

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

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

Grodd

3.1 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
```

3.2 Basic Strings

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

3.3 Starters

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

3.4 Enders

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

Other Enders :

```
22 1+3
```

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

3.5 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
```

3.5.1 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
```

3.5.2 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
```

3.6 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]
```

3.6.1 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]
```


3.6.2 Interactable

3.7 X-Ray

Chapter 4

Swamp Thing

4.1 Notation

4.2 Basic Strings

4.3 Starters

b223
f233
b12
f23
d1

4.4 Enders

df2 3
db3 113

4.5 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]

4.6 Metered

```
B232 MB BF3, F23 xx ender
B1(2) MB BF3, F23xxDF2, 3
B12(or D3)xx MB BF3, F23 xx df3, 11 xx df1
F23 MB BF3, B232 xx DF2, 3
D1xx db2 MB ,F23 xx df1
B223 xx BF3 MB, D2 xx DF2, 3

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 5

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

5.1 Credits

Name v.5.0 Gorilla Grodd Combos

Percimon Gorilla Grodd Combos

Evil Canadian Gorilla Grodd Combos

Wemfs Gorilla Grodd Combos