Injustice 2 Combo Compendium

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Chapter 1

Notation

```
Button
mapping (PS4/XBox): 1 = \text{Square} / X
2 = \text{Triangle} / Y
3 = X / A
4 = \text{Circle / B}
b = back
f = forward
d=down
u = up
   Strings / Normals (1,2,3,4,112 \text{ etc.})
Air Normals (J1,J2,J3,J4,J1+3)
Specialname (In the character specific notations special names should be writ-
ten as Shortname / Fullname and button combination )
Special cancel = xx
Wall Bounce = WB = Interactable
Bounce Cancel = BC = ff r+2 / bb r+2
Trait = T
XRay = XRay
```

Chapter 2

Grodd

2.1 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
```

2.2 Basic Strings

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

2.3 Starters

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

2.4 Enders

```
For Reset Options end into B2 df1b 2
Other Enders:
22 1+3
```

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

2.5Meterless

```
d1 \times x \quad bf3 = 70
3 \times x dd2 = 200
112 \times \times 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
2.5.1 Trait
4 dd1 1 22 1+3 = 190
4 dd1 1 f21 db2 = ?
4 dd1 1 b3 j3 df1b 2 ender = ?
4 \text{ dd} 1 \text{ 1 b2 } xx \text{ df} 1b \text{ 2 b2 } xx \text{ df} 1b \text{ 3 d2 b2 } xx \text{ df} 1b \text{ 2 = 365}
4 \text{ f21 } xx \text{ SC D2 } B2xxdf1b 2 221+3 = 32
2.5.2 Interactible
22 xx WB B3 j3 B2 xx df1b 2 B2 xx df1b 2 = 490
22 \times X \times WB + B3 + 3 \times B2 \times X \times df1b + 2 \times 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
2.6
       1 Meter
```

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

2.6.1 Trait

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

- 2.6.2 Interactible
- 2.7 2 Meter
- 2.7.1 Trait
- 2.7.2 Interactible
- 2.8 3 Meter
- 2.8.1 Trait
- 2.8.2 Interactible
- 2.9 4 Meter
- 2.9.1 Trait
- 2.9.2 Interactible
- 2.10 X-Ray

Chapter 3

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

3.1 Credits

Name v.5.0 Gorilla Grodd Combos

Percimon Gorilla Grodd Combos

Evil Canadian Gorilla Grodd Combos

Wemfs Gorilla Grodd Combos