

Nina Guide

Tekken 8 Season 2

Pew Pew mf
-Sun Tzu



Tip me on [Ko-fi](#) if you like

Introduction

Nina is a high execution character with crazy combos and some of the best frames in the game. In Tekken 8 she has seen some pretty significant changes to her playstyle, and unlike 7, the overall system mechanics are very favorable to her this time around. Her SS1 game has also opened up a lot as well, which makes it very rewarding to utilize.

I'll cover her properties, rundown her moves, then I'll have a section on combos. After that, there is a TLDR strat/overview section which can help get you started with some basic strategies while skipping most of the details.

Check out this [fundamentals guide](#) if you are new to tekken, or if you want to brush up on niche knowledge. It explains input notation which is super important to this guide as well. The guide is categorized, so make use of the sections to bounce around.

How to Play

Nina has a vast moveset with solid frames, lots of poking, a sprinkle of niche utility moves and a meat grinder of a wall game. Her combos carry quite far and give you tons of momentum at the wall, and her particularly difficult optimal damage routes really shine on stages where the wall is rare. One of the interesting things about Tekken 8 is the lack of truly infinite stages - they all have walls in some form, which tends to benefit her more than most due to her carry potential and her frankly insane oki (check the oki section). Her grab game is fighting for second best in the game too, which is actually saying something this time due to system changes which massively buff throws overall.

Her classic weakness is range, but it's not so straight forward. She has solid long range approach moves (fff1+2, qcf3), and relatively decent range on her short moves (jabs, df1). Where she struggles is the mid range just past her arms. While she has a ton of moves with hitboxes that reach this range and render this weakness nonexistent at low ranks, she accomplishes this with strings or risky whiff punishers when she isn't straight in your face, which will be exploited by knowledgeable opponents. However, her movelist is among the longest in the game and filled to the brim with obscure tools that converge in purpose, but require different responses from the opponent which makes her strings even harder to beat.

While her frames are good, her poke damage in general is pretty weak. You need consistent, solid lockdown to really grind a health bar down, and in Tekken 8 this is fine - most characters have lost counter-hit moves and low parry damage has been greatly reduced to the benefit of her poking pressure. Her lows do double duty now - while they narrowly scratch the health bar, they land easily and don't leave behind white health, which is very handy. Just be careful for reversals which can no longer be escaped now.

I'll cover her moves below. Go to the TLDR section if you want more of an overview on how to put it all together, including some example sequences.

Punishers & Properties

Moves	DMG	Crouch	DMG
i10: 12, 14	15, 24	i10: fc d1	5
i11: db1+2	27 + heat	i11: ws4	15
i12: b22, b14	28, 32	i13: ws3	15-55
i14: 34, b3+4 1+2, f3, f3+4 3	34, 34, 30, 34 + heat	i13: ws1 1+2	35
i15: df2, b1+4	65+ 70+	i15: ws2	60+
i18: uf21, db3+4	70+ 75+	i18: uf21, ws3+4	70+ 75+

F1+2 and b3+4 1+2 is her pushback punish, they come out at i17 and i14. Db1+2, b3+4 3, f3 and 34 all wallsplat.

Armor Moves: f1+2, ws1+2, 2+3

Homing Moves: 1+2, b222, db2, 3+4

Heat Engagers: 2+3, fff1+2, db1+2, f42, f3+4 1, qcf2

During Heat: b1+2, ws1 1+2, 121 1+2, df121 1+2, qcf43 1+2, ss1+2 1+2, ws43 1+2, b3+4 1+2, f3+4 2, are all enhanced. 2+3 heat smash available.

Chip damage moves: 32/42/ws42/ss1+2 1+2, f42, f1+2, ff1+2H, fff1+2, QCF1, anything with guns.

Approach:

How to get in.

FFF1+2: Good old approach move with solid +4 on block, goes into heat on hit, and has great damage. Can occasionally jump over lows (such as getup 3). Only weakness is that it's linear and vulnerable to step.

F4: This move is a fantastic staging ground for SS1 block pressure through its F4u or d step transition. It moves her quite far forward, making it the best way to get this kind of pressure without the wall. The f42 high extension is decent, but more importantly hit-conformable. On hit f4u enforces SS1 through most things, whereas on block SS1 beats anything slower than i12 and SS4 beats faster highs such as jab, making this tough to deal with. Also, f42 becomes a launcher with heat if you spend your heat dash, and it's difficult for opponents to react to the difference between doing the extension or doing SS1, which helps you enforce the mixup.

QCF3: Sneaky low. Goes quite far, but leaves you neutral on hit through most of its range. It only gets + on hit around the range where it becomes painfully seeable though. Very unsafe.

FF2: Great range, and tracks a bit to the right. On hit, you get free followups: qcf2, or dash into d3+4 (which is a bit tight). You can commit by to the forward sway out of it with ff2f, which leads to a whopping +6 on block, and if you land the hit as you transition you can do f1+2 to land fff1+2 for great damage and pretty easy execution. Keep in mind FF2f into 1+3 or 2+4 is a great way to stage grab pressure.

UF1/UF3+4/FF4: Solid collection of lurching moves. UF1 is a safe orbital, UF3+4 leads to grab chains instead of combos, but can be floated for a combo punish by some characters. FF4 leads to a mini combo on CH, is + on block with tech roll, and is an ideal way to ground yourself when you want to win on time with a big health lead.

FFF33: Solid range running move, allows ff3 or ff1+2 if it lands on hit. 2nd hit does chip but can be stepped when blocking the first, and they can punish you in the back for it. While it's FFF34 variant is not vulnerable to step on the second hit, it gives no followup and is -13 on block.

DB2: This attack is a counterhit launcher, homing, and safe on block. It goes a great distance, which compensates for its slow speed. Fantastic for lockdown and approach

alongside her running moves, and at -5 on block you can do some parry gambits and catch quite a few things.

DF32: DF32 on its own is a mid high string, that leaves you + on block, is a natural combo, moves her forward and has insane range. However it is a move that gets worse against opponents familiar with it - the high extension renders it vulnerable to ducking. In tekken 8, she gained a mildly punishable mid (-10 on block) with df33 to try to cover this. There are other ways to mix it up and make it potentially harder to deal with - df32 can delay the second hit, or you can do df3 alone and see if they duck, or you can reserve it as a whiff punisher for long range situations where the punish window is small. It can lead to rolldash, backsway, and side step mixups so it carries a lot of weight at lower ranks where people can't react to strings, but you should probably avoid abusing it in the long run, it fares better as a combo tool. DF312 is a solid glass cannon at the wall though, leading to CH wall splats for great damage but is still quite vulnerable to duck with the 2nd hit.

Keepout:

How to chill from range.

QCF1: Keepout mania. It CH's for a metric ton of damage on the followup combo, while giving Nina forward momentum on the startup, resulting in a solid ranged move. At +1 on block, you don't exactly get a *ton* of momentum, but you can stage throws and jab sequences (or 23 CH fishing) pretty easily. You can let the QCF linger before pressing 1, which gives you even more range.

UF21/B1+4/DB3+4: Pick your poison, they all have different combo structures but do incredible damage and are phenomenal whiff punishers. While staying outside of jab range, where Nina is weak, you can instead turn the tables by playing passive and baiting a whiff instead.

SS1+2: Side step evasion + great range, followup combos and safe on block. The 1+2 extension gives great chip as well, and remains safe at -9, though you'll give up combo possibilities on hit.

F1+2: This move does a lot. It can punish things like Paul's deathfist on block, making it ideal against pushback from moves that aren't safe, nullifying the opponent's spacing. It can also armor through a lot of noise at range, though it is -14 on block which should make you pause before spamming it. Sometimes you need a big dummy button to beat stuff from a distance against particularly mashy opponents, and this move gives you easy (though risky) access to that.

B4: This moves CH's into a guaranteed b1+4 for good damage. While safe, it's a bit clunky, high hitting and doesn't have the best hitbox, plus it can leave you vulnerable to whiff punishes with its meh recovery. The best way to use this is to pick people apart who approach you with too many attacks, or against those who use strings well out of range to get close, so you can call them out for a CH combo.

B3+4: This is possibly her longest reaching move given the startup speed. At i14 startup, the first hit is only -5 on block, and the gun extension (b3+4 1+2) is delayable, though probably not enough to be a true hit confirmable string. The initial hit also tracks somewhat to her weak side (her left), and has a launch punishable mid extension that catches people who duck the guns, but isn't an NC. B3+4 1+2 is an NC wall splat which is enhanced in heat to cause way more chip, while leading to staggeringly huge damage as a wall splat.

Up close:

These moves are for lockdown and control when in range.

Jab: Her 1 is i10, +1 on block like most characters but with above average range and good extensions. 12 can go into side step (good frames on hit, but on block it trades with i14). The speed of her jabs going into SS make the step transition really tough to retaliate against consistently though. SS4 only compounds this transition by beating highs like jabs the opponent will use to beat SS1. Additionally, her 124 string CH launches on the final hit if they instinctively mash to stop you doing this. Finally, she has 12 1+2, which covers as a delayable mid, and is also a CH knockdown into ff3 or qcf2. Neither 124 or 12 1+2 is too scary on its own, but the opponent may feel pressured to respond to the gun extension of 121 1+2. While every hit is a high, if the opponent blocks the third (which is pretty tough to spot) the gunshots jail, preventing the opponent from ducking under it which forces them to eat 12 chip damage. The third hit into guns NC as well, for a nifty 35 damage. This is a slightly risky gamble as the opponent can easily punish this with a duck and launch, but if you use enough 12~ss1 and occasionally cover with 12 1+2 (or simply df1 after jabs), they will be hard pressed to justify ducking every time.

DF1: Her quintessential mid check. This is her go-to move, and the crux of a lot of her strategies - especially at high level where her other routes get more risky. On its own, the frames are very solid at -1 on block and +5 on hit. Df12 is -5 on block and it jails (they can't duck 2nd after blocking 1st hit) which makes it pretty safe but not very advantageous.

She has a ton of extensions from here - df12~ss4 will beat jabs, df12f~ws4 will beat anything slower than jabs, and all of her extensions from side step or forward dash become pretty enforceable on hit.

In addition to jailing, her extensions from here have pretty useful properties. If the second hit of df12 hits on CH (usually when the first hit misses), all her string followups become guaranteed (df121 1+2, df124, df12 1+4), which not only tacks on damage but helps to enforce her movement followups with SS or f. Df12~ss2 even becomes guaranteed if the second hit CH's, which gives a full launch for massive damage.

DF2: Dump this on the opponent randomly to fish for combos, it's safe on block. Doesn't launch crouchers (except on counter hit), but still leaves you + on hit. Great after side step.

B22: This move is deceptively powerful. You might think it's quite a vulnerable string, like many of her more obscure moves, due to the high property on all three hits. However, it has a lot of tricks up its sleeve. This string is NC on the first two hits, connects to the third hit on counter (from an i12 first hit mind you), and is somewhat resilient to WS punishes despite being a high. This is because it's fast enough to be hard to duck by the 2nd hit, and even if you can, the third hit (b222) further complicates punishing the second. If they attempt to duck the third hit, which is more comfortably reactable, you can simply not do it - the first two are safe on block and recover quickly, and you can defer the choice of completing it after noticing whether you caught a CH on the first. The third hit can also be delayed to catch a WS punish or other retaliation, and CH's on its own for a full combo that hurts a ton. Furthermore, you can step cancel into SS1 with a feinted third hit. This is a very slow transition framewise on block (and kinda risky), but the SS1 can still line up with their crouch attempt as they anticipate the potential third hit. If they don't duck, the third hit is safe on block anyway. Why use this move though? It's incredibly fast. Has tons of CH properties. It's homing (which helps lock down up close). Safe on block. Moves her forward pretty well to cover distance. Does a crap ton of damage on normal and counter hit. Has great frames on hit. And, it can lead to a CH wall splat for frankly ridiculous levels of damage. Top tier poke.

1+4: Need a mid check that does solid damage and won't get stepped? Here you go. Catches evasive things with its solid hitbox, perfect for the Ling matchup. Forces crouch on hit too, making it way more oppressive than the +4 frames suggest. On block you're -5, which is just barely bad enough you probably don't want to try stepping after. However if you bank on the range of the second hit, you can probably space it so a backdash or qcb can avoid things afterwards.

D41: Another noob killer, this thing is extremely powerful at getting people off of you up close. It has a blazing i12 startup, an almost instant high crush property, and is NC on CH. It does not jail on hit, so this thing is very vulnerable to duck and low parry, but the fact it exists complicates any offensive flowchart leveled against her. The SS transition isn't great, but doing it and immediately blocking can make this thing a bit safer. When the 2nd hit (which is delayable) lands alone on CH, you get jabs or db1+2 for free afterwards as well.

FC DF4: If they freeze to your pressure, this gets the damage going with the ff3 followup. Launches on CH. Death on block though. Be sure to execute it as d into df4, or FC df4, and not df3+4 because the latter takes a whopping 11 frames longer to come out, basically making it visible from space.

D343: This low is all kinds of messed up. The *full* string is guaranteed on CH, which does stupid damage on its own and 80+ at the wall. The worst part is that it's hard to punish - the 3rd hit is impossible to step after blocking the 2nd, and the third part makes WS punishes on the 2nds tricky if you aren't fast. Worse yet, if you get clipped by the 2nd hit even on normal hit, the 3rd hit is *still* guaranteed. Mind you, the last hit is *safe on block*. This thing is a damage machine that really requires a precise response from the opponent to counter. One extra detail about this move, is that if you achieve the 3rd hit knockdown and the opponent is just shy of the wall, you can follow up with moves like another d343 or db3+4 and still get followups, which does immense damage.

DB3: Throw this out against a standing opponent. Plus on hit, forces crouch and reaches grounded opponents too. Great at the wall. Slowish, bad range and doesn't crush highs though.

D2: Crushes highs, has good range and is difficult to step. While the d22 extension is unsafe (and NCC), you can instead go into d2f~ to get rolldash options. This is great for connecting this like grab, or interrupting jabs with ws4 on hit. The guaranteed damage isn't the best and the frames are kinda meh, but you have some cool possibilities and the forward motion of the rolldash keeps you close. Going into the rolldash is launch punishable on block, however.

444: This string is high risk, but potentially high reward. You can do 44 or 43, the latter covering you with a safe mid that is only -2 on block, but steppable. The 2nd hit of 44 however, is not steppable. If it lands they are forced to guess between a mid with 3+4, which offers you ff1+2 when it lands, and a low with the 4 extension. The low is damaging, + on hit, a CH launcher, and only -12 on block. Technically, the opponent can "fuzzy" guard it by crouching and standing on time to nullify the guesswork, but the

margin is really tough. What is more likely, is that they will either parry the low or float you with a jab for trying the 3+4, or simply duck the 2nd hit and risk the mid. The risk reward falls the higher your rank.

Wall Pressure

For when you've got their back up against the wall, literally.

SS1: Check the execution section below, this is *the* wall move. This move is killer when they can't back up, and grants pressure through deceptive animations backed with real frames on a lot of stuff. The nature of its pushback on block, the fact that it requires an upwards step to cancel hayashida, and its relatively short hitbox limit the possibilities outside of the wall, but with her new F4~ss move, she can finally deploy this a bit more anywhere on the stage. Her QCF transition before going into grabs is basically instant now, which also opens up her grab game immensely.

SS4: The low counterpart to SS1. This move is incredible. On its own, it's + on hit, does good damage, and is difficult to spot due to its fast-ish startup speed. It is, however, -14 on block (which is only launch punishable in a few matchups), so be careful. The extra messed up part about this move is the extension. Not only does SS42 *CH launch* (which is outrageous), but it interrupts retaliatory punishers of the first hit, which only complicates matters for your opponent. Even scarier, *it jails on hit*, meaning the opponent is relegated to blocking the high after getting hit by the first part, which also gives you *guaranteed chip damage*. This turns a normally 14 damage low into a 20 damage one on normal hit. While the second hit is highly encouraged, remember that the high extension opens up the opportunity for the opponent to launch you if they block the first hit, so be careful.

F3+4: While not as damaging as her launching whiff punishers, this move still has great range and is quite a bit safer. It's also a lot more suitable when sharking near the wall with space between your opponent, as f3+4 1 gives solid wall splats and a transition to heat. At -14, this extension is a bit risky unless you spend your heat dash. F3+4 2 will give you safe chip instead while giving up your turn at the wall. Keep in mind, the guns can't come out if the first hit whiffs, and it isn't an NC, so you are banking on either a counter hit or the opponent mashing during the string to cause a splat with the 2 extension. The opponent can also armor through the guns mid string, though this won't work against f3+4 1. In heat, the calculus is a bit different - even blocked, f3+4 2 will do 17 chip damage (27 if the first part hits), and on CH you will be doing close to 100 damage at the wall.

B34: This move is a solid mid check with a delayable, hit confirmable high extension. It's NC, and if you manage to land it, it allows for guaranteed followups from f3+4 1, df12, or df32. Killer at the wall, where the f3+4 1 followup leads to wall splats before the scaling even starts, resulting in ~80 damage wall combos.

WS1: This mid goes quite far carrying the opponent to the wall for great damage with the 1+2 extension. You can just shark in crouch a slight distance away when the opponent is against the wall, and throw it out to go fishing. You can also use ws14 to complicate their attempt to duck the 2nd hit, and get guaranteed followups on hit with d3+4, or powerful oki with ff1+2H.

D343: As explained in the pokes section, this move is messed up and only more so at the wall. CH's galore, not easy to punish and 80+ damage wall combos.

D32: Not the best move (slightly unsafe), but this gives you a mid to further complicate dealing with your d343. On CH, you even get slightly more damage than d343 thanks to a guaranteed db1+2 followup.

FF1+2: For when you want to screw with people at the wall. If you hold it, you are massively plus on block. If you don't, you are -5. If either one connects it's a big wall splat for great damage. It also does chip damage on block. If they like to challenge, go for CH's and frame traps afterwards, if not then do it over and over or go for a low. It also hits grounded, unlike regular f1+2.

B1+2: This move is a safe, wall splatting mid with very special properties. You can eliminate white health with it, which is quite rare, and if you land this near the wall you can follow up with d3+4 for a guaranteed followup totaling 49 damage. This move is also enhanced in heat, doing 45 damage leaving you in crouch while giving insane amounts of chip damage. It eats a lot of gauge to perform though.

DB2: Safe, reaching mid that shuts down step to keep them from escaping the wall. It's a CH launcher, but additionally it leaves them standing just long enough for followup db1+2 to count as a standing hit, which means the db1+2 does full damage before the wall splat, which gives you insane damage. On normal hit, it bounces them against the wall for great frame advantage, giving you the perfect opportunity for grabs and other such things.

1+2: Basically a baby db2 with better frames but no CH.

DB1+2: i11 punisher, not safe on block but gives you the wall + heat off a very quick mid. Really solid range, and great in tandem with db2.

Execution and Techniques

She's got a lot of special techniques worth learning, and they will generally help you with combos once you can do them. You don't absolutely *need* her difficult consecutive ws1's for fancy combos, but learning to perform a single one in some instances is vital (and thankfully much easier).

Here's a [video accompaniment](#) if you need a visual.

QCF/Rolldash:

She has a rolldash with quarter circle forward. Imagine pressing the down input, and sort of rolling your thumb (on pad) or lever (on stick) in a circular motion towards the forward input, while passing over the diagonal in between. She also has other ways to enter it that are useful: Df32f, df12f, 3+4f, as well as her SS1f can go into her rolldash when holding forward. From rolldash, you can access your QCF moves, as well as your WS (while standing) moves by letting go of the forward input before you do the attack. A QCF1 requires you to hold the forward input while you press 1, but if you release the forward input before 1 you will get WS1 instead. You can also linger before pressing the attack button to get her to move further forward.

You may see the combos below mention something like df23f~qcf1, all this means is you hold forward out of df32 and press 1 to do a QCF1 without actually hitting the qcf motion. This greatly simplifies her combos in most cases. Similarly, Df32f~ws1 will simply mean pressing forward, and releasing (n = neutral) instead of doing an entire qcf~n motion to perform a WS1.

SS1:

You can access SS1 by tapping up or down, releasing it and pressing the 1 input. You can also enter side step through certain moves such as df32, 12, f4, df12, uf434 and b222 which will let you perform an SS1 in tandem. In turn this lets you either hold forward to perform a rolldash, or hold backwards for hayashida which can be quickly canceled with an upwards step, which leads into another ss1 and more. Both ss1f and ss1b are massively plus on block or hit.

At any moment during SS1, you may choose to hold forward and do an immediate QCF move, or WS move such as ss1f~ws1 - this enforces your ss1 transition very well, and can make things like SS1f~qcf1 an incredibly deadly frame trap.

Hayashida step:

You can hit QCB (quarter circle back) to make Nina sway back, or access it from moves like ss1b. It has evasive properties, blocks lows, ducks highs and has unique moves in the form of QCB4 and qcb1+3. However, this is far from its most useful purpose; It is an incredible compliment to her SS1, because it can be used for movement or step cancels with up. This allows you to do something like SS1, hold back to do hayashida, and immediately cancel it by tapping and releasing up, which creates another step, which can go into another SS1 etc. Rinse and repeat. While ss1b is indeed plus on block, the step cancel from there isn't very advantageous frame wise. Between the time it takes to enter hayashida, step cancel it with up, and start another ss1 (or any other move), step canceling will leave you at barely plus if done perfectly. Another ss1 (which is i14) trades with i13 moves at the fastest.

However, the mixup isn't so simple. You can cover hayashida from SS1 with stuff like ss1f~qcf1 or other forward options, and you can do things from hayashida without stepping to take more advantage of the +10 on paper.

If you hit a button during this sway back, within the first few frames you will trigger ws moves. If you wait just long enough to pass the WS move window, you will have access to most of your regular movelist at much more achievable plus frames.

You can also bypass the WS window of hayashida by using moves with an up input, such as ss1b~uf4. You will occasionally see things like Uf434~ss1b~uf434~ss1b being spammed at low ranks for easy wins, because it is difficult to attack through.

Another thing about hayashida step that isn't obvious in the movelist: if you do qcb, linger for a second, and then do f1+2 or hold f1+2, you will get ff1+2 or ff1+2H instead of her usual blond bomb. This is super useful at the wall, where ff1+2 is safe and ff1+2H is + on block and does insane damage as a wall splat tool. This compliments her qcb1+3 throw, which can't be broken, making this very useful as a wall ender mixup if you connect it properly.

WS1/Butterflys:

Her consecutive ws1's are the most difficult combo filler in the game. While not quite as flexible as they once were, they still have some niche utility and are sometimes part of her optimal, maximum damage open ground combos.

There are several ways to do a WS1. If you do something like df32fn~ws1, you won't actually have to input anything crazy, simply press forward and release it during the

roll dash before hitting the 1. The trickier bit is when you need to do them manually. Start by doing df2 into df323 for example. You'll notice there is a bit of a gap after the tornado, which you can cover without dashing - simply do qcf, release the forward input, and press 1 to connect with the opponent. You can even linger on the qcf input before pressing 1 to get extra distance. Seems easy right? You can follow up the ws1 with df323, f3+4 1, b1+4, or qcf43 1+2 or whatever else connects. If you only see a single WS1 in her combo, you can rest easy.

Now here comes the hard part. It is technically possible to link WS1's consecutively, which gives you absolutely insane carry distance in your combos. To achieve this, we first need to understand the concept of being off axis. Nina is the only character in the game with a strong ability to dictate her direction relative to the opponent during combos. While most launchers re-align the opponent, getting off axis left will cause consecutive ws1's to fail. If you do something like df32 into step and perform an SS1 in the leftward direction, you will go off axis and cause consecutive ws1's to fail. Nina needs to be *somewhat* towards the right (press down on the p1 side) or on a neutral/right axis for consecutive WS1's to even be allowed to connect. There was a change in season 2 which makes most launchers re-align the launch, so most of the time you can do things like uf4 or df1 into ws1's if you are precise, since you won't be too off axis left.

Df32~ss1 (to the right), CH f3, uf4/df1 during combos, or simply manually stepping to the right after tornado/2+3 can help you to get off axis to the right for the combo.

Now, to perform several WS1's, you basically need to do qcf, and release the forward input, and hit 1. You need to do this so quickly that the rolldash is completely imperceptible. To perform another WS1, you have to wait until you are fully recovered from the previous one - unlike attack inputs, the initial QCF directions CANNOT be buffered during the recovery of the previous move, which makes timing this very precise.

If you need a practice combo, try df2, uf4, df12fn~ws1 and start looping. You get an easy initial WS1 to start learning timing this way.

There are many tricks with this. The first tip is nice for fight sticks - you can hit qcf, and overshoot till you reach the uf, and pressing 1 even while you are still holding uf1 will allow for a ws1 since it is no longer a qcf motion. Though I play on pad, I sometimes switch to analog stick when I perform ws1's on the p2 side (you should be using dpad for most things) so that I can do the qcf~uf+1 trick. Simply doing qcf~n1 is totally viable though, I sometimes do it on the d-pad depending on how cold my hands are.

Additionally, some people go super extreme on the directional inputs and perform a half circle (more common on stick). If you line up the half circle so the down input begins after recovery of the previous ws1, the game will simply eat the inputs before the QCF and you don't have to linger with a bunch of downtime between ws1's, which feels more natural for some.

The condition of your dpad can make a huge difference. Worn and soft is generally better for nimbleness, so go ahead and let your dpad get a bit softer if you are sporting a new controller. You can also find aftermarket dpads for a few bucks (battle beaver for the ps5 controller for instance) that give you segmented buttons rather than a unified backing plate. This makes them more clicky and can help with feel or avoid excessive diagonal bias when pressing the forward input a bit too low.

You can also try binding things - if you choose to have a 1+4 macro on one of your pad's L/R buttons, it may be more comfortable for you to use since WS1+4 will just give you WS1. You could even try combining tricks like rebinding the movement to the right stick, and use the L1 button for 1+4 to get a more comfortable setup for WS1's on the P2 side, or whatever works.

PSA to avoid repetitive strain injury. With fast motion combos like ws1's, your accuracy can worsen as you get tired from practicing, which will encourage you to hyperfocus on it for longer to compensate. This can mess up your hands so avoid that. Take it low and slow, work on efficiency, and try practicing your WS1 technique outside of combos to avoid excessive combo inputs. Don't play through pain or a developed sense of numbness. Stretch often.

DB2 Links:

Certain combos will require the use of db2, and it can be pretty tricky so I'll explain.

Landing db2 during a combo will do quite a lot of damage for a single hit, and it will put the opponent in a special state where they cease to fly back as far, hover in the air briefly, and certain moves will be able to connect or not connect that normally wouldn't.

You can do ss1b~db2, or db2 after tornado, which is fairly doable, but the optimal damage routes will involve df32b~db2, which is considerably trickier. There are two methods to do the latter.

Firstly, hit df32b. Notice the gap between the move and the backsway? As soon as Nina starts to reel backward, roll down to db2. Done correctly, the backsway will be all but invisible. Keep in mind though, there is a significant delay before the backsway begins so you have to practice the timing.

The second method is to simply do df32 and hold db. This feels a bit awkward on the left hand, but you will still get the backsway because of the back input, and you can focus exclusively on timing the 2 input.

Once you've performed the db2 link, keep in mind you need to follow up. You might use qcb4, micro dash db3+4, b3+4 3, f213 or dash df32b~qcb4. Trade offs are listed below.

Combos

[Route comparison](#) (a bit dated, will have a new vid for S2 eventually)

Each of the following routes has their strength. Keep in mind you will have to correct for walls.

The easy section with uf4, uf3 is reliable and easy, carries far and is very flexible at reaching the wall without spending tornado (see "dealing with walls" section), which can net you some extra damage points.

The qcf1 route will typically spend tornado early, and will not carry as far. However, if the wall is exceedingly close, this is probably going to do a lot of damage because it stacks more of its damage early on. It's also good at keeping opponents close after tornado for fancy links and angle changes so you can fit more hits before the wall.

Db2's are kinda awkward to input, but they are unquestionably her best damage for heat combos and are generally well rounded and flexible. After db2, you can use f213 for an easy followup into a generous window for followups after dashing up. Converting with other post db2 moves is also possible: qcb4 and micro dash db3+4 are more difficult, and require more hits post tornado to get the same damage. Dash into df32b~ or f~ followups is possible after db2 and is great for linking to the wall. You will often have to spend tornado after the tailspin, but the db2 itself can also reach the wall for carry. Double db2 loops are also *very* damaging but inadvisably difficult most of the time, especially without a wall to carry to.

Her WS1's are probably not worth the execution for the damage they deal, but they are still among the highest carry in the game and part of all of her max damage variants.

They are also exceedingly stylish. They also tend to shine well on launchers that don't allow for strong initial hits as easily, such as ws2, or instant tornados like qcb4/low parry. If you find yourself on interactive stages with exploding walls and such, you might find them very useful in tandem with her 1+2 extension for guns (break walls) or f3+4 1 (good carry without spending tornado). Keep in mind they will not work consecutively if you are off-axis left even a little bit.

You can also spend heat mid combo with 2+3 to allow the opponent to get up from the wall ender, while still preserving heat pressure and chip possibilities after they rise.

Legend:

ss = side step, ssl/ssr = side step left/right, x3 = three times, ~ = connected move, n = neutral (release directions), WS = while standing, qcf = quarter circle forward (her rolldash, or hold forward from certain moves), qcb = quarter circle back (hayashida), ff1+2H = fully held, MD = micro dash (ff very briefly)

Routes

[Video compliment](#) (vid is pre-Season 2, will update soon)

Df2:

Easy (68): uf4, uf3, df32fn~ws1, 1, db3+4, uf4, f1+2

Uf4 (71): uf4, uf3, df32, b3+4 3, ws1, qcf43 1+2

Db2 (73): uf4, uf3, df32b~db2, f213, uf4, f1+2

QCF1 (70): qcf1, qcf1, qcf1, b3+4 3, uf4, qcf43 1+2

QCF1 Alt (70): ff2f~qcf1, qcf1, b3+4 3, ws1, qcf43 1+2

WS1 (75): uf4, ws1, ws1, ws1, ws1, df32b~qcb4, uf4, f1+2

WS1 Alt (79): uf4, ws1, ws1, ws1, df32b~b3+4 3, db2, dash qcf43 1+2

WS1 Hard (81): uf4, ws1, ws1, ws1, ws1, df32b~db2, dash db3+4, db2, f3+4 2

Heat (86): uf4, uf3, df32b~db2, f213, ss1bn~2+3, db2, qcf2f, d3+4

Heat Alt (88): uf4, uf3, df32b~db2, f213, db2, 2+3, uf4, qcf2f, dash d3+4

*WS1 hard ender requires fff after db2 to perform f3+4 and skip ff inputs

B1+4: (or CH b4 into b1+4)

Easy (74): uf4, uf3, df32fn~ws1, 1, db3+4, uf4, f1+2

Uf4 (77): uf4, uf3, df32, b3+4 3, ws1, qcf43 1+2

Db2 (79): uf4, uf3, df32b~db2, f213, qcf43 1+2

QCF1 (78): uf4, qcf1, qcf1, b3+4 3, uf4, qcf43 1+2

WS1 (79): uf4, ssr df1, ws1, ws1, ws1, df32b~qcb4, db2, f3+4 2

WS1 Alt (81): uf4, ssr ws1, ws1, ws1, ws1, df32b~qcb4, uf4, f1+2

Hard (82): uf4, qcf1, ws1, ws1, df32b~db2, MD db3+4, uf4, f1+2

Uf4 qcf1 can be replaced with qcf1 qcf1 for 2 less damage.

Uf4 uf3 needs micro dash in between vs ling, otherwise use uf4 df1 or uf4 qcf1

Db3+4:

Easy (77): uf4, uf3, df32fn~ws1, 1, db3+4, uf4, f1+2

Uf4 (80): uf4, uf3, df32, b3+4 3, ws1, qcf43 1+2

Db2 (82): uf4, uf3, df32b~db2, qcb4, ssl uf4, qcf43 1+2

QCF1 (81): uf4, qcf1, qcf1, b3+4 3, uf4, qcf43 1+2

QCF1 alt (82): uf4, qcf1, qcf1, db3+4, uf4, ws1, qcf43 1+2

WS1 (86): uf4, qcf1, qcb4, ssr uf4, ws1, ws1, ws1, f1+2

Uf21:

Easy (76): ws1, uf3, df32b~b3+4 3, uf4, qcf43 1+2

QCF1 (78): qcf1, qcf1, df32, b3+4 3, uf4 qcf43 1+2

WS1 (83): qcf1, qcf1, qcb4, ssr uf4, ws1, ws1, ws1, f1+2

Heat: qcf1, qcf1, qcf1, b3+4 3, ss1b~db2, 2+3, db2, f1+2f, fff1+2

Uf1:

Uf3 (76): ws1, uf3, df32b~b3+4 3, uf4, qcf43 1+2

Db2 (77): ws1, uf3, df32b~db2, MD db3+4, uf4, qcf43 1+2

WS2:

Easy (65): uf3, df32fn~ws1, b14, f213

Uf3 (69): uf3, df32fn~ws1, df1, db3+4, uf4, qcf43 1+2

Uf3 alt (69): uf3, df32ss~ss1b~db2, dash df32b~qcb4, qcf43 1+2

QCF1 (73): qcf1, qcf1, qcf1, b3+4 3, uf4, qcf43 1+2

WS1 (78): qcf1, qcf1, qcb4, uf4, ws1, ws1, ws1, ws1, f1+2

Db2 (74): qcf1, qcf1, df32b~db2, MD db3+4, uf4, qcf43 1+2

*for easy, do fff after tornado to avoid getting ff2

QCB4:

Easy (67): uf4, df12~ss1f~ws1, qcf43 1+2

WS1 (78): uf4, ws1 x6, f3+4 2

CH QCF1:

Easy (84): uf4, uf3, df32, b3+4 3, ws1, qcf43 1+2

QCF1 (86): uf4, qcf1, qcf1, db3+4, ss uf4, ws1, qcf43 1+2

DB2 (85): MD uf4, uf4, df32b~db2, f213, qcf43 1+2

F4 (87): qcf2, f4~ss1b~db2, qcf1, qcb4, uf4, qcf43 1+2

CH DB2:

Easy (76): ws1, uf3, df32f~b3+4 3, uf4, qcf43 1+2

QCF1 (78): qcf1, qcf1, qcf1, b3+4 3, uf4, qcf43 1+2

DB2 (79): qcf1, qcf1, df32b~db2, MD db3+4, uf4, qcf43 1+2

CH F3:

Easy (87): ws1, uf3, df32b~b3+4 3, ws1, qcf43 1+2

Uf4 (89): ss1b~uf4, df32, b3+4 3, uf4, qcf43 1+2

Db2 (90): qcf1, qcf1, df32b~db2, dash df32b~qcb4, uf4, f1+2

QCF1 (89): qcf1x3, b3+4 3, ws1, qcf43 1+2

WS1 (95): qcf1, qcf1, qcb4, uf4, ws1, ws1, ws1, f1+2

CH SS1+2:

Both sides (60): db43, ss1b~uf4, qcf43 1+2

D2 (68): d22, uf4, df12f~qcf43 1+2

WS1 (79): d2, ws1, ws1, ws1, df32b~qcb4, qcf43 1+2

**WS1 route only possible off ss1+2 to the right*

CH SS42:

Easy (65): uf3, df32fn~ws1, qcf43 1+2

Uf3 (79): d2f~ws1, uf3, df32b~db2, dash db3+4, qcf43 1+2

WS1 (83): d2f~ws1, ws1, ws1, df32b~qcb4, uf4, f1+2

**WS1 works better from SSR 42*

CH QCF3:

Easy (72): d2f, ws1, uf3, df32, b3+4 3, uf4, f1+2

Db2 (75): d2, uf3, df32b~db2, f213, qcf43 1+2

WS1 (79): d22, ssr uf4, ws1 x5, f1+2

CH d, df4:

Easy (74): uf3, df32f~ws1, df32b~qcb4, uf4, f1+2

Db2 (78): uf3, df32~ss1b~db2, df32b~qcb4, uf4, f1+2

Db2 alt (80): uf3, df32f~ws1, df32b~db2, dash db3+4, db2, fff3+4 2

QCF1 (82): ssr, qcf1, qcf1, qcf1, b3+4 3, uf4, qcf43 1+2

WS1 (82): ws3+4, ss1b~uf4, ws1 x4, f3+4 2

Low parry:

Easy (45): ws1, uf3, df32f~ws1, qcf43 1+2

QCF1/Db2 (51): qcf1, qcf1, df32b~db2, deep dash df32b~db2, deep ff3

WS1 (55): uf4, df1, ws1 x5, f3+4 2

Mini Combos:

D, DF4: ff3 (39), step up/down d3+4 (44)

FFF33: ff1+2 (50)

B34: f3+4 1 (50)

44 3+4: (Third hit) ff1+2 (49)

DF312: (CH 1st, NH Second, third hit) ff1+2 (50), but only with wall nearby

WS14: (2nd hit) d3+4 (44)

B1+2: ff3 (44), d3+4 at the wall (49)

FF2: f1+2 (39), qcf2 (40), dash d3+4 (44)

FF2f: f1+2 (to get fff1+2 out of roll) (44)

CH db2: db1+2 (skips scaling for wallsplat conversions)

CH DB3: qcf2 (40-44), ff1+2 (40-44), dash d3+4 (44)

CH D32: (Near wall only) db1+2 (70+ wall combo)

CH ff4: (tech roll) ff3 (55), (tech roll left) ws4 into combo (variable, inconsistent)

D41: (2nd hit CH) 12 (27), (2nd hit CH) db1+2 (39 + heat)

CH F214: micro dash d41 (combo)

CH d343: deep ff1+2 (66) or on opponent grounded near wall -> d22 or d343 (wall combo)

CH df12~u or d: (second hit CH) ss2 (full launch)

CH df32: (2nd hit CH), b22 (38) or db1+2 (37 + heat/wall)

CH df32b: (2nd hit CH), ws2 (full combo)

Dealing with walls

[Video component](#)

Reaching the wall:

Her biggest combo problem in this game is ironically her guns - the opponent falls out of any wall combo at any distance if her guns are used to carry to the wall, which sucks. This makes WS1's incredibly unappealing as wall carry - they don't lead to tornado after just a few hits, and if you use them after tornado there is no move left that can reach the wall unless you do very few of them. Early in the combos, ws1's can lead to df32/df31 or 12/14. WS1's are sometimes optimal damage on open ground, but try to go for the wall with something else if you can - unless you are far behind the middle of the stage and have no other hope of reaching the wall, or if there is a stage gimmick such as a breakable exploding wall, which guns can trigger.

Try these moves and sequences to reach the wall during juggle combos (damage after scaling):

1 hit:

1 (1 damage)
2 (3 damage)
4 (4 damage)
QCF1 (5 damage)

2 hits:

Df32 (5 damage)
Df31, df12 (6 damage)
B22 (7 damage)
F3+4 1, b14, d22, ss1f~qcf1 (9 damage)
44, b3+4 3, qcf43, Qcf1 x2, db2 into qcf1 (10 damage)
SS1f~qcf2 (11 damage)
SS1f~f1+2 (13 damage)

3 hits:

db2 dash df32, Df32f~qcf1 (10 damage)
Df323, uf4 df32 (11 damage)
f213, f214 (12 damage)
B222 (13 damage)
SS1f~qcf43, SS1b~b3+4 3, db2 dash f3+4 1 (14 damage)
db2 dash qcf43 (15 damage)
Uf4 qcf43 (16 damage)

Despite its low damage, df32/df31 is going to be used a ton as a wall link because it can be done after many different moves (such as ws1, uf4, uf3, df1 etc), doesn't spend tornado, and can be used after many combo hits (which a lot of these can't). 44, b3+4 3 and b22 are worth pursuing over df32 when close to the wall after tornado for a bump in damage, and at 3 hits away from the wall b222 post tornado is really nice. Don't forget QCF1 when you are very close to the wall, it can still carry quite far post-tornado, and db2 into qcf1 can work after more hits than simply qcf1 x2, supposing you have a tornado to land the db2. QCF43 doesn't give tons of time to dash up to walls but does good damage and pushes them quite far, with a potential 1+2 extension that can break stage gimmicks. F214, b222 and certain moves out of ss1 (such as qcf43) can land the last hit at the wall and still allow a full wall ender immediately after, as long as the hit connects while the opponents feet are above the floor at the wall. This bypasses the wall scaling and lets you fit an additional hit for extra damage.

Wall Combo without Tornado

Damage:

- 18 dmg:** Df12fn~1+2 or Df12f~qcf2
20 dmg: 2, df12 1+2 or df32, d3+4
21 dmg: 2, df1, d3+4 or ss1b~df12 1+2
23 dmg: ss1b~ss1bu~d3+4
24 dmg: ss1b~ss1bf~12 1+2 (difficult)
26 dmg: ss1b~ss12, ff3 (difficult)

Oki:

- 11 dmg:** df32, 1+4
13 dmg: ss1b~df1, 1+4
18 dmg: df12f~qcf2
21 dmg: ss1b~ss12, 1+4

Wall Combo with Tornado (or direct wallsplat)

Damage:

- 27 dmg:** f213, 12 1+2
29 dmg: db3+4, 4, df32, d3+4*
29 dmg: ss1b~b3+4 3, 12 1+2 **or** b3+4 3, ss1bf~12 1+2
30 dmg: ss1b~ss1bu~b1+4, 12 1+2 (difficult)
32 dmg: db3+4, ss1b~ss12, ff3 (difficult)
35 dmg: db3+4, 2, ss1b~ss12, ff3 (difficult)*

**imperceptibly delaying the 1+2 in the first combo can cause this to fail, input it ASAP*

**db3+4 must hit while the opponent isn't too low on the wall, and the 4 kick must hit them while their feet are still above the floor after tornado*

Oki:

- 17 dmg:** ss1b~b3+4 3, uf1
18 dmg: b3+4 3, df1, 1+4
23 dmg: b3+4 3, ss1b~u4
26 dmg: db3+4, ss1b~ss12, 1+4
26 dmg: db3+4, 4, df32f~qcf2*

**db3+4 must hit while the opponent isn't too low on the wall, and the 4 must be performed ASAP to hit them while their feet are still above the floor after tornado*

Heat oki (19): db3+4, 4, df32bn~2+3, uf1

Here's an example carry combo deconstruction, by order of increasing carry distance, and without spending tornado so you can do the enders above:

Df2, qcf1, qcf1... (up to 4)
Df2, uf4, df32
Df2, uf4, uf3, df32
Df2, uf4, uf3, df32f~qcf1
Df2, uf4, uf3, df32fn~ws1, 1
Df2, uf4, uf3, df32fn~ws1, 12
Df2, uf4, uf3, df32fn~ws1, df32
Df2, uf4, uf3, df32fn~ws1, df31
Df2, uf4, uf3, df32fn~ws1, f3+4 1
Df2, df32~ss1b~uf4, ws1, ws1, df31
Df2, uf4, df1, ws1, ws1, ws1, ws1, f3+4 1

Character specific enders:

Bears (24): ss1b~df3212 1+2 or df32, df12 1+2 (22)

Bears Tornado (33): ss1b~3+4 3, df3212 1+2 or df323 df3212 1+2 (31)

Jack (22): df12, 12 1+2

Oki stuff

UF1: ([here's](#) a visual)

This move is insane. Whenever you land an uf1 during a combo, you will spike the opponent. This means they can't tech roll, and are forced to either stand up immediately with up or back (and subsequently guard or crouch guard), or stay down. Nina has moves that cover each of the possibilities for stupid damage.

Reach the wall with tornado and you can do **df323, uf1** or **ss1b~b3+4 3, uf1** into the following oki. If you don't have tornado you must simply do uf1. The spike won't work if you catch them with uf1 as a low wall hit (which allows them to tech roll). I'll list what followups you can catch next to each entry:

FC df4: stay down, rise into standing block, getup kicks

FF1+2H: stay down, stand into crouch block, *getup and spring kick when not held*

WS1+2: stand into crouch block, spring kick

Uf3: stand up/back (sometimes whiffs at angles)

Ws1/Ws4: stand up/back, getup and spring kick

WS3+4: stay down, stand into crouch block, getup and spring kick

SS cancel d3+4: stay down, rise into standing block, getup kick

SS cancel b1+2: stand up into crouch (safe on block, wall splats), getup and spring kick

SS cancel QCF2: stay down, stand up into crouch (safe on block, wall splat + heat vs stand)

By spiking the opponent with this move, you have a chance to catch them grounded for free damage for more damage than a typical ender, or catch them after they rise with stuff like fc df4 or ff1+2 for knockdowns and wallsplats.

The meat of the mixup is between ff1+2 and ss cancel d3+4, which both hit grounded, beat getup kicks, and do a metric ton of damage if the opponent guesses wrong. You can do even more damage with ff1+2H and fc df4 (which is difficult to spot when performed from crouch after uf1), though at the cost of vulnerability to spring kicks, less damage on the low if they stay down and vulnerability to getup kicks for the mid. You can hit people for even attempting to rise with things like uf3 or ws1 as well, which doesn't give them an opportunity to stand and guess, but these options will not hit them if they stay down. If ws1 or ws4 hits them attempting to spring kick, you can tack on df1 or d4 for extra guaranteed damage.

1+4:

You can use this move two ways: as part of a wall ender (such as df32 into 1+4) or during combos.

The good and bad thing about this move compared to uf1 is that you funnel the opponent into more predictable situations. It's devastating to the opponent if they stay down (thanks to your d3+4 or qcf2), but since you can recover standing from it, smart players will default to standing by holding back, negating any guess from the floor. This forces them to take standing mixups, which is, as mentioned before, good and bad. You also have more flexibility and damage with wall enders using this over uf1.

At the wall, opponents will be forced to guess between most of the same moves. They will be able to block during the backwards getup animation, but they will still have to guess between crouching and standing block, which means you can effectively mix them up between mids (df12, uf3, ff1+2, ff1+2H, etc.) and lows (d df4, d2f, db3, ss42 etc.). Keep in mind they can still jab you out of ff1+2H if they react quickly enough, unlike after rising from uf1. You can also hold forward to sway from here, in which case they will have to guess between qcf3, qcf2, f1+2 (aka fff1+2) and 2+3, and stuff like qcf1+3/qcf2+4 which is all pretty brutal.

As for combos, you can end them with 1+4 after tornado or uf4, though after many hits uf4 into 1+4 will start to create too much space for easy mixups. From here, the opponent will have more distance than if the wall was behind them, relegating you to

qcf3 and fff1+2 mixups which they can't step if they hold back to rise. You'll want to throw in the occasional qcf2 as well, which is also a mid but importantly hits them while grounded like qcf3. To reach them, you'll have to delay your attack to get the full sway, which helps to close the gap a bit.

I'll highlight evil mist as well (qcf2+3) from your 1+4f wall ender. It doesn't do much damage, but it's unblockable with a slightly lingering hitbox, meaning the opponent has to duck and potentially eat followup mids without much leeway in between. If you land it, it gives you massive plus frames and things like qcf1+2 can't be stepped afterwards. However, they can always block during the recovery frames from here, so it doesn't lead to anything guaranteed on hit.

QCF2 wall enders:

From typical wall situations, particularly without tornado, it's pretty simple for Nina to land df32f~qcf2. This gives a better oki situation than landing f1+2 or 12 1+2 at the end of your wall combo for minimal damage trade-off. SS1~ss12, 1+4 can land you more damage, but is not always ideal after dash up and can whiff on certain angles, and uf1 setups will do significantly less damage without tornado. QCF2 doesn't give you the level of oki that 1+4 or uf1 provides, but it's another good compromise for damage.

Staying down after qcf2 flips you over is very risky, so against good opponents you can count on them getting up and basically forget dealing with getup kicks. After they tech roll they will be left at a pretty significant disadvantage that lines up perfectly with your offense, particularly if you do a quick dash before attacking, or do a slow maneuver like d, df4. This has the effect of letting their techroll invincibility expire as you re-align to track their roll.

Grabs:

You can follow up certain grabs for even more damage if the opponent attempts to get up immediately, since they can't tech roll from here. These are tough to time because the buffer window for followup attacks after grabs is super small, yet they need to be inputted ASAP to be consistent. The window for catching people is easier when they hold back generally. Keep in mind the tradeoff - dropping the grab early gives the opponent one less chance to break, but reaching the end of a grab chain removes all their white health and doesn't require guess work on their wakeup. Some of these oki possibilities are possible after a full chain too, so best of both worlds.

I'll list the following with the corresponding getup in parenthesis. It's assumed you will perform these followups ASAP and some will require more precision than others. You can do the complicated version of these grabs too, the situation is identical and you'll get more damage.

Back Throw: df4

Df2+4: instant ff3 (guaranteed but extremely tight), df1 (stand)

F1+3, 1: df4 (stand/back into BT followups), super fast ff3 (back)

F1+3, 2: df3 (stand/back), f3+4 (stand/back)

F1+3, 2, 2: df4 (stand/back)

F2+4, 1: df4 (stand/back)

F2+4, 2: df4 (stand/back)

F2+4, 2, 1: df4 (stand/back), d4 (stand/back)

F2+4, 2, 2: df3 (stand/back), f3+4 (stand/back), d3 (stand/back, stay down)

QCB1+3, 2: df4 (stand/back)

QCB1+3, 2, 1: df4 (stand/back)

QCB1+3, 2, 2: df3 (stand/back)

If they like to stay down or roll on the ground, you've got qcf2 and ff3.

Stage Gimmicks:

The following generalizations are useful in regard to stage gimmicks -

Firstly, you need a sense of whether you've done few or many hits before you break the wall/floor/cause an explosion because the opponent will retain the pushback scaling of however many hits you've done. If you did f1+2 directly into a wall break, for instance, you can treat the follow up combo similarly to if you launched them normally, but with the added flexibility of stepping to the right or left before starting the combo so you can get ws1's and qcf43 1+2's to work easier. Worth noting, there are stages with gimmicks like Ortiz Farm where you can break the wall, and thanks to Nina's superb carry, actually manage carry the opponent to the next wall for additional followups if you didn't do too many hits prior.

However, if you've already done many hits into a wall/floor break (particularly if you've used guns which cause many hits), they will fly out of the subsequent followups very quickly, which mostly leaves you with uf4 into f1+2, or db2 into ff3. Of course rage arts, uf1 spikes into gambles and heat stuff are all good alternatives after many hits.

Keep in mind you can only trigger one stage gimmick per combo, with the exception of consecutive wall breaks such on the dojo stage.

Walls breaks:

Below is all the moves that trigger wall breaks during combos, for those that want a comprehensive list:

Wall break/explosion moves: 121 1+2, 124, 12 1+2, 14/141, 32/42/ws42/ss1+2, 34, 1+2, 3334, 44, f214, f3, f42, f1+2, df121 1+2, df324, db2, b222, b1+2, b3+4 1+2, ff2, ff3, ff1+2, ff1+2H, fff1+2, ws1 1+2, ws43/ws43 1+2, ss42, QCF43 1+2

That's a lot of moves, so I'll summarize the implications. Any move with guns, or any blond bomb (f1+2, ff1+2, fff1+2 etc.) type of move, or anything that even vaguely feels like she is slamming the opponent into something is certainly triggering wall breaks/explosion. The only exceptions are qcf2 for some reason (won't trigger during combo, however it still does if it causes the initial wall splat), and things that are also tornado moves (even after you've used tornado). Anything that causes a wall splat directly will also trigger an immediate break/explosion, though regular launchers like df2 or b1+4 will not, even if it puts them on the wall. Db2 will also not trigger a wall explosion outside of combos, same with 1+2 and a few others that normally cause it during a combo. This makes initiators/strings with several hits that don't normally lead to a full combo like CH db2 into db1+2 or CH f214 or CH d343 exceptionally deadly. This is because they don't trigger damage scaling before slamming into the wall, and still go on to grant a full combo with a wall break.

To further simplify, after a long carry you'll want to shoot for as many hits as possible before the explosion, then finish on a single big hit or two (or use b3+4 1+2 for guns/df1+2 rage art). However, after direct splat, you'll want to do fewer, heavier hits to trigger the break/explosion with good scaling, and use the followup to extend the combo as long as you can. Try the following:

Wall break off direct wall splat:

(sanctum floor): break move, SSL1b~uf4, df32fn~ws1, df31 wall, ss1b~b3+4 3, 12 1+2

(sanctum floor heat example): fff1+2 break, qcf1, qcf1, qcf1, db3+4, fff1+2f, wall ss1b~df12 1+2

(training ground): break move, dash uf4, uf3, df32fn~ws1, 1, db3+4, fff1+2 break, dash qcf43 1+2

(training ground heat example): fff1+2 break, db2, qcf1, df32fn~ws1, df32 wall, ss1fn~ws1 1+2 break, db3+4, dash b3+4 1+2 break, fff1+2f, ff1+2h

Wall break after carry:

When you've lost count of a ton of hits, b3+4 1+2 will always connect after wall break

(training ground): df2, uf4, uf3, df32fn~ws1, df32 wall, ss1fn~ws1 1+2 break, db3+4, uf4, f1+2

(training ground): df2, qcf1, qcf1, qcf1, db3+4, b222 wall, ss1fn~ws1 1+2 break, db2, long ff3

Balcony break after long wall carry:

Balcony breaks give you the least time to step/move before followups

No tornado:

Reach the wall, b222 to break, uf4, f1+2 (+19 damage)

Reach the wall, ss1fn~ws34 break, uf4, f1+2 (+ 20 damage)

With tornado:

(23 damage): wall, db3+4, ss1fn~ws43 break, b3+4 1+2

(25 damage): wall, b3+4 3, ws1 1+2 break, b3+4 1+2

(26 damage): wall, ss1fn~ws1 1+2 break, db3+4, qcf43 1+2

(29 damage): wall, ss1bu~ss1fn~ws43 break, db3+4, uf4, f1+2

Bound Explosion after direct wall splat: (side switching explosion)

(UG arena, wall move +40): wall explosion, dash qcf1, qcf1, df32b~db2, f213, df31 wall, df32f~qcf2

Wall Explosion after wall carry: (non side switching explosion)

No tornado:

(Combo +21 easy): wall, df324 explosion, uf4, f1+2

(Combo +25 damage): wall, b222 explosion, ss right, qcf43 1+2

(Combo +28 heat): wall, b222 explosion, dash db2, 2+3, db2, f1+2f, fff1+2

(Combo +33 heat): wall, ss1fn~ws1 1+2 explosion, db2, dash 2+3, fff1+2f, fff1+2

With tornado:

(Combo +29 damage): wall, df323, fff1+2 explosion, dash uf4, f1+2

(Combo +30 damage): wall, db3+4, ss1bu~ss1fn~ws43 explosion, db2, ff3

(Combo +34, heat): wall, b3+4 3, ws1 1+2 explosion, dash 2+3, uf4, f1+2f, fff1+2

(Combo +35, heat): wall, ss1~b3+4 3, fff1+2 explosion, dash 2+3, uf4, f1+2f, fff1+2

Blast explosion from direct splat: (non side switching explosion)

(Wall splat +39 damage): Wall explosion, qcf1, qcf1, wall, ss1b~3+4 3, 12 1+2

Blast explosion after long carry:

Example: df2, qcf1, qcf1, qcf1, b3+4 3, 44 wall, df324 explosion, qcf1, 12 1+2

Example: df2, uf4, uf3, df32fn~ws1, df32 wall, df323, fff1+2 explosion, qcf1, wall, 12 1+2

Example: df2, uf4, uf3, df32fn~ws1, df32 wall, b3+4 3, ws1 1+2 explosion, qcf1, fff1+2

Example: df2, uf4, uf3, df32fn~ws1, df32 wall, ss1bu~ss1fn~ws43 explosion, qcf1, db3+4, 12 1+2

Hard wall break note:

You need to break a "hard wall" like on sanctum by breaking it with two separate wall break instances. Mind you, singular moves themselves don't automatically break these unless you've already damaged it before. Thankfully, Nina has the qcf43 1+2 string, which has two separate wall break instances in the same move, which is super helpful to break this particular wall. 444 also does this, and has even better damage, scaling, and fewer hits. However, it requires either an in-tact tornado with db3+4 at the wall, or a launch into the wall (such as df2) for the first two hits to connect. Any move that leads to a direct wall splat will damage the wall in the first hit, which means you can just do df323, fff1+2 to break the wall and start your combo at 4 hits.

Floor breaks:

Here's a full list of floor break moves if you're interested:

Floor break/blast moves: 1+4, 43/d343/, 44 3+4, df312, df33, b3, u4, uf1, uf21, ff4, fff33, ws14, df df1

I'll summarize. Anything that looks like it sorta slams the opponent into the ground, causes a ground break. Uf1, 1+4, df33, etc. Again, you can only have 1 stage gimmick per combo on most stages, so if you break a balcony on say, ortiz farm and reach the breakable floor, you won't be able to take advantage of the floor break until you get another combo. Because scaling after stage gimmicks is so awful, you are better off breaking the floor as late as possible. Alternatively, break it early and have a combo ready to carry to the wall after the floor break, though the scaling will often make this not worth it. The floor break will leave you in the same spot on the next part of the stage (in the middle of it), regardless of where you were on the floor above - this means you won't reach the wall below unless you've got a lot of hits saved up. Again, you can do a whole combo, carry to the wall and break the floor, only to go into rage art, uf1 or ff1+2H instead of more subsequent hits.

After wall carry floor explosion: (stratosphere stage)

(stratosphere): df2, uf4, uf3, df32f~qcf1, wall, ss1b~b3+4 3, uf1 explosion, 12 1+2

(stratosphere): df2, uf4, uf3, df32f~qcf1, wall, ss1bu~ss12, 1+4 explosion, db3+4, 12 1+2`

Heat

The name of the game with Nina's heat is chip damage. While some moves naturally do chip, basically every move will start to do chip damage in heat. All chip damage is of the completely recoverable form (white health).

Her guns are what really shine though. They chip for more due to additional gunshots (about 5 times instead of 3), which racks up a lot quicker. The following moves are gun moves, which are naturally buffed in heat:

Gun moves: 121 1+2, df121 1+2, f3+4 2, b3+4 1+2, ws1 1+2, ws43 1+2, QCF43 1+2, SS1+2 1+2, in heat b1+2 and 2+3

Her b1+2 does almost as much chip as her heat smash (2+3 in heat) without spending her full heat meter, so be sure to use it before heat smash for additional chip. She recovers in crouch afterwards, but her heat smash can still be used from here for essentially double chip. If you land them on hit, both b1+2 and 2+3 will do tremendous damage, but they have a few caveats at the wall (where you are most likely to use them).

Firstly, b1+2 leads to a wall splat, while heat smash does not. Heat smash will lead to a wall combo *if* they eat only the gun hits, but both b1+2 and 2+3 will jail on block, which means the opponent is stuck blocking no matter what they try to do if they block the first part, which means they can't get caught in a heat smash wall splat unless the first part misses entirely. Also, since b1+2 recovers crouched, remember to crouch cancel with up before performing your usual wall enders if you want a wall combo. Heat smash will let you go into rolldash by holding f as well, but only on block. Her heat smash also breaks the floor and triggers the volcano stage.

Her b3+4 1+2, ss1+2 1+2 and f3+4 2 not only do significantly more chip in heat, but their frames improve drastically on block as well. SS1+2 1+2 in particular improves to a whopping -2 on block from a double mid, making this string insanely low risk at the wall for relatively little meter spent.

A great way to use heat is to trigger it in combos with 2+3, and NOT use the gauge for heat dash. If the opponent gets up from any of Nina's oki wall enders, and she'll maintain her heat this way, and the situation turns into chip city. You still can apply the aforementioned uf1 or 1+4 oki after the 2+3 bound, which means you can decide to trigger heat even as part of her wall ender and still get oki.

A common way to get wall-ender heat could be ss1bn~2+3 or df32b~2+3 into either 1+4 or uf1 etc. so you can pressure afterwards. If you still have tornado, try ss1b~b3+4 3 or df323 into 2+3. It's better to perform 2+3 at the wall, or at least late in the combo, than early on if you can, as the scaling after 2+3 is abysmal and will turn your combo damage to mush. If it's a choice between spending tornado or spending 2+3 to reach the wall, spend tornado

Combo implications:

There are possible heat combos listed in the combo section, check those out for ideas.

After a non-combo f1+2f or db1+2f on open ground, the knockdown will let you connect with a followup qcf2.

QCF2 and f42 leads to a launch if you spend your heat dash by holding forward:

QCF2F:

Easy (68): qcf1, uf3, df1, uf3, df32fn~ws1, 1, db3+4, uf4, f1+2

QCF1 (75): qcf1 x5, db3+4, ss uf4, ws1, ws1, ws1, f1+2

F42f:

Easy (80): qcf1, uf3, df1, uf3, df32fn~ws1, 1, db3+4, uf4, f1+2

WS1 (87): ss1b~uf4, qcf1, ws1 x5, df32b~qcf4, uf4, f1+2

QCF1 (87): qcf1 x5, db3+4, ss uf4, ws1, ws1, ws1, f1+2

If you initiate heat during a combo with 2+3, don't use your heat smash unless you don't have room to do anything else or you can finish the health bar with it. It is more damaging to instead use qcf2f and spend your heat dash instead, into either qcf2 or ff1+2H/ffff1+2. You also want to use 2+3 as late as possible - the combo scaling afterwards is awful and will negate the damage from any potentially advantageous route.

If you've already triggered heat by the time you get a launcher, heat dash will let you continue the combo afterwards rather than just getting a ground hit when you trigger 2+3 mid combo. The scaling is awful, but as long as you were in heat before the launcher, heat dash will let you do wall enders if they are left close to it. You can also f1+2 or qcf2 from ws1's for wall connections that are otherwise impossible as well.

TL;DR Strategies

Get me out of green ranks:

Start by navigating space. Use QCF1 to CH people at range, whiff punish with uf21/b1+4/db3+4, and when you want to get in use fff1+2. If fff1+2 connects on hit and triggers heat, and you end up close to a wall, do b1+2 to chip them as they block, followed by 2+3 for more chip. Then use the plus frames of the heat smash to do qcf2+4 grab (just hold forward from the smash and press 2+4) and mash 2 to remove their white life and do a ton of damage.

If you want to get into a poke war, df32 is absolutely killer at green ranks, it gives slight plus frames on block for jabs and has stupid range. If they freeze but don't crouch, use her throws (uf1+2 near walls, and qcf grabs for chains). If you want a meatier mid, try 1+4 checks from time to time.

Use d343. A lot. F3 also frame traps on block into another F3 for stupid damage. These moves just demolish people who don't have precise defense.

At the wall you can also do stuff like 12~ss42 or 12~ss1~f1 to pressure.

You can use f1+2 armor or d41 to get people off of you, or 2+3 if you want heat too.

444 and 44 3+4

uf434~ss1b~uf434 loops

D343

are all incredibly cancerous cheese at low rank, use these if you want free wins. Strings in general will be strong at this rank and can do a lot of the work for you.

A good starter combo is df2, uf4, uf3, df32fn~ws1, 1, db3+4, uf4, f1+2. If you reach the wall in a combos, your wall ender is 2, df12 1+2, or df32 d3+4. If you still have tornado after carry or a direct wall splat, use df323, 12 1+2.

Get me to intermediate:

Learn to identify risky moves and use them more intelligently, people will start to deal with it at some point and you can't be overly reliant on it.

Df32, uf434, 444/44 3+4 will probably age poorly the quickest against opponents who know how to deal with her strings.

Instead, read through the move overviews of the guide and pick out a more robust strategy. Get a consistent combo going, go for fewer strings and more poking with df12f~ws4 and 1+4, as well as movement. Try to react with whiff punishment to make up for range. You don't absolutely *have* to attack every second, try to react to stuff and learn defense. For all the damage you can rack up, a single launch or counterhit can undo a ton of pokes.

Learn how to optimize wall carry. Learn SS1/SS4 pressure (look up the section under execution) at the wall or from f4, and learn oki setups to accumulate damage and momentum. Learn to spot your opportunities for meaningful damage out of your turn when you have it - dumping a million df1's against someone who never ducks is great

and all, but it's much better to get a sense for when your opponent is actually freezing and start using moves that do a bit more damage, such as heavy lows, grabs, or powerful strings. Pick your points and use your movelist.

Learn to use and mask d, df4 (wipe the floor) and the ff3 followup. This will give you a much meatier low when people refuse to duck, but know it carries more risk than her traditional lows. D2f into grab chains is also solid. It's not a bad idea to learn the real sequence on a chain grab or two, to get a bit more damage out of it.

Explore heat and chip damage strings with her guns. You can get a lot of damage by landing gunshots on standing opponents, and generate a ton of white health if they block.

You can also optimize getting rid of white health. Her chain grabs (when reaching the end of their route) will eliminate white health, as will rage arts and b1+2. Its common to rack up a ton of chip damage with Nina, so it's particularly important to pay attention to it.

Get me to high ranks:

The first 80% of ranks is honestly just learning your character and a few universal basics. If you improve with Nina, you will handle situations more efficiently and get increasing returns for all your learning. Familiarity also improves your reactions, and helps you to learn punishment reflexes. Learning matchups means nothing until you can control your character properly and be a real threat when it's your turn, as well as being consistent with your combos.

The last 20% of ranks is pretty much optimizing matchup knowledge. Don't neglect it. Learn frames on problem moves, practice your reflexes against certain sequences, look up anti guides, study high level players - not just Nina players, but other characters that give you issues.

Learn to play a ton of other characters (even if only primitively). This will give you a lot of perspective on how Nina works when you come back to her. At a certain level of play, learning characters is actually faster than learning matchups and gives you more enduring knowledge. Knowing what it *feels* like to play other characters is huge, and will improve your reflexes massively. You can get to the higher ranks without knowing most of the frames in the game - it's more important that you can feel when you've been put in a frame trap or can spot the high in a string and duck by reflex because you know what it looks like, etc. This is doubly true vs matchups like Ling, Hwo or Yoshimitsu where learning frames doesn't give you the whole story.

If you haven't already, it's time to drill grab breaking till it's second nature. It can't afford to be an achilles heel past a certain point. Refining your movement, stepping and learning KBD is valuable too - Nina's movement is exceptional.

Example Sequences:

Try these to build finger fluidity or get ideas on how you can attack with her (or cheese people in greens):

Df12f~ws4 or ws42 or ws43 1+2, with Df121 1+2 to beat jab checks on the ws4, as well as df124 or df12 1+2

F4~ss into ss42, mix up with F4~ss1 stuff

12~ss1f mixed up with 121 1+2 for chip damage

Ss1fn~ws14, if they duck in anticipation of ws1 1+2 they get hit and you get qcf2 for free

Df32b, linger a bit in hayashida to cause whiffs, then uf1 out of it.

F3 into F3 for a frame trap and into massive CH damage

Use ff4, tech roll out of it, and use frame advantage on block to do uf1+2

Do a ss1 well out of range and use it as a mask for ss1f~qcf3

Use d2 for pressure into df1+3 to perform a grab from crouch.

Try db2 to see how they react, if they like to jab after, catch them with b1+3 parry. You can catch them with b1+4 on the way up after as well.

Mix up 444 and 44 3+4 if they can't duck it. Follow up with ff1+2 if they get knocked down by the 3+4, or possible CH combo after 444.

At the wall, do 1+2, if blocked attempt a CH trap with d343

QCF1 on block at the wall, into B222 to attempt a CH wall splat trap, or threaten the third hit and use the built in SS from b222~u to SS42 instead

After tornado or wall splat, do 2+3, uf1, and as they get up do ws1+2F to get a heat dash and bump them against the wall as they block, then follow up with qcb1+3 (which is unbreakable) into a chain grab

Mash qcb~u, qcb~u... to hayashida spam and create space, lash out and whiff punish with uf21

Anti-Nina

Learn her cheese strings or you will take so many losses. Df32, d343, 444/44 3+4, uf434, and d41 are all extremely oppressive strings without a lab session. This alone will help tremendously.

Don't mash after F3.

Drill grab breaking, especially against her chain grabs. Even if you struggle with typical grabs, a lot of Nina's will use f1+3 or a slow QCF1+3 and stuff like that which gives you additional time to see it coming. These are especially damaging and make for good practice when you are new to throw breaking. Be extra weary of grabs when you have a ton of white health, she can erase it with chain grabs and b1+2.

If a Nina gets too spammy with SS1 at the wall, you can use armor moves or heat burst if you have it to try to escape. Her SS1 pressure is much less strong outside of walls, and on open ground Nina will need F4 to apply it, which can be interrupted and floated with a jab if you have the read. Don't panic and try to observe if they are just looping SS1b~ss1/12~ss1 (which is actually interruptible) or if they are mixing in SS1f~qcf1 (which is a frame trap that will kill you for mashing). Alternatively they might be using it to stage SS4/SS42, which is punishable if you get a read. Always commit to ducking vs ss42, the extension is too good for Nina not to use and you can count on a launch that way.

Launch her for D, df4 consistently. If they use it a ton it pays to occasionally do a hard read to shut it down or you'll spend a lot of time on the floor. You can easily react to its slower brother df3+4, but even the fast version can potentially be reacted to if you are good at anticipating it.

Be extra wary of d343 at the wall. It's better to shut it down with something quick than to attempt something optimal like a ws launch and fail. You cannot step the last hit as consistently as in 7, so don't try. Remember, it isn't a natural combo, so you can duck the 2nd hit even if you eat the first, but absolutely make sure not to eat the 2nd or you will also eat the 3rd even on normal hit. The full string is NCC though.

All her gunshots are highs. Duck and punish, and don't fall for it at range. Her special heat moves jail you and start on a mid though, so you can't duck if you block the first part of heat 2+3 or b1+2 (though you won't get hit for trying).

At range, every approach move she has is linear. Feel free to step around freely for positioning, and abuse her lack of good mid range. She's a monster up close, and she can approach easily with certain ranged moves, but she doesn't poke well just past her limbs, and if you get the early step on the beginning of a string you can often find yourself behind her for big damage. She might do db2 to stop you eventually, but this won't hurt much outside of CH.

Breaking her chain throws is easier than ever - you used to have to be precise about inputting the break at a certain timing, but no more. Just hold the break input you want to commit to throughout the grab animation and you won't have to time it or mash like crazy.

If all else fails, and you are just eating a torrent of block pressure, just block to avoid taking unnecessary damage, and wait for an expected low or grab break. Most of her pokes don't do too much damage if you keep your guard up. Don't forget your parries, armor moves, high crushes, heat, rage, and CH grab tactics to break her offense.

Players/Vids/Resources

[Discord](#)

[Combo video compliment](#)

[Quick technique breakdown](#)

[UF1 oki guide](#)

Not everyone has a channel unfortunately.

[Jodd](#) (probably the best nina player atm)

[Warning I Spam](#) (good EU nina)

[Nina Assassin](#) (strong korean Nina)

[No Name](#) (korean)

[Victim of Ritual](#) (NA)

[Mitrust Storm](#) (Italy)

[Moshin Shooter](#) (pakistan)

[Arslan Ash](#)

Only Practice (retired)

Guide by The UberDuderOfDoomer

Thanks to "Above" for help with heat combos

[Reddit thread](#)

Check out my other guides:

[Hwoarang](#)

[Jun](#)

[Ling](#)

[Lee](#)

[Lili](#)

[Fundamentals](#)