



## TOURNAMENT EDITION




Revision 2.0.042

 Special Move and Combo List 





## CYRAX

### DIAL COMBOS

- HP, HP, LP
- HP, HP, LP, F,F,LK  \*Far Bomb
- HP, HP, LP, B,B,LK  \*Mid Bomb
- HP, HP, LP, D,D,LK  \*Straight Down Bomb
- HP, HP, HK, HP, HK, B+HK
- Knee, HK, B+HK

### SPECIAL MOVES

- **Net** – B, B, LK
- **Teleport** – F, D, Block
  - 96 frame cooldown between uses 
- **Straight Down Bomb** – Hold LK, D, D, HK 
- **Mid Bomb** – Hold LK, B, B, HK
- **Far Bomb** – Hold LK, F, F, HK
  - Can only have two bombs active at once
- **Air Throw** – D, F, Block, then press LP when touching opponent
  - Only when opponent is airborne




## ERMAC

### DIAL COMBOS

- HP, HP, B+LP, D, F, HP
- Knee, LP
- Knee, HK, LK, B+HK
- Knee, HK, B+LP, HK, LK



### SPECIAL MOVES

- **Fireball** – D, B, LP
- **Teleport Punch** – D, B, HP
  - 112 frame cooldown between uses up from 80 
  - Disabled after 5 hits
- **Telekinetic Slam** – B, D, B, HK
  - Disabled after 5 hits



## JADE

### DIAL COMBOS

- HP, HP, D+LP, D+HP
- HP, HP, D+LP, LK, HK, LK, B+HK
- Knee, HK, LK, B+HK
- Knee, HK, LK, B+LK, B+HK 
- Knee, HK, D+LP, D+HP 


### SPECIAL MOVES

- **Boomerang** – B, F, LP
- **Upward Boomerang** – B, F, HP
- **Downward Boomerang** – B, F, LK
- **Returnarang** – B, B, F, LP
  - Disabled after 8 hits
- **Projectile Invincibility** – B, F, HK
- **Green Kick** – D, F, LK
  - Disabled after 6 hits





**JAX**

## **DIAL COMBOS**

- HP, HP, Block, LP, B+HP 
  - **New Hit Reaction that juggles!**
- Knee, HK, B+HK
- Knee, HK, D+HP, HP, Block, LP, B+HP


## **SPECIAL MOVES**

- **Single Missile** – B, F, HP
- **Double Missile** – F, F, B, B, HP
  - **Both Missiles have a 96 frame cooldown between uses down from 128** 
- **Dash Punch** – F, F, HK
- **Ground Pound** – Hold LK for 80 frames then release
- **Gotcha Grab** – F, F, LP, then quickly tap LP for up to 6 hits 
  - **Changed from 5 to 6 hits and animation sped up.**
- **Backbreaker** – Press Block while airborne and touching opponent
- **Quad-Slam** – Quickly tap HP after a throw for up to 4 slams






## KABAL

### DIAL COMBOS

- HP, HP, D+HP
- HP, HP, D+LP, D+HP
- HP, HP, HK, B+HK
- Knee, LK, D+LP, D+HP 
- Knee, LK, HK, B+HK
- Knee, LK, HP, HP, D+HP
- Knee, LK, HP, HP, D+LP, D+HP
- Knee, LK, HP, HP, HK, B+HK

### SPECIAL MOVES

- **Web Spin** – B, F, LK
  - Disabled after 2 hits
- **Fireball** – B, B, HP (also in air)
- **Ground Saw** – B, B, B, Run
  - Disabled after 3 hits 
  - No longer disappears if Kabal is hit while Saw is active 
  - Now a low attack 



## KANO

### DIAL COMBOS

- HP, HP, LP
- HP, HP, D+LP, D+HP
- HP, HP, HK, LK, B+HK
- Knee, LP
- Knee, D+LP, D+HP
- Knee, HK, LK, B+HK

### SPECIAL MOVES

- **Cannonball** – Hold LK for 80 frames then release
- **Upward Cannonball** – F, D, F, HK
- **Knife Throw** – D, B, HP
- **Knife Uppercut** – D, F, HP
- **Manhandle** – D, F, LP
- **Air Throw** – Press Block while airborne and touching opponent



## KITANA

### 🌐 DIAL COMBOS 🌐

- HP, HP, B+LP, F+HP
- Knee, HK, LK, B+HK
- Knee, HK, LK, F+LK, B+HK
- Knee, HK, B+LP, F+HP

### 🌐 SPECIAL MOVES 🌐

- **Fan Throw** – F, F, HP+LP (also in air)
  - 160 frame cooldown between uses
- **Fan Lift** – B, B, B, HP
  - Disabled after 1 hit
- **Square Wave** – F, D, B, HP
  - Changed from D, B, HP to prevent accidental input when trying to uppercut while avoiding throws.
  - You can now throw an Air Fan during the recovery of Square Wave after it hits if the Hit Count is < 5.





## KUNG LAO

### 🌐 DIAL COMBOS 🌐

- HP, LK, B+HK
  - Can now combo a sweep after or a Spin in the corner 🎯
- HP, LP, HP, LP, LK, LK, HK
- Knee, LK, HK

### 🌐 SPECIAL MOVES 🌐

- **Hat Throw** – B, F, LP
  - Disabled after 9 hits 🎯
- **Teleport** – D, U
- **Dive Kick** – D+HK while airborne
  - The true input is U, D, HK
- **Spin** – F, D, F, Run or U, U, LK
  - Disabled after 4 hits 🎯
  - Can keep spinning if you keep pressing either Run or LK



## LIU KANG

### DIAL COMBOS

- HP, HP, B+LP
- HP, LK, LK, HK, LK
- HP, HP, Block, LK, LK, HK, LK
- Knee, LK, HK, LK

### SPECIAL MOVES

- **High Fireball** – F, F, HP (also in air)
- **Low Fireball** – F, F, LP
- **Dragon Kick** – F, F, HK
- **Bicycle Kick** – Hold LK for 128 frames then release



## MILEENA

### DIAL COMBOS

- HP, HP, U+LP, D+LP
- HP, HP, HK, HK, D, F, LK
- HP, HP, HK, HK, U+LK, U+HK
- Knee, HK, D, F, LK
- Knee, HK, U+LK, U+HK

### SPECIAL MOVES

- **Sai Shot** – Hold HP for 40 frames then release (also in air)
- **Teleport Kick** – F, F, LK
- **Roll** – B, B, D, HK
  - Disabled after 3 hits



## NIGHTWOLF

- HP, HP, LP, HK
- HP, HP, LP, D, F, HP
- Knee, HK, B+HK
- Knee, HP, HP, LP, HK
- Knee, HP, HP, LP, D, F, HP

## SPECIAL MOVES

- **Arrow** – D, B, LP
- **Axe Uppercut** – D, F, HP
- **Projectile Reflect** – B, B, B, HK
- **Shoulder Tackle** – F, F, LK



## NOOB SAIBOT

### 🌐 DIAL COMBOS 🌐

- HP, HP, LP, HK
- Knee, LK, LK, LK

### 🌐 TEMPORARY SPECIAL MOVES 🌐

- **Iceball** – D, F, LP
  - Disabled after 2 hits
- **Teleport Punch** – D, B, HP
  - 112 frame cooldown between uses up from 80 ⚡
  - Disabled after 5 hits






## REPTILE

### DIAL COMBOS

- HP, HP, D+LP
- HP, HP, HK, B+HK
- Knee, HK, B+HK

### SPECIAL MOVES

- **Acid Spit** – F, F, HP
- **Slow Forceball** – B, B, HP+LP
- **Fast Forceball** – F, F, HP+LP
  - Both Forceballs are disabled after 4 hits
- **Dash** – B, F, LK
  - Disabled after 13 hits
- **Slide** – B+LP+Block+LK
  - Now a low attack 
- **Invisibility** – U, D, HK
  - Remains active for 330 frames (~10 in-game seconds) 
  - Can now go back visible using the same input 




## SCORPION

### DIAL COMBOS

- HP, HP, U+LP
  - Can now combo afterward 
  - Causes a knockback if U+LP hits on the 8<sup>th</sup> hit or more 
- HP, HP, HK, B+HK
- Knee, HK, LK, LK


### SPECIAL MOVES

- **Spear** – B, B, LP
  - Disabled after 5 hits
- **Teleport Punch** – D, B, HP
  - 112 frame cooldown between uses up from 80 
  - Disabled after 5 hits
- **Air Throw** – Press Block while airborne and touching opponent




## SEKTOR

### DIAL COMBOS

- HP, HP, D+LP
- HP, HP, HK, B+HK
- HP, HP, HK, HK, B+HK
- Knee, HK
- Knee, HK, F, D, B, HP  \*Smart Missile
  - 128 frame cooldown between uses (does not affect normal usage)

### SPECIAL MOVES

- **Dumb Missile** – F, F, LP
- **Smart Missile** – F, D, B, HP
- **Teleport Uppercut** – F, F, LK
  - Disabled after 3 hits instead of 2  \*Sektor only





# SHANG TSUNG

## DIAL COMBOS

- HP, LP, D+LP, D+HP
- HP, HP, LP, B+HK
- Knee, HK, B+HK
- Knee, HP, HP, LP, B+HK

## SPECIAL MOVES

- **Single Fireball** – B, B, HP
  - 42 frame cooldown between uses (down from 56)
- **Double Fireball** – B, B, F, HP
- **Triple Fireball** – B, B, F, F, HP
  - Double/Triple have a 48 frame cooldown between uses (down from 56)
- **Summon Skulls** – F, B, B, LK
  - Disabled after 7 hits
- **Morphs:**
  - **Cyrax** – Block, Block, Block
  - **Ermac** – D, D, U
  - **Jade** – F, F, D, D, Block
  - **Jax** – F, F, D, LP
  - **Kabal** – LP, Block, HK
  - **Kano** – B, F, Block
  - **Kitana** – F, D, F, Run
  - **Kung Lao** – Run, Run, Block, Run
  - **Liu Kang** – B, U, F, D
  - **Mileena** – Run, Block, HK
  - **Nightwolf** – U, U, U
  - **Noob Saibot** – F, D, B, HK
  - **Reptile** – Run, Block, Block, HK
  - **Scorpion** – D, D, F, LP
  - **Sektor** – D, F, B, Run
  - **Sheeva** – F, D, F, LK
    - Actual input is Hold LK, F, D, F, release LK
  - **Sindel** – B, D, B, LK
  - **Smoke (Cyber)** – D, F, F, LP
  - **Smoke (Human)** – Block, Run, LK
  - **Sonya** – D+Run+Block+LP
  - **Stryker** – F, F, F, HK
  - **Sub-Zero (Old)** – Block, Block, Run, Run
  - **Sub-Zero (Unmasked)** – F, D, F, HP






## SHEEVA

### DIAL COMBOS

- HP, HP, LP, F+HP
- HP, HP, LP, HK, HK, LK, B+HK
- Knee, HK, LK, B+HK

### SPECIAL MOVES

- **Fireball** – D, F, HP
- **Teleport Stomp** – D, U
- **Ground Stomp** – B, D, B, HK
  - Juggles if within jump distance 
  - Disabled if opponent is in throw hit reaction 
  - 128 frame cooldown between uses 





## SINDEL

### DIAL COMBOS

- HP, HP, D+HP
- HP, HP, LP, HK
- Knee, HK, B+HK
- Knee, HP, HP, D+HP
- Knee, HP, HP, LP, HK

### SPECIAL MOVES

- **Fireball** – F, F, LP
- **Air Fireball** – D, F, LK while airborne
- **Scream** – F, F, F, HP
  - Disabled after 4 hits
- **Flight** – B, B, F, HK (press Block at any time to cancel)
  - Disabled after 9 hits to prevent corner infinite 
  - Can use Air Fireball during Flight
  - Can do SUJP/SUJK by pressing P/K if high enough in the air 
    - Pressing P/K during Flight stops horizontal movement



## SMOKE (CYBER)

### 🌐 DIAL COMBOS 🌐

- HP, HP, LP
- HP, HP, HK
- HP, HP, LK, HK, LP
- Knee, HK, LP

### 🌐 SPECIAL MOVES 🌐

- **Harpoon** – B, B, LP
  - Disabled after 5 hits
- **Teleport Uppercut** – F, F, LK
  - Disabled after 2 hits
- **Invisibility** – U, U, Run
  - Remains active for 495 frames (~15 in-game seconds) 🌐
  - Disabled if opponent is in Harpoon hit reaction 🌐
- **Air Throw** – Press Block while airborne and touching opponent





## SMOKE (HUMAN)

### DIAL COMBOS

- HP, HP, U+LP
- HP, HP, HK, B+HK
- Knee, LP
- Knee, D+LP, D+HP
- Knee, HK, LK, B+HK

### SPECIAL MOVES

- **Spear** – B, B, LP
  - Disabled after 5 hits
- **Teleport Punch** – D, B, HP
  - 112 frame cooldown between uses up from 80 
  - Disabled after 5 hits
- **Invisibility** – U, U, Run
  - Remains active for 330 frames (~10 in-game seconds) 
  - Disabled if opponent is in Spear hit reaction




## SONYA

### DIAL COMBOS

- HP, HP, U+LP
- HP, HP, LP, B+HP
- Knee, HK, B+HK
- Knee, HP, HP, U+LP
- Knee, HP, HP, LP, B+HP
- Knee, HK, HP, HP, U+LP
- Knee, HK, HP, HP, LP, B+HP



### SPECIAL MOVES

- **Ring Toss** – D, F, LP
- **Upward Bicycle Kick** – B, B, D, HK
  - Disabled if opponent is in the Leg Grab Hit Reaction 
- **Leg Grab** – D+LP+Block
- **Square Wave** – F, B, HP




## STRYKER

### DIAL COMBOS

- HP, HP, LP
- Knee, HP, HP, LP
- Knee, LK, B+HK
- Knee, LK, F+HK 
- Knee, LK, B+LP, B+HK
- Knee, LK, B+LP, F+HK 

### SPECIAL MOVES

- **High Grenade** – D, B, HP
- **Low Grenade** – D, B, LP
- **Baton Toss** – F, F, HK
- **Baton Sweep** – F, B, LP
- **Riot Gun** – B, F, HP
  - Disabled after 9 hits 




## SUB-ZERO (ORIGINAL)

### DIAL COMBOS

- HP, HP, D+LP, D+HP
- HP, HP, LK, B+HK, F+LK
- Knee, B+HK, F+LK

### SPECIAL MOVES


- **Iceball** – D, F, LP
  - Disabled after 2 hits
- **Ground Ice** – D, B, LK
  - Disabled after 2 hits
- **Slide** – B+LP+Block+LK
  - Now a low attack 







## SUB-ZERO (UNMASKED)

### DIAL COMBOS

- HP, HP, B+HK
- HP, HP, B+HK, D, B, LP  \*Ice Clone
- HP, HP, LP, B+HK
- HP, HP, LK, HK, B+HK
- HP, HP, LP, LK, HK, B+HK
- Knee, HK, B+HK

### SPECIAL MOVES

- **Iceball** – D, F, LP
  - Disabled after 2 hits
  - Can be used when Ice Clone is active 
- **Ice Clone** – D, B, LP
  - Fails if used when too close to opponent
  - 224 frame cooldown between uses down from 256 
- **Ice Shower** – D, F, HP
- **Front Ice Shower** – D, F, B, HP
- **Behind Ice Shower** – D, B, F, HP
- **Slide** – B+LP+Block+LK
  - Now a low attack 