or block to determine if the string should continue
+Strong punishment ability with Mach Breaker (f,f+MP) and f+MK
+LP Fisherman's Slam (his DP+P) has air crush properties, giving him a true anti-air option
+Mid range anti-air options using f+MK or EX Mach Breaker (f,f+PP)
+His EX Rekka (qcb+PP x 3), EX Mach Breaker (f,f+PP), EX Snake Pit (hcf+PP), and EX Fisherman's Slam (dp+PP, P) all have varying levels of invincibility or armor that allow him to defend himself on wakeup or to check untrue strings
+cl.mp is +4 on block, giving him a powerful block pressure and frame trap tool.
+Able to combo off of his overhead f+mp, which is also -1 on block
+Boost combo cl.MP is -1 on block, giving him a safe low confirm
+Far LP, MP, LP target combo can be confirmed safely into combo extensions like MP Fisherman's Slam
+Far HP, LP target combo can be confirmed safely into combo extensions like MP Fisherman's Slam, or CADC'd to avoid being placed in a vulnerable position
+Strong corner carry and okizeme with combos ending in Mach Breaker (f,f+MP)
+Snake Pit can be used as a safe tag
+LK is a standing low that cannot be raw launched
+Flying Knee is projectile invulnerable and completely unblockable, although it can be ducked
+Capable of converting unusual tag cancels into combos due to the "screen lock" glitch

Weaknesses
-Somewhat vulnerable to neutral jumps thanks to the horizontal nature and whiff vulnerability of many of his attacks
-Without meter, many of his attack options are unsafe on block, requiring him to carefully pick his spots before attacking
-Very slow walk speed and dash

Ideal Team Position: Point

The mad cyborg Bryan Fury continues his rampage in Street Fighter x Tekken. While he doesn't have his signature guard-breaking taunt from other Tekken entries, he has more than enough tools at his disposal to make the opponent afraid of him. Bryan may not walk particularly fast, but at a moment's notice he can suddenly lunge at the enemy with fast, long-range attacks like his Mach Breaker (f,f+MP), his f+mk target combo, or his far HP target combo. His standing jab reaches quite far and can be confirmed into a target combo, as well, and all of his target combos lead to hard knockdowns. Because his range is so good, he can sometimes spook opponents into letting him approach more easily, where he can pester them with st.lk or his f+mp overhead, or just walk up and throw them to kill red health. If he has meter, Bryan has access to several invincible or armored attacks that lead to full combos, and his damage output is high enough where that can be a big problem for the opponent. He can also play defense, with his LP Fisherman's Slam completely invincible against air attacks, and if timed correctly Bryan can get a combo off of it for additional damage. With all of these techniques, a surefire way to punish zoning characters with his EX Flying Knee and Face Crusher super, and several opportunities to safely bring in his partner thanks to the long hitstun and blockstun of his specials, Bryan is best suited as a point character.

Sample Combos

hitconfirm

st.LP>MP>LP xx dp+MP>PP, cr.LP~cl.MP, cr.HK (273)
(0bar, medium)
st.LP>MP>LP xx dp+MP, cr.LP, f+MK>MP>LP xx f,f+MP (298)
(0bar, medium)
f+MK>MP>LP xx f,f+MP (252)
(0bar, easy)
f+MK>MP>LP xx f,f+PP, f+MK>MP>LP>MP, f,f+MP (390)
(1bar, midscreen, easy)

punish

st.HP>LP, cl.MP, cr.HP xx dp+MP>PP, cr.LP~cl.MP, cr.HK (379)
(0bar, medium)

low

cr.LK~cl.MP xx hcf+PP, dp+MP, f+MK>MP>LP>MP, f,f+MP (392)
(1bar, midscreen, medium)

overhead

f+MP, cr.LP xx dp+MP>PP, cr.LP~cl.MP, cr.HK (280)
(0bar, medium)
f+MP, cr.LP xx dp+MP, cr.LP, f+MK>MP>LP xx f,f+MP (317)
(0bar, medium)

armor

qcb+PP>qcb+P, f+MK>MP>LP>MP, f,f+MP (354)
(1bar, easy)

juggle

f+MK>MP>LP>MP, f,f+MP
(0bar, easy)


Jack-X

JACK-X

Strengths
+high damage output with efficient scaling for tags
+Rocket Uppercuts have varying degrees of invincibility and frame advantage on block, and are integral parts of his combos.
+Able to instant overhead opponents with j.HK and combo on tag cancel
+Several safe blockstrings thanks to frame advantage, pushback, or both
+Normal attacks reach far, and certain target combos can make his attacks reach even farther (holding the 2nd MP during the far MP, MP target combo)
+Low jump and large hitbox of j.mk makes it a very difficult crossup to escape from
+Megaton Quake (rdp+P) come out fast and hit twice, allowing him to tag cancel them for additional damage from his partner
+Megaton Quake (rdp+P) is able to punish certain moves from far away
+His Super Art has a massive hitbox, invincibility, and comes out quickly, making it an almost unstoppable anti-air and whiff punish.
+Capable of converting unusual tag cancels into combos due to the “screen lock” glitch

Weaknesses
-Second largest character in the game
-Very slow walkspeed and jump
-Rocket Uppercuts are vulnerable against crossups, while LP Uppercut (one of his main pressure tools up close) is vulnerable against strikes while the MP Uppercut is vulnerable against throws.
-Very weak against jump-in on wakeup due to his main strike invincible reversal, MP Rocket Uppercut and EX Rocket Uppercut, are both unsafe on block and can be safe jumped against
-Relies heavily on Rocket Uppercut to defend himself against the air as the hitboxes on his normal attacks don’t have much anti-air capability.
-Very weak against pressure up close, with his fastest attack having a 5f startup

Ideal Team Position: Either

The pride of G-Corporation’s technological strength is an intimidating metal monster that not only peels off large chunks of damage, but can lock down enemy advances with his Megaton Quake, long limbs, and Rocket Uppercut. Trying to zone against him is a recipe for disaster as not only do his Megaton Quakes come out incredibly fast, but his Tackle (hcf+k) has armor and can easily blast through most projectiles. Jumping in on him carelessly, or being predictable with untrue block strings, can result in him using his Rocket Uppercut to juggle you for massive damage and a tag-in opportunity as his HP Rocket Uppercut (his typical combo ender) hits twice for an easy big tag combo. The flipside to all of that power is that Jack-X has to always be on point with his reactions when the opponent decides to come at him in the air, as Rocket Uppercuts are his sole reliable anti-air. Otherwise he will attempt to space out his opponents and then test their frame knowledge with his LP Rocket Uppercut, which is only -1 on block. His long normals and excellent tag synergy make him suited to play the point character, but having him an an anchor is not a terrible idea as effective zoning can burn the clock while catching an opponent being careless can result in enough damage that could potentially end the match if he’s built enough meter.

Sample Combos

hitconfirm

cr.LK xx dp+LP, cr.MK xx dp+LP, dp+HP **(360)**
(0bar, low, easy)
cr.MP xx dp+LP, dp+LP, cl.HP xx dp+HP **(395)**
(0bar, low, easy)
cr.LK~cl.MP>MP~cl.HP~st.HK~HP_HK
(0bar, low, easy)
cr.LP~st.MP~st.HK~HP_HK
(0bar, easy)
cr.LP~cr.MP xx hcf+KK, cr.MK xx dp+LP, dp+HP **(367)**
(1bar, easy)

juggle

cr.MK xx dp+LP, dp+HP
(0bar, easy)


Lei

Lei

Strengths
+Razor Rush (f+MP > …) string allows him to safely access animal stances while pressuring
+Has several frame traps involving stances and/or stance transitions that can be confirmed into damage
+Dangerous high-low mixups with Drunken Master Walk (f+KKK)
+Panther stance can walk under projectiles
+Dragon stance can threaten safe combo starters in the corner
+Crane stance has the unique ability to auto-counter crouching attacks
+Comet Kick (qcf+K) is projectile invulnerable and leads to full combos, making it an invaluable tool against zoners
+MK Reverse Lotus (DP+K) has upper body invincibility and can be followed up with another K upon landing to catch opponents who try to punish it on the ground
+LP Orchid Palm (qcf+LP) and HP Orchid Palm (qcf+HP) are both safe on block
+EX Orchid Palm is +4 on block and a crumple stun on hit, ensuring that Lei continues to remain on the offensive if he connects with it
+Super Art (qcf+PPP) does higher damage than average (350)
+Super Art can be used in juggles to inflict a chunk of unrecoverable damage mid-combo
+st.MK can be made +3 on block by changing stances

Weaknesses
-Can only enter Drunken Stance (f+KKK), Back Turn (b+KKK),and Snake (d+KKK) on command, the other stances must be cancelled into from other moves or stances
-only worthwhile normal poke not tied to stance cancelling is cr.MP
-Lacks combo options from many of his stance attacks
-Meter hungry to convert hitconfirms into damage
-Needs a knockdown to enforce Drunken mixups

Ideal Team Position: Anchor

You have to hand it to Capcom: for all of the recent accusations thrown their way about taking shortcuts design-wise, they pulled out all of the stops when transitioning the Supercop and Master of 5-form Kung Fu into the 2D plane. Lei has no less than 9 different stances counting his neutral stance, and each stance has its own set of strings and mixups to confuse and overwhelm opponents who have to constantly guess what direction Lei is going to hit them from next. If that weren't bad enough, Lei can constantly flip the script on them by cancelling into another stance during certain points of his string, or just tap "down" to immediately go back into his neutral stance where he can access his special moves. Playing Lei Wulong involves memorizing his many stances and the moves that are tied with them, as well as their unique properties, to overcome a lack of great buttons when played like a traditional Street Fighter character. None of his normal attacks, even from his stances, are particularly useful in footsies, and his defensive options aren't particularly great outside of his DP. Because of this, it's best that he enter the field of battle when him and his teammate are already on the clear offensive. That way, he can be range to oppress the opponent with his stance cancelling and the frame traps and high-low mixups that lie within them.

Sample Combos

hitconfirm

cr.LK, cr.MP, cr.MP, cr.MP xx qcb+K>qcb+K>qcb+K (223)
(nostance, 0bar, low, medium)
cr.LK, cr.MP, cr.MP xx qcf+KK, BT MK>HK, BT MK>HK, cr.MP xx dp+K>K (334)
(nostance, 1bar, low, medium)
cr.MP, cr.MP xx qcf+KK, BT MK>HK, BT MK>HK, cr.MP xx dp+K>K(369)
(nostance, 1bar, medium)
CRA LK>MK>MP>LK, BT MK>HK, cr.MP xx dp+K>K (325)
(crane, 0bar, medium)

safe

DGN MP xx f+PP, TGR PP, cr.MP, cr.HP xx dp+K>K (366)
(dragon, 0bar, corner, easy)

punish

cr.HP xx qcf+K, BT MK>HK, BT MK>HK, cr.MP xx dp+K>K (411)
(nostance, 0bar, medium)

overhead

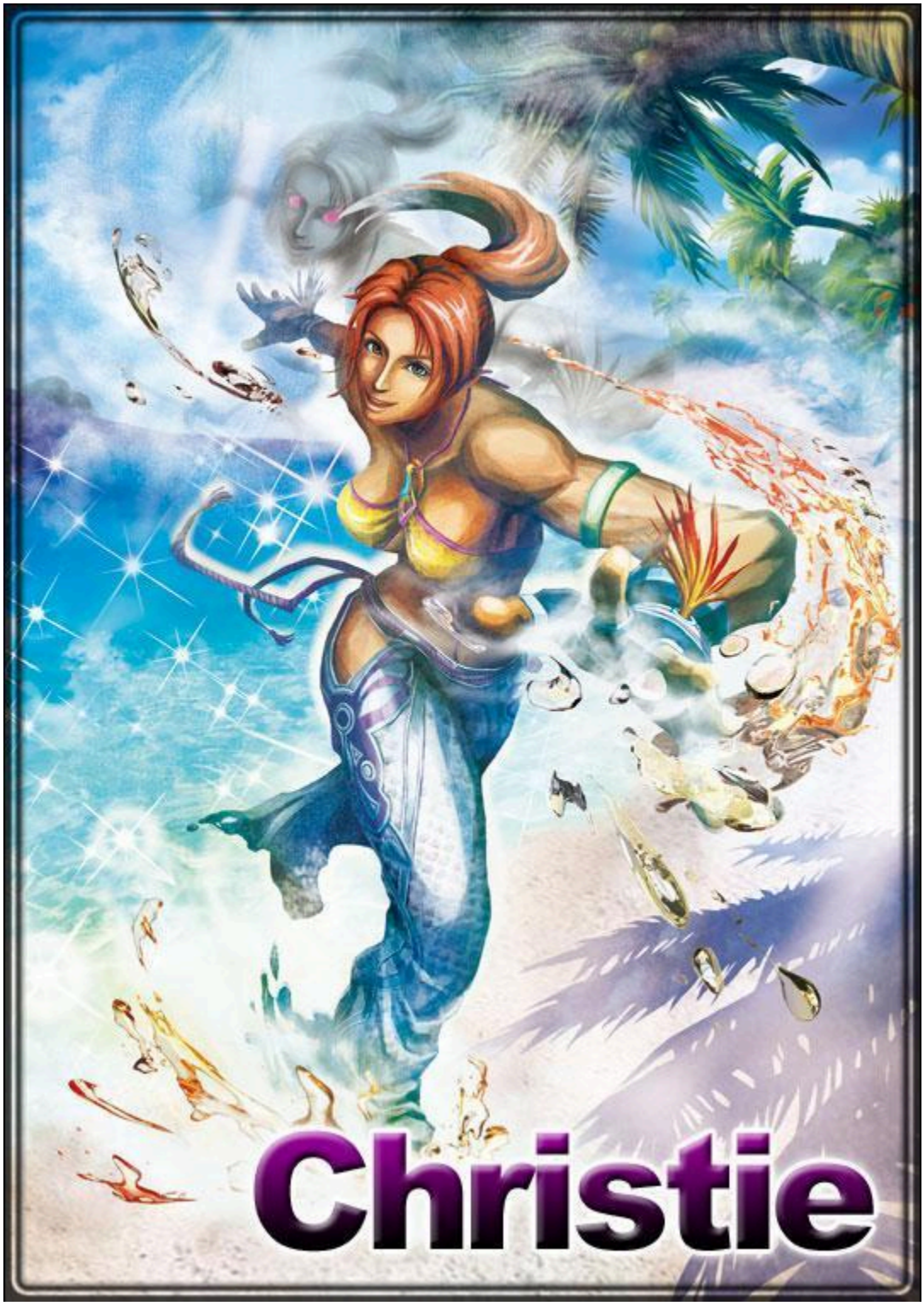
DRU MP>MP xx f+PP, PLD KK (243)
(drunken, 0bar, easy)

yolo

CRA uf+K, cr.HP xx CADC, cr.MP, cr.HP xx dp+K>K (359)
(crane, 0bar, hard)

juggle

st.MK xx f+KKK, cr.MP, cr.HP xx dp+HK>K
(nostance, 0bar, medium)
cr.HP xx CADC, cr.MP, cr.HP xx dp+HK>K
(nostance, 0bar, medium)


Christie

Christie

Strengths
+Good walkspeed and normals for playing neutral
+Good solo combos without reliance on tag system
+Has a 3f st.LP with good range which is +1 on block
+MP/HP Double Arm Stinger (hcb+P) is +2 on block and moves her into range to pressure the opponent
+Several safe strings for hit-confirming: cr.LP>MK(>d+HK), st.LP>f+MP, st.MK>MK
+Boost combo st.MP can be safe with spacing since it is only -5 on block
+st.MK>MK has long range, can be started from a boost combo, can confirm into a combo on hit, and has high blockstun (22f) making it possible to frame trap the opponent with her special cancels
+Double Arm Stinger (hcb+P)'s cancel into Handstand (qcf+K) forces opponents into a guessing situation, making it risky to punish either option
+cr.LP>MK>d+HK>LK overhead has a deceptive animation which makes it difficult to guard, and leads to a full combo
+Can tag cancel out safely using cl.MK, st.HP, or qcf+P
+st.HK has partial projectile invulnerability
+Can end BnB combos with hcb+P allowing for a safe tag out

Weaknesses
-Lacks plus frames on normals except for st.LP
-Both of her 2-hit normals, cl.MK and st.HP, have low blockstun and are unsafe on block unless canceled
-Many of her moves are vulnerable to raw launch, making them have limited use against knowledgeable opponents
-Most notably the Double Arm Stinger (hcb+P), her main tool for getting in and maintaining pressure, can be launched, so Christie needs to take risks to maintain pressure
-Very few safe specials, with Batacuda (HSP K) requiring very close range to be 0 on block, and MP/HP Wheel Kicks (qcf+P) putting her in point-blank range and -3 on block
-None of her EX moves are safe and therefore cannot make her boost combos safe
-Although she has many low and overhead hitting moves, most can be defended against on reaction
-Special moves have little reward on hit, except for Wheel Kicks (qcf+P)

Ideal Team Position: Either

Christie Monteiro is a very eccentric woman with a very eccentric playstyle. She dances to a rhythm all her own with strings that seemingly come from all directions at a moment's notice. Some of these strings are safe on block, others are not, and Christie can quickly change the pace of these strings to keep opponents guessing where they should press buttons and which way they should block. Most of her normals have good reach and start up quickly, with her standing jab only having a 3f startup and can be cancelled into an LP > MP string that leads to a full juggle if followed up with wheel kicks. s.HP is not only fast, but hits twice, allowing her to easily confirm into more damage as both hits of s.HP are cancellable into specials. Unfortunately, most of her specials aren't safe on block, and the safest thing she has (Double Arm String, hcb+P) can be raw launched if she gets too carried away using it. Despite that, her long arms and legs are quite useful in stopping an opponent's advance, forcing them to play at her rhythm if she maintains appropriate distance. She is strongest at max poking distance, and because she has ways to eat the clock as well as tag in her partner off of several long animations, she can be played at either point or anchor.

Sample Combos

low

cr.LP, st.LP>f+MP xx qcf+MP **(266/286)**
Enders: ender /^qcf+MP
(0bar, hitconfirm, easy)
cr.LK~st.MK>MK xx qcf+MP **(302/322)**
Enders: ender /^qcf+MP
(0bar, buffer, hitconfirm, easy)

punish

st.HP(2) xx qcf+HP, cr.LP, cr.HP xx hcb+LP **(325)**
(0bar, easy)
st.HP(2) xx qcf+HP, st.MP, cr.LK~st.MK>MK xx qcf+K, HSP f**(369)**
(0bar, midscreen, medium)

invulnerable

hcb+PP, cr.HP xx hcb+LP, walk forward cr.HK **(330)**
(1bar, overhead, easy)

juggle

st.HP(2) xx qcf+K, HSP d+K, HSP f
(0bar, easy)

ender

qcf+MP, cr.LP, cr.HP xx hcb+LP
Starters: /qcf+MP$
(0bar, easy)
qcf+MP, st.MP, cr.LK~st.MK>MK xx qcf+K, HSP f
Starters: /qcf+MP$
(0bar, midscreen, medium)