

STRIDER

"UNLESS YOU'RE A TARGET OF MINE, YOU WILL NEVER SEE ME. IF YOU DO SEE ME, THEN IT'S ALREADY TOO LATE."

Bio

REAL NAME

Unknown

OCCUPATION

A-Class Strider

ABILITIES

He has trained his body to its utmost physical limits. He also wields the Cypher, a plasma-generating broadsword capable of cutting through anything.

WEAPONS

Plasma sword "Cypher", sickle and chain, robotic animal helpers that he can summon at will.

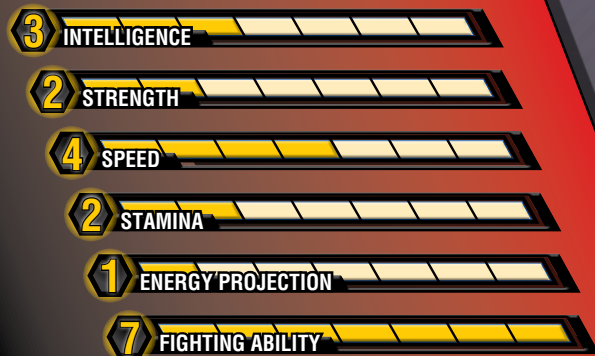
PROFILE

He is a member of the Striders, a secret organization specializing in kidnapping, assassination, demolition, etc., that has worked behind the scenes throughout history. Having obtained A-Class status at a young age, he is the organization's best assassin.

FIRST APPEARANCE

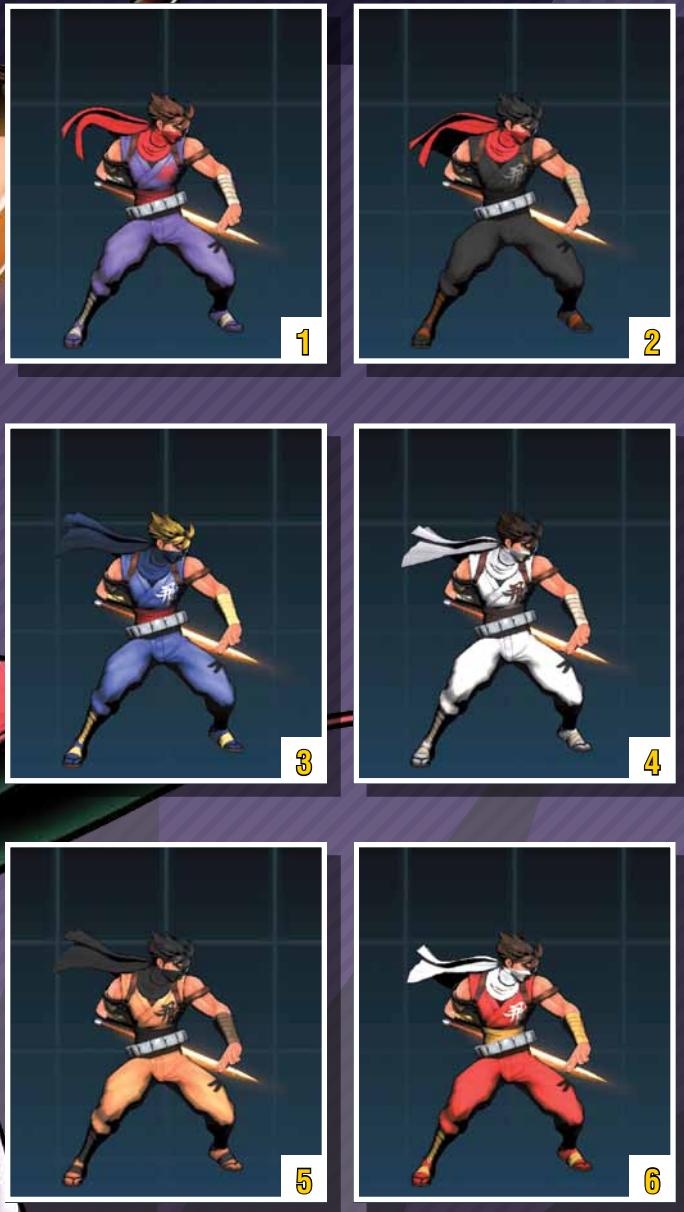
Strider (1989)

POWER GRID



*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES



Overview

Vitality	750,000
Chain Combo Archetype	Hunter Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	120%	120%
Level 2 (2 teammates remaining)	135%	135%
Level 3 (1 teammate remaining)	155%	145%

Strider is a versatile character that can be effective up close or from a distance. Your goal with Strider is to force your opponent into the corner. Why is this beneficial?

Strider's offense is comprised of quick, high-priority attacks that can be seamlessly interwoven. It is not easily dealt with while cornered

Vajra M can cross up even cornered adversaries

Strider has various tools for moving in after being pushed away including Vajra, Ame-no-Murakumo M or H, and his quick ground dash

You can accomplish this goal by:

Using Strider's high-priority melee attacks at close to mid range

Overpowering your competitor's long range game with Formation A1, Formation A2, Formation C, Gram H, and Vajra.

Using forward-moving attacks such as Ame-no-Murakumo M/H or to close the distance between Strider and his rival

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	35,000	280	4	2	11	0	-2	Chains into L attacks
2	Standing M	1	48,000	384	6	3	15	0	-2	—
3	Standing H	1	60,000	480	9	4	23	-4	-6	—



Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	33,000	264	5	2	11	0	-2	Low attack, chains into L attacks
2	Crouching M	1	50,000	400	8	3	15	0	-2	Low attack
3	Crouching H	1	60,000	480	10	3	26	—	-8	Low attack, knocks down



Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	65,000	520	9	4	29	—	-12	Launcher, not special or hyper combo-cancelable



Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	40,000	320	5	3	15	+11	+9	Overhead attack
2	Air M	1	50,000	400	7	3	21	+16	+14	Overhead attack
3	Air H	1	60,000	480	9	4	23	+18	+16	Overhead attack



Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air S	1	63,000	504	10	3	26	+14	+12	Causes hard knockdown if used in launcher combo, overhead attack
2	Air ↗ + S (during launcher combo)	2	105,00	880	9	4	23	—	—	Tags in next available ally while lofting opponent upward
3	Air ↘ or ↙ + S (during launcher combo)	2	95,000	800	9	3	24	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ↕ + S (during launcher combo)	2	95,000	800	9	10	22	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar



Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

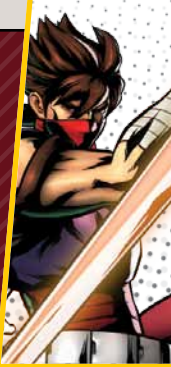
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Arch Cut	↗ + H	1	63,000	504	10	4	22	-3	-5	—
2	Slide	↘ + H	1	55,000	440	9	10	22	—	-11	Knocks down, OTG-capable



Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	↘ + H (ground)	1	80,000	800	1	1	Hard knockdown
	↙ + H (ground)	1	80,000	800	1	1	Hard knockdown
2	↘ + H (air)	1	80,000	800	1	1	Hard knockdown
	↙ + H (air)	1	80,000	800	1	1	Hard knockdown



STRIDER

NEW

As a Partner—Crossover Assists

Screen	Type	<div>PT+P2</div> Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Strider—α	Legion	Ame-no-Murakumo M	1	80,000	640	47	4	116	86	Ground bounces foe
2	Strider—β	Legion	Gram M	1	90,000	720	49	5	118	88	Wall bounces adversary
3	Strider—γ	Legion	Vajra H	1	80,000	640	59	10	102	72	Hard knockdown against airborne opponents, Strider invincible from frames 37-53



Strider has three useful crossover assists to choose from. Strider—α Ame-no-Murakumo can be used to extend combos, but it can be dangerous to use otherwise because of Strider's forward movement. Strider—β Gram has decent speed and range, and it causes a wall bounce. Strider's best crossover assist is Strider—γ. When called, Strider performs Vajra H, which tracks down opponents regardless of their height, resulting in a hard knockdown on aerial targets. Adversaries can no longer attack from high in the sky with confidence when Strider has this crossover assist at the ready.

Even though Strider is useful as a crossover assist, extreme caution must be taken when calling him. Strider's vitality is tied for second-lowest in the game (Rocket Raccoon and Akuma are equally fragile; only Phoenix is flimsier), so a well-placed hyper combo can K.O. Strider instantly if he is called at an inopportune time.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↵ ↘ ↙ + <div>P1=P2</div>	1	50,000	500 (-1 hyper meter bar)	2	4	22	—	-5
Notes On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds									



Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Ame-no-Murakumo L	↵ ↘ ↙ + <div>L</div>	1	70,000	560	15	4	27	—	-10	Knocks down
	Ame-no-Murakumo M	↵ ↘ ↙ + <div>M</div>	1	80,000	640	23	4	25	—	-8	Ground bounces foe
	Ame-no-Murakumo H	↵ ↘ ↙ + <div>H</div>	1	90,000	720	31	4	22	—	-5	Ground bounces opponent
2	Excalibur L	(in air) ↵ ↘ ↙ + <div>L</div>	4	30,000 x 4	240 x 4	10	15	11 or until grounded	+10	+8	—
3	Excalibur M	(in air) ↵ ↘ ↙ + <div>M</div>	4	30,000 x 4	240 x 4	10	15	26	-9	-11	—
4	Excalibur H	(in air) ↵ ↘ ↙ + <div>H</div>	4	30,000 x 4	240 x 4	10	15	26	-9	-11	—
5	Wall Cling	↵ ↘ ↙ + <div>S</div>	—	—	—	Until wall	—	1	—	—	Lasts 295 frames
6	Ladder Kick	(during Wall Cling) <div>L</div>	1	55,000	440	8	11	16	-4	-6	Resumes Wall Cling upon recovery
7	Cypher Attack	(during Wall Cling) <div>M</div>	1	60,000	480	6	3	23	-3	-5	Resumes Wall Cling upon recovery
8	Jump Kick	(during Wall Cling) <div>H</div>	1	70,000	560	10	Until grounded	10	+12	+10	Overhead attack
9	Wall Exchange	(during Wall Cling) <div>S</div>	—	—	—	27	—	1	—	—	Resumes Wall Cling upon recovery
—	Dismount	(during Wall Cling) ↵	—	—	—	—	Until grounded	—	—	—	—
—	Climb	(during Wall Cling) ↗	—	—	—	—	1	—	—	—	—
—	Descend	(during Wall Cling) ↘	—	—	—	—	1	—	—	—	—
10	Gram L (in air OK)	↵ ↘ ↙ + <div>L</div>	1	90,000	720	18	5	26 (air: until grounded)	—	-10 (air: 0)	Hard knockdown
11	Gram M (in air OK)	↵ ↘ ↙ + <div>M</div>	1	90,000	720	25	5	26 (air: until grounded)	—	-10 (air: +8)	Wall bounces adversary
12	Gram H (in air OK)	↵ ↘ ↙ + <div>H</div>	1	90,000	720	33	5	26 (air: until grounded)	—	-10 (air: +16)	Wall bounces rival
13	Formation A1	↵ ↘ ↙ + <div>L</div>	1	80,000	640	21	—	14	+13	+11	Projectile has 3 low priority durability points

Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
14	Formation A2	↵ ↘ ↙ + <div>M</div>	1	40,000	320	21	—	14	+14	+12	Projectile has 3 low priority durability points
15	Formation C	↵ ↘ ↙ + <div>H</div>	1	90,000	720	36	—	4	—	—	Knocks down, first projectile has 3 low priority durability points, bomb projectile has 5 low priority durability points and falls toward ground after 21 frames, bomb explodes upon contact with rival or ground, explosion has 5 low priority durability points and is active for 30 frames
16	Formation B	↵ ↘ ↙ + <div>S</div>	—	—	—	11	—	9	—	—	Lasts 600 frames or until Strider is hit
17	Formation B (Shot)	(during Formation B) ↵ ↘ ↙ + <div>S</div>	1	80,000	640	2	—	18	+12	+8	OTG-capable, knocks down
18	Vajra L	↵ ↘ ↙ + <div>L</div>	—	—	—	12	9	10	—	—	Frames 12-20 invincible
19	Vajra M	↵ ↘ ↙ + <div>M</div>	—	—	—	12	9	10	—	—	Frames 12-20 invincible
20	Vajra H	↵ ↘ ↙ + <div>H</div>	1	80,000	640	33	Until grounded	11	+2	-7	Frames 13-29 invincible, hard knockdown against airborne opponents

Ame-no-Murakumo: Strider performs a spinning slash that causes a ground bounce. Ame-no-Murakumo H and M send Strider running before slashing; the H version reaches almost the entirety of the screen. Because of their slow startup, these two versions of Ame-no-Murakumo cannot be used in typical combos. Despite this, you can link both versions after a Formation B shot. Ame-no-Murakumo L features no initial run, allowing it to combo off basic attacks such as standing or crouching M and H. All three versions have a varying degree of ground bounce; Ame-no-Murakumo H's ground bounce is the largest and allows for

H

 attacks to combo afterward, while the L version only allows for faster

L

 attacks as a follow up.

All three versions of Ame-no-Murakumo can be canceled into Formation B shot — even during recovery! If Formation B is active, you can make Ame-no-Murakumo unpunishable by canceling its recovery into the projectile. If the slash is successfully connected, the shot can be used to combo afterward, making this technique useful both on hit and guard. Note that Ame-no-Murakumo can only be canceled into Formation B shot, not activation.



Excalibur L is mostly used for combos and offensive pressure. Strider recovers almost immediately upon landing, making this attack only punishable via X-Factor if guarded. You can follow a connected Excalibur L with a standing

L

 if connected on both grounded and aerial opponents. Because of its sharp angle, Excalibur L can also be used to counter an adversary's offense. If you see your foe rushing in for an attack, a quick jump or super jump into Excalibur L can counter their blitz, depending on the attack used.

Excalibur M covers a long distance horizontally and is most useful when you need to reset your positioning. Use Excalibur M to escape from the corner, or to close the distance between Strider and his challenger. Be careful in becoming too predictable with this attack; however, as Strider is vulnerable for 26 frames of recovery until guarding or attacking is possible. Opposing players who anticipate this attack or whose characters are in close proximity to Strider upon recovery can fully punish him.

Excalibur H sends Strider flying skyward, and he recovers near the top of the screen. Although it has the same recovery time as the punishable Excalibur M, its recovery frames begin as Strider is still ascending, reducing the chances of the attack being punished. If performed during a normal jump, a crossover assist can be called on the way down for a tricky surprise attack.



Wall Cling: Strider quickly jumps to the opposing wall. Strider is unable to guard not only during the initial jump but also during his time on the wall, making him extremely vulnerable. While he's on the wall, you can climb up and down with

↗

 and

↘

, respectively. You can also dismount from the wall by pressing the direction away from the wall. Several moves unique to Wall Cling become available:

L

 performs Ladder Kick, a downwards stomp;

M

 performs Cypher Attack, a quick slash;

H

 performs Jump Kick, a diving kick off the wall that causes a ground bounce on aerial opponents; and

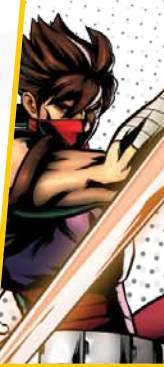
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 performs Wall Exchange, which causes Strider to leap to the opposite wall. All three Wall Cling attacks can be chained together just like basic attacks, and Jump Kick can be canceled into special moves while Strider is still in the air. Jump Kick must be guarded standing and is punishable only by guarding it in midair. Wall Exchange can be performed an unlimited amount of times throughout the entire duration of Wall Cling (just short of five seconds).



Gram: Strider performs a long, sweeping slash. The length of the slice is determined by the strength of the button used. Gram H covers almost the entirety of the screen, causing a wall bounce. Its startup is too slow for it to be used in most combos, but you can utilize its range to start hit-confirmable combos from long range. Gram M is similar to Gram H but with less range, hitstun, and startup. Gram L doesn't have the range of the M or H versions, but it has the quickest startup of the three, making it usable in most ground and air combos. Gram L is also different in that it causes a hard knockdown instead of a wall bounce.

You can cancel all three versions of Gram into Formation B shot at any time, whether in startup or recovery. The long startup of Gram H can be used as bait to surprise foes with Formation B shot into a combo. The recovery on Gram L can be covered up with Formation B shot during grounded offensive pressure. Note that Gram can only be canceled into Formation B shot, not activation.



STRIDER
NEW



Formation A1: Strider summons a mechanical tiger to attack his rival. Formation A1 behaves

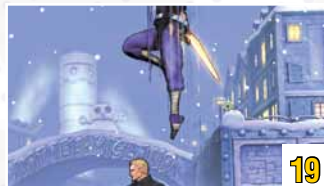
differently than other projectiles in that the tiger always emerges from the corner behind Strider and travels the entire distance of the screen, regardless of Strider's position. The tiger features 3 low durability points, leaving something to be desired in long range firefights. It can even be negated by almost any basic attack on reaction! Given this setback, Formation A should not be passed on as flimsy; the tiger absorbs whatever attack negated it, acting as a one-hit shield so long as the opposing attack connects either before or simultaneous to hitting Strider. Even though it is difficult to utilize this properly when defending yourself, it is an added bonus nonetheless.

Formation B: Strider summons a satellite that floats nearby for 600 frames or until Strider is hit. With the satellite active, performing the $\downarrow \searrow \swarrow + \text{S}$ motion again causes it to fire as a projectile. Both phases of Formation B have extremely fast startup and recovery— Formation B shot fires after a mere 2 frames of startup! Formation B shot can be used to start, end, and extend combos, while the satellite activation can be used to slightly decrease the recovery on slower attacks such as standing H . Formation B shot always fires directly from Strider, as opposed to Formation A1 and A2. Because the projectile fires so quickly, Formation B shot is a vital tool in Strider's arsenal, both at long range and up close. It's so fast that in OTG situations, you often have enough time to not only summon the satellite, but fire it, as well!

Formation B shot has the special property of being usable during the startup and recovery of Gram and Ame-no-Murakumo. You can make these attacks safe on guard by canceling into the Formation B projectile, and you can extend combos through the use of the shot after either of these attacks successfully connects.



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the cover of a far-reaching crossover assist. However, don't overuse this move, since becoming too predictable with Vajra L or M leaves Strider open to punishment from air throws.



20

Vajra H: Vajra H is different than its L and M counterparts in that Strider comes out of the teleport already attacking with a flying kick. A successful Vajra H can lead into a well-timed standing L into a combo. If Vajra H connects on an airborne opponent, it causes a hard knockdown, which you can then follow with Formation B OTG. Like Vajra L and M, the teleport always tracks opponents regardless of their altitude, making Vajra H ideal for knocking aerial competitors out of the sky.

Vajra H is unpunishable if guarded standing or crouching. However, clever adversaries can punish Vajra H by jumping to guard the kick in the air, leaving Strider open to punishment as both characters land. This attack can also be punished after being guarded with X-Factor. To avoid these situations, try using Vajra H as a counter to ranged attacks rather than throwing it out randomly. Vajra H can also be made safe with many different crossover assists if called immediately before the teleport.



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Formation A2: Strider sends an eagle to attack his foes. Formation A2 is similar to

Formation A1 in that the eagle always emerges from the corner behind Strider, regardless of his positioning. The eagle also has the low durability of the tiger, and it is easily destroyed with an attack or opposing projectile. However, Formation A2 is useful as a defensive tool when timed correctly, and this move possesses the same shielding property as Formation A1. Perform Formation A2 against opponents coming from the air to knock your foe out of their attack. If your adversary destroys the eagle instead, their aerial attack gets nullified. Though not useful against multiple strikes, standard one-hit air attacks using air H or S are rendered useless with a well-timed eagle.



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Formation C: Strider sends an eagle armed with a bomb toward his opponent. Midway

through its flight, the eagle drops the bomb toward the ground, and it then descends slowly until exploding. The bomb explodes if ever it comes into contact with any adversaries, whether it is during delivery or descent. You can use Formation C defensively in the same manner as Formation A2, though the timing is different because of the increased startup. You can also employ Formation C to complement Strider's long range attacks.



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17

Vajra L & M: Vajra L and M are teleports that cause Strider to appear above his opponent, regardless of the opposing character's altitude. Vajra L always causes Strider to reappear in front of his rival, while Vajra M causes him to reappear behind his foe.

Vajra leaves Strider vulnerable for a short period of time immediately before teleporting and right after he reappears. Once fully recovered, Strider is in a jumping state in which basic attacks, special moves, double jumping, guarding, and crossover assists are available. You can use Vajra L and M to start an offense, avoid slower attacks, or punish slower recovering attacks from any distance. Try teleporting during projectile firefights or under

Battle Plan



Combos can be started from fullscreen by occasionally using Gram H during long range battles.

play Strider as safe as possible, covering any recovery time with crossover assists or a Formation B shot when possible. It is also prudent to not become too reliant on Vajra, as a poorly timed Vajra can lead to a K.O. on Strider.

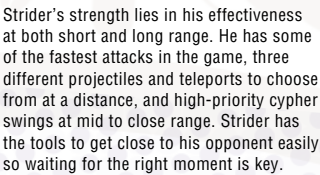
As such, your best bet is to keep at a distance with Strider, attacking safely with Formation attacks combined with an occasional Gram H and crossover assist. Gram H can lead to huge damage, as long as Strider has the breathing room to perform it without being interrupted. The long slice gives enough time to dash in for a full combo, and it also goes unpunished if guarded anywhere besides point-blank range (and even then, it is difficult to punish). If you find your opponent trying to wade through the various projectiles Strider can throw, an unexpected Gram H on the ground or during a normal jump usually stops their advances cold.

Once your competitor starts firing back with ranged attacks of their own, you can then utilize Vajra to pass through their ranged game for positioning and combo opportunities. Vajra M is great for getting Strider behind his adversary during a firefight. Upon recovering, Strider can come down from the teleport with a falling air H or S into **Combo I**. If the situation changes and you find Strider teleporting into danger, you can guard on the way down and opt to attack with a crossover assist instead. For added safety, cover Vajra L or M with Formation A1, Formation B shot, or a crossover assist beforehand. If Vajra L or M go unpunished, use this positional advantage to start Strider's offense.

While Vajra L and M are used more for positioning and safe approach, Vajra H is best used to interrupt or punish slower ranged attacks, as well as vulnerable aerial attacks. This is especially useful against characters like Trish or Doctor Doom who love to rain down projectiles from the sky. Using Vajra H while your foe is attacking from a distance makes scoring a counterhit more likely, as well, easing up the leniency in connecting a standing L afterward. Vajra H is more of a commitment, however. Vajra L and M allow for several options upon Strider reappearing, while Vajra H leaves no option for anything except an X-Factor activation. Learning when to use each version of Vajra is important to Strider's overall success.

Wall Cling can be used not only as a way to get close to your target, but also for cross-ups with a timed Formation B shot. Time the Wall Cling so that Strider leaps past his opponent right before the projectile hits, and follow with a Wall Cling L , M , H for a ground bounce combo. You can perform this with a long-range crossover assist, as well.

If you feel the time is right to switch to offense, start by using a Formation B shot to cover a forward advance.



Strider's strength lies in his effectiveness at both short and long range. He has some of the fastest attacks in the game, three different projectiles and teleports to choose from at a distance, and high-priority cypher swings at mid to close range. Strider has the tools to get close to his opponent easily, so waiting for the right moment is key.

Strider's main weakness is his low vitality. Coming in at 750,000, Strider's vitality ranks among the lowest in the game. Because of this, it is important to

You can employ Strider's far-reaching basic attacks and special moves with the help of a crossover assist to push your way forward. You can use a special dash to effectively increase the range of Strider's melee attacks (see the Advanced Tactics section), or cover $\searrow + \text{H}$ or Ame-no-Murakumo M/H with a crossover assist to close the distance. A successful $\searrow + \text{H}$ can always be canceled with an X-Factor activation for a possible K.O. combo, though simply performing the slide unpunished gives you the momentum needed to start an offense. Using a suitable crossover assist as cover, Excalibur M can also be used to get close. If the crossover assist can cover the 26 frames of recovery that plague Excalibur M, Strider will recover in the air safely, ready to come down with an attack.

While some characters must be at close range to bring their offense, Strider needs only to be in mid range for his offense to shine. The range and priority of standing H and $\searrow + \text{H}$ can be taken advantage of to start Strider's bread and butter combos. Formation B shot is also a great attack at mid range because of its extremely fast startup.

Once Strider is close, stay in the opposing character's face as best you can! Standing L , crouching L , and Formation B shot are the fastest attacks in your arsenal to use at close range. Any holes in your rival's offense should be taken advantage of with the speed of Strider's L attacks. Strider's air L acts as an instant overhead against mid to large-sized characters. Against a crouching opponent, perform an instant overhead air L canceled into Excalibur L for a full combo! Mix this up with crouching L to create a deadly 50/50 guessing game whenever Strider is close.

Strider has aerial options at close range, as well. Excalibur L is great for attacking at an unexpected angle, stopping any ground counter offenses with a diving attack. This attack is safe on guard and can be followed by continued pressure from the ground. Air H is an invaluable attack with many applications. The massive hitbox produced by Strider's slice puts opponents in a situation where they must either take a risk in attempting to counter it with an anti-air attempt or guard it, giving Strider positional advantage. Air H also serves as a cross-up when jumping over adversaries, and it can be delayed for a deep cross-up attack.

You can take advantage of Strider's long reach and safe attack patterns to create strings of uninterrupted offense against opponents. For example, an attack string of cr. L , M , st. H , cr. H , $\searrow + \text{H}$ can then be followed by a dash forward into st. H , cr. H , $\searrow + \text{H}$ into $\searrow + \text{L}$ into even more offense. To combat advancing guard, Ame-no-Murakumo M canceled into Formation B shot can be used at any time during attack strings.

When canceling a guarded Ame-no-Murakumo or Gram into Formation B shot, you can delay the Formation B shot cancel to interrupt your opponent's punishment attempt for a combo. Constantly vary the timing in which Formation B shot is canceled to throw your adversary off.

The strength of Strider's offense is only increased against a cornered target. Strider's dashing speed, long range, and substantial frame advantage can be used to corner his competitors and keep them cornered. Vajra M still crosses up cornered opponents and can be canceled from attack strings at any time to trick an adversary into guarding incorrectly. This can be mixed up with Vajra L, which looks similar to Vajra M when performed in the corner. If you find advancing guard to be a problem when trying to keep foes cornered, utilize Vajra L/M or the built-in dash feature of Ame-no-Murakumo M/H for constant pressure.



Be sure to cover Excalibur M with a long-range crossover assist.



Start with a ground attack string ending with the Formation B satellite call. Follow this with another attack string ending in Ame-no-Murakumo L/M or Gram L, followed by the Formation B shot. Follow the Formation B shot with yet another ground string to apply pressure and build hyper meter!

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Legion	$\downarrow \searrow \swarrow + \text{ATK-ATK}$	15	25,000 x 15	9+1	—	76	+12	+6	OTG-capable
2	Ouroboros (Level 3 Hyper Combo)	$\downarrow \searrow \swarrow + \text{ATK-ATK}$	—	Projectiles: 15,000 Ouroboros: 40,000	13+2	—	7	—	—	Press L , M or H to fire 2 projectiles, projectiles have 3 low priority durability points, lasts 420 frames, Strider does not gain meter while Ouroboros is active
3	Ragnarok (Level 3 Hyper Combo)	$\searrow \downarrow \searrow + \text{ATK-ATK}$	18	430,000	8+0	21	33	—	-33	Frames 1-20 invincible, hard knockdown



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Legion: Strider summons a herd of mechanical tigers and eagles to fill the screen. Legion is OTG-capable and is commonly used as a combo ender. Once this hyper combo is activated, the animals are released regardless if Strider is hit while pointing. This means that a THC from Legion can be performed extremely early if need be. Legion is somewhat slow to start, and opponents can avoid it completely on reaction if they jump over the animals, so this hyper combo should only be used in combos and THCs.



2

should be enough to clear out any opposing projectiles if fired rapidly. Vajra and Wall Cling are especially deadly during Ouroboros, since opponents are easily crossed up by the rings during these moves. Adversaries are forced to either run away or risk being crossed up during the storm of projectiles. Ouroboros is also an ideal way to employ instant overheads with air L $\searrow + \text{H}$ and double jump air H (see the Advanced Tactics section for more details). Combined with X-Factor, Ouroboros is likely to K.O. a character or two.

Strider is not invulnerable to attacks during Ouroboros, however. Attacks that reach farther than the orbiting satellites are still able to hit Strider. During hitstun, the satellites have no active hit frames, making them useless while Strider is caught in a combo. Strider is also unable to fire rings while guarding or being hit. Even though Ouroboros is best used offensively, make sure to guard any incoming hyper combos that might be used in retaliation.

Ouroboros: In Strider's signature attack, two satellites are summoned to orbit Strider during battle at the cost of three levels of hyper meter. Each satellite has active hit frames and can damage nearby foes. Pressing any ATK shoots one ring projectile from both satellites, and these can be fired rapidly as a combo. Strider is free to move, attack, and call crossover assists while Ouroboros is active.

You can use Ouroboros as a means to gain complete control of the match, leaving your opponent very few options. The rings have 3 low durability points and



3

Ragnarok: Ragnarok causes Strider to dash toward his opponent for a devastating attack when it connects. At three levels of hyper meter, this hyper combo has 20 frames of invincibility on startup, is easily used in combos, and causes an unscaled 430,000 damage into a hard knockdown. Ragnarok is instant after the hyper combo flash, and it is immediately invincible. If performed at close range, the opposing character must be guarding before the hyper combo flashes, or else they will get hit. This invincibility is also great for plowing through an opposing hyper combo that is otherwise unavoidable.

COMBO USAGE

I. CR. **M**, ST. **H**, CR. **H**, $\rightarrow + \text{H}$, **S** $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR **M**, **M**, **H** $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \rightarrow + \text{L}$ (3 HITS), LAND, FORWARD JUMP, AIR **M**, **H** $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \rightarrow + \text{L}$ (3 HITS), LAND, **S** $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR **M**, **M** $\xrightarrow{\text{CANCEL}}$ FORWARD DOUBLE JUMP, **H**, **S**, LAND, $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

469,700 damage, 18% meter loss

Air $\downarrow \nearrow \rightarrow + \text{L}$ must hit three times for the juggle after it to work.

II. (MIDSCREEN REQUIRED) CR. **L**, **M**, ST. **H**, CR. **H**, $\rightarrow + \text{H}$, **S** $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR **M** $\xrightarrow{\text{CANCEL}}$ FORWARD DOUBLE JUMP, **H**, **S**, LAND, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \rightarrow + \text{S}$, WALL **L**, **M**, **H** $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{H}$, $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

543,500 damage, 27% meter loss

The opposing character cannot be much closer than midscreen from the corner for this combo to work. Double jumping after air **M** and performing air **H**, **S** causes Strider to fall to the ground faster, giving you more time to summon Formation B and fire it. Firing it, performing the wall cling, and then attacking all must be done as fast as humanly possible for it to work.

III. (CORNER REQUIRED) CR. **M**, ST. **H**, CR. **H**, $\rightarrow + \text{H}$, **S** $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR **M** $\xrightarrow{\text{CANCEL}}$ FORWARD DOUBLE JUMP, **H**, **S**, LAND, $\downarrow \nearrow \leftarrow + \text{S}$, BACKWARDS DASH, $\downarrow \nearrow \leftarrow + \text{S}$, FORWARD DASH, **S** $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR **M**, **M** $\xrightarrow{\text{CANCEL}}$ DOUBLE JUMP, **H**, **S**, LAND, $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

489,400 damage, 33% meter loss

Backdashing before firing Formation B ensures that the projectile hits late, giving you time to juggle after it. This will not work otherwise because of hitstun decay.

IV. (MIDSCREEN REQUIRED, FORMATION B SUMMONED) CR. **M**, ST. **H**, CR. **H**, $\rightarrow + \text{H}$ $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \rightarrow + \text{S}$, WALL **L**, **M**, **H** $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{H}$, $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

588,400 damage, 49% meter loss

You must start with Formation B summoned for this to work. The positioning for this combo is less strict than **Combo II**, as your opponent can be slightly closer to the corner than midscreen for it to work.

V. (REQUIRES MIDSCREEN) FORWARD JUMP, FORWARD DOUBLE JUMP, AIR **H**, **S**, LAND, CR. **H**, $\rightarrow + \text{H}$, **S** $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR **M** $\xrightarrow{\text{CANCEL}}$ DOUBLE JUMP, **H**, **S**, LAND, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \rightarrow + \text{S}$, WALL **L**, **M**, **H** $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{H}$, LAND $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

541,000 damage, 26% meter loss

Double tapping $\nearrow \nearrow$ quickly causes Strider to perform a shallow double jump very close to the ground. This mimics a very low jump that allows for near instant overhead jump attacks at close distances. This example shows a midscreen combo. Near corners, continue the combo after air **H**, **S** hits with something similar to **Combo III**.

ADVANCED TACTICS

NINJA 101: DOUBLE JUMPS

Strider's double jump stops any aerial momentum, performing instead a small jump either forward, backward, or straight up. Because the double jump covers less distance both vertically and horizontally, you can use it for tricky cross-up setups!

After performing Vajra L or M, fall with air **L**. Right as your adversary guards it, immediately cancel the air **L** into a double jump forward delayed air **H** for a cross-up. The speed in which the air **L** is canceled into the double jump paired with the tremendous hitbox of air **H** make this cross-up extremely difficult for competitors to react to. If your opponent becomes accustomed to this setup, try changing it up by double jumping straight up instead, or falling from Vajra into a crouching **L** to counter advancing guard.

Another way to utilize Strider's double jump is by performing a normal jump forward and immediately performing a double jump forward with air **H**, **S**. If performed successfully, the huge hitbox of air **H** acts as an instant overhead against all characters, large or small. The timing used in this technique is similar to that of a forward dash: press $\nearrow \nearrow$ in the same way you would press $\Rightarrow \Rightarrow$ for a ground dash. The tighter the timing on your double jump is, the faster your air **H** attacks overhead.

A-CLASS STRIDERS ONLY: MOMENTUM

Strider is unique in that the momentum he gains from his dashes is much greater than any other character. If you perform a forward ground dash and immediately cancel it into a crouch, you can see that momentum in motion. You can utilize this momentum to dramatically increase the range on some of Strider's attacks. Adding in a \Rightarrow input right before performing $\searrow + \text{H}$ increases the slide's range to nearly fullscreen! The same treatment can be given to attacks such as standing **H** or $\Rightarrow + \text{H}$ to increase their range. You can use the same principle when normal jumping forward, as well; adding a dash right before a forward jump causes Strider to cover a greater distance than without the dash.



Strider's standing **H** has great range. However...



...its range can be further increased with the help of a forward dash!

VI. (AGAINST AIRBORNE ENEMY) FORWARD JUMP, AIR **M**, **M**, **H** $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \rightarrow + \text{L}$, LAND, ST. **M**, **S** $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR **M** $\xrightarrow{\text{CANCEL}}$ FORWARD DOUBLE JUMP, AIR **M**, **H**, **S**, LAND, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \rightarrow + \text{S}$, WALL **L**, **M**, **H** $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{H}$, $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

488,500 damage, 24% meter loss

This is a midscreen combo starting off the low jump instant overhead trick. The jump attacks cannot be done as quickly as possible against very small crouching characters, like Rocket Raccoon, Amaterasu, and Morrigan.

VII. FRONT OR BACK THROW, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \rightarrow + \text{S}$, WALL **L**, **M**, **H** $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{H}$, $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

411,500 damage, 57% meter loss

After Strider lands from the throw, you must summon and fire Formation B as quickly as possible.

VIII. FRONT OR BACK AIR THROW, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \leftarrow + \text{S}$, FORWARD DASH, **S** $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR **M** $\xrightarrow{\text{CANCEL}}$ FORWARD DOUBLE JUMP, **H**, **S**, LAND, $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

372,200 damage, 67% meter loss

Again, you must summon and fire Formation B as rapidly as possible for it to OTG properly.

IX. (REQUIRES MIDSCREEN) CR. **L**, **M**, ST. **H**, CR. **H**, $\rightarrow + \text{H}$, **S** $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR **M** $\xrightarrow{\text{CANCEL}}$ FORWARD DOUBLE JUMP, **H**, **S**, LAND, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \rightarrow + \text{S}$, WALL **L**, **M**, **H** $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{H}$, $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$ $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{H}$, LAND, $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

716,900 damage, 120% meter loss

Here's an X-Factor combo that tacks on additional damage to **Combo I** when you need it and leaves a lot of X-Factor time left over for the next challenger if the previous is KO'd. Be sure to activate X-Factor just as you perform the first hyper combo to ensure its damage is buffed. Wait until about half of the robo animals hit, then perform $\leftarrow \downarrow \nearrow + \text{H}$. When Strider lands from Vajra, cancel its landing period into $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$ to ensure that the animals OTG in time.

X. CR. **M**, ST. **H**, $\rightarrow + \text{H}$ $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{L}$, ST. **H**, $\rightarrow + \text{H}$ $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{M}$, $\downarrow \nearrow \rightarrow + \text{H}$, **S** $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR **M**, **M** $\xrightarrow{\text{CANCEL}}$ FORWARD DOUBLE JUMP, **H**, **S**, LAND, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \leftarrow + \text{S}$, FORWARD DASH, **S** FORWARD SUPER JUMP, AIR **M**, **M** $\xrightarrow{\text{CANCEL}}$ FORWARD DOUBLE JUMP, **H**, **S**, LAND, $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

771,500~941,600 damage, 5~32% meter gain

Omit $\downarrow \nearrow \rightarrow + \text{H}$ when near corners.

COMBO APPENDIX

GENERAL EXECUTION TIPS

Being able to perform two consecutive $\downarrow \nearrow \leftarrow + \text{S}$ motions is important to playing as Strider. Learn to time the second $\downarrow \nearrow \leftarrow + \text{S}$ so that the satellite is launched as fast as possible

If you are having problems with Wall Cling **L**, **M**, **H**, try chaining the three attacks slower. Inputting this combo too quickly prevents it from working properly

AS STRIDER COMES IN: AIR **M**, **M** $\xrightarrow{\text{CANCEL}}$ FORWARD DOUBLE JUMP, **M**, **H** $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{L}$

Notes	Damage
$\uparrow + \text{S}$ or $\Rightarrow + \text{S}$ or $\downarrow + \text{S}$ TAC to Strider. Near corners, omit all M attacks and just do H $\xrightarrow{\text{CANCEL}}$ $\Rightarrow \downarrow \nearrow + \text{L}$	Varies based on damage scaling
CR. L , M , ST. H , CR. H , $\rightarrow + \text{H}$, S $\xrightarrow{\text{CANCEL}}$ FORWARD SUPER JUMP, AIR M $\xrightarrow{\text{CANCEL}}$ FORWARD DOUBLE JUMP, H , S , LAND, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \rightarrow + \text{S}$, WALL L , M , H (LET DIVE KICK FALL VERY CLOSE TO THE GROUND) $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{H}$, LAND, $\downarrow \nearrow \leftarrow + \text{S}$, $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \leftarrow + \text{S}$, $\leftarrow \downarrow \nearrow + \text{H}$, $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$	

Notes	Damage
—	559,300 damage, 12% meter loss

CR. **M**, ST. **H**, CR. **H**, $\rightarrow + \text{H}$ $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \rightarrow + \text{S}$, WALL **L**, **M**, **H** (LET DIVE KICK FALL VERY CLOSE TO THE GROUND) $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{H}$, LAND, $\downarrow \nearrow \leftarrow + \text{S}$, $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \leftarrow + \text{S}$, $\leftarrow \downarrow \nearrow + \text{H}$, LAND $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

Notes	Damage
Midscreen required, Formation B must already be summoned	615,800 damage, 26% meter loss

FRONT OR BACK THROW, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \leftarrow + \text{S}$, $\downarrow \nearrow \rightarrow + \text{S}$, WALL **L**, **M**, **H** (LET DIVE KICK FALL VERY CLOSE TO THE GROUND) $\xrightarrow{\text{CANCEL}}$ $\rightarrow \downarrow \nearrow + \text{H}$, LAND, $\downarrow \nearrow \leftarrow + \text{S}$, $\rightarrow \downarrow \nearrow + \text{L}$ $\xrightarrow{\text{CANCEL}}$ $\downarrow \nearrow \leftarrow + \text{S}$, $\leftarrow \downarrow \nearrow + \text{H}$, LAND $\downarrow \nearrow \rightarrow + \text{ATK/ATK}$

Notes	Damage
After clinging to the wall, perform then L , M , H chain, then as H falls, cancel it just before the kick touches the ground. This reduces the recovery of $\Rightarrow \downarrow \nearrow + \text{H}$, allowing you to fit in $\downarrow \nearrow \leftarrow + \text{S}$ before the next juggle	430,400 damage, 44% meter loss



STRIDER
NEW