

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

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 them)

Dex-Starr:

The 4 with brackets indicates when to use Dex in-between strings OR very quickly

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 Interactable

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 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]

```

5.6.1 Trait

5.6.2 Interactable

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

Captain Cold

7.1 Notation

7.2 Basic Strings

7.3 Starters

7.4 Enders

7.5 Meterless

```
B232 db2 = 221
122 bf1 = 164
D2 B23 B232 db2 = 239
```

```
122 bf1 122 bf1 = 286
D2 f23 f23 db2 = 211.70
F3 J2 b232 db2 = 317
```

```
D2 4 b23b232 db2 = 241 (AA)
D2 4 b23 b23 MB db3 4 F3 F23 db2 = 308
D2 F23 F23 Mb db3 F4 F23 F23 db2 = 338
With Ice Block active = D2 F23 F23 MB db3 4 f3 b23 charge trait =
334
D2 f23 df2 (for hard to blockable setups. Ex icicle for more setups)
```

```
J2 b23 f23 db2 = 276
J2 b23 f23 MB db3 4 F3 F23 db2 = 401
J2 b23 f23 MB db3 F4 F3 F32 F32 wall = 439
```

7.6 Metered

```
Starter MB db3 4 b3 J3 b23 b232 = 427
MB F3 D2 J2 b232 db2 = 378
MB B3 J3 b23 f23 db2 = 423
```

Midscreen 1 bar w/ trait (Good way to setup charge trait with more damage)
 Starter MB db3 F4 F3 b23 dash b23 b23 b232 charge trait (Can replace b232 wi
 496

```
Starter MB db3 df2B F3 b23 b232 db2 = 416
```

```
Starter MB db3 , Step Back F4 F3 db2 3 bf1 3 bf1 3 bf1 b232 db2
= 722
```

(While Grenade is active) D1 MB db2 B23 B23 B23 (They Freeze) b23 db2

Note: How many b23s you can get in depends on how long the grenade has been

7.7 X-Ray

Chapter 8

Catwoman

8.1 Notation

8.2 Basic Strings

8.3 Starters

```
[starter]
112 (6f)
f112 (fwd adv mid)
b12d3 (low)
b2 (12f whiff punisher)

[launcher]
b12u3 (low)
33b2 (double hitting mid)
```

8.4 Enders

8.5 Meterless

```
[Midscreen]
F2D31, J2, B2, df3
F3, J2, 112, df3
2d21, j1, b2, df1
33b2 b3 ji2 f2d31 11xx4
2d21, b3, j2, f12
```

```

f2d13, b3, j2, f12
launcher, b3, ji2, 112 xx Whip
starter xx Whip
d2, ji1, 112 xx Whip
AAd2, ji3, 112 xx Whip
f3, ji3, 112 xx Whip
A2A, 11, 112 xx Whip
ji3, 112 xx Whip

```

[Corner]

```

starterd xx CS1, 1d xx Air Whip, 112d xx Whip
launcher, 1d xx Air Whip, 112d xx Whip

```

8.6 Metered

[Midscreen]

```

B12d3, bf2 MB , b3, j2, 112, df3
B12u3, b12d3, df3 MB . Dd3, 3
starterd xx MB Cat ff, b3, ji2, 112d xx Whip
A2Aji2, MB Cat Dash, b3, ji3, 1f2
ji3, 112d xx MB Cat Dash, b3, 1f2

```

[Corner]

```

starterd xx CS1, 1d xx Air Whip, 112d xx MB Cat Dash, f3, d2d xx Air Whip
starterd xx MB Cat Dash, f3, 112d xx Whip

```

8.7 X-Ray

Chapter 9

Cheetah

9.1 Notation

9.2 Basic Strings

9.3 Starters

9.4 Enders

9.5 Meterless

```
[STARTER] xx db2 D2, 112 xx dbf1
[STARTER] xx db2 F3, J3, 112 xx dbf1 | db2
[STARTER] xx db2 F3, D2xx4, 112 xx db2

[STARTER] xx db2, D1 xx DBF1 | db1 | db2
[STARTER] xx db2, F3, J3, 1, 112 xx dbf1 | db2

112 xx DB2 = 199
D2, 112 xx DBF1 = 198
F3, J3, 112 xx DBF1 = 362
B3, J3, 112 xx DBF1 = 357

F3, D2xx4, 11, 112 xx dbf1 | db2
```

9.6 Metered

```

[STARTER] xx dB2 MB D2, 112 xx dbf1 MB, B3, ff, 112 xx dbf1 |
db2
[STARTER] xx dB2 MB F3, J3, 112 xx dbf1 MB, ff, 112 xx dbf1
| | db2
[STARTER] xx dB2 MB F3, D2xx4, 112 xx dbf1 MB, ff, 112xx db2
MB Command Grab, B3, J3, 112 xx dbf1 | db2
MB Divekick, J2, 112 xx dbf1 | db2
112 xx db2 MB = 249
D2, 112 xx dbf1 MB, J3 xx db2 = 313

ADB2 MB J1 112xxDBF1
ADB2 MB db1 MB b3 J3 xx dbf1
ADB2 MB 3 xx dbf1 MB b3 J3 xx dbf1

```

9.7 X-Ray

Chapter 10

Grodd

10.1 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
```

10.2 Basic Strings

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

10.3 Starters

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

10.4 Enders

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

Other Enders :

```
22 1+3
```

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

10.5 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
```

10.5.1 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
```

10.5.2 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
```

10.6 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]
```

10.6.1 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]
```

10.6.2 Interactable

10.7 X-Ray

Chapter 11

Swamp Thing

11.1 Notation

11.2 Basic Strings

11.3 Starters

b223
f233
b12
f23
d1

11.4 Enders

df2 3
db3 113

11.5 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]

11.6 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 12

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

12.1 Credits

Ben Reed Aquaman Combos

Daemantalo Atrocitus Combos

Game Scavenger Atrocitus Combos

Zoidberg747 Captain Cold Combos

Sage Leviathan Catwoman Combos

themilkman014 Cheetah Combos

Error Cheetah Combos

Rip Torn Cheetah Combos

Sultani Catwoman Combos

Name v.5.0 Gorilla Grodd Combos

Percimon Gorilla Grodd Combos
Evil Canadian Gorilla Grodd Combos
Wemfs Gorilla Grodd Combos