**Jax Briggs Stuff**

Universal buttons apply, including down 2 krushing blow. Jax’s down 2 is shorter than characters with weapons, and is similar to other unarmed characters. Back 2 is an overhead that can be held to delay the attack and will cause a krushing blow if fully charged on impact, causing a ground bounce for more juggle combo potential.

Jax has a unique mechanic where his arms (which are mechanical) heat up and begin to glow as he lands hits or performs certain moves. This heat increases damage from fist-based attacks, and also affects the availability of some moves. For instance, Jax has a krushing blow off of his forward throw, which triggers when he is at maximum heat while performing the throw. Heat dissipates over time, and is expended by moves that require it to function. Audible hissing can be heard when the heat is lost over time.

Jax’s down 1 has a 7 frame startup and is plus 13 on hit. Down 3 has an 8 frame startup and is plus 10 on hit.

Most of Jax’s game plan relies on constant pressure and mixups for mediocre damage on any given hit, but the potential to burst huge chunks with his krushing blows and heat expenditure.

**Variations**

If you’re looking for mid screen damage with launchers, Competitive/Casual variation 1 is the go-to choice. For command grab mixups and more krushing blows, Competitive 2 is the variation of choice. If you’re looking for constant pressure and big damage on corner combos, Competitive 3 is where you should invest your time.

Casual 1 (War Hero) - contains Ripped, Duck and Weave

Casual 2 (Military Bearing) - contains Enhanced Outranked, Ground Shatter, Burning Hammer

Competitive 1 (Grinnin’ Barret) - contains Briggs Barricade, Ripped, Duck and Weave

Competitive 2 (Hunker Down) - contains Quad Grab, Expert Grappler, Burning Hammer

Competitve 3 (Ringer) - contains Ground Shatter, Enhanced Outranked, Lethal Clap

**Kombo Strings**

 **1 2** - 8 frame high hit, followed by a mid jab that is +1 on block and can be special cancelled or extended with an additional 2. If extended with 2, this string finishes with an overhead strike that causes a knockdown on hit and is -2 on block.

**Down 1 2** - 7 frame mid starter, second hit is a high hit that is -6 on block and can be special cancelled. Note that this is an automatic jail string, not a true combo. Useful for juggle combos, especially in the corner.

**2 2** - 11 frame high punch hit followed by a second mid jab that can be special cancelled or extended with down 4, and is -5 on hit. If extended with down 4, the third hit is a low kick that knocks down, cannot be special cancelled, and is -20 on block. If “enhanced outranked” or “expert grappler” are present in a variation, additional extensions are possible.

Variation specific to Casual 2 and competitive 3 - 2 2 can be extended with 1 1, causing two additional mid hits that are -4 on block and can be special cancelled or extended with an additional 2 2

If 2 2 1 1 is extended with 2 2, an additional mid and overhead hit are added to the end of the string. The additional mid hit can be special cancelled, but the final overhead causes a knockdown and is -11 on block. If special cancelling, the full string of 2 2 1 1 2 2 must still be input. This string can be extended with a further 1.

My hands cannot perform the full 2 2 1 1 2 2 1 string, but the frame data suggests the final hit is a high punch that is +38 on hit so likely knocks down, +4 on block, and cannot be special cancelled.

Variation specific to competitive 2 - 2 2 can be extended with a grab input, causing an overhead hit grab that causes a knockdown, is -7 on block, cannot be special cancelled, and will trigger a krushing blow if arm heat is at max for additional damage but no combo extension.

**Forward 2** - 12 frame advancing mid that can be special cancelled and is -4 on block. This strike can be extended with 1 or down 4. Can be extended with a grab input if “expert grappler” is present in the variation.

If Forward 2 1 is used, the final hit is an overhead that knocks down and is -7 on block, with no ability to special cancel.

If Forward 2 down 4 is used, the final hit is a low strike that knocks down and is -20 on block, with no ability to special cancel. Note that the time you have to move after recovery before your opponent stands back up is much shorter from this low hit (9 frames) than for the overhead knockdown provided by ending the string with 1 (27 frames).

Variation specific to competitive 2 - Forward 2 can be extended with a grab input, causing an overhead hit grab that causes a knockdown, is -7 on block, cannot be special cancelled, and will trigger a krushing blow if arm heat is at max for additional damage but no combo extension.

**Back 3 2** - 18 frame advancing low kick followed by a mid punch that is -7 on block and puts your opponent in a low, unlinkable juggle state. This string can be special cancelled or extended with a grab input. If extended with a grab, the final strike is a hit grab that switches sides and knocks down, cannot be special cancelled, and is -16 on block.

**Forward 3 3** - 9 frame stationary mid kick startup, with a followup second mid kick that is -4 on block and can be special cancelled. This string can be extended with 1, causing a final overhead strike with a 22 frame startup (can be punished by an alert opponent) that causes a knockdown on hit and is -7 on block. Can be extended with a grab input if “expert grappler” is present in the variation

Variation specific to competitive 2 - forward 3 3 can be extended with a grab input, causing an overhead hit grab that causes a knockdown, is -7 on block, cannot be special cancelled, and will trigger a krushing blow if arm heat is at max for additional damage but no combo extension.

**Forward 4 2**- 15 frame advancing mid followed by a high punch that causes a knockdown on hit, is not special cancellable, and is plus nine on block. Note that this second strike will whiff on crouching opponents, leaving you open to a full combo punish or down 2 crushing blow, but allows you to maintain pressure with the significant frame advantage against a standing opponent.

**Special Moves**

**Gotcha Grab** - down back 1. A hit grab with an 11 frame startup where Jax holds his opponent off the ground with one hand and pummels with the other. After the grab is performed, additional inputs must be performed to do damage.

1 performs fast punches without movement for the highest damage. Can be pressed 5 times maximum.

2 inputs cause Jax to step forward and punch, doing less damage than pressing 1 but moving across the stage. Can be pressed twice maximum. 11 damage per hit at full heat.

3 is a slam into the ground that causes a side switch while maintaining the grab. Can be pressed twice maximum. 20 damage per hit at full heat.

4 tosses the opponent across the stage, creating significant space if performed midscreen or out of the corner, but will cause a restand if your opponent is bounced off the wall with their back to the corner. Use in the corner for significant frame advantage and the chance to apply additional pressure. Always ends the grab move. 10 damage.

**Lethal Clap** (variation specific to competitive 3) -down back 1. Replaces Gotcha Grab. 14 frame high hit that is -10 on hit and can be amplified by pressing 1 a second time for additional damage and a far knock up/back state for combo extension in the corner at the expense of arm heat. Amount of arm heat available to be expended will determine the height of the juggle when amplified.

**Quad Grab** (variation specific to competitive 2) - down back forward 1. A true command grab (will hit blocking opponents) that involves a string of followups that must be pressed with specific timing. Following up after the first additional hit (pressing 2) will cost one bar of offensive meter for each additional input.

If back is pressed on the initial hit, an initial sideswap will be performed. The second input is 2 and will cause a side swap, the third is 4, and the final followup is 3. So, the full potential combo is:

down back forward 1 2 4 3

This whole combo will require two bars of meter, and will trigger a damaging krushing blow at the end if each input is entered at the end of its input window. Note that performing the combo will switch sides relative to where you started, but pressing back when the grab starts up adds an additional swap, meaning you will end on the same side you started.

**Stiff Armed**  - Back Forward 2. 11 frame startup advancing strike that involves two hits and ends with a knockdown, but is -16 on block. This move can be amplified on hit to cause an additional grab animation, followed by a mortar discharge in the opponent’s stomach for more damage. If only the second hit of the attack counters or punishes, a krushing blow will trigger that causes additional damage and an extended knockdown, but no combo extension.

**Duck and Weave** (variation specific to casual 1, competitive 1) - back forward 2. 26 frame startup stance that defaults into a mid strike that is -7 on block and causes a knockdown. Can be delayed by holding 2, cancelled out of the delay by pressing down twice.

After the stance is started, you can also press 4 to replace the ending mid strike with an overhead that is -7 on block and even on hit with no knock down. Note that this requires both Duck and Weave and Ripped to be part of a variation, which is the case for both competitive and casual variation 1.

After the stance is started, you can also press grab for a low hit grab that tosses your opponent behind you.

Both the standard ending and using 4 can be amplified to knock your opponent into a high juggle state, with potential to extend into a longer combo.

**Thumper** - Down back 2. 26 frame startup mid, arcing projectile that is +7 on hit and -23 on block. Can be amplified for a followup projectile. Both the initial input and the amplification input can be modified by holding up to cause a higher arc to the projectile that will miss standing opponents at mid range but catch jumps.

**Heat Missile** - Back forward 3. 11 frame startup high projectile that is +12 on hit, -9 on block, and requires arm heat to use. A second missile can be fired by pressing 4 after the initial input, which comes out as a mid projectile, requires additional heat, and will trigger a krushing blow in combos of 6 or more hits.

**Heating Up** - Down Down 3. 40 frame buff that involves Jax banging his hands together to generate heat. Can be amplified to double the amount of heat generated with 50% more recovery on the animation.

**Briggs Barricade** - Down back 3. 8 frame startup parry stance, 14 frame recovery. Parries high projectiles. Can be amplified on successful parry to increase the damage of the counterattack.

**Ground pound -** Down Down 4. 36 frame low projectile that hits the entire screen in front of Jax and is +7 on hit but -8 on block. Can be amplified for a second pound that knocks down on hit. Long startup prevents this move from comboing as a special cancel in many situations.

**Ground Shatter** (specific to Casual 2 and competitive 3) - Down Down 4. Replaces ground pound. Location-specific version of ground pound that only hits a small area, so can be directed by holding back for a close hit, toward the opponent for a far hit, or up for a very far hit. Causes a very high juggle state on hit and is only -7 on block, so can be used to start combos in some situations. Amplification makes the move unblockable and hits the entire stage, but no longer causes the juggle state..

**Burning Hammer** (variation specific to Casual 2, Competitive 2) - back forward 4. 10 frame leap into the air that grabs on hit, slamming the opponent into the ground head first and creating space as if it were the start of the round. Can be amplified for additional damage. Requires an airborne opponent; high damage ender in some juggle combos.

**Ripped** (Variation specific to Casual 1, Competitive 1) - Down back 4. A 29 frame overhead slam that is -7 on block and can be amplified for a followup high hit that causes a juggle state for combo extension.

**Combo Examples**

Safe offense: 1 2 or forward 2 cancelled into a special of your choice. Jax’s cancel window on both strings are extremely generous, allowing for easy hit confirms and the choice between most of his specials (not down back 4 or down down 4) for an ender. Use back forward 3 for little knockback and plus frames to continue pressure, down back 2 to create some space and a chance to use down down 3 in relative safety, or down back 1 for maximum damage, the opportunity to switch sides, and some heat buildup.

I didn’t include many combos with it in this guide, but back 2 is also a viable combo starter if fully charged. It immediately induces a mid height juggle state (or a high juggle state if you’ve triggered the krushing blow).

Forward 3 3 cancelled intodown back 1, 1 1 1 1. 165 damage at max heat, safe advancing mid starter that can be hit confirmed, builds a large amount of heat.

Specific to Competitive and Casual variation 1

Forward 3 3 cancelled into down back 4, amplified, forward 4 cancelled into down back 1, 1 1 1 1 1. 293 damage, works midscreen.

Requires 50% heat:

Forward 3 3 cancelled into down back 4, amplified, forward 3 cancelled into back forward 3 4. Note that back forward 3 4 amplifies the heat missile projectile. 384 damage if the krushing blow is triggered, if not 274. Almost maximum distance between characters at the end.

Back 2 (hold 2) cancelled into back forward 2, amplified, walk forward 1 2 cancel into down back 1, 1 1 1 1 1. 301 damage, slow overhead starter, further juggles possible if started in the corner.

Specific to Competitive variation 3

2 2 1 1 2 2 cancelled into back forward 2. 190 damage at maximum heat, safe pressure string, cancel window is very late so a safe hit confirm is possible. Very far knockback.

2 2 1 1 2 2 cancelled into back forward 3 4. Triggers the heat missile krushing blow for 325 damage if you haven’t yet used it in a given match. If you have, 202 damage and slight more than round start distance.

The following combo requires 50% arm heat and only works in the corner, not

2 2 1 1 2 2 cancelled into down back 1 1, down 1 2 cancelled into down back 1 1, down 1 2 cancelled into back forward 2. 353 damage. Note that down back 1 1 is the amplified version of lethal clap.