

# Injustice 2 Combo Compendium

May 22, 2017

# Contents

<b>1</b>	<b>Notation</b>	<b>2</b>
<b>2</b>	<b>Grodd</b>	<b>3</b>
2.1	Notation . . . . .	3
2.2	Basic Strings . . . . .	3
2.3	Starters . . . . .	3
2.4	Enders . . . . .	3
2.5	Meterless . . . . .	4
2.5.1	Trait . . . . .	4
2.5.2	Interactable . . . . .	4
2.6	1 Meter . . . . .	4
2.6.1	Trait . . . . .	4
2.6.2	Interactable . . . . .	4
2.7	2 Meter . . . . .	4
2.7.1	Trait . . . . .	4
2.7.2	Interactable . . . . .	4
2.8	3 Meter . . . . .	4
2.8.1	Trait . . . . .	4
2.8.2	Interactable . . . . .	5
2.9	4 Meter . . . . .	5
2.9.1	Trait . . . . .	5
2.9.2	Interactable . . . . .	5
2.10	X-Ray . . . . .	5
<b>3</b>	<b>Credits</b>	<b>6</b>
3.1	Credits . . . . .	6

# 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

## 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

## 2.5 Meterless

112 xx SC D2 B2 xx df1b 2 221+3 = 25  
D2 B2 xx df1b 2 221+3 = 22

### 2.5.1 Trait

4 dd1 1 22 1+3 = 19  
4 dd1 1 f21 db2 = ?  
4 dd1 1 b3 J3 @df1b 2@ ender = ?  
4 f21 xx @SC@ D2 B2xx@df1b 2@ 221+3 = 32

### 2.5.2 Interactable

22 xx WB B3 J3 B2 xx @df1b 2@ 221+3 = 45  
B1 xx WB B3 J3 B2 xx @df1b 2@ 221+3 = 44  
B2 xx WB B3 J3 B2 xx @df1b 2@ 221+3 = 47  
112 xx WB B3 J3 B2 xx @df1b 2@ 221+3 = 39

## 2.6 1 Meter

### 2.6.1 Trait

b1 1+3 MB b3 ff d2 xx T b2 xx df1b 2 3 bf2 = 38  
b1 1+3 MB b3 ff d2 xx T b2 xx df1b 2 f21 = 36

### 2.6.2 Interactable

## 2.7 2 Meter

### 2.7.1 Trait

### 2.7.2 Interactable

## 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