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SuperCombo is for the FGC, by GBL. We don't run ads or sell user data. If you enjoy the site, consider supporting our work. < Street Fighter V | Guile A standard 17f strike reversal. Guile spins and slashes the opponent, knocking them away. Sonic Blade creates a vertical Sonic Boom in front of Guile. By performing a Sonic Boom immediately afterwards, Guile fires a powered up 3 hit Sonic Cross that knocks the opponent down on hit. Firing a LP Boom makes for a slow moving shield that Guile can walk behind, while the EX version is the fastest projectile in the game covering the entire screen length in an instant. Dive Sonic has Guile leading forward in the air and performing a Sonic Boom midair at a diagonal angle. Unspaced, it's unsafe, but you can easily space it to make it safe. Guile can jump over lows during the animation, but it must be done preemptively. The best thing about VS2 is that it allows Guile to keep back charge while advancing forward with a projectile. Solid Puncher is a 3 bar V-Trigger that allows Guile to rapid fire Sonic Booms by inputting 4,6+P then pressing P repeatedly, up to 5 times. The button pressed determines the speed, with LP being the slowest and HP being the fastest. For the EX Version, he can throw up to 3 at once which move quickly and knock the opponent down on hit. By pressing HP+HK Guile can also throw a Sonic Break without requiring charge. Solid Puncher also powers up his CA into Sonic Tempest, which does more damage and is +5 on block. This V-Trigger allows him to get some long combos in the corner. Knife's Edge is a 2 bar V-Trigger that powers up Guile's Flash Kick. When performing a Flash Kick, Guile now shoots a slowly rising Sonic Boom as well making it difficult or impossible to punish on block at certain ranges and increasing his space control. The EX version now performs 2 kicks, increasing the damage and can be juggled into from a regular Flash Kick. Each Flash Kick drains about 1/4 of a bar, and he gets usually around 3 total with the meter drain. updated May 3, 2016The American soldier is home once more. Guile brings his charge moves back to the Street Fighter series in a game that lacks pure charge characters. Those willing to give his abilities a try will see that he's willing to adapt if you are willing to try him with his new Faultless Move ability that allows you to charge your moves while still moving forward. advertisementHis signature Sonic Boom and Flash Kick are present, as well as his hard hitting Sonic Hurricane to finish opponents off. A new change for Guile is the V-System and so Guile's ability to sit in the corner and frustrate the hell out of you is stronger than ever. V-Skill Sonic Blade Guile places a Sonic Boom that doesn't move in front of him. It sits there for a moment before disappearing. It can either be used to stop incoming foes, attack foes on wake-up, or most important can enhance his standard Sonic Boom attack to give it multiple hits before disappearing. V-Trigger Solid Puncher Costs 3 Bars of V-Gauge. When activated Guile is able to throw additional Sonic Booms with the press of a button rather than the traditional charge input. Can be used to apply intense pressure on your opponents. V-Reversal Reverse Back Knuckle (During Guard) Costs 1 Bar of V-Gauge. Offensive combo-breaker can has Guile swing his fist back at his opponent. Sonic Hurricane Costs 3 Bars of Critical Gauge. Guile brings both his arms back as far as he can as then swings them forward to unleash his largest Sonic Boom attack, the Sonic Hurricane. It doesn't move far so be sure to use it in a close enough range to connect! Sonic Tempest Only available during V-Trigger. During his Solid Puncher you'll have access to a stronger super move that is very similar to the Sonic Hurricane but does more damage. Sonic Boom EX Version Available. The famous fireball returns to Street Fighter. The speed of the Sonic Boom depends on the button used. An important part of properly zoning out your opponent in any fight. Somersault Kick EX Version Available. Guile swings his body up and does a flip kick that leaves an energy slash in front of him. This is a great anti-air tool to keep away opponents who try to jump in to stop your Sonic Booms. Sonic Cross EX Version Available. By placing a Sonic Blade in front of you with your V-Skill and then throwing a Sonic Boom through it you get the Sonic Cross. This enhanced Sonic Boom hits multiple times for more damage and more pressure. Sonic Break or or or (During a Sonic Boom or Sonic Break) Only available during V-Trigger. These inputs will allow you to throw many Sonic Booms without the need to charge or wait to throw additional Sonic Booms. These can be used for devastating combos that mainly consist of many Sonic Booms in your opponent's face. Each projectile thrown will decrease your V-Gauge. advertisement Guile High Kick This command normal will kick your opponent into the air where they'll be completely at your mercy. This can be used to combo into other moves with ease! Knee Bazooka or Guile throws his knee forward to get closer to his foe while wielding a normal attack. Good way to get in and start bringing the pain. Rolling Sobat or A flying kick move that can move Guile in closer or further away depending on which direction is pressed when used. Excellent tool for getting in or getting out depending on what you want. Spinning Back Knuckle By swinging around 360 degrees Guile brings his fist around with great force. This can be used to Crush Counter foes. Reverse Spin Kick Guile flips upside-down and kicks at his foe. This command normal is great for avoiding crouching attacks while punishing your opponent. Burn Straight Another strong punch that is used to get a Crush Counter, but unlike the Spinning Back Knuckle it comes out faster and pops the enemy up so that you can begin juggling them. Full Bullet Magnum Guile brings his arm back and then swings down. This overhead attack will hit any opponents who try to block while crouching. Tall Edge A target combo that is easy to use for some solid damage. Bullet Revolver A slightly more advanced version of the previous target combo that is great for hitting your opponents hard. Swing Out The latter half of the previous target combo. Great for those who don't want to start their target combo crouching. Drake Fang Guile's second unique target combo. It is strong, but has a bit more start-up time so it is slightly less safe to do. Taurus Combination Guile's third unique target combo. This 1-2 combination of kicks will keep your opponent on their feet. If you're not close enough the medium kick will whiff. Faultless Move Guile will walk forward while crouching which allows him to move in while keeping a charge ready to Somersault Kick as he approaches. Was this guide helpful? In This Wiki Guide Hey! So, I just got SFV and wanna main Guile. What is the best noob-friendly guide you can recommend me? Thank you! Commands written here are for characters facing right\* NEAR OPPONENT IN AIR or +-+ (CHANGES DURING V-TRIGGER) or +-+ or (DURING A SONIC BOOM OR SONIC BREAK) (V-TRIGGER ATTACK) : Charge - EX Version Exists (Costs 1 stock of EX Gauge) : No directions inputs \*Commands written here are for characters facing right. All commands are reversed when facing left SFV: Guile Official Character Guide SFV: Guile Trailer Guile, it's nothing personal, but I hate you. You just...don't jive with what I like to do. You're very straight-laced and stone-faced, and I like my fighters on the wackier side. I mean, don't get me wrong, I think you're better than ever before. I love what you've done to try and distance yourself from your past. But the fact of the matter is, despite everything, you're still you. P.S. I struggled a lot while playing as you and here's what I've learned. The Theme This is still the best part of Guile. The Basics I've come a long way since my early Street Fighter days. Street Fighter IV was my first serious venture into the franchise, in which I avoided charge characters like the plague. Really, I avoided everyone but Hakan, T.Hawk, Dan, and Makoto, but charge characters especially. Then F.A.N.G. came along and I just had to play him. So, I learned to get comfortable with charge characters. The quintessential charge character has to be Guile. When I picture Guile, I picture him squatting down, waiting for the opponent to make any sort of move that he can punish with a Flash Kick or one of his strong normals. His Street Fighter V iteration stays true to this but has given him more options thanks to his V-Skill and Trigger. In fact, even though I still loathe the character, this is probably the most interesting version of Guile yet. Sonic Boom (Charge back, forward + Punch) Guile's classic projectile. Not much to say here. Experiment with the speeds and know when to use each one! Somersault Kick aka Flash Kick (Charge down, up + Kick) Note that while the normal version of this is invulnerable to throws and projectiles, only the EX version is completely invincible. Remember this during your wakeup game! And, well, that's it. Seriously, those are all of his special moves. As always, what Guile lacks in specials he makes up for with his unique normals. Here are some to take note of. High Kick (Down-forward + Heavy Kick) This has some pretty good range. It can be a decent anti-air with some prediction. If you think it will come out too late, just use Medium Kick. If you do connect in the air, you can follow up with a Flash Kick. Knee Bazooka (Forward or Back + Light Kick) This is definitely one of the most useful and unique normals Guile has for one huge reason: You can move forward while still maintaining a charge! Spinning Back Knuckle (Forward + Heavy Punch) This comes out faster than you might think. Learn the spacing for this, because it will likely be one of your go-to tools for the range it reaches. Reverse Spin Kick (Forward + Heavy Kick) Haha! This move looks ridiculous. I mean, what exactly is going on here? Just about every normal (unique or otherwise) is completely standard and within the realm of possibility and then BAM! Reverse Spin Kick. I actually don't know much about using this move other than it avoids throws since Guile is technically airborne. V-Skill (Medium Punch + Medium Kick) I love Guile's V-Skill, even if it does take three bars. Guile places a stationary Sonic Boom, which is evidently called a Sonic Blade. This can be used defensively, to prevent jump-ins, or offensively to keep an opponent cornered or stifle their wakeup. Guile can also launch it forward by launching a Sonic Boom, but this needs to be quick. For those not used to Guile, this will certainly require some practice to do consistently (at least it did with me). Both the header image and this screenshot are from DeadendThrills. Combos / Anti-Airs Crouching Light Punch, Crouching Light Punch, Flash Kick I can actually do this combo, so I use it as my "bread and butter." If I can do it, so can you! God I'm awful with this character... Standing Heavy Punch, Crouching Medium Punch, Flash Kick The timing on this one can be tricky since you need to start charging for your Flash Kick as soon as you push the Heavy Punch button. No need to wait for it to connect, just wait for Guile to begin the animation and you are good to go. Crouching Light Kick, Standing Medium Punch, Forward Heavy Punch This is one of Guile's best target combos, but be careful when executing it. If the opponent is crouching the Heavy Punch will whiff. More combos (that are way above me) are shown off in the videos below! I always appreciate sharing your favorite comments as well, especially when I suck at the character like Guile. Crouching Heavy Punch will keep away people who are very close to you in the air. Standing Medium Kick is great if they are further away. Of course, Flash Kick is perfect if you've got a charge stored. As for air-to-air, you can always air throw them! Videos Definitely start here. VesperArcade has put forth a lot of great tutorials, and this one is no different. As I've mentioned, I'm pretty new to playing charge characters and I learned some handy tips from watching this tutorial! It focuses on charge characters in general, but he makes his points using Guile and does mention some Guile-specific information. There are some other videos on the channel that focus solely on Guile, so be sure to check them out if you dig it! This is the official Guile guide, by Capcom. It goes over all of his moves, including normals, and is a good surface-level tutorial. I've enjoyed watching these videos for each character, since they're very well produced, though I do occasionally find the meaningful information lacking. My favorite part of each of these character tutorials is the overview section at the end, which begins at 9:58 in this video. Here you go, someone way better than me demonstrating a lot of nice combos for the American turtle sensation, Guile. Bafael has put in amazing work so far, and he deserves all the attention he gets! This one is meant for those who are more serious about Street Fighter V. It goes over frametraps and meaty setups, and if you aren't sure what those even mean then perhaps this video isn't quite for you yet. It also has some really nice setups for his V-Skill starting at 2:43. Note: The text is displayed for about 0.4 seconds each time, so make sure you pause! This guide teaches players how to "keep everyone out," but what I love most about it is how it shows real-match applications. These aren't training dummies programmed to do one specific thing so the player can show off this amazing probably-not-gonna-happen setup. Other than the text displaying for little to no time, this is a wonderful guide for any potential Guile players. If a new character has been released, then Max has done a series of videos playing as them! I've said it before and I'll say it again: I learn a lot by watching good players play, and being able to watch and learn as Max plays and learns is great. One of my favorite contributors to the FGC and you can expect me to link to his videos for every new character of the Season Pass. Extra Tips: Don't forget about his air throw! It has crazy priority. I despise this character. Don't play him. [This guide is based on a Season Pass code provided by the publisher.]

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