

DeathCraft's BnB Vikala stuff



oh yeah join the ratcord if need or want be
<https://discord.gg/mKsGvaYmFZ>

you can tag me deathcraft there and hang out with other rats

Good to get a basic idea of her cannon stuff, she can yeet 8 stuff, ill classify them into 3 groups

Group 1:

- Spike ball
- Cannon ball
- Stars
- Bomb

in regards to combos, these are the ones that provide you with actual combo extensions if you confirm

generally ets you 214U ends midscreen, bomb bounces very high and grants you opportunity to run up for extensions

Group 2:

- Smoke bomb

Rat ball

These do not provide any combo value, these will not give you any combo extensions
midscreen, though you can pick up with a light attack in corner, its shit

Group 3:

Heart

Cheese

These heal and give you opponent meter, confirm them how you wish

Default BnB from anywhere on the screen

[Starter > 623H > 2M > 214M](#)

- Starters can be like advancing **2M into 623H**
- **214M** is her highest damage confirm without cannon or 623, otherwise **214L/214H** cuz whiffs on crouching
- or just cannon because you are playing Vikala

Cannon enders instead of 214M if you're more confident with reacting or just don't care

[Starter > 623H > 2M > 236H > confirm > raw 214U](#)

- For this combo, if you get any of the **group 1** stuff it should work
- stars may need to delay can bounce pretty high
- for bomb you definitely need to delay, unless you wanna do a *sexier* extension below
- if you get **group 2** stuff, you can confirm but your combo ends, still does more damage than 214M
- if you get **group 3** stuff, yeah up to you what to do

[Starter > 623H > 2M > 236H > confirm > run up > 2H > 22H > raw 214U](#)

- you can do this very sexy extension if you see bombs
- pretty hard so you can just chicken out with **214U** straight away after bomb confirm
- you can also **cH/M > X > 214M** instead of **2H > 22H > 214U**
- you can also raw SBA on run up, SSBA is a lot harder to get cinematic with it hitting, so just sba

RS Extensions:

[RS > RC > cM > X > 623H > raw 214U](#)

- You must hit cM 3 hits or this won't work
- you can also [12133335656.mp4](#) do this off anti-air confirms its consistent and does good damage

[RS > RC > cM > X > 623H > 5H > 214H](#)

- alternative route if you rather don't have/don't want to use meter

[RS > RC > cM > X > X > 214M](#)

- Highest damage ender without cannon RNG if you don't have 623 off cd
- instead of 214M you can also 236H, and if you get group 1's you can raw 214U ender

RS > RC > cM > 236 [H] (hold) > cannon confirm > 214U

- 214U ender with rat ball or smoke bomb

Corner BnB

[cXXX > 623H > cMXX > 214H > 2M > RS > cM II > 236H > 2H > 22H > raw super](#)

- you can **cM** instead of **2M** after 214H if you're close enough
- after **623H** you can be too far to cM (this happens often if you dash L into cMXX), but route still works as long as you confirm into **214H**
- **2U** bounces higher than **cM** so you can mix in a few of those instead if you're scared to drop the links

[5M > 214H > 2M > RS > cM > 623H > 2H > 22H > raw super](#)

- alternate route off a far confirm

Anti-air confirms

There is a lot of routing you can do on the fly off an anti-air depending how high and deep you 2H the opponent

a couple stuff you can do after confirming 2H besides **RS** and **run up cH**, but I think mostly everything but **623H**, **236H** and **22H** is shit

623H

Pros:

- Covers non counterhit
- Covers a pretty wide range of distances
- Pretty nice conversions

Cons:

- can be kinda inconsistent how the opponent is juggled
- doesn't hit if opponent is too far
- can also be cucked if opponent is too deep

236H

Pros:

- Covers non counterhit
- also covers a lot of distances
- even more consistent
- adaptable conversions
- gambling

Cons:

- can also miss if too deep but honestly its harder to find a situation where this doesnt hit than to fuck this up

22H

Pros:

- Covers non counterhit
- covers deep distances pretty well
- nice conversions

Cons:

- very not lenient if opponent is far or high

Basic consistent non counterhit BnB

[2H > 623H > run up cH/M > X > X > 214M](#)

- **214H** ender instead if you got **fH** instead of **cH**
- do 1 autocombo less if you feel its too high and gon drop
- keep in mind Vikala cH is quite slow so yeah
- gamble with cannons if you want

More Basic non counterhit BnB

[2H > 236H > raw 214U](#)

- covers most jump-ins caught way in front of you
- you can confirm cannon into **214U** if you get **group 1** stuff
- getting bomb is kinda finicky, usually just ends your combo cuz you've to delay or it whiffs, and even if you do the bombs explode asynchronously and bounce them too high to combo off forcing air tech

22H BnB, does quite a bit more damage not reliant on cannon RNG

[2H > 22H > cH/M > X > 623H > raw 214U](#)

- **22H** is also consistent if they aren't hit too far, nets you a pretty nice conversion saving 623H for a combo extender akin to the RS extension
- CXXX > 214M for meterless

By the way, raw **236H** is really good for continuing AA combos after **623H/22H**
examples with [623H](#) and [22H](#) (tho 22H is a lot more lenient so you can go the previous route, or cannon if you're a gambler) also does more damage if you get a cH off before cannon extends, but again that is if they are close enough, just throwing it out there that 236H is very good if the link looks very tight