Injustice 2 Combo Compendium

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Contents

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

Aquaman

2.1 Basic Strings

2.2 Starters

```
B2 overhead
22 Mid
B12 low
```

2.3 Enders

```
db1
bf2
f21+3
```

2.4 Meterless

```
d2 , f, 2, f2 1+3 = 187.51
d2 , f, b123 xx bf2 = 193.92
d2  b3, J3, f 21+3 = 280.70
b2, b123 xx bf2 = 253.86
b2u3, f, b123 xx db2 = 292.39
b3|f3, b2u3, 22 xx bf2 = 368.73
J2, b2u3, 22 xx bf2 = 337.86 (AA)
J2, b3, J3, f, 22 xx bf2 = 374.91 (AA)
J3, b123 xx bf2 = 302.19

F13, 1, 1, 1, 1, B123 xx db1 [C]
f13, 2, b123 xx bf2 = 259.98 [C]
```

```
d2 (ground), 2, 2, b123 xx bf2 = 225.02 [C]
d2 (air), b2u3, b123 xx bf2 = 264.02 [C]
f3, b2u3, b123 xx bf2 = 376.83 [C]
J2, b2u3, b123 xx bf2 = 346.48 (ATA) [C]
J2, f3, b2u3, f2 1+3 = 382.38 (ATA,HARD) [C]
J3, 2, b123 xx bf2 = 322.73 [C]
```

2.5 Metered

```
d1 xx db2 MB, b3, J3, f2 1+3 = 402.44 [1,M]
b123 xx db2 MB, b3, J3, f2 1+3 = 388.93 [1,M]
f13 xx db2 MB, b3, J3, f2 1+3 = 388.93 [1,M]
d2, 22 xx db2 MB, b3, f J2, f2 1+3 = 337.46 [1,M]
d2, b3, f J3, 22 xx db2 MB, 22 xx bf2 = 356.84 (AA) [1,M]
b2, b123 xx db2 MB, dash, 2, f2 1+3 = 397.13 [1,M]
b2u3, 22 xx db2 MB, b3, 22 xx bf2 = 467.61 [1,M]
b3|f3, b2u3, 22 xx db2 MB, 22 xx bf2 = 463.72 [1,M]
J2, b2u3, 22 xx db2 MB, b3, f2 1+3 = 470.00 (ATA) [1,M]
J3, 22 xx db2 MB, b3, J2, f2 1+3 = 483.82 [1,M]
starter xx db2 MB B3, J2, F2 1+3 [1,M]
B2u3 22 db2 MB b3 J3 f2 1+3 (AA) [1,M]
D2 22  db2 MB b3 J2 f2 1+3 [1,M]

d1 xx db2 MB, f3, j3, 22 xx bf2 = 412.93 [1,C]
b123 xx db2 MB, f3, 2, 22 xx bf2 = 432.41 [1,C]
f13, 2, b123 xx db2 MB, f3, 2, f2 1+3 = 411.10 [1,C]
d2, 2, b123 xx db2 MB, f3, 2, f2 1+3 = 340.24 [1,C]
d2, b2u3, 22 xx db2 MB, f3, 22 xx bf2 = 366.12 (AA) [1,C]
f2, d1 xx db2 MB, f3, 2, f2 1+3 = 405.34 [1,C]
b2, b123 xx db2 MB, f3, 2, f2 1+3 = 451.40 [1,C]
b2u3, 22 xx db2 MB, f3, 2, f2 1+3 = 469.13 [1,C]
f3, b2u3, 22 xx db2 MB, 2, f2 1+3 = 465.24 [1,C]
j2, b2u3, 22 xx db2 MB, f3, 2, f2 1+3 = 479.26 (ATA) [1,C]
j3, 2, b123 xx db2 MB, f3, 2, f2 1+3 = 490.64 [1,C]
```

Chapter 3

Atrocitus

3.1 Notation

```
db1 = Blood Nado
bf1 = Rage-Charge
4 = Dex-Starr Summon/Blood Ball
F4 = Dex-Starr Blood Shield
bf2 = Napalm Vomit (Damage Over Time Ability)
df2 = Upward Napalm Vomit (Damage Over Time, but hits upward!)
DB3 = Life Drain (Damage Over Time Aura, Stand Next to opponent to damage th

Dex-Starr:
The 4 with brackets indicates when to use Dex in-between strings OR very qui
```

3.2 Starters

```
B23 = (14 Frame Advancing Mid, 3 is a restand that leaves you at +3 on hit)
112 = (10 Frame High, 2 is a low)
F12 = (11 Frame Mid, Staggerable, Lowest Damage Option)
F223 = (19 Frame Advancing Mid, 3 is an Overhead, Highest Damage Option)
*111 = (10 Frame High, Full Damage Combo Ender)

* = Indicates that 111 can affect the gravity on other combos involving db1
```

3.3 Enders

```
bf2
bf1
```

3.4 Meterless

```
D2 xx db1 111 xx df1 (AA)
starter xx bf1 (145.09 - 196.48)
B3 J3 111 xx bf1 (371.13, Wall Bounce)
F3 J2 111 xx bf1 (331.66, Overhead Starter)
F123, bf1 (207.19)
F223, bf1 (210.48)
F223, db1 (164.10)
F3, B23, bf1 (294.93)
B3, J2, B23, bf1 (345.35)
B23, bf1 (177.69)
B23, db1 (128.88)
D2, B23, bf1 (186.72)

[Combos with Dex-Starr]
db1 4 B23 xx db1 4 B23 xx bf1
D3(4) D1 xx db1 4 F12 xx bf1
D2 B23 xx BD1 4 B23 xx db1 4 B23 xx bf1
F1233 B23 xx db1 4 B23 xx bf1 4 (323.70)
F1233 111 xx db1(4) 3 xx df1(4)
starter xx db1 4 db1 4 B23 xx bf1 (310.35)
F223 db1(4) 3 xx db1(4) 3 xx df1(4)
B3 J2 db1 4 B23 xx db1 4 B23 xx bf1
F3 B23 xx db1 4 B23 xx db1 4 B23 xx bf1

F1233, B23, db1, 4, B23, db1, 4, B23, bf1 (391.19)
F223, db1, 4, B23, db1, 4, B23, bf1 (350.17)
F3 B23, db1, 4, B23, db1, 4, B23, bf1 (440.34)
B3, J2, db1, 4, B23, db1, 4, B23, bf1 (419.16)
B23, db1, 4, B23, db1, 4, B23, bf1 (324.74)
db1, 4, B23, db1, 4, B23, bf1 (269.80)
D2, B23, db1, 4, B23, db1, 4, B23, bf1 (283.77)

[C]
Throw 4 D2 xx db1 111 xx db3
Throw 4 D2 xx db1 11(4)1 xx bf1 (4)
Throw F4 D2 xx db1(4) B23 xx bf2
F233 D2 xx df2(4) D2 xx df2(4) D2 xx bf1(4) (Tight Timing, DoT Heavy Combo)
F3 J1 xx 4 D2 xx df2(4) J1(4) xx bf1(4)
```

3.5 Metered

```
db1 MB db1 D1 xx bf1 (168.58, Mid to Fullscreen "Pull Combo")
starter xx db1 MB B3 J2 111 xx bf1 (337.66 - 369.50)
F3 B23 xx db1 MB J3 xx bf1 (353.44, Overhead Starter)
D2 B23 xx db1 MB B3 J2 D1 xx bf1 (269.93, AA, Hard Timing)
F123, bf1 MB (237.16)
```

```
F223, db1 MB, B3, J2, B23, bf1 (399.01)
F3, B23, db1 MB, N3, bf1 (377.49)
B3, J2, B23, db1 MB, N3, bf1 (412.10)
B23, db1 MB, B3, J2, B23, bf1 (376.15)
db1 MB, db1, D1, bf1 (190.59)
D2, B23, db1 MB, B3, J2, D1, bf1 (304.40)

starter xx db1 MB B3 J2 df2 B23 xx bf2 (DoT Heavy Combo) [C]

Combos with Dex-Starr
db1 4 B23 xx db1 MB B3 J3 xx bf1
D2 B23 xx db1 4 B23 xx db1 MB B3 - -> J3 xx bf1
starter xx db1 4 B23 xx db1 MB B3 J3 xx bf1
F3 B23 xx db1 4 B23 xx db1 MB J3 xx bf1
B3 J2 db1 4 B23 xx db1 MB J3 xx bf1
F1233, B23, db1, 4, B23, db1 MB, B3, N3, bf1 (410.42)
F1233, B23, db1, 4, B23, The Butcher (471.04)
F223, db1, 4, B23, db1 MB, B3, N3, bf1 (369.56)
F3 B23, db1, 4, B23, db1 MB, N3, bf1 (417.38)
B3, J2, db1 4, B23, db1 MB, N3, bf1 (444.22)
B23, db1, 4, B23, db1 MB, B3, N3, bf1 (373.57)
B23, db1, 4, B23, db1, 4, B23, The Butcher (427.96)
db1, 4, B23, db1 MB, B3, N3, bf1 (323.90)
D2, B23, db1, 4, B23, db1 MB, B3, N3, bf1 (316.00)

[C]
Throw 4 D2 xx Wall Bounce Overhead D2 xx df2(4) D2 xx df2(4) D2 xx bf1(4) (T
```

3.6   X-Ray

```
F1233 B23 xx db1 4 B23 xx XRay
```

Chapter 4

Bane

4.1 Notation

4.2 Basic Strings

4.3 Starters

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

4.4 Enders

```
dbf3
db1
```

4.5 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]
```

4.6   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]
```

Chapter 5

Batman

5.1 Notation

```
GR = Grapple Reset
```

5.2 Basic Strings

5.3 Starters

5.4 Enders

```
B23
F23
```

5.5 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
```

5.5.1 Trait

5.5.2 Interactible

5.6 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, f, B3, J3, F23 [1,M]
123, J2, B2, db1 MB, f, 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, f, B3, J2, F23 [1,M]
223, J2, B2, db1 MB, f, 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, f, B3, J2, B2, df1 MB, NJ2, B23 [2,M]
123, J2, B2, db1 MB, f, B3, J3, D2, df1 MB (Grapple reset) [2,M]

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, f, B3, J2, B2, df1 MB, NJ2, B23 [2,M]
223, J2, B2, db1 MB, f, B3, J2, B2, df1 MB (Grapple reset) [2,M]

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 dependa
J2, B2, db1 MB, B3, J2, B2, df1 MB (air-to-air, height dependant, Grapple re

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]
```

5.6.1 Trait

5.6.2 Interactible

5.7 X-Ray

Chapter 6

Black Adam

6.1 Notation

6.2 Basic Strings

6.3 Starters

```
f12
b2
11
22
```

6.4 Enders

6.5 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
```

6.5.1 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
```

6.6 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 7

Grodd

7.1   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
```

7.2   Basic Strings

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

7.3   Starters

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

7.4   Enders

For Reset Options end into B2 df1b 2

Other Enders :

22 1+3

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

7.5   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
```

7.5.1   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
```

7.5.2   Interactible

```
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
```

7.6   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]
```

7.6.1   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]
```

7.6.2 Interactible

7.7 X-Ray

Chapter 8

Swamp Thing

8.1 Notation

8.2 Basic Strings

8.3 Starters

```
b223
f233
b12
f23
d1
```

8.4 Enders

```
df2 3
db3 113
```

8.5 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]
```

8.6 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 9

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

9.1   Credits

Ben Reed	Aquaman Combos
Daemantalo	Atrocitus Combos
Game Scavenger	Atrocitus Combos
Name v.5.0	Gorilla Grodd Combos
Percimon	Gorilla Grodd Combos
Evil Canadian	Gorilla Grodd Combos
Wemfs	Gorilla Grodd Combos