**Sonya Blade Stuff**

Please note that this guide was a collaboration between ThatPhageGuy and Banehollow3789. If you find the guide helpful, consider sending a tweet at <https://twitter.com/banehollow3789> to thank him for his help assembling these data.

Universal buttons apply, including down 2 krushing blow. Note that Sonya’s down 2 is considerably shorter in range than many other characters. She does not have a krushing blow off of her throw. Note that, in variation 1, only one krushing blow is possible off of a counter; you cannot get two in a single match. All of sonya's combos are able to replace special moves with her fatal blow  
  
Sonya’s down 1 has a 9 frame startup; on the other hand, her down 3 has a 7 frame startup. Both are safe but negative on block, and provide 12 and 10 frame hit advantages respectively, allowing for jailing into different strings. Be conscious of which you choose when establishing your offense to keep your approach safe.

**Variations:**

Variation 1 is useful if you want to read your opponent into big damage from counter krushing blows; variation 2 is useful if you’d like to take advantage of Sonya’s zoning tools, and variation 3 is for folks who want to become pressure specialists using Sonya’s turret special moves. Note that variations 1 and 2 are identical for competitive and casual play.

Competitive 1 and Casual 1 (No Holds Barred) contains Krushing Kounters, Marching Orders, and Ops Drop

Competitive 2 and Casual 2 (Ringmaster) contains Downward Energy Rings, KAT Turret Drop, and Energy Rings Charge

Competitive 3 (Ten-Hut) contains Summon Kat Turret and Turret Trauma

**Kombo strings**

**1 1** - Two high attacks, the first has a 7 frame startup and the second is -7 on block. Can be special cancelled or extended with 2; this string is useful for checking your opponent after blocking an unsafe move.

When extended into 1 1 2, the final hit is a mid with a 13 frame startup that is -3 on block, cannot be special cancelled, and causes a brief knockdown on hit.

**1 3** - First attack is a high jab with a 9 frame startup, second hit is a low kick that is -7 on block and can be special cancelled or extended with 4.

When extending with 4, the last hit is a 10 frame startup mid kick that is -5 on block and can be special cancelled. The full string is extremely useful for hit confirming, as it remains safe on block and can be special cancelled after initial hits have been heard.

**Back 1** - A high elbow jab with a 9 frame startup that can be special cancelled or extended using 2 or 4. Not very useful on its own, but sets up a mixup between two different strings depending on the followup choice of 2 or 4.

When extending with 2, the second hit is an overhead that is -9 on block, and can be special cancelled or extended with 3. A further extension with 3 adds a final mid knee strike that is -14 on block and puts your opponent into an extendable juggle state. This string is the go-to for high damage Sonya combos, but the last strike is full combo punishable by most of the cast, so make sure you’re using it with caution.

When extending back 1 with 4, the second hit is a sweeping kick that is special cancellable and -7 on block.

**2 1** - an 11 frame high energy blast at melee range followed by a mid gut punch that is -9 on block. The string can be special cancelled or extended with 2 2.   
  
When extended with 2 2, additional mid strikes are added, retaining the ability to special cancel but making the string fully safe on block at -5. This string can be further extended with 1+3, a final hit grab that cannot be special cancelled and is -18 on block. Note that, due to the long startup and short range of the first strike, this string is largely only useful in low execution corner combos.

**Back 2, 3** - an 11 frame mid energy blast at close range, followed by a delayed mid kick to the chest which is -7 on block. Note that the 31 frame startup of the kick means that it can be easily interrupted if the first strike is blocked. The string can be special cancelled, extended with down 3, or extended with 4.

When extending with down 3, a final low kick with a 22 frame startup is added, knocking down the opponent. This strike is -20 on block, and can be interrupted on startup; in practice, there is no reason to use this rather than a back forward 4 (leg breaker) cancel from the second hit, as the special move is only -19 on block, does more damage, has the same frame advantage on hit, and will come out much faster with a special cancel after the second strike.

When extending with 4, the final hit is a 25 frame startup overhead kick that is only -2 on block, cannot be special cancelled, and causes a brief knockdown. However, the long startup means the move can easily be interrupted if the previous kick was blocked. The final strike can also be cancelled after part of the startup animation by holding down, as if to crouch mid string.

**Forward 2 1** - a 12 frame advancing high punch followed by two mid gut strikes that end -5 on block and can be special cancelled or extended with 4. If extended, the final strike is a mid hitting kick that knocks down , is -2 on block, and cannot be special cancelled.

**3 3** - a 9 frame high kick followed by a mid kick that is -6 on block and can be special cancelled. This string can be further extended with an additional 3 for another mid kick that is also -6 on block and special cancellable.

A final extension is possible after 3 3 3 with down 4, an overhead that causes a brief knockdown, but is -17 on block. However, it is possible to input this after the second kick hits, meaning that you can listen for a strike before commiting to an unsafe move. Forcing your opponent to block 3 3 3 sets up a situation where you can choose to stop the string to remain safe, or force a mixup between finishing the string with down 4 (an overhead) and back forward 4 (special cancel into a low).

The fast, high hit of the initial kick also makes this string useful for juggling airborne opponents, both midscreen and in the corner, usually with 3 3 3 special cancelled into back forward 2.

**Back 3** - a long reaching low kick with an 18 frame startup that is -8 on block. This strike is special cancellable or can be extended with up 4 or down 4.

If extended with down 4, a second low kick that causes a brief knockdown is added to the string. This ender cannot be special cancelled and is -13 on block.

If extended with up 4, the second hit is a 17 frame mid roundhouse kick that is -4 on block and can be special cancelled or further extended with 3. This final extension ends with a 21 frame roundhouse kick to the face that hits as a mid, causes a knockdown, cannot be special cancelled, and is -5 on block. Note that the extended start up frames on these kicks means the can be punished if previous parts of the string are blocked by a skilled opponent.

**Forward 4, grab (1 + 3)** - The first hit is a 10 frame advancing knee strike that hits as a mid, the second strike is a hit grab that is -18 on block. This string cannot be special cancelled, and can be extended on hit with 2 2 2 2 (press 2 four times, quickly). The extension will not come out if the hit grab is blocked. This string is useful for ending juggles where the opponent would fall too fast for a back forward 2 ender, or for folks who excel at mashing but struggle with special cancel timings.

**Down 4** (variation specific to Competitive Variation 1, only works in the air) - two airborne kicks that hit overhead as Sonya descends to the ground. Can easily link into back 1 for a high damage combo starter.

**Special Moves**

**Energy Rings** (Ability to cancel, charge, and fire down rather than horizontally from the air are specific to competitive variation 2). - back forward 1, a high fast moving projectile. Sonya’s main zoning tool, and has a wide hitbox that can hit jumps. It can be amplified to shoot a 2nd mid shot, the second shot will cause a krushing blow that cannot be used to extend a combo if only the second hit connects. The krushing blow will also trigger on combos of 5 or more. -15 on block, so can be punished at point blank. Also useable in the air.

Competitive variation 2 includes the ability to cancel your energy ring shot by pressing dashing, hold down the meter burn button to delay the amplified shot, or to fire a second amplified ring down from the air by holding down when pressing the amplify button.

**Ass Whooping** - Back forward 2. A lunging punch that goes into a combo on hit automatically, side switches if not amplified. can be amplified for more damage and to maintain the same side as it kicks them backward. Generally the highest damage combo ender. -11 on block.

**Air Control** - down back 2. Sonya leaps upward and punches in the air. Can be amplified for additional damage and a hard knockdown. Causes a crushing blow if it hits as a counter or punish and is amplified, but is very vulnerable if you miss.

**Low Counter** (Variation Specific, Competitive Variation 1) - Back Down 3. 7 frame startup into a counter stance. Will trigger a counterattack if active when a low strike connects, can be amplified for additional damage. Triggers a Krushing Blow if two standing counters have hit.

**Standing Counter** (Variation Specific, Competitive Variation 1) - Down Back 3. 7 frame startup into a counter stance. Will trigger a counterattack if active when a high strike connects, can be amplified for additional damage. Triggers a crushing blow if two low counters have hit.

**Leg Breaker** - Back forward 4. A quick lunging sweep type move that goes into a knockdown, fairly fast and can lead to a crushing blow if the opponent is stand blocking. but should be used sparingly since its -19 on block. Useful for special cancelling strings that end with an overhead to create a high risk mixup situation.

**K.A.T. orbital drop** (Variation Specific: Competitive 2) - Down back 4. Sonya calls down a drone that falls on the opponent, slower startup at 31 frames but is an overhead and can be directed using back, forward, or up after inputting the move

**Summon K.A.T.** (Variation Specific: Competitive 2. Includes Turret Trauma in variation) - Down Back 4. Summons a turret that, rather than striking on entry, remains on stage for about 7 seconds and allows for the use of additional turret attacks.

After Summoning a K.A.T. the following moves are available: K.A.T. Tantrum, Mortar Strike, Leaping .50 Kal, Straight .50 Kal, Detonate K.A.T.

**K.A.T. Tantrum** (Requires Summon K.A.T.) - Down back 4. After a 32 frame startup, the turret leaps at the opponent as an overhead strike that causes a brief combo and knockdown. This causes Sonya to be pushed back significantly on block, so you cannot be punished by most characters, but is significantly negative (the displayed value in the client -355, but that seems unlikely).  
  
**Mortar Strike** (Requires Summon K.A.T.) - down down 1. Causes an arcing mortar shot to be fired from the turret. The hitbox is much lower than Sonya’s energy ring projectile, but as it is a mid, the mortar cannot be ducked. Also, this projectile is +7 on block, making it a useful tool for maintaining pressure.

**Leaping .50 Kal** (Requires Summon K.A.T.) - Down Down 2. The turret performs a small hop and fires a horizontal high projectile. This is a high projectile that is +7 on block.

**Straight .50 Kal** (Requires Summon K.A.T., Turret Trauma) - Down Down 3. The turret fires a low projectile that is +5 on hit but -25 on block; use with caution at close range.

**Detonate K.A.T.** ( Requires Summon K.A.T.) - Down Down 4. The turret explodes after a short delay, causing a mid hit to nearby enemies. Useful for maintaining corner pressure; Sonya can move after the countdown is started, and the explosion can extend corner juggles.

**Ops Drop** (specific to competitive Variation 1) - Down and grab in the air. Sonya grabs her opponent and slams them into the ground, then punches them several times. Can be amplified for a ground bounce to continue a combo at a slightly lower juggle height than the back 1 2 3 launcher. If it hits on its own, triggers a crushing blow.

**Combos**

1 1 back forward 2. 7 frame starter, so good, easy punish combo for when your opponent does something unsafe. 147 damage.

Back 1 4 cancel into back forward 4. A mixup for folks who are expecting the back 1 2 string. Note that the low kick from 4 pushes you outside of combo range for back forward to or back forward 1; back forward 4 is the only option that will combo.

Back 1 2 3, forward 4 cancel into back forward 2. 244 damage, easy timing, the starter for many other Sonya combos.

Back 1 2 3, forward 4, forward 4 grab 2 2 2 2. Mash the 2s at the end quickly. 280 damage. Good for folks who like big damage but aren’t good at special cancels.

Back 1 2 3, forward 4, 1 3 4, back forward 2 a good midscreen confirm into 336 damage, side swaps on hit. Can amplify for 356 damage and no side swap.

Back 1 2 3, jump 2 cancel into back forward 1. 207 damage, but pushes your opponent far away and gives you a chance to back up for more zoning before your opponent recovers. If you amplify the back forward 1, you’ll get 250 damage if the krushing blow has already been used. If you haven’t hit the krushing blow yet, it will trigger for 366 damage.

1 3 4, choice of back forward 4 or back forward 2; back forward 4 does less damage but does not side switch. 228 damage with back forward 2, 195 with back forward 4.

Back 3 up 4 cancel into back forward 2. 185 damage from a far, low starter.

Corner Combo:

back 1 2 3, 3, 3 3, 1 3 cancel into back forward 2 - 339 damage, pushes opponent out of corner. Amplify to keep the corner and 359 damage.

Variation 1 specific combos:

Note that all combos starting with back 1 2 3 can have additional damage added in variation 1 by landing a jump down 4 starter.

Back 1 2 3, jump 2 cancel into down grab amplified, forward 4, 1 3 cancel into back forward 2. 349 damage, 1 meter, usable anywhere on the screen.