Lilith Dash Pressure 101

INTRODUCTION:

First off we gotta go over our dash buttons. You only have 5 standing buttons but really mainly use 4. Those being 66MP, 66MP, 66LK, and 66LP. 66HP being the fifth less used button.

66HP is slow and has pretty bad recovery on whiff so it's use case is really only one situation:
When you are point blank and hard read a jump out. N.5HP is Lilith's best grounded AA, assuming you can be in range to get it to come out, and f.5HP at super close range is still a serviceable option to beat upback. This is riskier than other options, but you do get a bit more damage and 66HP (either proximity) make very good LI confirms on hit. The animation being so long makes these very reliable confirms, so 66HP is an option you'll often see if a Lilith is trying to cover ireppa while baiting an LI, if the opponents prejump gets snuffed. (66HP giving you so much time to input LI also makes it a good punish for stupid stuff like a poorly spaced Gallon Dragon Cannon or a dumb Bulleta Hunting)

66LP is rarely used as an actual attack and moreso as a good movement option. You'll use this in neutral a lot as it's a superior dash stop option to control your movement to both approach and micro space your position. It *can* beat ireppa, and if it does then you recover fast enough and keep enough momentum to capitalize will off it. BUT because nearly every one crouches far or both LPs, it's not as safe of an option as other anti ireppa dash buttons. This is especially true as Lilith lacks a command throw to condition opponents into jumping her dash ins. A trick against the crouchers is using 66LP to go into a tickless throw. It's not very common for it to get teched if this is used sparingly, as most people's reaction to seeing a whiff is not to auto pilot PB. Once they catch into this trick then you can delay a string to catch their PB leak.

66MP is a good button with a major and unfortunate draw back. That being that 66n.MP is an absolutely worthless button that only exists to punish you for misspacing MP. This button's existence makes 66MP far worse than it should be. *On paper* the extra range and better frame advantage over 66MK should make this the go to dash button, but reality is sadly more complicated. Although you do have good frame advantage, the fact that this move needs to be spaced out drastically neuters the

range pro and can lead to a lot of situations where you lack a true follow up as your are simply too far. There is thankfully a sweet spot range where you can hit 66MP and stay in range to follow up with a full chain (this can even link 66% of the time!) As far as being ireppa, this button is not very fast so while it can work, it's not the best at it. Spaced out around max range, this button is very good at beating GCs, so the extra range is still very nice. Overall this is still a really good and important button, but be weary of over using it.

66MK is **the** dash button. On paper this is redundant next to 66MP's better range and frame data. On paper. 66MK has two major advantages that make this button far more useable than 66MP.
1. The faster start up makes it far better at catching opponents' defensive options just as upback or attempts to mash out of your pressure.
2. 66MK does not have a proximity normal! This is huge as it allows you to use it up close as a good way to stay in range and as a zurashi option (this is why the Boots-to-Faces 66/5MK spam works.)
This move is still +2 on block so the frame data isn't bad by any means, and leaves you at enough advantage to effectively follow up since you can stay point blank with your opponent. This opens up the door for far more varied follow ups than 66MP has. Use 66MK often.

66LK is what you want to use when up close to maintain good frame advantage. The range might not be the best, but this thing is +5 on block and a monster at setting up tick throws. The far version enables you to link into 2LK on hit, which unfortunately is not the case for the close version, which you will likely be using more often. Because of how plus this move is and how close it leaves you, you effectively have full range on your follow ups with it.

GETTING YOUR DASH PRESSURE RUNNING:

GET IN RANGE OF YOUR STATIONARY OPTIONS!
66MP and 66MK are the go to's for starting to kick off your pressure. These are the best approach options Lilith has. At the end of the day your goal is to get as close as possible as Lilith has the absolute worst range in the game and is most effective at point blank. To achieve this, using 66MP's good range to poke at the opponent and gauge how they react is a good way to study how you're later pressure is going to

function. Once you manage to get close enough, you should pivot to 66MK as it's a faster button.

Again because of how important this is: you don't want to just aimlessly throw out 66MP and 66MK ad infinitum. This is utter garbage and I'll explain why later. Your goal here is to get in range of your other options to start up your real pressure. 66MK and 66MP are means to that end. You can also use jump ins and baiting whiff punishes to approach, which I heavily recommend mixing in. This is also why good 66LP movement is so vital. It's important to be able to finely control your approaches and retreats (whiff punishing is a great way to get in range) in neutral.

THE PRESSURE:

The options I'm going to dive into function with BOTH 66MP AND 66MK, however due to what I covered earlier, they are far easier to space with 66MK. They also work with 66LK (they work the best even!) and 66n.5HP.

"Okay, so I'm in range. Now what do I do?"

Great question! Here are your choices:

1.2LK/2LP. These both have their own advantages but are both very strong follow up options. Unless you can hit confirm off a single button, you don't really care if these get blocked or if they hit. The goal here is two fold.

You want to see *if* they block or if they hit so that you can make better informed reads on how your opponent will respond to your pressure. Do they eat a ton of 2LKs after your dash button? Great, you can go for an LI confirm string! Are they just sitting back blocking everything? Time to bring in throws to force them to hit buttons. Are they attempting to PB/GC you? Good thing both these lights are fantastic for staggering!

This is essentially an information gathering tool. However, there is one other key part to using 2LP/2LK after a dash button.

These are both fantastic ways to maintain pressure that enables you to stay in range. This is also where the distinction between the two lights comes into play. Yes 2LK hits low but that's doesn't matter. This is just for information gathering, remember? So then why would you ever use 2LK over 2LP? 2LK has good frame data but if isn't +7 on block like 2LP is, so why should I use it? Range.

While it's small, 2LK does add crucially more range than 2LP. So in essence the choice between the two comes down to spacing. If you end up close enough, then 2LP is preferable as it solidly lets you use another dash button. (On block and assuming your opponent frame perfectly gets out a 4 frame jab, they will still lose to a 66MK. They are effectively -11. The fastest 66MK Lilith can get out is 10 frames. They lose. This is also why those 2 extra frames of advantage 2LP gives are important. 2LK only leaves them -9 in the same scenario. They win.) 2LK, however, still has "good enough" advantage to enable the follow ups mentioned earlier, and the extra range let's you continue your dash pressure at times where 2LP would whiff.

2. Short string. What the string is exactly is up to preference and spacing. I personally love going into 2LK>2MP if I felt like it would hit. From there I either end the string to stay at advantage if they blocked, or I continue it into 2LK>2MP>5MKxxLI. But from a range where I know this will whiff I go for 2LK>2HP[on hit]xxLI. There is no one size fits all string here and you don't *need* to do an LI string if you're not confident in it. A basic chain is fine. Keep in mind with this option you are expecting it to hit. Make sure to hit confirm as fast as possible, as if you predicted wrong there is no winning scenario with a long string. Even if they don't PB/GC you out, a longer blockstring will comfortably push them out of your range and revert you to square one for nothing.

3. Throw. Just throw. If they keep blocking your follow ups and pressure then throw them. One of two things will happen.
Either they will take the throw which is a win since an unteched throw grants fantastic oki
OR
(what happens mostly in my experience) they tech the throw. Lilith has the terrible misfortune of having the worst teched throw in the game with no command throw to use instead. She is essentially the only character who takes a risk everytime she throws as she is minus on tech and gets put into a defensive position when this happens. And it is sadly very, very easy to accidentally tech throws in this game. Too easy even, to the point where intentional techs are very rare. And this loops around to being something you can exploit. Unless your throws are simply extremely predictable, what is probably happening when they tech is that they are attempting to PB. While unfortunate that you lose their turn, a teched throw does give you a window into seeing their PB timing. Once you download this and you confirm that they *are* hitting buttons, then you open up the door to effective staggers. And Lilith's LI confirm staggers, hurt a LOT.

4. Jump. The type of jump will vary on how close you are to the opponent: from point blank neutral jump is preferable so you don't overshoot your opponent, from a bit

further away then a jump in is best. Jump is effective at beating buttons (people LOVE to spam sweep against Lilith) and (if timed well and your opponent sees you like to get point blank) defensive command throws. It enables you to effectively continue your pressure on block assuming they didn't PB you out. On hit a jumping button leads into a **lot** of damage. Do keep in mind Succubus jump arc is very bad and Lilith is one of the easiest character's to AA so don't abuse this option. It's crucial, but don't become predictable with it. Most jump ins during dash pressure come as a read in an attempt to high crush the opponents response.

5. Beat ireppa. I semi covered this earlier, but it is an option you have to add in. Options 3 and 4 cover this as well but going out of your way to throw in a 5MK or 5MP to beat upbacks is important. Due to a lack of a scary throw, this option isn't as vital as it is for the other dash pressure characters, but people *will* still try to upback out of your pressure.

6. Soul Flash. Fantastic super! Soul Flash is as good during pressure as it is at walling people out. Throwing this in sporadically catches a lot of people as it's an excellent form of zurashi. With regards to exactly where and which Soul Flash version you want to use: it depends. Typically HP/MP Soul Flash is best if you're closer to the opponent, while LP (or even ES of you have conditioned the opponent to respect) are effective from further out. Do keep in mind that most characters can sweep and beat Soul Flash, so use it carefully.

7. Play defense. Whether that be just blocking a mash happy opponent into PBing them towards the corner, or adding a 44LP to bait a whiff punish, sometimes doing nothing is the best choice. Just be careful not to do this poorly and throw away all the hard work you did to start your dash pressure in the first place.

8. (And one of the most necessary options) Another dash button. I wanted to put this at the end since the first and last points tend to stick the most. And this point must stick if you want to get anything out of Lilith's dashes. You MUST add in dash buttons to stay in range. However, you must choose the spots *where* you dash in very carefully. Consecutive dashes with no conditioning are going to lead to you constantly getting hit out of them. I mentioned way earlier that aimless 66MP/66MKs are utter garbage and we have come to the point where I will explain why. With an example:

Say your opponent blocks a 66MP. You're plus 4 in this instance. Which means your opponent is essentially minus 4, and your next button should win. HOWEVER, the absolute fastest (ignoring frameskip) Lilith can get a button out of her dash is after 4 frames of dashing. Which means you use your advantage to start the dash and then

become *minus yourself* as you still have to input the dash button and if you are out of range **wait** to hit the button when it will actually hit. So you're second dash button will lose to their button.

You MUST condition your opponent for this to work and you NEED dash buttons to work. So you do so with all of the previously covered options. And when you feel confident that they will not/can not interrupt your dash, you add a dash button to *stay* in range.

CONCLUSION:

At the end of the day, a Lilith is only as strong as her dash. Lilith's gameplan is simple in that she only has two goals.
1. Get and stay in range.
2. Get the opponent into the corner.
Effective dash pressure is what allows goal one to be accomplished, which in turn, leads into goal two. Make sure your dash pressure is as strong as possible as it will make your Lilith as strong as possible.