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

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 Interactible

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 Interactible

2.7 X-Ray

Chapter 3

Batman

3.1 Notation

```
ATA = Air To Air
AA = Anti Air
GR = Grapple Reset
```

3.2 Basic Strings

3.3 Starters

3.4 Enders

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 Interactible

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, Ji2, B2, DF1 MB, Nj2, B23 [2,M]
112, DB2 MB, B3, Ji3, Ji2, D2, DF1 MB (Grapple reset) [2,M]

123, Ji2, B2, DB1 MB, (slight walk forward) B3, Ji2, B2, DF1 MB, Nj2, B23 [2
123, Ji2, B2, DB1 MB, (slight walk forward) B3, Ji3, D2, DF1 MB (Grapple res

B11, DB2 MB, B3, Ji2, B2, DF1 MB, Nj2, B23 [2,M]
B11, DB2 MB, B3, Ji3, Ji2, D2, DF1 MB (Grapple reset) [2,M]

223, Ji2, B2, DB1 MB, (slight walk forward) B3, Ji2, B2, DF1 MB, Nj2, B23 [2
223, Ji2, B2, DB1 MB, (slight walk forward) B3, Ji2, B2, DF1 MB (Grapple res

D2, B2, DF1 MB, B3, Ji2, B2, DB1 MB, Ji2, Air DB2 (anti-air) [2,M]
D2, B2, DF1 MB, F3, Ji2, B2, DB1 MB, Ji2, Air DB2 (anti-air) [2,M]

Ji2, B2, DB1 MB, B3, Ji2, B2, DF1 MB, Nj2, Ji2, B23 (air-to-air, height depe
Ji2, B2, DB1 MB, B3, Ji2, B2, DF1 MB (air-to-air, height dependant, Grapple

F3, Ji2, B2, DB1 MB, Ji2, B2, DF1 MB, Nj2, B23 [2,M]
F3, Ji2, B2, DB1 MB, Ji2, B2, DF1 MB (Grapple reset) [2,M]
MB F3, Ji2, B2, DB1 MB, Ji2, B23 [2,M]
MB F3, Ji2, B2, DF1 MB, Nj2, B23 [2,M]
MB F3, Ji2, B2, DF1 MB (Grapple reset) [2,M]


B3, Ji2, B2, DB1 MB, Ji2, B2, DF1 MB, Nj2, B23 [2,M]
B3, Ji2, B2, DB1 MB, Ji2, B2, DF1 MB (Grapple reset) [2,M]
MB B3, Ji2, Ji2, B2, DF1 MB, Nj2, B23 [2,M]
MB B3, Ji3, Jj2, D2, DF1 MB (Grapple reset) v
MB B3, Ji2, B2, DB2 MB, Ji3, B23 [2,M]
```

3.6.1 Trait

3.6.2 Interactible

3.7   X-Ray

Chapter 4

Grodd

4.1 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
```

4.2 Basic Strings

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

4.3 Starters

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

4.4 Enders

For Reset Options end into B2 df1b 2

Other Enders :

22 1+3

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

4.5   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
```

4.5.1   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
```

4.5.2   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
```

4.6   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]
```

4.6.1   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]
```

4.6.2   Interactible

4.7   X-Ray

Chapter 5

Swamp Thing

5.1   Notation

5.2   Basic Strings

5.3   Starters

```
b223
f233
b12
f23
d1
```

5.4   Enders

```
df2  3
db3  113
```

5.5   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]
```

5.6 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 6

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

6.1   Credits

Name v.5.0	Gorilla Grodd Combos
Percimon	Gorilla Grodd Combos
Evil Canadian	Gorilla Grodd Combos
Wemfs	Gorilla Grodd Combos