

Injustice 2 Combo Compendium

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Chapter 1

Notation

Buttonmapping (PS4/XBox): 1 = Square / X

2 = Triangle / Y

3 = X / A

4 = Circle / B

b = back

f = forward

d = down

u = up

Strings / Normals (1,2,3,4,112 etc.)

Air Normals (J1,J2,J3,J4,J1+3)

Specialname (In the character specific notations special names should be written as Shortname / Fullname and button combination)

Specialcancel = xx

Wall Bounce = WB = Interactable

Bounce Cancel = BC = ff r+2 / bb r+2

Trait = T

XRay = XRay

[1] = amount of meter used AA = Anti Air ATA = Air To Air

Chapter 2

Bane

2.1 Notation

2.2 Basic Strings

2.3 Starters

```
S1(high, 9f)
B2(low, 18f)
B1(low, 17f)
F3(OH, 30f)
```

2.4 Enders

```
dbf3
db1
```

2.5 Meterless

```
B23 B23 123 xx db1 = 402
B23 123 xx db1 = 351
B112 xx dbf3 = 250
113 xx dbf3 = 268
113 xx db1 = 272
123 xx db1 = 287
F3 JI2 123 xx db1 = 390
F3 123 xx db1 = 365
113, B23, 123 xx db1 = 435 [C]
```

2.5.1 Interactable

2.6 Metered

```
113 xx BB3, JID3, 123 xx db1 = 538 [2,M]
123 xx BB3, JI2, 123 xx db1 = 504 [2,M]
B23, B23 xx BB3, 123 xx db1 =498 [2,M]
F3 MB, JI2, 123 xx db1 = 458 [1,M]
F3 MB, 123 xx db1 = 433 [1,M]
113 xx FF3, JI2, 123 xx db1 = 522 [2,C]
123 xx FF3, JI1, 123 xx db1 = 490 [2,C]
B23, B23 xx FF3, 123 xx db1 = 498 [2,C]
```

2.6.1 Interactable

2.7 X-Ray

Chapter 3

Batman

3.1 Notation

GR = Grapple Reset

3.2 Basic Strings

3.3 Starters

3.4 Enders

B23

F23

3.5 Meterless

123, J2, 123, B23

123, J2, 123, F23

B113, F23

B113, B23

223, J2, 123, B23

223, J2, 123, F23

223, B3, J3, B23

223, B3, J2, 123, B23

D2, B23 (AA)

D2, F23 (AA)

J2, f, 123, B23 (ATA)

J2, f, 123, F23 (ATA)

F3, J3, B23
 B3, J2, J2, B23
 B3, J3, F23

3.5.1 Trait

3.5.2 Interactable

3.6 Metered

112, DF1 MB, NJ2, 223, J2, 123, B23 [1,M]
 112, DF1 MB, NJ2, 223, B3, J3, F23 [1,M]
 112, DF1 MB, NJ2, 223, B3, J2, B23 [1,M]
 112, DB2 MB, B3, J3, F23 [1,M]
 112, DB2 MB, B3, J2, B23 [1,M]
 112, DB2 MB, J3, J2, D2, DF1 [1,M]

 123, J2, B2, DB1 MB, (slight walk forward) B3, J3, F23 [1,M]
 123, J2, B2, DB1 MB, (slight walk forward) B3, J2, B23 [1,M]

 B11, DF1 MB, NJ2, 223, B3, J2, B23 [1,M]
 B11, DF1 MB, NJ2, 223, B3, J3, F23 [1,M]
 B11, DB2 MB, B3, J3, B23 [1,M]
 B11, DB2 MB, B3, J3, F23 [1,M]

 223, J2, B2, DB1 MB, (slight walk forward) B3, J2, F23 [1,M]
 223, J2, B2, DB1 MB, (slight walk forward) B3, J2, B23 [1,M]
 223, B3, J3, J2, D2, DF1 MB, NJ2, B23 [1,M]
 223, B3, J3, J2, D2, DF1 MB (GR) [1,M]

 D2, B2, DF1 MB, B3, J3, F23 (AA) [1,M]
 D2, B2, DF1 MB, B3 J3, B23(AA) [1,M]

 J2, B2, DF1 MB, B3, J2, 123, B23 (ATA) [1,M]
 J2, B2, DF1 MB, B3, J3, F23 (ATA) [1,M]
 J2, B2, DF1 MB (GR) [1,M]
 J2, B2, DB1 MB, B3, J3, F23 (ATA, height dependant) [1,M]

 F3, J2, B2, DB1 MB, J2, B23 [1,M]
 F3, J2, B2, DB1 MB, J2, F23 [1,M]
 F3, J2, B2, DF1 MB, NJ2, B23 [1,M]
 F3, J2, B2, DF1 MB (GR) [1,M]
 MB F3, J3, B23 [1,M]

B3, J2, J2, B2, DF1 MB, Nj2, B23 [1,M]
 B3, J2, J2, B2, DF1 MB (GR) [1,M]
 B3, J3, J2, D2, DF1 MB (GR) [1,M]
 MB B3, J3, F23 [1,M]
 MB B3, J2, J2, B23 [1,M]

DB2 MB, J2, 123, B23 (AA) [1,M]
 DB2 MB, J3, F23 [1,M]

112, DB2 MB, B3, J2, B2, DF1 MB, Nj2, B23 [2,M]
 112, DB2 MB, B3, J3, J2, D2, DF1 MB (Grapple reset) [2,M]

123, J2, B2, DB1 MB, (slight walk forward) B3, J2, B2, DF1 MB, Nj2, B23 [2,M]
 123, J2, B2, DB1 MB, (slight walk forward) B3, J3, D2, DF1 MB (Grapple reset)

B11, DB2 MB, B3, J2, B2, DF1 MB, Nj2, B23 [2,M]
 B11, DB2 MB, B3, J3, J2, D2, DF1 MB (Grapple reset) [2,M]

223, J2, B2, DB1 MB, (slight walk forward) B3, J2, B2, DF1 MB, Nj2, B23 [2,M]
 223, J2, B2, DB1 MB, (slight walk forward) B3, J2, B2, DF1 MB (Grapple reset)

D2, B2, DF1 MB, B3, J2, B2, DB1 MB, J2, Air DB2 (anti-air) [2,M]
 D2, B2, DF1 MB, F3, J2, B2, DB1 MB, J2, Air DB2 (anti-air) [2,M]

J2, B2, DB1 MB, B3, J2, B2, DF1 MB, Nj2, J2, B23 (air-to-air, height dependant)
 J2, B2, DB1 MB, B3, J2, B2, DF1 MB (air-to-air, height dependant, Grapple reset)

F3, J2, B2, DB1 MB, J2, B2, DF1 MB, Nj2, B23 [2,M]
 F3, J2, B2, DB1 MB, J2, B2, DF1 MB (Grapple reset) [2,M]
 MB F3, J2, B2, DB1 MB, J2, B23 [2,M]
 MB F3, J2, B2, DF1 MB, Nj2, B23 [2,M]
 MB F3, J2, B2, DF1 MB (Grapple reset) [2,M]

B3, J2, B2, DB1 MB, J2, B2, DF1 MB, Nj2, B23 [2,M]
 B3, J2, B2, DB1 MB, J2, B2, DF1 MB (Grapple reset) [2,M]
 MB B3, J2, J2, B2, DF1 MB, Nj2, B23 [2,M]
 MB B3, J3, J2, D2, DF1 MB (GR) [2,M]
 MB B3, J2, B2, DB2 MB, J3, B23 [2,M]

3.6.1 Trait

3.6.2 Interactable

3.7 X-Ray

Chapter 4

Black Adam

4.1 Notation

4.2 Basic Strings

4.3 Starters

```
f12  
b2  
11  
22
```

4.4 Enders

4.5 Meterless

```
112 xx db1 iadf3 f12 1+3  
22b1 f12 1+3  
starter xx starter xx db1 b3 ji3 xx df3 f12 1+3  
22b1 xx 4 ji3 xx df3 f12 1+3
```

```
d2 f12 (f12 xx 4) f12 1+3  
d2 ji3 xx df3 f12 1+3
```

4.5.1 Trait

```

starter xx starter xx db1 4 b3 ji3 xx df3 f12 1+3
starter xx starter db1 f3 ji3 xx df3 f12 1+3
starter xx 22b1 j1 xx db3 f12 f12 1+3
starter xx 22b1 j1 xx db3 22b1 xx db1 b23 1+3

```

4.6 Metered

```

starter xx MBdb3 b3 ji3 xx df3 f12 1+3
MBb3/f3 ji3 xx df3 f12( xx 4 f12) 1+3
wakeup MBdb3 b3 ji3 xx df3 f12( xx 4 f12) 1+3

MBdf3 df3 f12( xx 4 f12) 1+3
MBdf3 dash f12( xx 4 f12) 1+3

MBdf3/db3 ji3 xx df3 f12( xx 4 f12) 1+3

```

Chapter 5

Grodd

5.1 Notation

```
SC = Stampede Cancel = bf3 ff/bb
L(C) = Leap(Close) = df1b
L = Leap = df1
L(F) = Leap(Far) = df1f
MC = Mind Control = db2
PB = Psyonic Blast = bf2
```

5.2 Basic Strings

```
112 1+3
22 1+3
b1 1+3
```

5.3 Starters

```
22 1+3 MB
b1 1+3 MB
b2
```

5.4 Enders

```
For Reset Options end into B2 df1b 2
```

```
Other Enders :
```

```
22 1+3
```

```
Trait :
b2 1+3f
f21 db2
```

5.5 Meterless

```
d1 xx bf3 = 70
3 xx dd2 = 200
```

```
112 xx SC d2 221+3 = 245
112 xx SC D2 B2 xx df1b 2 b2 xx df1b 2 = 280
112 xx SC D2 B2 xx df1b 2 221+3 = 250
D2 B2 xx df1b 2 221+3 = 220
```

```
f3 b2 xx df1b 2 b2 xx df1b 3 d2 b2 xx df1b 2 = 443
```

5.5.1 Trait

```
4 dd1 1 22 1+3 = 190
4 dd1 1 f21 db2 = ?
4 dd1 1 b3 j3 df1b 2 ender = ?
4 dd1 1 b2 xx df1b 2 b2 xx df1b 3 d2 b2 xx df1b 2 = 365
4 f21 xx SC D2 B2xxdf1b 2 221+3 = 32
```

5.5.2 Interactable

```
22 xx WB B3 j3 B2 xx df1b 2 B2 xx df1b 2 = 490
22 xx WB B3 j3 B2 xx df1b 2 221+3 = 450
B1 xx WB B3 j3 B2 xx df1b 2 221+3 = 440
B2 xx WB B3 j3 B2 xx df1b 2 221+3 = 470
112 xx WB B3 j3 B2 xx df1b 2 221+3 = 390
```

5.6 Metered

```
b11+3 MB b3 j3 b2 xx df1b 2 b2 xx df1b 2 = 479 [1]
b11+3 MB b3 j2 d2 xx df1b 3 b2 xx df1b 2 221+3 = 528 [1]
221+3 MB b2 xx df1b 2 b2 xx df1b 3 d2 b2 xx df1b 2 = 378 [1]
22 xx BC j3 b2 xx df1b 2 b2 xx df1b 3 d2 b2 xx df1b 2 = 591 [2]
```

5.6.1 Trait

```
b11+3 MB b3 ff d2 xx 4 b2 xx df1b 2 3 bf2 = 380 [1]
b11+3 MB b3 ff d2 xx 4 b2 xx df1b 2 f21 = 360 [1]
4 22 db2 MB b3 j3 b2 df1b 2 b2 df1b 3 d2 b2 df1b 2 = 570 [1]
4 3 db2 MB ff b3 j3 b2 df1b 2 b2 df1b 3 d2 b2 df1b 2 = 596 [1]
```

5.6.2 Interactable

5.7 X-Ray

Chapter 6

Swamp Thing

6.1 Notation

6.2 Basic Strings

6.3 Starters

```
b223  
f233  
b12  
f23  
d1
```

6.4 Enders

```
df2 3  
db3 113
```

6.5 Meterless

```
B223, F23 xx bf3  
B223, F23 xx ender  
J3, 11 xx df1  
F233, F23 xx df3, 11 xx df1  
  
B223, F23 xx df2, 3 [C]  
F233, B22 xx df2, 3 [C]  
F233, B12 xx df2, 3 [C]
```


6.6 Metered

```
B232 MB bf3, F23 xx ender [1,M]
B1(2) MB bf3, F23xxDF2, 3 [1,M]
B12(or D3) xx MB bf3, F23 xx df3, 11 xx df1 [1,M]
F23 MB bf3, B232 xx DF2, 3 [1,M]
D1xx db2 MB ,F23 xx df1 [1,M]
B223 xx bf3 MB, D2 xx DF2, 3 [1,M]

B223, F23 xx MB bf3, 11 xx df2, 3 [1,C]
B232 xx MB bf3, F23xx df3, 113 [1,C]
B1(2) xx MB bf3, F23xx df3, 113 [1,C]
F23 xx MB bf3, F23xx df3, 113 [1,C]
B223 xx MB db2, J2, 11 xx df2, 3 [1,C]
```

Chapter 7

Credits

Credits to people on Test Your Might / Youtube etc. where i took the Combos From.

If Someone wants his / her Credit removed or i forgot to add a credit, please let me know.

If you want your combos to be removed / added etc.

PM Me @Testyourmight Wam-Zlay

List is as follows

Name TestYourMight / What he has done

7.1 Credits

Name v.5.0 Gorilla Grodd Combos

Percimon Gorilla Grodd Combos

Evil Canadian Gorilla Grodd Combos

Wemfs Gorilla Grodd Combos