Soul Calibur II Combo FAQ

by Zigmover21   Updated to v1.1 on May 17, 2004

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Soul Calibur II Combo FAQ Version 1.1, by Zigmover21

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combos are taken primarily from www.soulcalibur.com, and can be found in either
the "Combo Madness" forum or "Soul Arenas" forum. All combos work in the console
version of Soul Calibur II, both Japanese and American releases.

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01 Conventions
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I use standard arcade notation in this FAQ. This is the BEST means of allowing all players to interprate these combos. While the numbers can take time to fully understand, there is NO excuse for ignorance towards the individual buttons (A,B,K,G). Otherwise, this FAQ could only be applied to a specific platform, and that's not what I want.

All conventions used can be found at: http://www.guardimpact.com/legend.php

Direction Notations:

6 Forwards
2 Down
4 Back
8 Up
3 Down-Forwards
1 Down-Back
9 Up-Forwards
7 Up-Back
5 Neutral

Button Notations:

A Horizontal Attack
B Vertical Attack
K Kick/Physical Attack
G Guard/Block

General Notations:

AC Air Control
FC Fully Crouched
WS While Standing (from a crouch)
8WR 8 Way Run (standard form of movement for all characters)
BT Back Turned (facing away from the opponent)
WL While Landing (from a jump)
RCC Recover Crouch Cancel (6, 4, or 8 from FC or WS)

_ Either/Or (i.e. X_Y=X or Y)
, X followed by Y
+ Button X plus button Y
: Just frame, precise input timing required
[X] Hold button X
xY Button X followed immediatly by button Y, or "roll" from X to Y

Hit Properties:

CH Counter Hit
Shallow Hit (move hits at or near maximum reach)
Deep Hit (AKA clean hit, move hits close to character's body)

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02 Notes

All combos are guaranteed to work, unless stated otherwise. The format is as follows:

Character Name

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Character-specific conventions

Stun or launcher (Notes and/or requirement.)
-Follow up 1 (Damage of starter+follow up) Misc. notes, if needed.
-Follow up 2 (Damage of starter+follow up) Misc. notes, if needed.
-Follow up N (Damage of starter+follow up) Misc. notes, if needed.
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I do not include combos for Heihachi, Spawn, Link, and Necrid, and do not plan on doing so at this time. Charade and Inferno are excluded as well, for obvious reasons. All of the aforementioned characters are not legal in major tournaments, where as the characters included in this FAQ are tourny legal, with 3 exceptions. Assassin, Berserker, and Lizardman are currently banned in most tournies, but it is possible that they will be allowed in the future.

I will only use www.soulcalibur.com as a source for combos, so please DO NOT try to send me any new combos you think you have found, unless you know I know and trust you. It's nothing personal, just that there are far too many bogus combos out there, and too many people testing them out by themselves. SC2 is neither combo friendly, nor is practice mode an ideal means of testing out combos on your own.

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03 Combos

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Assassin

```
3B
-8WR 3_9K (74)
-B,B (67)

9B
-1B (73)
-8WR 1_7B (67)
-8WR 2_8B (66)

8WR 3_9B,B
-8WR 1_7K (70)

CH 8WR 2_8B
-B,B (65)

WS B
-1B+K, 3B (80)

WL K
-1B+K, 8WR 1_7K (68) Requires a shallow hit.
-8WR 3_9K (57)
-2B,B (54)

A+B
-4A (88)
-8WR 3_9A (78)

B+K
-1B+K, 1B (80)
-1B+K, 3B (78)
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3B+K
-8WR 3_9K (60) Requires a shallow hit.
-K,K (47)


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Astaroth

B+G4 (Command throw)
-8WR 2_8B (87)
-4[B] (83)
-B+G (45) Useless except for humiliation.
-66B (36) Good for ring outs.

CH B6K
-B+G (92)
-66B (81)
-66K (69) Good for ring outs.

CH 6B
-8WR 2_8[K], 8WR Right B (123)
-2A+B_B+K (86)
-8WR 2_8B (81)

CH 3B or 3[B]
-B+G (90)
-66B (79)

8WR 2_8B (On opponent's side or back)
-66B (104) Does 94 damage on opponent's back.

WS B (On crouching opponent's side)
-B+G4, 8WR 2_8B (119)
-B+G4, 4[B] (115) Only if opponent's back is to the wall.
-B+G6 (101) Only if opponent's back is to the wall.
-8WR 2_8B (72)
-4[B] (69)

WL B (On opponent's side or back)
-66B (92) Does 97 damage on opponent's back.

CH 6K
-B+G (75)
-66B (64)
-66K (52) Good for ring outs.

66[K]
-214A (142) Only if opponent's back is to the wall.
-Turn around, B+G (108) Usually requires a shallow hit.
-Turn around, 8WR 2_8B (106)
-Turn around, 4[B] (102) Requires a shallow hit.

CH 1K
-66B (68)

8WR 3_9[K]
-8WR 2_8[K], 8WR 2_8B (168) Only if opponent's back is to the wall.
-214A (140) Only if opponent's back is to the wall.
-Turn around, B+G (124)
-Turn around, 8WR 2_8B (122)
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-Turn around, 4[B] (118)

8WR 2_8[K]
-214A (135)

CH WS K
-8WR 2_8B (65)

3A+B
-66B (74)

CH 3A+B
-B+G (116) Glitch back throw. Inconsistent timing.
-B+G (93)

B+K (On opponent's back)
-Dash forwards, 2A+G_B+G (95) Opponent can escape throw.
-66B (78)
-66K (58)
-4B (54)
-6K (52)

CH 6B+K
-2A+B_B+K (86)
-8WR 2_8B (77)

236B+K
-B+G (153)
-8WR 2_8B (148)

CH BT B+K
-Turn around, 8WR 2_8B (78)
-Turn around, 4[B] (74)

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Berserker

214B+G
-8WR 2_8B (90)
-4[B] (86)

[A]
-8WR 2_8B, 66B (119) Unreliable on deep or shallow hit.
-4A+B,[K] (101) Unreliable on shallow hit.
-Dash up, 2A+G_B+G (85) Opponent can escape throw.
-8WR 2_8B (69)

4[A] (On opponent's back)
-6K, 2A+G_B+G (114) Opponent can escape throw.
-Dash forwards, 3A+G_B+G(101) Opponent can escape throw.
-66B (83)
-66K (64)
-4B (60)

CH B6K
-2A+G_B+G (103) Opponent can escape throw.
-66B (81)
-66K (69) Good for ring outs.
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```
CH 6B
-8WR 2_8K, 8WR Right B (123)
-8WR 2_8B (81)


3B
-2A+G_B+G (92) Opponent can escape throw.


CH 3B or 3[B]
-2A+G_B+G (101) Opponent can escape throw.
-66B (79)
-66K (67) Good for ring outs.


8WR 2_8B (On opponent's side or back)
-66B (104) Does 94 damage on opponent's back.


WS B (On crouching opponent's side)
-8WR 2_8B (72)
-4[B] (69)


WL B (On opponent's side or back)
-66B (92) Does 97 damage on opponent's back.


[K]
-2A+G_B+G (83) Only if opponent's back is to the wall. Can escape throw.


CH 6K
-2A+G_B+G (86) Opponent can escape throw.
-66B (64)
-66K (52) Good for ring outs.


66[K]
-Turn around, 8WR 2_8B (106)


CH 1K
-66B (68)


8WR 3_9[K]
-Turn around, 8WR 2_8K, 8WR 2_8B (166)
-Turn around, 8WR 2_8B (122)
-Turn around, 4[B] (118)


8WR 2_8K
-8WR 2_8B (99)
-4[B] (95)


CH WS K
-2A+G_B+G (81) Opponent can escape throw.
-8WR 2_8B (65)


3A+B
-66B (74)


CH 3A+B
-2A+G_B+G (105) Opponent can escape throw.


3[A+B]
-2A+G_B+G (106) Opponent can escape throw.


CH 6B+K
-Dash forwards, 2A+G_B+G (96) Opponent can escape throw.
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-8WR 2_8B (77)


236B+K
-8WR 2_8K, Dash forwards, 2A+G_B+G (203) Opponent can escape throw.
-8WR 2_8K, 8WR 2_8B (187)
-2A+G_B+G (164) Opponent can escape throw.
-8WR 2_8B (148)


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Cassandra


66B+G
-9KK (76) Only when a wall is to the opponent's left.
-Dash forwards, 3A+B (74) 2nd hit whiffs against Talim and Xianghua.
-44B+K (66)


CH 3A,B
-236B (96)
-A,K (84)


44[A]
-66B+G, dash forwards, 3A+B (117) Requires a deep hit.
-3B, 236B (109) Requires a deep hit.
-66B+G, 44B+K (109) Opponent can escape throw.
-66K, 236B (100)
-A+G (98) Requires a deep hit. Opponent can escape throw.


9A
-236B (68) Only if opponent's back is to the wall.


WS [A]
-44B+K (79)


CH B6
-44B+K (60)


3B
-236B (66)
-A,K (54)


44B
-236B (66) Requires a deep hit.


66K
-236B (57)
-A,K (45)


CH 1K
-44B+K (63)
-3B (55)


CH 44K
-236B (66)


A+B
-3B (70)
-7K (70)


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Cervantes

DC Dread Charge (214)

A4B
-8WR 1_7B (85)
-2A+B (74)

CH 6A
-8WR 1_7B (61)
-2A+B (51)

CH 3aB
-BT A+B (stuns), 8WR 3_9B, 2A+B, 8WR 3_9B (177) Relaunch combo.
-BT A+B (stuns), 8WR 3_9B, B2 (163) Relaunch combo.
-BT A+B, 66A (96)

1A,B
-2B, 8WR 3_9B (85) Reliable on larger characters.
-2B, WS B (81) Unreliable on smaller characters.
-2A+B (64)

3B or 8WR 3_9B
-2A+B, 8WR 3_9B (85) Somewhat unreliable on smaller characters.
-B2 (75)
-2A+B, FC B (73)
-2A+B, FC K (70)

CH 3B
-Dash under, BT A+B (stuns), 8WR 3_9B, 2A+B, 8WR 3_9B (172) Relaunch combo.
-Dash under, BT A+B (stuns), 8WR 3_9B, B2 (158) Relaunch combo.
-2A+B, 8A+B (103)
-2A+B, RCC 2A+B (97)

CH 8WR 1_7B
-2B, 8WR 3_9B (107) Reliable on larger characters.
-2B, WS B (101)
-B2 (100)

WS B
-2B, 8WR 3_9B (73) Reliable on larger characters.
-2B, WS B (69) Unreliable on smaller characters.
-2A+B, FC K (62)

CH 66K
-8WR 1_7B (69)
-1A (62)

CH 3A+B
-A,A (67)

CH 2A+B
-RCC 2B, 8WR 3_9B (87) Reliable on larger characters.
-RCC 2B, WS B (84)
-RCC 2A+B, FC B (79)
-RCC 2A+B, FC K (77)

CH 8A+B
-A4B, 8WR 1_7B (145)
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-A4B, 2A+B (134)
-DC B (105)

BT A+B
-8WR 3_9B, 2A+B, 8WR 3_9B (118)
-8WR 3_9B, B2 (108)
-2A+B (67)

DC B
-BT A+B (stuns), 8WR 3_9B, 2A+B, 8WR 3_9B (167) Relaunch combo.
-BT A+B (stuns), 8WR 3_9B, B2 (157) Relaunch combo.
-2[B+K] (107)
-B2 (86)


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Ivy

SL Spiral Lust (3A+B)
SR Spiral Serenade (A+B)
ST Spiral Tribute (A from SR or 66[B])
SE Serpent's Embrace (A from ST or 214[B])

CH 6A
-44B+K (70)
-1B+K (62)

CH 4A
-8WR 2_8B, 6B9 (125)
-1B+K (71)
-1A+B (68)

8WR 3_9A
-8WR 3A, 8WR 2_8B, 6B9 (161) Astaroth only, must start with 8WR 9A.
-8WR 2_8B, 6B9 (123) 8B+K works on larger characters.
-1A+B (76)

CH 66B
-8B+K (94)

CH 66[B]
-ST B:B:B (79)
-ST A (59)
-ST K (56)

CH 3B
-8B+K (77)

44[B] or 8WR 3_9[B]
-SR BB (65) Last hit can be teched on shallow hit.

CH 8_9B
-1A+B (63)
-K2 (63)
-2A+B (56)
-Slight pause, K2 (54)

236B
-1A+B (68)
-K2 (66)
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-2A+B (60)

8WR 2_8[B]
-ST 6B:4B:6B:4B:6B (84)
-ST B:B:B (72)
-ST K (49)

FC 1B
-Turn around, 8B+K (87)

CH WL B
-8B+K (88)

CH 2A+B
-8B+K (91)

9A+B,A
-214B (59) Can be AC'd left.
-8B+K (99) Can be AC'd left or right.
-66A (68) Can be AC'd towards Ivy. Best follow up.

CH K2
-1A+B (61)
-K2 (60) Opponent is left standing.
-2A+B (53)
-Slight pause, K2 (47)

CH 3K
-44B+K (72)
-1_2B+K (64)

1[K]
-44B+K (74)
-2B+K (64)

SL [A+B] or FC 3[A+B] or 44[B+K] (Max charge)
-8B+K (113)

CH SE 6B+K[8]
-8B+K (151)

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Kilik

MO Monument (236)
TR Tribute (214)

CH A,A,B
-66A (109)
-6kB (108)
-6B+K (107)

236A+G, 46A, 41236B (Chain throw)
-4B (103) Opponent can break throw.

3B
-66A (51)
-6kB (50)
-6B+K (49)
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-A+K (47)
-bK (44) Good for ring outs.

CH 1B
-4B+K (67)
-6B+K (65)

8WR 2_8B
-6A,A,A (77)
-6kB (70)
-6B+K (66)
-A+K (65)
-bK (63) Good for ring outs.

CH FC 3B
-66B (51)
-3B, 66A (89) Must connect on opponent's side.
-3B, 6kB (89) Must connect on opponent's side.
-3B, 6B+K (86) Must connect on opponent's side.

WS B
-6kB (64)
-6B+K (63)

CH WS K,B
-66A (85)
-6kB (85)
-6B+K (81)
-A+K (81)
-bK (79) Good for ring outs.

6A+K
-3B, 6B+K (130) Must connect on opponent's back. Unreliable on deep hit.
-3B, 6kB (128) Must connect on opponent's back. Unreliable on deep hit.
-6B+K (90)
-66B (74)

CH TR B
-4B+K (70)
-6B+K (66)

MO K
-6B2 (61)
-66B (55)

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Lizardman

CH 3A,B
-8WR 2_8B+K (93)
-3B (85) Reliable on deep hit.

44[A]
-3B, 236B (110) Reliable on deep hit.

CH B6
-4B+K,G (68)
-8WR 2_8B+K (60)
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B,6B (On crouching opponent)
-4B+K,G (89) Opponent recovers first.
-8WR 2_8B+K (78)

66B
-A+B, 3B (88)
-B+K, 3B (80)
-236B (71)

3B
-236B (67)
-B,B (58)

8WR 3_9B
-Turn around, A+B, 3B (96)
-Turn around, B+K, 3B (86)
-Turn around, 8WR 2_8B+K (72)

CH 44K
-4B+K,G (70)
-66A+B (62)

CH 66B+K,A,B
-Turn around, A+B, 3B (129)
-Turn around, B+K, 3B (121)
-Turn around, 8WR 2_8B+K (107)

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Maxi

RO Right Outer (B)
BL Behind Lower (A from RO or 4A)
RC Right Cross (A,A or B from RO or B,B from RO or B from LO)
LO Left Outer (4B)
LI Left Inner (2_8A+K or 4_6A+K or 2aB or FC A+B)

CH 8WR Left A
-A,A (82) Reliable on deep hit.

3B
-6A+B (69) Unreliable on deep hit.
-3B (54)
-3B+K (46)

8WR 3_9B
-BL K,K (83) Must be delayed as late as possible.
-BL B (72)
-BL A (71)

CH 8WR 3_9B
-Turn around, 2aB (98) Hold G to cancel transition into BL.
-Turn around, 6A+B (98) Hold G to cancel transition into BL.

236B,G
-3B (74)

236K (On opponent's side or back)
-3B (97) Does 100 damage on opponent's back.
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```
aK4 or WL K
-6A+B (72)
-2aB (72)

CH kB,K
-6A+B (97)
-2aB (97)

6A+B
-BL K (67)

CH 4A+B
-8WR 3_9B (112)
-Run up, 66B+K (109)
-66B (103)

4[A+B]
-8WR 3_9B (107)
-Run up, 66B+K (104)
-66B (98)

4B+K
-Turn around, 2aB (105)

RO K,K
-6A+B (91)
-2aB (91)

RC A
-FC B (73)
-FC K (70)

LI B
-BL K,K (75) Must be delayed as late as possible.
-BL B (66)
-BL A (59)

CH LI K
-B+K,B,B,B:A (125)
-236B,G, 3B (110)
-3B, 6A+B (103) Unreliable on shallow hit.
-6A+B, BL K (103)
-3B, 3B (90) Unreliable on shallow hit.
-A+B (86)
-3B, 3B+K (82)

--

Mitsurugi

RL Relic Stance (4A+B)
MT Mist Stance (6A+B)
HMD Half Moon Death (2_8B+K or 63214A)
FMD Full Moon Death (6B+K or 63214B)

CH 6A
-A,A (48)

CH B6
-236B (81) Opponent is left standing.
```

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6B:2
-66A+B (73)

3B
-236B (66)
-6B9, 44B (64)
-6B9, 4A6 (64) Ends in Mist.
-6B9, 66B (58)

1B
-66K (55)

CH 1B
-236B (69)

4[B]
-66A+B (94)

8WR 3_9B
-236B (63)
-6B9, 44B (61)
-6B9, 4A6 (61) Ends in Mist.
-6B9, 66B (55)

8WR 3_9[B]
-RL B (56)

CH 66K or K6
-kB (82) Reliable on deep hit or if opponent's back is to the wall.
-8WR 2_8B (62)
-1B (60)

66A+B
-2A (64) Opponent is left standing.

WS A+B
-66K (60)

CH WS A+B
-236B (75)

Mist A+B
-236B (81)
-44[A] (79) Ends in Relic.

Relic B
-8WR 3_9B (57) Unreliable on shallow hit.

HMD A,A
-RL B (101) Reliable if opponent's back is to the wall or edge.
-8WR 2_8B (87)

HMD B,B
-8WR 2_8B (72)

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Nightmare
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```
NBS Night Behind Stance (B+K)
NBSR Night Behind Stance while Running (8WR [6] B+K or 6[6] from NBS)
NLS Night Lower Stance (4B+K)
NSSR Night Side Stance Right (2B+K on 1st player side)
NSSL Night Side Stance Left (8B+K on 1st player side)


A6
-4B (59)
-8WR 3_9[B] (49) Ends in NBS.


66A
-2A+B (86) Can be teched to opponent's left only.
-4B (77)
-8WR 3_9[B] (68) Ends in NBS.


CH 3A
-4B (61)
-8WR 3_9[B] (54) Ends in NBS.


4A
-8WR 3_9[B], NBS B (120) Does not launch on shallow hit.
-A+G_B+G (108) Only if opponent's back is to the wall. Throw can be escaped.
-4B (87)


3[B] or 8WR 3_9[B] (Does not launch on shallow hit)
-NBS B (67) Does 65 if 3[B],B is used.


44[B]
-NLS A+B (82)


WS [B]
-NBS B (60) Reliable only on CH, or if opponent is crouching.
-NBS K (44) Ends in NBS.


WL [B]
-NBS B (63)


BT B
-8WR 3_9[B], NBS B (115) Must connect on opponent's back or side.
-8WR 3_9[B] (60) Ends in NBS.


CH 6K
-3A+B (50)
-8WR 3_9[B] (47) Reliable on shallow hit.


44K
-B6, 8WR 3_9[B] (79) Ends in NBS.


NBS B
-8WR 3_9[B], NBS B (123) Must connect on opponent's back.
-8WR 3_9[B] (66) Ends in NBS.


NBSR B
-B6, 3[B] (93) Only if opponent's back is to the wall, with no wall stun.
-8WR 3_9[B] (73) Ends in NBS.


NSSL [A+B] or NSSR [A+B]
-NSSL K or NSSR K (64)


NSSR B or NSSL B
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-8WR 3_9[B] (65) Ends in NBS.

NSSR [B] or NSSL [B]
-NBS B (68)

NLS [A]
-NSSR K (52) Only if opponent's back is to the wall or edge.

NLS K
-B6, 1K (56)
-8WR 3_9[B] (53) Ends in NBS.

NLS [K]
-NSSL A,2A (74) Reliable only on shallow hit.
-NSSL [B] (56) Ends in NBS.


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Raphael

CH 44A
-3B, 3B (75) Must connect on opponent's side.
-4A+B (56)

3B
-6B,B (48)
-3B (48)

CH 8WR 3_9B
-1B,B (68)
-3B (60)

CH 8WR 2_8B
-1B,B (63)
-44B (59)

CH 66K
-1B,B (60)
-3B (53)

CH 4K
-A+B,A (77)

CH 8WR 2_8K
-236B (87) Reliable only on opponent's side or back.
-3B, 6BB (77)
-3B, 3B (77)

66A+B
-66B (54)
-6B,B (50)
-3B (50)

CH 66A+B
-66K, 6B,B (80)
-236B (76)

236A+B
-1B,B (72)
-3B (60)
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CH 236A+B
-6BB (74)
-3B (74)


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Seung Mina

CH A,A,B
-66A (102)
-6kB (100)
-6B+K (97)
-bK (95) Good for ring outs.
-3B (95)
-6A,K (92)


CH bA
-4B+K (62)
-4[B] (59)


CH 66B
-3B (49)


3B
-66A (64)
-6kB (64)
-6B+K (60)
-bK (58) Good for ring outs.
-3B (56)
-6A,K (54)


8WR 2_8B
-6A,K (55)
-66A (65) Unreliable on deep hit.
-6kB (64) Unreliable on deep hit.
-6B+K (62) Unreliable on deep hit.
-bK (60) Good for ring outs.
-3B (56) Unreliable on deep hit.


7_8_9B
-3B (58)


WS B
-66A (61)
-6kB (60)
-6B+K (69)
-bK (55) Good for ring outs.
-3B (53)
-6A,K (51)


4A+B,B
-3B (91)
-6A,K (89)


6A+K
-3B, 6kBK (133) Must connect on opponent's back.
-3B, 6B+K (132) Must connect on opponent's back.
-3B, 3B (125) Must connect on opponent's back.
-6B,B (119)
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Sophitia

4[A],B
-44B+K (104) Only if opponent's back is to the wall.

CH 44A
-44B+K (105)

8WR Right A
-4B (53)

66B
-44A, tap G, 236B (79) Tap G to track air control.
-B+K, 7K (79)
-44B+K (72)

3B
-44B+K (52)
-4B (48)

44bA
-3A+B (90)
-44B+K (85)

8WR 3_9B
-Turn around, 44A, G, 236B (86) Tap G to track air control.
-Turn around, B+K, 7K (85)
-Turn around, 44B+K (78)

CH 44K
-44B+K (68)

CH 66B+K,A,B
-Turn around, 44A, G, 236B (116) Tap G to track air control.
-Turn around, B+K, 7K (116)
-Turn around, 44B+K (108)

44B+K
-44B+K (82) Only if opponent's back is to the wall.

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Taki

PO Possession (214)
WR Wind Roll (B+K or 2_8B+K)

WL A
-6K,A, 66K or 6_4A+K (69)
-RCC B[K], 8WR 3_9A1 (64) Ends in PO.
-66B (60)

3B
-A,B (42) Reliable on shallow hit.
-A,A (38) Reliable on shallow hit.

CH 3B

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-6K,A, 66K or 6_4A+K (72)
-B,[K], 8WR 3_9A1 (68) Ends in PO.
-A,B (47)
-B,B (49)


8WR 2_8B
-B,[K], 8WR 3_9A1 (77) Ends in PO.
-A, 66K or 6_4A+K (66)
-K,K1 (55) Ends in PO.
-6A,A, 8WR 3_9A1 (54) Ends in PO.


8WR 3_9K or BT B+K
-B,[K], 8WR 3_9A1 (54) Ends in PO.
-66B (50)


8WR 2_8K or WR K (2_8B+K only)
-WS B,B (73) Only if opponent's back is to the wall.
-A+K (62)
-1A (58)


CH WS K
-WL B,B (75)
-8WR 1_7bK1 (73) Ends in PO.
-A+K (62)
-1A (56)


4B+K
-41236B (78) Opponent can tech and punish Taki after 41236B hits.
-6K,A, 66K or 6_4A+B (68)
-B,[K], 8WR 3_9A1 (64) Ends in PO.
-PO A+K (60) Good for ring outs.
-66B (58)
-6K,A, A6 (56)


PO B
-FC 1A+B, 1A (90) Only if opponent tries to tech roll left or right.
-1A (74)


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Talim


WC1 Wind Charmer 1 (AA2_8 or 8WR 3_2_1_9_8_7B+K)
WC2 Wind Charmer 2 (2_8B+K)
WnS Wind Sault (6B+K)


3rd hit of B,B,K
-44B, 44B (97)
-6, WnS B (67) Reliable on shallow hit.
-6, WnS K (63)


66B
-44B (62)
-1A (55)


3B
-44B (55)
-B,B (46)
-A,A (43)
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236[B]
-44B, 1K (100)
-8WR 3_9A (89)
-3A+B (85)

8WR 2_8B
-6, A+B (90) Unreliable, but opponent must block A+B regardless.
-2_8, WC1 A (62)
-6, WnS B (59)
-6, WnS K (54)

CH BT K
-44B (70)
-B,B (63)
-A,A (60)

CH BT 4K
-BT B,B (70)

8WR A+B
-44B (71)
-B,B (64)
-A,A (60)

1A+B
-44B (62)
-B,B (51)
-A,A (48)

WnS K
-WnS B (53)
-WnS A (49)


--

Voldo

BS Blind Stance
MCFT Mantis Crawl Feet Towards (2_1A+K)
MCHT Mantis Crawl Head Towards (3A+K or BS 2A+K)
CR Calistro Rush (236 or 8WR B+K)

66A
-2A,A,A (54)

CH WS A
-3A+K, MCHT 66, MCFT B (97) Astaroth only, reliable if MCHT 66 is buffered.
-CR B,B (75)

CH 8WR 3_9A
-2A,A,A (68)

CH 6B
-CR A+B (48)

CH 6B,B
-CR A+B (79)

66B or 8WR 3_9B
-CR A+B (69)
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CH 4[B]
-MCHT 66, MCFT B (92) Astaroth only.

8WR 2_8B
-2B4 (66) Opponent is left standing.

66K
-BS 2A+K, MCHT 66, MCFT B (106) Reliable if MCHT 66 is buffered.

1K
-BS 6B (58)
-BS 6A (51)

66A+K[4]
-2A,A,A (78)

3A+K
-MCHT 66, MCFT B (64) Astaroth only.
-MCHT 66, MCHT A+B (64) Astaroth only, reliable if MCHT 66 is buffered.

BS 66[A]
-CR B,B (80)
-A+K (75)

CH BS 66bA
-3A+K, MCHT 66, MCFT B (101) Astaroth only, reliable if MCHT 66 is buffered.
-CR B,B (84)

MCFT B+K
-Opponent lands, MCFT 66, MCFT K (66)

MCHT 66
-MCHT A+B (44)

MCHT B+K
-Opponent lands, MCHT 66, MCFT B (71) Astaroth only.

CH CR B,[B]
-MC 66x3 (126) Use MC B+K to reset after each MC 66.

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Xianghua

CH 3A,K
-3B (76)

3B
-1B, WS K (59)
-6B, 66K (54)
-3B+K (53)

8WR 2_8B
-1B, FC 3B (78)
-1B, WS K (65)

FC 3B
-1B, FC 3B (82)
-1B, WS K (72)
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4K
-3B (35)

3A+B
-3B (57)

CH 1A+B
-8WR 2_8B, 1B, FC 3B (104)
-8WR 2_8B, 1B, WS K (95)
-3B, 1B, WS K (89)
-3B, 6B, 66K (82)

CH 8WR 3_2_1_9_8_7_4 A+B
-3B (53)


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Yoshimitsu

PG Pogo (A+B)
MD Meditation (B+K)

CH 3A,B
-4K,[B] (104)
-6K (83)

6B:2
-9B+K, A, PG [6]A+B (77)

3B
-6K (58) Unreliable on smaller characters.
-A,A (44)

CH 3B
-4K,[B] (82)
-6K (63)

3[B]
-4K,[B] (83)
-6K (64)

CH 3[B]
-9K, 66A+B (92)

CH 44B,B
-WS K, 6K (93)
-3B, 6K (92)
-

CH 8WR 2_8B
-6K (65)

CH WL B
-9K, 66A+B (111) Reliable on shallow hit.
-6K (83)

1K or MD K
-BT K, 9K, 66B+K (114)
-BT 2A+K (114)
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-BT K, 6K (84)

WS K
-6K (61)

CH WL K
-6K (63)

2A+B
-A, PG [6]A+B (78) Opponent is left standing.
-A, PG A+B (52) Opponent is left standing.

9A+B (On opponent's side)
-3B, 6K (134)
-A+G_B+G (132) Backthrow, requires a deep hit. Voldo and Astaroth can escape.

9A+B4 (On opponent's side)
-1B, 6K (124)

8A+B (On opponent's side)
-3B, 6K (92)

CH 3B+K
-6K (71)

CH 1B+K
-WS K, 6K (79) Requires a deep hit.
-3B, 6K (76) Requires a deep hit.
-9B+K,A, PG [6]A+B (67)

9B+K
-A, PG [6]A+B (59)

PG 6
-PG K, BT K, 9K, 66A+B (154) Must connect on opponent's back.
-PG K, BT K, 6K (121) Must connect on opponent's back.
-PG [6]A+B (86) Opponent is left standing.
-Pause, PG [6]A+B (72)
-PG 6A+B (70) Opponent is left standing.
-PG A+B (60) Opponent is left standing.

CH PG A+B
-6K (59)

PG [A+B]
-6K (63)

PG K
-BT K, 9K, 66B+K (112)
-BT 2A+K (112)
-BT K, 6K (81)

MD A+B,K
-BT K, 9K, 66B+K (132)
-BT K, 6K (104)

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Yunsung
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CR Crane (K6 or 8WR 3_9[B])
LW Land Walk (214)

CH WS A,B
-B,B (85)

3B
-B,B (55)

4[B]
-8WR 3_9B (76)

9B
-8WR 1_7B (72)
-8WR 3_9B (67)
-8WR 2_8B (66)

8WR 3_9[B]
-CR A+B (64)
-CR [A] (62) Ends in CR.

CH 8WR 2_8B
-B,B (65) Unreliable on deep hit.

WS B
-8WR 3_9[B], CR B (70) Reliable on shallow hit.

44K
-8WR 3_9B (54)

CH WS K
-9B (59)

4A+B
-B,B (53) Unreliable on deep hit.

B+K
-8WR 3_9[B], CR A (85)
-66A+B (74)

CR [A]
-CR B, B,B (92) Reliable on shallow hit.

CR B
-B,B (53)

LW A
-9B (58)
-8WR 1_7B (57)

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04 Links/Aknowledgements

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www.soulcalibur.com

The main arcade site, and the reason this FAQ was possible in the first place.
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www.guardimpact.com

Still under construction, but great layout and detailed move lists.

www.soulcalibur2.com

The main console site. Don't really see why you would go there......

www.teamsoulcalibur2.com

Join the E-Team, and get free t-shirts and coffe mugs. Too good.

www.gamefaqs.com

Home to this FAQ and other FAQs. Not the greatest for fighting games, but still
one of the best sites for gaming, period.

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I'd like to thank everybody from SC.com for testing these combos and allowing me
to leech off of them.^^

Thanks to all the players who beat me into shape. Too many names to mention, but
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Otherwise, thanks and props to all who've contributed to the game, whether I
know you or not. If I forgot anybody, just assumed I didn't, 'cause there's just
too many cool people to think.^^

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05 Revision History

0.7 Finished all juggle/stun combos for everybody except Assassin, Berserker,
    and Lizardman.

0.8 Added damage and changed the layout. Eliminated some combos that were either
    bogus, or just too obscure.

0.9 Added some more combos for Voldo and Maxi, eliminated some as well.

1.0 Sorted each character's list, added Assassin, Berserker, and Lizardman.

1.1 A few minor changes/additions.

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Plans for 2.0

Eventually split combos into 2 sections: beginner/standard combos, and more
advanced/impractical combos.