Sentinel's air moves are about controlling space and anticipating where your adversary wants to go.

Using flight effectively is different than playing a strict ground game. In terms of movement, Sentinel has one of the most agile flight modes, and the robot keeps momentum briefly when changing directions in midair. It's important to take advantage of this freedom by avoiding attacks and not staying in obvious places (like directly across from a character packing a beam hyper combo, or directly over someone who can call Dormammu—β, and so on).

For adversaries underneath Sentinel, flying air L is the fastest and best attack. Air H works, as well, and it certainly hits hard (and chains to air S easily for a launcher opportunity), but it's considerably slower. At low altitudes, the closest thing Sentinel has to a fast overhead is swooping in with flying air L, L. On hit, you can unfly and link falling M before landing and continuing on the ground (if guarded, go for crouching M or Human Catapult). Flying L isn't fast or tricky at all if you simply activate normal flight from the ground; Sentinel has a forced "rising" period before it can move or act. However, if you tiger knee flight activation (⬆↗⬅↘ + S) so that you press S just as Sentinel leaves the ground, you'll get super jump flight instead and at a very low altitude! Although Sentinel's jets are still blue, this removes the totally obvious visual cue that Sentinel has started flying. This can be particularly good after dropping drones and an assist on a foe who is in the corner... It may be hard for them to see flying air L in this situation in time!

With Sentinel's enormous air M, you can poke in the air ahead of where you think your opponent may go next, farther than any other character in the game. Flying M canceled to unfly falling M is perfect to place in front of or above a foe at long range. If they run into it, you can confirm into a huge combo from all but the most awkward of positions by double jump canceling the falling air M and chaining into a ground bounce. If you're relatively close, you can double jump and chain air M, H, S. From farther away, you'll need to eliminate air H. Depending on positioning, some improvisation may be required, but remember that you have longer than you probably think when chaining or linking Sentinel air attacks. Slow down and take your time until the flight combos come naturally.

Whenever you want to leave flight in a hurry, air S, the "frying pan," acts as a shield that also happens to create a ground bounce. Use it whenever you'd like to return to terra firma in relative safety (for example, poking with standing M, canceling flight, then immediately returning to earth with S). If your opponent does something foolish like dash into the frying pan, good for you—free launcher!

It's extremely important to note that characters who recover in midair after being hit are in a normal jump state, even if they were thrown to the top of the playing field. Activating flight from this position allows Sentinel to reestablish mid to long range, while calling assists from a very unusual position. This is the main way Sentinel can take back momentum if the opposing player lands a hit.

COMBO APPENDIX

GENERAL EXECUTION TIPS

Don't rush into super jumping after launching with S. Pause before super jumping, and then pause again briefly before attacking in midair, so your target levels off somewhat with their upward trajectory. Super jump too early or attack in midair too early, and Sentinel gets stationed in the wrong position for certain combos to work consistently.

Air H causes tons of hitstun, especially during super jumps. Don't rush linking after air H cancel flight. Pause and let your opponent drift down slightly. The timing is lenient until hitstun decay starts kicking in hard.

Air M, M can be chained very slowly air-to-air and still combo. Give yourself time to verify the hits so you can score a ground bounce with air S.

ST. L, CR. M, S cancel> FORWARD SUPER JUMP, AIR M, M, H, S, LAND, DASH, ↓↘→ + L OTG cancel> ↓↘→ + ATK ATK (MASH ATK)

Notes	Damage
Simplest combo from fastest ground move	641,100, 29% meter loss

FLYING AIR L, L cancel> ↓↙← + S, FALLING AIR L, LAND, ST. L, CR. M, S cancel> FORWARD SUPER JUMP, AIR M, M, H cancel>
↓↙← + S, AIR L, L, M, M, H cancel> ↓↙← + S, FALLING AIR M cancel> FORWARD DOUBLE JUMP, AIR H, S, LAND, DASH,
↓↘→ + L OTG cancel> ↓↘→ + ATK ATK

Notes	Damage
Low altitude overhead (on block, double jump cancel falling air L and go for air H, S)	658,300, 43% meter gain

P1 or P2 ROCKET RACCOON—γ + ST. H cancel> →↓↘ + L, S cancel> SUPER JUMP FORWARD, AIR M, M, H cancel> ↓↙←+ S,
AIR L, L, M, H, S, LAND, ↓↘→ + L OTG cancel> ↓↘→ + ATK ATK (MASH ATK)

Notes	Damage
Midscreen kara throw	671,800, 11% meter gain

ST. H cancel> →↓↘ + L, ↓↘→ + L OTG cancel> ↓↙← + ATK ATK, S cancel> SUPER JUMP, AIR M, M, H cancel> ↓↙← + S, AIR L, M, H,
S, LAND, ↓↘↗ + L OTG cancel> ↓↘→ + ATK ATK, ↓↘↗ + L cancel> ↓↘→ + ATK ATK, ↓↘→ + L cancel> ↓↘→ + ATK ATK (MASH ATK)

Notes	Damage
Kara throw, corner only; smoke if ya got 'em!	1,010,800, 297% meter loss

FLYING AIR H cancel> ↓↙← + S, FALLING AIR H, LAND, DASH + P1 or P2 WESKER—β, ST. M cancel> ↓↙← + S, AIR S, DASH, ST. M,
S cancel> FORWARD SUPER JUMP, AIR M, M, H cancel> ↓↙← + S, AIR L, M, H, S, LAND, DASH, ↓↘→ + L OTG cancel> ↓↘→ + ATK ATK

Notes	Damage
If opponent guards and does not use advancing guard, this works as a pseudo unblockable	840,500, 28% meter gain

SENTINEL

301

SHE-HULK

"HOW MANY LADIES MADE THE CUT FOR BOTH THE AVENGERS AND THE FANTASTIC FOUR? YOU'RE LOOKING AT HER."

Bio

REAL NAME
Jennifer "Jen" Walters

OCCUPATION
Lawyer, Adventurer

ABILITIES
Like her cousin Hulk, Jennifer possesses great strength, durability, endurance, and a healing factor. Unlike her cousin, she almost always retains her full intelligence and personality as She-Hulk.

WEAPONS
None

PROFILE
Jennifer is the cousin of Robert Bruce Banner, the Hulk. After being gravely injured, she received a blood transfusion from Banner that allowed her to transform into She-Hulk. Her transformation extends as far as her personality, going from meek and mousy to strong-willed and confident.

FIRST APPEARANCE
The Savage She-Hulk #1 (1980)

POWER GRID

3	INTELLIGENCE
7	STRENGTH
3	SPEED
6	STAMINA
1	ENERGY PROJECTION
4	FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

DLC
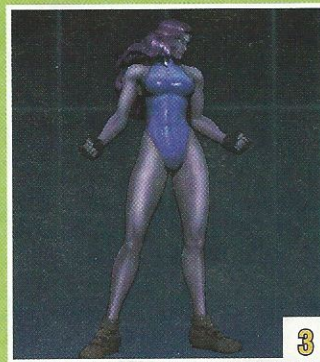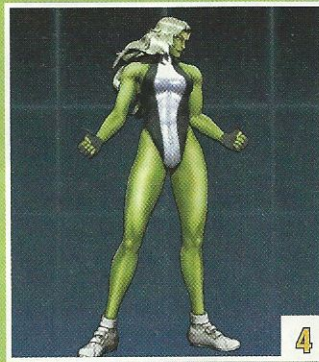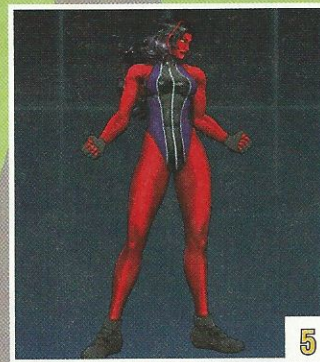
Overview

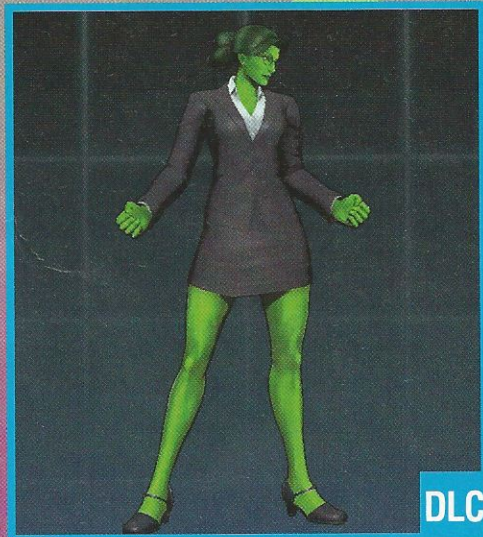| Vitality	1,150,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	130%	110%
Level 2 (2 teammates remaining)	150%	120%
Level 3 (1 teammate remaining)	170%	130%

True to her character, She-Hulk isn't much interested in fighting from long range; she takes a very direct approach, getting up close and personal and brawling with the best of them. Naturally, your goal when using She-Hulk is to get within point blank range.

Why do you want to do this?

- When up close She-Hulk can threaten with her Heavy Strike L and Heavy Strike H; throw attacks that lead into massive damage if hit

- Enemies that try to evade Heavy Strike throw attacks open themselves up to getting hit low-hitting crouching attacks, air throws and the anti-air Heavy Strike M

- She has a fast overhead with frame advantage that can lead to combos, which is especially threatening when your foe is already in guardstun from a crossover assist

- She-Hulk has no zoning tools whatsoever. She isn't a threat unless she's close

How does She-Hulk achieve close range with her competitors?

- Forcing the enemy to guard a crossover assist

- Using She-Hulk's excellent wavedash to quickly close the distance

- Normal jumping forward while guarding, then using She-Hulk's excellent air Ⓗ to act as an air throw attempt, an air-to-air attack that leads into a combo, and an air-to-ground attack that leads into a combo

- Using a charged Chariot's hyper armor to muscle her way in

- Using Runners' Start to combat advancing guard

TUNING SINCE ORIGINAL MVC3

A successful tournament character early in original *MvC3*'s lifespan, She-Hulk was weakened in three significant ways: crouching Ⓛ no longer chains into itself, limiting her ability to punish opponents for attempting to use advancing guard. Her fearsome crouching Ⓗ attack travels a much shorter distance, removing her ability to react to nearly anything and convert into major damage. Finally, her Senton aerial attack can no longer be canceled into a TAC attack, which was used to extend her combos for more damage in hard knockdown situations.

On the positive side, staying in the Runners' Start stance for 60 frames now enables a hyper armor version of her Chariot dash, giving She-Hulk an almost surefire way to close the distance against the opponent given enough time. She-Hulk also gains a brand new command normal that fills in some of the void left behind from her old crouching Ⓗ attack: the long range Lights Out!

- Crouching Ⓛ no longer chains into other Ⓛ attacks

- Crouching Ⓗ travels a much shorter distance

- Senton can no longer be canceled into TAC

- New Command Move: Lights Out! (← + Ⓗ)

- Chariot gains hyper armor if Runner's Start is charged for 60 frames

- Runner's Start can now transition into Torpedo more quickly

- Runner's Start can now transition into Clothesline more quickly

- Clothesline now wall bounces an airborne opponent

- Emerald Cannon now travels forward

- The damage of Taking out the Trash can now be increased by adding directional inputs on the controller
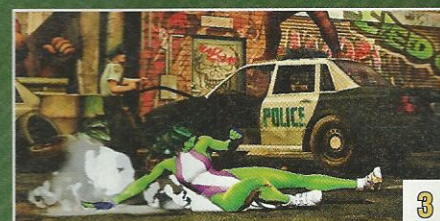
Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	55,000	440	7	4	11	+1	-2	—
2	Standing M	1	70,000	560	8	4	15	+2	-2	—
3	Standing H	1	90,000	720	10	4	17	+5	+1	—

Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	48,000	384	7	3	11	+2	-1	Low attack, chains into standing L
2	Crouching M	1	67,000	536	9	4	19	-2	-6	Low attack
3	Crouching H	1	80,000	640	13	10	23	—	-11	Low attack, knocks down, press ⇨ between frames 21-30 to cancel into Chariot, press ⇦ between frames 21-30 to cancel into Catapult

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	90,000	720	10	3	26	—	-7	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	55,000	440	6	8	17	+13	+10	Overhead attack
2	Air M	1	70,000	560	7	4	26	+18	+14	Overhead attack
3	Air H	1	85,000	680	9	4	26	+21	+17	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air ⓢ causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air ⓢ behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus ⓢ, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.
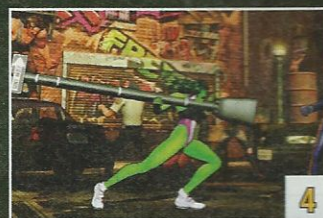
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air ⓢ	1	90,000	720	10	4	27	+18	+14	Causes hard knockdown if used in launcher combo
2	Air ⬆ + ⓢ (during launcher combo)	1	60,000	480	9	4	Until grounded	—	—	Tags in next available ally while lofting opponent upward
3	Air ➡ or ⬅ + ⓢ (during launcher combo)	1	50,000	400	10	Until grounded	1	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ⬇ + ⓢ (during launcher combo)	1	50,000	400	10	4	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.
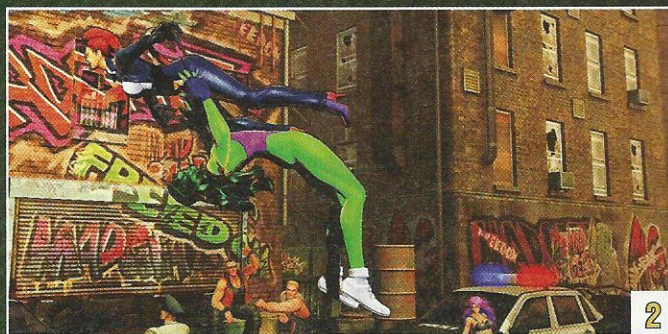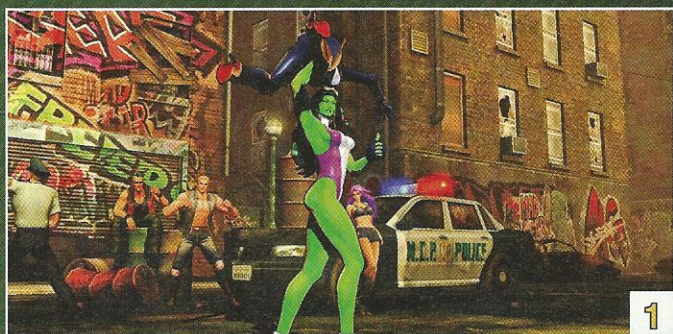
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Greeting Punch	➡ + ⓗ	1	90,000	720	25	3	15	+8	+4	Overhead attack, press ➡ between frames 21-32 to cancel into Chariot, press ⬅ between frames 21-32 to cancel into Catapult
2	Senton	(in air) ⬇ + ⓗ	1	100,000	800	20	Until grounded	19	—	+1	Overhead attack, OTG-capable, 1 hit of super armor during frames 14-26, knocks down
3	Wall Jump	Jump backwards against wall, then press ⬀	—	—	—	8	—	—	—	—	Performs a wall jump, may initiate aerial attacks or movements after 8th frame
4	Lights Out!	⬅ + ⓗ	1	130,000	1040	30	5	62	—	-45	Wall bounce, can chain into ⓢ

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + ⓗ (ground)	1	80,000	800	1	1	Hard knockdown
	⬅ + ⓗ (ground)	1	80,000	800	1	1	Hard knockdown
2	➡ + ⓗ (air)	1	80,000	800	1	1	Hard knockdown
	⬅ + ⓗ (air)	1	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	She-Hulk—α	Emerald Cannon	Torpedo	1	75,000	600	47	8	117	87	Low attack, OTG-capable, causes spinning knockdown
2	She-Hulk—β	Emerald Cannon	Clothesline	1	90,000	720	53	4	140	110	1 hit of super armor during frames 45-56, crumples for 124 frames on hit, causes spinning knockdown versus airborne foe
3	She-Hulk—γ	Emerald Cannon	Somersault Kick M	2	114,000	960	30	11	132	102	Causes spinning knockdown
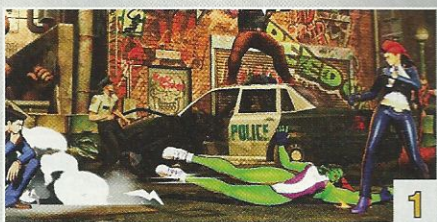
She-Hulk—α is her most versatile assist, providing both a low attack and an OTG. This makes it an obvious choice for a majority of teams. You can use the low attack provided by this assist simultaneously with an overhead attack to create an unblockable attack. The OTG aspect works well with any character that requires an assist to continue combos after hard knockdowns, although it does have quite a bit of startup, which you must take into account when performing combos.
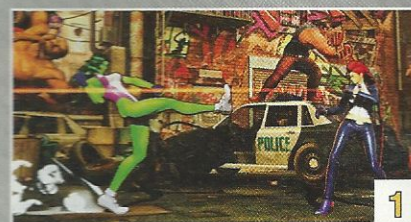
She-Hulk—β can be useful for the crumple it provides and can absorb one hit with super armor for several frames. However, it is slow to come out, making it a subpar defensive assist despite the super armor. It's also difficult to use outside of very basic combos, making it an awkward assist to use. It's important to note that the assist version of Clothesline is different from the normal version: the assist version does not wall bounce an airborne enemy.

She-Hulk—γ is very fast and covers a wide frontal area. The opposing character is knocked airborne, but the height where the foe recovers is low enough that most characters can convert into a combo if they can react to the hit. This assist may be useful in some teams but is still less useful than She-Hulk—α overall due to Torpedo's applications outside of combos.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇↘➡ + P1 or P2	1	50,000	500 - (-1 hyper meter bar)	2	3	18	—	+1

Notes
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Heavy Strike L	⬇↘➡ + L	1	56,000	560	10	1	25	—	—	Throw, stuns foe for 120 frames
2	Heavy Strike M	⬇↘➡ + M	1	56,000	560	9	4	23	—	—	Throw, only hits airborne opponents, stuns rival for 120 frames
3	Heavy Strike H	⬇↘➡ + H	2	106,400	1064	20	6	20	—	—	Throw, stuns competitor for 120 frames
4	Somersault Kick L	➡⬇↘ + L	1	100,000	800	8	10	21	-6(-3)	-9(-4)	Press ➡ between frames 34-38 to cancel into Chariot, press ⬅ between frames 34-38 to cancel into Catapult
4	Somersault Kick M	➡⬇↘ + M	2	133,000	1120	6	11	39	-12(-7)	-26(-21)	Press ➡ between frames 51-55 to cancel into Chariot, press ⬅ between frames 51-55 to cancel into Catapult
4	Somersault Kick H	➡⬇↘ + H	3	162,500	1440	4	13	59	-29(-8)	-49(-38)	Press ➡ between frames 66-75 to cancel into Chariot, press ⬅ between frames 66-75 to cancel into Catapult
5	Runner's Start	⬇⬇ + S	—	—	—	9~60	—	—	—	—	Can be charged for 60 frames to automatically transition into a hyper armor version of Chariot, pressing S any time from frame 10 and onward causes She-Hulk to go into a 5-frame recovery period
6	Chariot	(During Runner's Start) ➡	—	—	—	1	Until touching opponent or wall	—	—	—	Charging Runner's Start for 60 frames gives Chariot hyper armor
7	Torpedo	(During Chariot) L	1	80,000	640	9	8	24	+4	-10	Low attack, OTG-capable, spinning knockdown, cancels into Runner's Start
8	Clothesline	(During Chariot) M	1	110,000	880	15	4	37	—	-19	1 hit of super armor during frames 7-18, crumples for 124 frames on hit, causes wall bounce against airborne opponents, cancels into Runner's Start

Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
9	Somersault Kick+	(During Chariot) H	2	133,000	1120	6	10	35	-7(-2)	-21(-16)	Press ⇒ between frames 46-50 to cancel into Chariot, press ⇐ between frames 46-50 to cancel into Catapult
10	Emergency Stop	(During Chariot) S	—	—	—	5	—	—	—	—	Returns She-Hulk to neutral state
11	Catapult	(During Runner's Start) ⇐	—	—	—	26	—	—	—	—	She-Hulk jumps back and then leaps forward off the wall, stays airborne for frames 27-65, may initiate any Catapult maneuver during that time, cannot air guard during jump's entire duration
12	Shooting Star	(During Catapult) L	1	90,000	720	6	Until grounded	8	—	+11	Ground bounce
13	Flying Drop Kick	(During Catapult) M	1	110,000	880	10	Until grounded	15	—	+6	Wall bounce
14	Diving Senton	(During Catapult) H	1	110,000	880	12	Until grounded	19	—	+1	1 hit of super armor during frames 14-26, ground bounce, OTG-capable
15	Emergency Landing	(During Catapult) S	—	—	—	—	—	Until grounded, 5 frames of ground recovery	—	—	She-Hulk's forward momentum stops, and she falls straight down

Heavy Strike L ①

Heavy Strike M ②

Heavy Strike H ③

Heavy Strike: Heavy Strike is a crucial part of She-Hulk's mix-up game. All three versions of Heavy Strike put the opponent in a dizzy state when the move connects, allowing She-Hulk to follow up with a full combo. However, She-Hulk's damage gets scaled by approximately 25% more immediately following the throw.

Heavy Strike L grabs grounded adversaries, making it excellent for tick throw setups. It has fairly good range and can be canceled from basic attacks. This means that if the opposing player ever fails to advancing guard a basic attack, She-Hulk can threaten to cancel her recovery with a delayed Heavy Strike L. Competitors must use a 5 frame or faster attack or jump into the air to beat this. This technique is particularly useful with crouching H, as this attack is normally punishable by most characters when executed at close range.

Heavy Strike M grabs airborne rivals while She-Hulk herself remains grounded. This is mainly used as a reset tool after your foe air recovers from a combo. It is very useful to use after an OTG with Torpedo, especially in the corner. Heavy Strike M is extremely powerful against characters with low air mobility. Although opposing players can attack She-Hulk out of this with fast attacks, this tactic can be risky for them because of She-Hulk's other threats like air throws or her Taking out the Trash hyper combo.

Heavy Strike H causes She-Hulk to dash forward and attempt a throw against a grounded opponent. You can employ this move to combat advancing guard against a cornered rival.

④
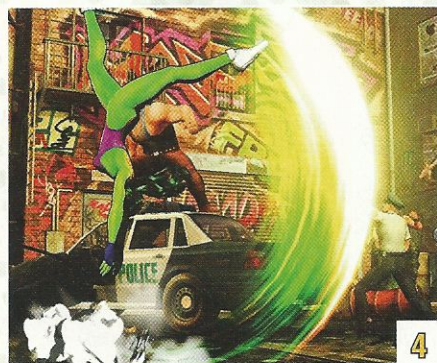
Somersault Kick: This is a fast attack with a high amount of active frames. All versions of this attack can be punished if guarded, but Somersault Kick L is difficult or impossible for most characters to punish if canceled into Catapult by holding back. You can use this to bait your competitor's attempts to punish She-Hulk, and then you can counter with a Catapult follow-up of your own.

⑤

Runner's Start: She-Hulk remains in Runner's Start until you press ⇐ for Catapult or ⇒ for Chariot, or until 60 frames elapse. After 60 frames, She-Hulk automatically begins Chariot, but with hyper armor. She can also press S after eight frames in Runner's Start to cancel it. You can use this to cancel all basic attacks, Light's Out! Torpedo, and Clothesline to reduce the recovery of these moves.

Doing so gives She-Hulk heavy frame advantage on several of these attacks.


Chariot ⑥

Torpedo ⑦

Clothesline ⑧

Somersault Kick + ⑨

Emergency Stop ⑩

Chariot: She-Hulk begins running quickly forward, and if she charged Runner's Start for 60 frames, she gains hyper armor for the duration of Chariot. Press S at any point to cancel Chariot.

Pressing L during Chariot causes She-Hulk to attack with Torpedo. This attack hits low and is OTG-capable. This attack is primarily used to OTG after a launcher combo. It can be canceled into Runner's Start upon hitting OTG, immediately followed by Chariot into Emergency Stop, and finally S to relaunch. This is She-Hulk's primary way to relaunch, but it can only be done early in combos. Hitstun decay causes opponents to air recover too soon for this technique to work effectively (or at all) after 10 hits.

Because of its armor property, Clothesline can be useful to catch adversaries and their assist at the same time if you can predict them, causing a crumple stun against both characters. Doing so enables She-Hulk to deal massive damage and likely KO the assist (and possibly the point character, as well). This is also useful after Heavy Strike to enable jump air M , H , S combo loops.

You can utilize Somersault Kick+ in a similar fashion to Somersault Kick. If you see your foe jumping at you during Chariot, this can be a useful option as an anti-air attack. If it's blocked, you can attempt to bait and punish a counterattack by canceling to Catapult when landing.

Catapult 11

Shooting Star 12

Flying Drop Kick 13

Diving Senton 14
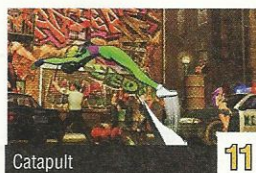
Emergency Landing 15

Catapult: She-Hulk jumps to the wall behind her and then launches herself forward toward the opposing character. She can alter her trajectory by using the different follow-up attacks or Emergency Landing. Catapult's main use is to avoid ground attacks on startup and bait anti-air attacks after the wall jump.

Shooting Star causes ground bounce and alters She-Hulk's trajectory to a much steeper decline. It also recovers much more quickly than the other Catapult attacks.

Flying Drop Kick causes wall bounce and makes She-Hulk lose almost all forward velocity and rapidly drop to the ground. This can be useful for punishing rivals who attempt to wavedash underneath your Catapults.

Diving Senton is similar to Senton. It also ground bounces, but once used, it continues forward with the same momentum. This move also has one hit of super armor from frames 14-26, making it useful against adversaries who attempt to anti-air you. The downside is that it has substantial startup compared to the other two attacks.

Emergency Landing makes She-Hulk immediately halt her trajectory and begin falling straight to the ground, though she is vulnerable until she lands. This is mainly used when you believe it would be risky to continue with any of the follow-up attacks to Catapult and want to land safely across the screen.
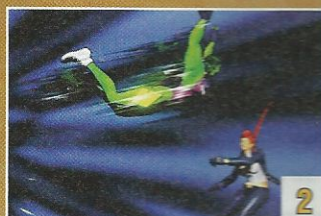
Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Emerald Cannon	↓↘→ + ATK ATK	1	120,000	10+4	8	62	—	-48	Wall bounce, hard knockdown
2	Emerald Impulse	(During Emerald Cannon) ↓↘→ + S	1	120,000	26	31	41	—	—	Hard knockdown
3	Emerald Disaster	(During Emerald Impulse) ↓↘→ + S	1	120,000	46	22	21	—	—	Hard knockdown
4	Taking out the Trash	→↓↘ + ATK ATK	10	260,000	4+3	88–92	93–154	—	—	Frames 1-8 invincible, air throw, wall bounce
5	Road Rage (Level 3 Hyper Combo)	↓↙←→ + ATK ATK	3	180,000–400,000	18+0	1	3	—	—	Frames 1-19 invincible, throw, projectile has 4 high priority durability points, projectile cannot be destroyed

Emerald Cannon: This is primarily used as a combo ender, providing high damage for a level 1 hyper combo if all three attacks hit. You must input ↓↘→ + S during the first and second attacks to get subsequent attacks. This hyper combo is also excellent for beginning a THC because the last attack places the opposing character in a prime position for most hyper combos in the game. If a wall bounce was already used, the first hit does not wall bounce, making the second and third attacks unable to connect.

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Taking out the Trash: This is a great anti-air throw hyper combo with invincibility frames that enable it to defeat nearly any airborne attack. This is also an excellent reset tool that you can use similarly to Heavy Strike M, but it is less vulnerable to counter attack. The only drawback is that it uses up your wall bounce: Emerald Cannon cannot be used in the follow-up combo to its full effect, making it an optimal time to utilize TAC or a reset combo.

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Road Rage: As She-Hulk's level 3, this is a unique ground throw hyper combo. It has a fairly long startup at 18 frames, making it somewhat difficult to land. However, if your opponent is in a grounded state within range that allows them to be thrown once the super freeze happens, there is no escaping. If the throw connects, She-Hulk can actually follow up with OTG Torpedo and use Runners' Start canceling to launch her adversary, and since this hyper combo is only three hits, damage scaling remains very light!

What makes this hyper combo throw unique is that if your foe manages to avoid being thrown, a car that counts as a projectile with 4 high priority durability points will travel across the screen, making it very difficult for the competitor to punish She-Hulk even if she misses the throw.

"HEY, NO HARD FEELINGS, RIGHT? GIVE ME A CALL IF YOU EVER NEED A GOOD LAWYER."

Battle Plan

She-Hulk has difficulty against zoning characters and relies on assists to combat them, making her less than optimal as an anchor. She-Hulk is best as a point character for many reasons. She makes an excellent meter builder, as she has fairly damaging meter-less combos that she can connect from a variety of attacks. Furthermore, all these combos can easily lead into favorable reset situations, allowing her to take out many characters fairly quickly if she manages to successfully land a reset combo. Finally, her THC potential with Emerald Cannon is amazing, as it can be followed by a majority of hyper combos in the game, allowing for highly damaging combos when meter is used. When She-Hulk isn't on point, she makes for an amazing assist with her She-Hulk—α. This attack can provide an OTG to characters who need help with relaunch combos, but it also provides a low attack that can be used simultaneously with a high attack from the point character, creating an unblockable setup.

She-Hulk needs to be at close range to threaten her opponent. Consequently, this means that characters with strong zoning tools give her the hardest time. Her safest way to close the distance is to simply wavedash forward when there is any opportunity to do so. While advancing forward from afar, concentrate on trying to reactively jump forward over long range threats like projectiles and beams. Whenever you direct She-Hulk to jump forward, always immediately hold back on the controller after the ◹ input: this allows you to move forward and guard at the same time. While it's obviously best to jump over threats entirely, guarding them low to the ground is the next best thing; She-Hulk will recover immediately after touching the ground, which usually results in a very significant reduction in guardstun. Immediately begin advancing forward to further close the distance!
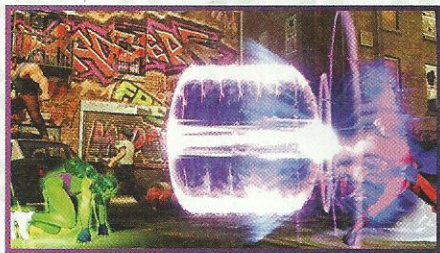
Charge Runner's Start for 60 frames to gain hyper armor on Chariot, then charge through enemy projectiles and beams to close in on the opposing character!

Another method to close the distance is to charge Runner's Start for 60 frames, then use Chariot's hyper armor to blow through any threats in your way, often allowing for a free combo using Torpedo or Clothesline. If guarded, canceling these attacks into Runners' Start will cause She-Hulk to end up with as much as a five-frame advantage. If your competitor becomes accustomed to blocking this, you can simply cancel Chariot with Emergency Stop and immediately go for Heavy Strike L for a throw into full combo! You can use Somersault+ to combat adversaries who attempt to attack you from the air. Finding time to charge Runner's Start for a full second can be difficult against any character with projectiles, it's sometimes worth it to throw a teammate under the bus: call an assist that will jump in front of She-Hulk to soak up some damage immediately going into Runners' Start, buying you some precious time. If the other player doesn't have access to projectiles, but is still playing it safe by hanging back, simply charging Runners' Start across the screen is a great way to break the stalemate.

Once you manage to maneuver She-Hulk into range to attack with air H things get a bit easier. Jumping forward while guarding, then pressing ◁ + H + P1orP2 is a powerful option-select that covers a ton of bases:

Enemies in the air within range will get grabbed by an air throw, allowing for a follow-up combo

If your foe breaks the air throw, they will drop directly into your crossover assist, allowing an immediate mix-up

Air H will come out if the opponent is out of range, allowing you to chain to air S and transition into a combo

If the enemy guards the air H your assist will pin them in place, allowing you to dash forward and establish point blank range

If the other player elects to stay on the ground they'll have a ton of difficulty anti-airing air H due to its enormous hitbox; your assist will pin them in place shortly after

The most consistent way for your opponent to stop the air H option select is to have an attack that beats it, of which there aren't many. To counter this, simply jump forward and guard, calling your crossover assist just before impact. Your assist will still be invincible coming while She-Hulk is guarding the attack, and will quickly punish the enemy's vulnerable recovery. If your adversary instead tries to back out of range of She-Hulk's air H, simply continue to press forward and push them farther back towards the corner.

Once She-Hulk is able to close on her opponent, she has a plethora of options to begin her offense and crack her rival's defense. While you can no longer chain crouching L for hit confirms, crouching L still has moderate speed, possesses amazing range for a light attack, and gives She-Hulk a +2 frame advantage. This tactic remains excellent for advancing guard baits and tick throw setups: if the opponent tries to use advancing guard on the single crouching L attack, perform a late chain into crouching M, H. This will leave a short gap in guardstun, which will often cause the enemy to get a crouching attack instead of advancing guard, which then gets counterhit by She-Hulk's crouching M attack. Verify the hits and chain into the S launcher for a combo. If the other player isn't trying to use advancing guard against your single L attacks, use the opportunity to set up a throw mix-up.

She-Hulk's Heavy Strike grabs cause a dizzy state on the opponent, allowing for big damage. While not particularly fast command throws, you can use this slower startup to cancel the recovery of basic attacks very late with Heavy Strike L, possibly baiting out punish attempts. You can utilize Heavy Strike H to combat advancing guard, especially in the corner. In midscreen, it can be risky to attempt this because She-Hulk can be pushed too far for Heavy Strike H to connect with her target. The move is most consistent when your crouching H is pushblocked, allowing the forward momentum to negate some of the distance caused by advancing guard. Furthermore, it must be done later than if done in the corner, giving your opponent more time to react and move. In the corner, advancing guard distance pushed is lessened, making Heavy Strike H likely to land if your foe does not specifically counter it, such as by jumping. You can also cancel basic attacks earlier with Heavy Strike H, allowing for only very small gaps for your adversary to react. Just keep in mind that timing the throw is different depending on whether your opponent utilizes advancing guard or not. If opposing players often attempt to have their characters jump away from your throws, you can use Heavy Strike M or Taking out the Trash to grab them out of the air.

She-Hulk's Greeting Punch (▷ + H) overhead attack, adding another element to her mix-up game. Like nearly all overheads, this attack has slow startup, so it's best used in situations where you have a lot of frame advantage: force your foe to guard a crossover assist, then immediately drop a Greeting Punch on their head! When guarded,

Use crouching L frequently to train your opponent to block low, then hit them with a Greeting Punch overhead to score a combo!

Greeting Punch provides a +4 frame advantage, giving She-Hulk free reign to apply any mix-up following this attack as long as the other player doesn't use advancing guard. In the likely event that they do, simply hold forward on the controller to cancel Greeting Punch into Chariot and run back into fighting range. This overhead leaves She-Hulk with 8 frames of advantage if it hits, allowing you to link a crouching L afterwards and go into a combo.

Crossover assists aren't only a great way to set up Greeting Punch, forcing the enemy to guard them puts you in a position of power where your options suddenly become much more powerful:

Greeting Punch overhead timed to hit immediately after the assist, forcing the opponent to guard high

Low-hitting basic attacks will hit the other player if they are guarding high or trying to jump away

Heavy Strike grabs your rival if they are concentrating on guarding the high/low mix-up

Jumping forward and using option select air ◁ + H will air throw your foe if they try to jump, and can also cross-up if they stay on the ground

Once you manage to score a combo, She-Hulk has excellent reset options that can be difficult for most characters to deal with. These setups typically begin with the OTG-capable Torpedo after a hard knockdown. This makes your rival air recover. Let Torpedo naturally recover. She-Hulk will be positioned below and slightly in front of her foe as they recover. From here, you can go for a

OTG with Torpedo after a hard knockdown to set up an air reset, then react to your opponent's air recovery and grab him out of the air!

Heavy Strike M if you don't expect that your opponent is going to attack after air recovering. However, this tactic cannot win against fast attacks that your competitor uses after air recovering. To counter this, you can use Taking out the Trash, which has the invincibility to blow through any attacks that lack invincibility. But, this limits your follow-up combo due to using a wall bounce; if the ensuing combo does not finish off the enemy, simply set up another reset!. The last option is to go for an option select air throw with ◁ + H + P1orP2. Even if the other player breaks the air throw, they will be forced to guard the assist and allow for an even better mix-up!

Defensively, She-Hulk has limited options. She mainly relies on advancing guard to stop her opponent's offense. Option select air throws are also great against jumping adversaries since the throws can instantly give you the offensive initiative. Taking out the Trash is also great against any airborne foes if they lack any air hyper combos. You can also use Road Rage if your rival is leaving gaps in their blockstrings.

COMBO USAGE

I. CR. (L), (M), (H), (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (M), (M), (H), (S), LAND, ↓↓ + (S) ➡ → ➡ (L) ➡ ↓↘→ + (ATK)(ATK) CANCEL ↓↓ ↓↘→ + (S) CANCEL ↓↘→ + (S), ↓↓ + (S) CANCEL ➡ CANCEL (L)

609,800 damage, 40% meter loss

This is a basic She-Hulk combo that provides good damage that is relatively easy in comparison to some of her more difficult combos. Hit the first air (M) quickly, but space the rest of the attacks out since they allow her to land sooner after the air (S), giving her more time to OTG with Torpedo. Buffer ↓↓ as She-Hulk is about to land and press (S) right after she lands, then immediately press → to begin Chariot, then press (L) to Torpedo as soon as she is within range of the opposing character.

II. CR. (L), (M), (H), (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (H), (S), LAND, ↓↓ + (S) CANCEL ➡ ➡ (L) ➡ ↓↓ + (S) CANCEL ➡ CANCEL (S), (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (H), (S), LAND, ↓↓ + (S) CANCEL ➡ → ➡ (L) ➡ ↓↘→ + (ATK)(ATK), ↓↘→ + (S), ↓↓→ + (S), ↓↓ + (S) CANCEL ➡ CANCEL (L)

679,300 damage, 28% meter loss

This is similar to the first combo, but with a relaunch. Delay the air attacks as long as possible to allow She-Hulk to land with enough time to Torpedo. After the first knockdown, you'll need to use Runner's Start to cancel Torpedo to allow you to be able to relaunch. Remember that in the corner, you do not need to hold → after canceling Torpedo with Runner's Start.

III. ↓↘→ + (ATK)(ATK), ↓↓ + (S) CANCEL ➡ → CANCEL ▶ (M) CANCEL ↓↓ + (S) CANCEL ← CANCEL (H), JUMP STRAIGHT UP, AIR (M), (H), (S), LAND, JUMP FORWARD, AIR (M), (H), (S), LAND, (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (M), (M), (H), (S), LAND, ↓↓ + (S) ➡ → CANCEL ▶ (L) CANCEL ↓↘→ + (ATK)(ATK) CANCEL ↓↘→ + (S), ↓↓ + (S) CANCEL ➡ CANCEL (L)

577,500~588,700 damage, 8~13% meter gain

Heavy Strike is a strong part of She-Hulk's offense. A successful grab gives you a huge window to land nearly any attack. So to follow up, you have a crumple with Clothesline, which is then canceled into a Catapult followed by a ground bounce with Diving Senton. Immediately jump and attack with air (M), and then delay the following air attacks as much as possible so the opponent stays low enough and She-Hulk has enough time to land for the (S) launch.

IV. → + (H) CANCEL ➡ → CANCEL ▶ (L) CANCEL ↓↓ + (S) CANCEL ➡ → CANCEL (S), (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (H), (S), LAND, ↓↓ + (S) CANCEL ➡ → CANCEL (L) ➡ ↓↓ + (S) CANCEL ➡ → CANCEL (S), (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (H), (S), LAND, ↓↓ + (S) CANCEL ➡ → CANCEL (L) ➡ ↓↘→ + (ATK)(ATK), ↓↘→ + (S), ↓↘→ + (S), ↓↓ + (S) CANCEL ➡ → CANCEL (L)

736,600 damage, 25% meter loss

This is an alternative combo that begins with Greeting Punch that trades meter gain for higher damage. By holding → during Greeting Punch, She-Hulk automatically cancels into Chariot, allowing her to combo into Torpedo, then utilizes the Torpedo cancel relaunch twice. This combo is identical to Combo II once the first launch happens.

V. AIR THROW, LAND, ↓↓ + (S) CANCEL ➡ → CANCEL (L) CANCEL ↓↓ + (S) CANCEL ➡ → CANCEL (S), (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (M), (M), (H), (S), LAND, ↓↓ + (S) CANCEL ➡ → CANCEL (L) CANCEL ↓↘→ + (ATK)(ATK), ↓↘→ + (S), ↓↘→ + (S), ↓↓ + (S) CANCEL ➡ → CANCEL (L)

478,900 damage, 40% meter loss

She-Hulk can get amazing damage off air throws if she chooses to expend meter. Even if you choose to forgo the Torpedo cancel relaunch and immediately cancel Torpedo to Emerald Cannon, this combo deals 448,400 damage, though with a significantly higher meter cost at 80% meter loss.

VI. →↓↘ + (ATK)(ATK), DASH FORWARD, CR. (H), (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (H), (S), LAND, ↓↓ + (S) CANCEL ➡ → CANCEL (L) CANCEL ↓↓ + (S) CANCEL ➡ → CANCEL (S), (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (H), (S), LAND, ↓↓ + (S) CANCEL ➡ → CANCEL (L)

393,000 damage, 38% meter loss

While Taking out the Trash is a very powerful anti-air, its follow-up damage is somewhat limited unless you utilize a THC after the first hit of an Emerald Cannon ender. Dash immediately after recovering so that She-Hulk is close enough for crouching (H) to hit.


VII. ↓↘←↖ + (ATK)(ATK), ↓↓ + (S) CANCEL ➡ → CANCEL (L) ➡ ↓↓ + (S) CANCEL ➡ → CANCEL (S), (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (H), (S), LAND, ↓↓ + (S) CANCEL ➡ → CANCEL (L) CANCEL ↓↓ + (S) CANCEL ➡ → CANCEL (S), (S) CANCEL ▶ SUPER JUMP FORWARD, AIR (H), (S), LAND, ↓↓ + (S) CANCEL ➡ → CANCEL (L) CANCEL ↓↘→ + (ATK)(ATK) CANCEL ↓↘→ + (S), ↓↓ + (S) CANCEL ➡ → CANCEL (L)

931,000 damage, 332% meter loss

If She-Hulk manages to land her Road Rage throw, it can lead to huge damage, though it requires very heavy meter usage. After Road Rage finishes, you have a lot of time to land the follow-up Torpedo, so don't feel too rushed and just make sure you get it out.

ADVANCED TACTICS

HEAVY STRIKE DAMAGE SCALING AVOIDANCE
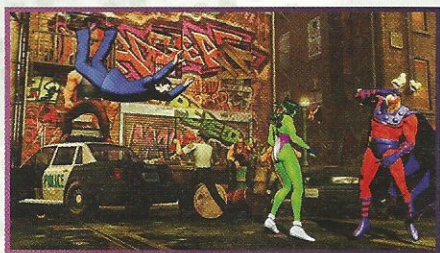
*Tag in your partner to get more damage after a Heavy Strike!*

Heavy Strike causes any follow-up attacks from She-Hulk to begin scaling by an additional 20%, somewhat limiting the amount of damage she can inflict. However, you can avoid this additional damage scaling by tagging in a different character, allowing the follow-up combo to do full damage, scaled by only the amount of hits from Heavy Strike!

TORPEDO CANCEL RELAUNCHES

Since Senton can no longer be TAC canceled, She-Hulk lost one of her methods of relaunching opponents. However, she still has a method of relaunching her rivals without the use of an assist. When hitting an adversary, OTG with Torpedo, immediately cancel to Runner's Start with ⬇⬇ + Ⓢ on hit. An efficient way to cancel Torpedo to Runner's Start quickly is to execute Torpedo with ⬇ + Ⓛ, then simply input another ➡ + Ⓢ to complete the Runner's Start command. Next, immediately hold ➡ and quickly press Ⓢ twice once She-Hulk begins running, which will cause her to use Emergency Stop followed immediately by the launcher. The whole input sequence looks like this:

- ⬇⬇ + Ⓢ to go into Runner's Start stance
- ➡ immediately to go into Chariot
- ⬇ + Ⓛ to hit with the OTG-capable Torpedo
- ⬇ + Ⓢ to cancel into the second Runner's Start stance
- ➡ immediately to use Chariot again
- Ⓢ, Ⓢ quickly to cancel Chariot and launch!

All of this happens extremely fast and only works early in combos, usually with fewer than approximately 10 hits before the relaunch. Keep in mind that Runner's Start has a 9 frame startup period before you can do anything, including canceling with Emergency Stop.
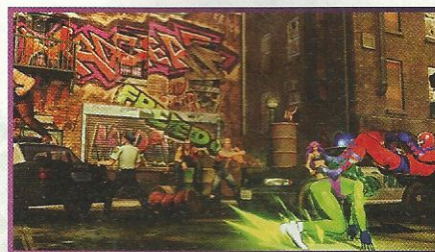
Cancel an OTG Torpedo with Runner's Start and then Emergency Stop to reduce the recovery of Torpedo and allow a relaunch with Ⓢ!

COMBO APPENDIX

GENERAL EXECUTION TIPS

She-Hulk's combos require precise timing. Learn the rhythm of the combos to master them

She-Hulk's aerial combos often require you to delay attacks so that she can land with enough time to perform her Torpedo OTG

She-Hulks Torpedo cancel relaunches require very quick inputs (three presses of Ⓢ within a total of 15 frames). Make sure you have your hand in a comfortable position to press this button quickly

CR. Ⓛ, Ⓜ, Ⓗ, Ⓢ CANCEL > SUPER JUMP FORWARD, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, DASH FORWARD, JUMP FORWARD, CALL TASKMASTER—α, ⬇ + Ⓗ Ⓢ CANCEL > SUPER JUMP FORWARD, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ ↓↘➡ + Ⓢ ⬇↘➡ + ⒶⓉⓀⒶⓉⓀ CANCEL > ⬇↘➡ + Ⓢ CANCEL > ⬇↘➡ + Ⓢ, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ

Notes	Damage
Relaunch combo with Senton and Taskmaster—α assist	675,700 damage, 13% meter gain

AIR THROW, LAND, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ ✖ DASH FORWARD, JUMP FORWARD, AIR Ⓗ, Ⓢ, LAND, JUMP FORWARD, AIR Ⓜ, Ⓗ, Ⓢ, LAND, Ⓢ CANCEL > SUPER JUMP FORWARD, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ ⬇↘➡ + ⒶⓉⓀⒶⓉⓀ CANCEL > ⬇↘➡ + Ⓢ CANCEL > ⬇↘➡ + Ⓢ, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ

Notes	Damage
Delay first air Ⓗ long enough to keep the opposing character low to the ground. Slight delay between air Ⓜ, Ⓗ, Ⓢ	X-Factor level 1, 800,900 damage, 17% meter gain

⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓜ, JUMP STRAIGHT UP, AIR Ⓢ, LAND, JUMP FORWARD, AIR Ⓜ, Ⓗ, Ⓢ, LAND, JUMP FORWARD, AIR Ⓜ, Ⓗ, Ⓢ, LAND, Ⓢ CANCEL > SUPER JUMP FORWARD, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ ⬇↘➡ + ⒶⓉⓀⒶⓉⓀ CANCEL > ⬇↘➡ + Ⓢ CANCEL > ⬇↘➡ + Ⓢ, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ

Notes	Damage
Alternative to Senton Dive after Clothesline	710, 200 damage, 0% meter gain

⬅ + Ⓗ CANCEL > ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓢ, Ⓢ CANCEL > SUPER JUMP FORWARD, AIR Ⓗ, Ⓢ, LAND, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓢ, Ⓢ CANCEL > SUPER JUMP FORWARD, AIR Ⓗ, Ⓢ, LAND, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ ⬇↘➡ + ⒶⓉⓀⒶⓉⓀ (DANTE THC, MASH ⒶⓉⓀ)

Notes	Damage
THC is useful to get higher damage if wall bounce is already used in a combo	818,500 damage, 134% meter loss

⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓗ (2 HITS) ✖, LAND, JUMP FORWARD, AIR Ⓗ, Ⓢ, LAND, AIR Ⓜ, Ⓗ, Ⓢ, LAND, AIR Ⓜ, Ⓗ, Ⓢ, LAND, Ⓢ CANCEL > SUPER JUMP FORWARD, AIR Ⓗ, Ⓢ, LAND, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ ⬇↘➡ + ⒶⓉⓀⒶⓉⓀ ⬇↘➡ + Ⓢ CANCEL > ⬇↘➡ + Ⓢ, ⬇⬇ + Ⓢ CANCEL > ➡ CANCEL > Ⓛ

Notes	Damage
Starting a combo with Somersault+ using air X-Factor cancel	953,400 damage, 25% meter gain

SPIDER-MAN

"SOMETIMES WITH GREAT POWER COMES THE GREAT RESPONSIBILITY TO BEAT THE BEEJEZUS OUT OF SOMEBODY."

Bio

REAL NAME

Peter Benjamin Parker

OCCUPATION

Freelance Photographer

ABILITIES

In addition to sticking to walls and ceilings, he can also shoot webs from the web-shooters on his wrists, useful for catching bad guys or traveling by web-swinging. His "spider-sense" allows him to sense when danger is present.

WEAPONS

None

PROFILE

While attending a public science exhibit, young Peter was bitten by a radioactive spider; this granted him special abilities, and he became the hero Spider-Man. Peter lives his life by his late Uncle Ben's creed of "With great power, there must also come great responsibility."

FIRST APPEARANCE

Amazing Fantasy #15 (1962)

POWER GRID

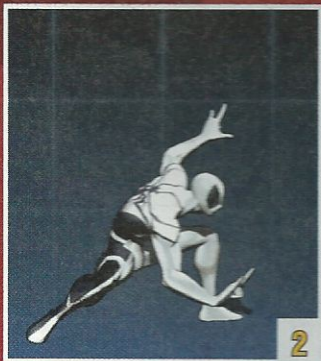|	
4	INTELLIGENCE
4	STRENGTH
3	SPEED
3	STAMINA
1	ENERGY PROJECTION
4	FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES

1

2

3

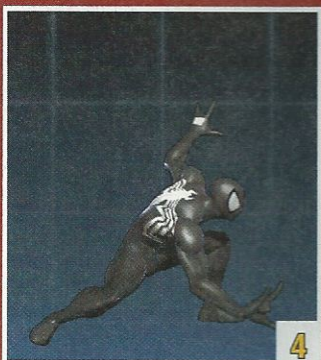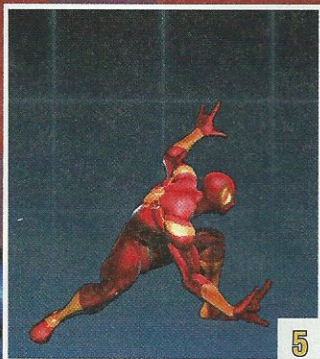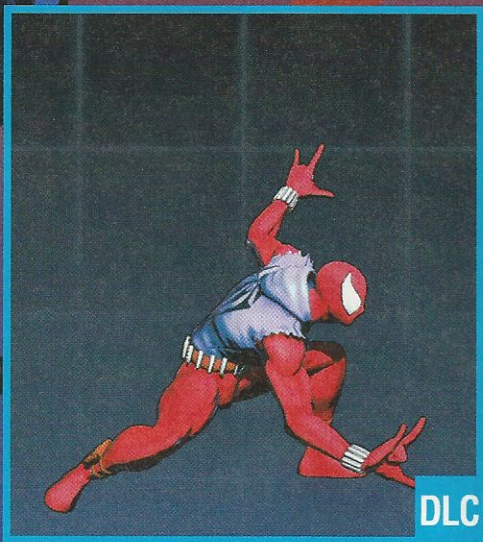
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DLC
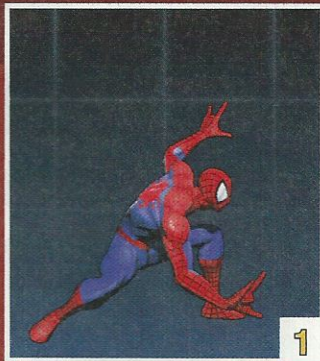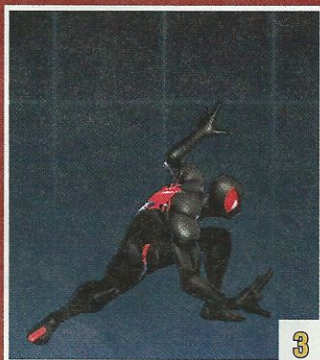
Overview

Vitality	900,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	125%	115%
Level 2 (2 teammates remaining)	145%	125%
Level 3 (1 teammate remaining)	165%	135%

Spider-Man is a melee character armed with several tools for fighting and approaching from long range. Even though he can be annoying from a distance, your goal is to get him close to his opponent for an opportunity to land big combos. Why this goal?

- Spider-Man's quick attacks, Web Swing pressure, square jumps, and triangle jumps are best utilized at close range
- Spider-Man's combos deal a decent amount of damage on their own without the help of a THC

How is this goal achieved?

- Using Web Ball L and Web Glide to set your adversary up for an approach
- Performing Web Swing H so that it is guarded at maximum range, granting frame advantage for continued pressure
- Luring the opponent close by frustrating them with ground and air Web Ball L combined with Web Throw L/M and a long range crossover assist

TUNING SINCE ORIGINAL MVC3

Spider-Man now has the ability to cancel all special moves (except Web Throw) into Web Glide, expanding his attack options. In addition, Web Glide is now OTG-capable, allowing for combos not previously possible. The damage on Web Throw has been increased, but it scales much differently than before.

- Normal and special moves can be canceled into Web Glide
- Web Glide is OTG-capable
- Crawler Assault recovery reduced, and the move is now mashable
- Web Throw L damage increased
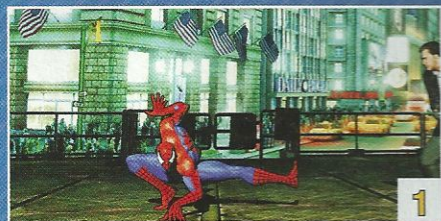- Web Throw M and H damage decreased

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	43,000	344	4	3	9	+2	+1	—
2	Standing M	1	60,000	480	8	3	15	+1	-1	—
3	Standing H	1	70,000	560	10	6	24	-6	-8	—

Crouching Basic Attacks

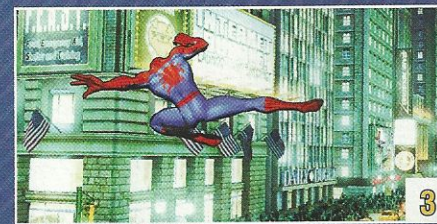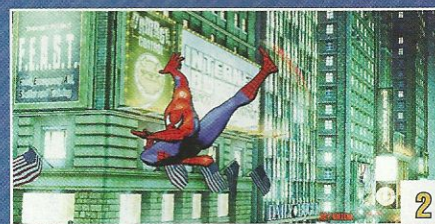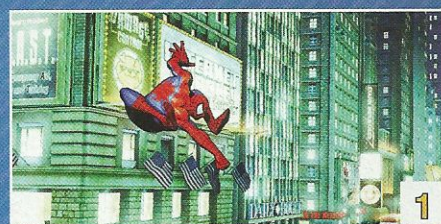| Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	40,000	320	6	2	11	+1	0	Low attack, chains into standing L
2	Crouching M	1	57,000	456	5	6	18	-5	-7	—
3	Crouching H	1	67,000	536	10	7	37	—	-22	Low attack, knocks down

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	80,000	640	9	4	26	—	-8	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	44,000	352	5	3	22	+11	+10	Overhead attack
2	Air M	1	60,000	480	7	4	17	+16	+14	Overhead attack
3	Air H	1	70,000	560	10	8	16	+19	+17	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air Ⓢ causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air Ⓢ behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus Ⓢ, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.
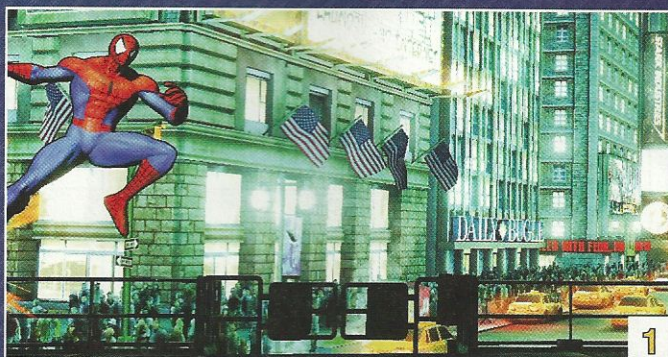
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air Ⓢ	1	78,000	624	9	8	11	+16	+14	Overhead attack, causes hard knockdown if used in launcher combo
2	Air ⬆ + Ⓢ (during launcher combo)	1	35,000	280	7	10	Until grounded	—	—	Tags in next available ally while lofting foe upward
3	Air ➡ or ⬅ + Ⓢ (during launcher combo)	1	35,000	280	7	10	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from opponent
4	Air ⬇ + Ⓢ (during launcher combo)	1	50,000	400	10	8	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.
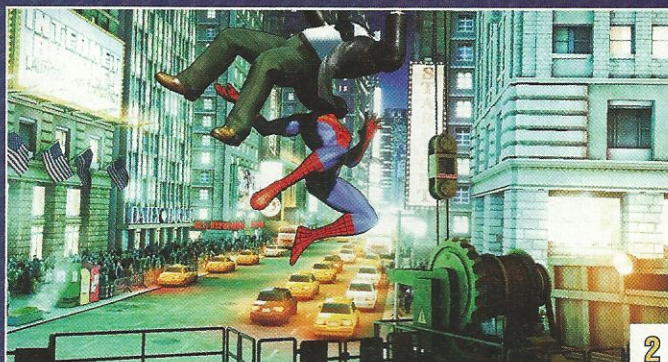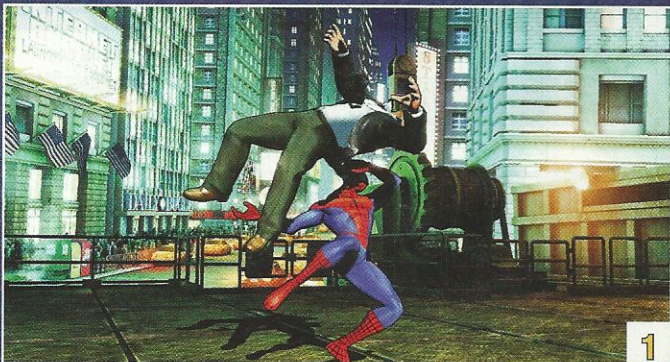
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Wall Jump	Jump backward against wall, then press ⬈	—	—	—	—	—	—	—	—	Performs a wall jump, may initiate aerial attacks or movements after 8th frame

Throws

Throws are for snagging passive or blocking foes. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + Ⓗ (ground)	1	80,000	800	1	1	Hard knockdown
1	⬅ + Ⓗ (ground)	1	80,000	800	1	1	Hard knockdown
2	➡ + Ⓗ (air)	1	80,000	800	1	1	Hard knockdown
2	⬅ + Ⓗ (air)	1	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Spider-Man—α	Crawler Assault	Web Ball L	1	10,000	100	40	—	121	91	Stuns for 34 frames on hit, projectile has 5 low priority durability points
2	Spider-Man—β	Crawler Assault	Web Swing H	1	90,000	720	44	20	114	84	—
3	Spider-Man—γ	Crawler Assault	Spider Sting M	1	80,000	640	35	21	137	107	—

Spider-Man has few uses as a crossover assist. You can use Spider-Man—α Web Ball to complement a ranged offensive, and the move can be followed with a combo if the projectile connects. Spider-Man—β Web Swing launches forward with a kick attack that causes adversaries to recover in the air, and it can be used in combos. Because of its forward momentum, this crossover assist is easily punished and should be used with caution. Spider-Man—γ Spider Sting has no frames of invulnerability when called as a crossover assist, so its use as an anti-air is limited. However, using Spider-Man—γ as a crossover counter does grant Spider Sting with a short window of invulnerability upon startup, making it useful for turning the tide against an overly offensive opponent.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇ ↙ ➡ + P1+P2	1	50,000	500 - (-1 hyper meter bar)	2	6	24	—	-8

Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Web Ball L (in air OK)	⬇ ↙ ➡ + L	1	10,000	100	16	—	29	+5	-13	Captures foe for 34 frames on hit, projectile has 5 low priority durability points
	Web Ball M	⬇ ↙ ➡ + M	1	10,000	100	22	—	33	+10	-17	Captures rival for 43 frames on hit, projectile has 5 low priority durability points
	Web Ball H	⬇ ↙ ➡ + H	1	10,000	100	28	—	38	+15	-22	Captures competitor for 53 frames on hit, projectile has 5 low priority durability points
	Air Web Ball L	(in air) ⬇ ↙ ➡ + L	1	10,000	100	18	—	29	—	—	Captures target for 34 frames on hit, projectile has 5 low priority durability points
	Air Web Ball M	(in air) ⬇ ↙ ➡ + M	1	10,000	100	22	—	35	—	—	Captures adversary for 43 frames on hit, projectile has 5 low priority durability points
	Air Web Ball H	(in air) ⬇ ↙ ➡ + H	1	10,000	100	26	—	41	—	—	Captures opponent for 53 frames on hit, projectile has 5 low priority durability points
2	Spider Sting L	⬇ ↙ ➡ + L	1	70,000	560	7	21	20	-1	-19	Knocks down
	Spider Sting M	⬇ ↙ ➡ + M	1	80,000	640	9	21	26	-5	-25	Knocks down
	Spider Sting H	⬇ ↙ ➡ + H	1	90,000	720	11	21	44	-23	-43	Knocks down
3	Spider Bite	(During Spider Sting) H	1	45,000	400	3	3-8	Until grounded, 1 frame ground recovery	—	—	Input H between frames 17-23 of Spider Sting H, ground bounce
4	Web Swing L (in air OK)	⬅ ⬇ ↘ + L	1	70,000	560	12	10	6	+15	+6	Air version is overhead attack, knocks down
	Web Swing M (in air OK)	⬅ ⬇ ↘ + M	1	80,000	640	16	16	6	+9	0	Air version is overhead attack, knocks down
	Web Swing H (in air OK)	⬅ ⬇ ↘ + H	1	90,000	720	20	20	2	—	0	Air version is overhead attack, knocks down
5	Web Throw L	➡ ↘ ⬇ ↙ ⬅ + L	3	176,000	1760	20	—	27	—	-15	Hard knockdown, projectile has 3 low priority durability points
	Web Throw M	➡ ↘ ⬇ ↙ ⬅ + M	3	123,200	1232	16	—	26	—	-10	Hard knockdown, projectile has 3 low priority durability points
	Web Throw H	➡ ↘ ⬇ ↙ ⬅ + H	3	123,200	1232	14	—	25	—	-4	Hard knockdown, projectile has 3 low priority durability points
6	Web Glide (can be directed, in air OK)	S + ATK	1	20,000	160	16 (upward), 18 (downward)	Until contact	—	+19	+17	Holding ↘ ↙ ↖, or ➡ fires the shot at an angle in the corresponding direction, Spider-Man instantly recovers in air upon contact, OTG-capable projectile has 1 low priority durability point

Web Ball: Spider-Man fires a projectile that temporarily incapacitates his opponent. The speed of the projectile and length in which the adversary is incapacitated is determined by the strength of the attack: ⓛ travels the slowest, releases the fastest, and captures for 34 frames, while ⓗ travels the fastest, releases the slowest, and captures for 53 frames. Web Ball is Spider-Man's main way of threatening a rival from a distance, and you can use it as a way to control space on the ground. Fire a Web Ball ⓛ to clear the way, then have Spider-Man dash after it to close in on the opposing character. If the Web Ball connects, dash forward with a combo. If performed in the air, Spider-Man fires the projectile down at 45-degree angle, making it great for an annoying air-to-ground attack. You can have Spider-Man fire a maximum of two Web Balls in the air (three if X-Factor is activated in the air), and you can use them in tandem with his airdash, Web Glide, and Spider Swing to keep him airborne for a long period of time.

Spider Sting: Spider Sting launches Spider-Man up for an uppercut attack. If connected or guarded, Spider Sting can be followed with Spider Bite for a ground bounce and hard knockdown. The strength of the attack used determines the altitude, speed, and damage of this special move; ⓗ reaches the highest and does the most damage but is the slowest to recover, while ⓛ is the weakest and doesn't reach as high. Spider Sting is an integral part of Spider-Man combos, and you can follow all three versions with a combo during the ground bounce.

Spider Sting has no window of invulnerability, limiting its use as an anti-air attack. It also has an awful amount of recovery time, making it highly punishable if whiffed or guarded. Perform Spider Sting early to use it as an anti-air effectively, and cancel into Web Glide if guarded (see the Advanced Tactics section for more details).

Web Swing: Spider-Man swings forward with a kick and recovers in the air. The strength of the attack used determines the damage and distance of the swing, with ⓗ having the largest swing. After recovering, all normal jump actions are available, including attacking, guarding, or calling a crossover assist. Upon connecting, Web Swing causes massive hitstun, allowing for you to perform extended combos with air ⓜ, ⓗ, ⓢ (or air ⓗ, ⓢ delayed slightly). If the kick is guarded during the later active frames, Web Swing grants frame advantage, and you can follow it with air attacks for overhead offensive pressure.

Although Web Swing can be guarded high or low normally, the aerial version is considered overhead and must be guarded high. To exploit this, you can modify Web Swing with a tiger knee motion of ⬅️⬇️↘️➡️↗️ to perform an aerial Web Swing low to the ground that must be guarded high. If you are having trouble performing this, try doing the motion slowly and pressing 🅐🅣🅚 very slightly after ↗️ so that 🔘 is pressed during the three pre-jump frames of the super jump. Note that this technique is harder to connect on smaller opponents.

Web Throw: Spider-Man fires a long web projectile that grabs and tosses adversaries from a distance, causing a hard knockdown. Web Throw deals a hefty amount of damage for a projectile attack and can be fired in different directions depending on the strength of the attack used. Web Throw L fires the web straight across, traveling the entire distance of the screen horizontally. Web Throw M shoots upward at a 45-degree angle, cutting off a competitor's approach from the sky. Web Throw H fires straight up and is often used in combos from a launcher. A successful Web Throw can be followed with down-forward Web Glide OTG for a combo or Maximum Spider, so long as it is not performed in a combo heavily affected by hit decay.

Web Glide: Web Glide is Spider-Man's primary means of aerial mobility and is the equivalent to the 8-way airdash that characters like Nova or Doctor Doom possess. You can shoot Web Glide in one of three directions on the ground: ↖️, ⬆️, or ↗️; inputting 🅐🅣🅚 + ⓢ on the ground without any direction defaults to the forward-moving Web Glide. When Spider-Man is in the air, you can shoot Web Glide in four directions: ↖️, ↗️, ↙️, ↘️. Upon attaching to a wall or to a foe, Spider-Man then zips forward toward his mark and is free to attack or guard during the duration of the dash. Attacking an opponent with the glide causes a small amount of hitstun/guardstun and damage, allowing for combos after the web hits. Web Glide is also OTG-capable, giving Spider-Man increased combo potential. You can follow a Web Glide OTG with Maximum Spider, provided that hit decay has not heavily affected the previous combo.

Web Glide is not only good for moving around the screen but is also beneficial for setting up triangle jumps with a grounded up-forward Web Glide. You can also utilize it as a projectile to limit a competitor's movement due to the hitstun and guardstun it produces. Opponents closing in at normal jump height will have their approach cut off and even their attacks interrupted if shot with a grounded up-forward Web Glide. If you are having Spider-Man approach from the sky, aim a down-forward Web Glide at the target to set them up for the incoming aerial assault.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Maximum Spider (in air OK)	⬇️↙️⬅️➡️ + 🅐🅣🅚🅐🅣🅚	15	271,600	7–23+4	8–11	68	—	-54	Invincible until Spider-Man reaches the wall, hard knockdown
2	Crawler Assault	➡️↘️⬇️↙️⬅️ + 🅐🅣🅚🅐🅣🅚	8–16	292,100–350,400	20+4	3(5)3(5)3(5)3(5) 3(5)3(5)3(10)5	41	—	-25	Frames 1-26 invincible, last hit wall bounces, can be mashed for additional hits
3	Ultimate Web Throw	➡️↘️⬇️↙️⬅️ + 🅐🅣🅚🅐🅣🅚	1	300,000	29+3	15	76	—	—	Frames 1-20 invincible, air throw, hard knockdown

Maximum Spider: Spider-Man jumps to the back wall, then homes in on the opposing character for a series of aerial attacks into a hard knockdown. Spider-Man always travels to the wall behind him, so Maximum Spider's startup varies depending on Spider-Man's distance relative to the back wall, the fastest startup being with his back right next to the wall. Though the automatic tracking on Maximum Spider is fairly accurate, this hyper combo has a whopping 68 frames of recovery if unsuccessful, leaving Spider-Man open to the most damaging punish that his adversary can muster. Maximum Spider is mainly used in combos off Web Swing or Web Throw and can also be used midair. Use it only when you know it is going to connect, or when you have a safe THC to follow with.

Crawler Assault: Spider-Man performs a barrage of attacks that causes a wall bounce and hard knockdown. Spider-Man is invulnerable for the first 26 frames of this hyper combo, but its slow startup makes it difficult to reliably blow through attacks. Its invulnerability frames are best utilized as a THC ender when another of your characters' hyper combos is about to be out-prioritized by an opposing hyper combo. After connecting with Crawler Assault, you can follow with a combo midscreen by simply dashing after the wall bounce, or follow in the corner with an aerial down-forward Web Glide OTG into a hyper combo. Crawler Assault can be mashed for additional damage.

Ultimate Web Throw: Ultimate Web Throw is an air throw that only connects on aerial opponents and causes a hard knockdown. This hyper combo comes with certain restrictions in connecting it. Ultimate Web Throw completely ignores grounded adversaries, leaving them free to punish after Spider-Man's invincibility frames have worn off. In addition, since this hyper combo is considered a throw, it cannot be connected on opponents who are in hitstun or guardstun. Despite these restrictions, Ultimate Web Throw has a large area of effect, catching any competitors who are in its range. Use it at the end of combos that have been heavily affected by hit decay, or as a counter to a rival approaching at normal jump height. After connecting, you may follow with an aerial down-forward Web Glide OTG to give the hyper combo an added kick in damage.

317

Battle Plan

Use Web Ball and crossover assists to control the pace of the match from a distance.

Mix Web Ball L with Web Throw M to cover all angles of attack.

Spider-Man is most effective at close range, where players can use his quick attacks and Web Swing pressure to overwhelm opponents. Given this, it's in your best interest to get Spider-Man close to the opposing character, whether it means having him approach or luring the adversary in. While Spider-Man isn't necessarily a threat from fullscreen, he does have various tools and options to control the match from a distance. Becoming both familiar and comfortable with Spider-Man's mobility and learning the optimal range to use Web Swing are key for Spider-Man players.

From a distance, your goal is to harass competitors by using Web Ball and Web Throw with crossover assists. Though Web Ball L is usually the best version to use because of its quick startup and slow velocity, mixing it with the other two versions of Web Ball along with Web Throw L can be good to throw your rival off. Web Ball isn't the most durable projectile, however, so it's good to mix in aerial Web Ball for another angle of attack. If your challenger is firing more durable projectiles, jump and retaliate with aerial Web Ball L. If the projectile ever connects, your rival is incapacitated long enough for you to dash forward and perform a combo.

Once your opponent starts jumping more often to avoid the projectiles, you can use Web Throw M, Spider Sting, and air throws to counter their movement. Web Throw M fires at a 45-degree angle upwards to cut off an aerial approach. Air attacks can also be stopped with Spider Sting, but it is important to perform it early since it has no frames of invulnerability. You get a combo opportunity if Spider Sting connects, and it can be made safe with a Web Glide cancel. Learning to combo off air throws is important because Spider-Man can do decent damage off air throws with Web Glide OTG into a combo or Maximum Spider.

If assaulting from long range with Spider-Man's webs isn't enough to lure your target close, you can choose to use Web Ball as a shield to approach instead. You can fire Web Ball L at a distance, then either wavedash behind it or cancel it into a forward Web Glide to get in close. Aerial Web Ball L can be canceled into Web Glide for an approach, as well. When approaching with Web Glide, it is optimal to have your challenger either guarding Web Ball or the Web Glide projectile so that they are pinned down for the incoming assault. Use a crossover assist while approaching with Web Ball and Web Glide to apply pressure and cover your advance.

Guarding Web Swing during its later active frames yields frame advantage.

At mid range, Web Swing H becomes a viable tool in approaching. It reaches about half of the screen's length and has decent priority. If your opponent guards Web Swing H during the later active frames, you are granted heavy frame advantage and can follow with overhead air attacks before landing.

Web Swing H is susceptible to air throws if incorrectly spaced, so use a crossover assist to cover your Web Swing H if you are unsure of its spacing. Even at mid range, a connected Web Swing leads to a big combo, so be sure to practice the optimal spacing of Web Swing H.

Once you get into range, you can use Spider-Man's quick basic attacks and Web Swing pressure to fish for an opening. Standing L has a speedy 4 frames of startup and is great for interrupting the opposing character's own basic attacks at close range. To counter advancing guard, use Web Swing M to maintain positioning. As with most characters, keep the enemy's low guard in check with crouching L. Conditioning your opponent to guard crouching L is important because much of Spider-Man's offense is comprised of square jumps, triangle jumps, and Web Swing overheads.

Square-jumping with (H) is better at mid range because of its horizontal, outward angle.

Web Glide isn't just for mobility! Use it offensively at close range in combos or to set up an overhead attack.

Once your opponent is conditioned to guard low, you can mix in Web Glide triangle jumps, square jumps, aerial Web Swing (L) (performed with a tiger knee motion), and Web Swing overheads to score an overhead attack. You can cancel basic attack chains into Web Swing L or M, then follow with air (M), (H), (S) for an overhead attack that works even if the Web Swing connects. During this sequence, use a crossover assist to protect Spider-Man from air throws after a guarded Web Swing, if possible. Web Swing is also a good way of combating advancing guard because of its forward momentum.

During offensive pressure, you can cancel basic attacks into Web Glide forward for a triangle jump. Even though it's not as fast as other characters' triangle jumps, the momentum from the glide allows for multiple air attacks before landing, making it tricky to guard properly. After conditioning your adversary to guard low, cancel a basic attack string into Web Glide. Then cancel the glide into air (M), (M), (H), which must be guarded high.

You can use Spider-Man's airdash to perform square jumps with air (H) or (S). After normal jumping, perform an airdash canceled into air (H) or (S). Air (H) is better to use if square-jumping outside of close range, while the angle in which air (S) strikes is better to use when square-jumping at close range. Your attack retains whatever momentum the airdash has the moment it is canceled, so canceling the airdash toward the beginning of its duration gives you the down-forward momentum ideal for a square jump. As with triangle jumps and Web Swing overheads, square jumps are best used when your competitor has been conditioned to guard low via crouching (L).

Aside from his fighting abilities, Spider-Man is also great at running away if necessary. When cornered, the quickest way to get away is to super jump and airdash with (ATK)(ATK) or ⇨ ⇨. Alternatively, you can use Web Glide to get away, though it has longer startup than an airdash. If you ever need to stall your rival (such as during the foe's X-Factor or a time-out situation), Spider-Man can use any combination of Web Ball, Web Glide, Web Swing, or an airdash to stay at high altitudes for a long period of time.

COMBO APPENDIX

GENERAL EXECUTION TIPS

When performing an OTG with Web Glide, cancel the glide with air (H) as soon as possible to allow enough time for it to connect before Spider-Man lands

For combos with Web Swing, weaker air attacks are easier to link than stronger ones due to faster startup. If you are having trouble connecting aerial basic attacks after Web Swing, try a different attack chain beginning with a weaker basic attack to alleviate the timing restriction

(AFTER A TAC) AIR (M), (H) CANCEL ⇗ + (ATK)(ATK) + (S), (H) CANCEL ⇦⇩⇘ + (H) CANCEL ⇩⇘⇨ + (ATK)(ATK)

Notes	Damage
⇧ + (S) or ⇨ + (S) or ⇩ + (S) TAC to Spider-Man	Varies based on damage scaling

CR. (L), (M), (H) CANCEL ⇨⇩⇘ + (H) (DURING SPIDER STING) (H), CR. (H), (S) CANCEL FORWARD SUPER JUMP, AIR (M), (M), (H) CANCEL ⇦⇩⇘ + (L), (H), (S)

Notes	Damage
Character-specific combo for Arthur and Rocket Raccoon	557,900 damage, 42% meter loss

COMBO USAGE

I. CR. (L), (M), (H) [CANCEL] ← ↓ ↙ + (L), AIR (M), (M), (S), LAND, ST. (H) [CANCEL] → ↓ ↘ + (H) (DURING SPIDER STING) (H), CR. (H), (S) [CANCEL] FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL] ← ↓ ↙ + (H) [CANCEL] ↓ ↓ → + (ATK)(ATK)

602,100 damage, 15% meter loss

Here's a bread and butter combo that breaks the 600,000 damage mark. After ← ↓ ↙ + (L), timing air (M), (M), (S) so that your opponent is as low to the ground as possible allows the next part of the combo to connect properly. Note that this combo does not work against Arthur or Rocket Raccoon because of their size. See the Combo Appendix for a special combo against these characters.

II. CR. (L), (M), (H) [CANCEL] ← ↓ ↙ + (L), AIR (M), (M), (S), LAND, ST. (H) [CANCEL] ← ↓ ↙ + (H), AIR (M), (M), (S), LAND, ST. (H) [CANCEL] → ↓ ↘ + (H) (DURING SPIDER STING) (H), CR. (H), (S) [CANCEL] FORWARD SUPER JUMP, AIR (M), (M), (H), DELAYED (S), LAND, [P1 or P2], ← ↓ ↙ + (H) [CANCEL] ↓ ↓ → + (ATK)(ATK)

683,100 damage, 26% meter gain

This combo can be used if you have an OTG-capable crossover assist such as Wesker—β or X-23—β. Delay air (S) at the end of the air combo to give Spider-Man enough time to land and call your crossover assist.

III. FRONT OR BACK AIR THROW, ↘ + (ATK) + (S), AIR (H) ON THE WAY DOWN, LAND, CR. (H) [CANCEL] → ↓ ↘ + (H) (DURING SPIDER STING) (H), CR. (H), (S) [CANCEL] FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL] ← ↓ ↙ + (H) [CANCEL] ↓ ↓ → + (ATK)(ATK)

445,200 damage, 35% meter loss

Timing is crucial in performing a combo off an air throw. After the Web Glide, you should perform air (H) as soon as possible so that it has enough time to start up and connect before Spider-Man lands. Once this is mastered, the rest of the combo is standard fare.

IV. (AGAINST AN AIRBORNE OPPONENT) FORWARD JUMP, AIR (M), (M), (H), (S) [CANCEL] ← ↓ ↙ + (L), (H), DELAYED (S), LAND, ST. (M), (S) [CANCEL] FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL] ← ↓ ↙ + (H) [CANCEL] ↓ ↓ → + (ATK)(ATK)

597,700 damage, 28% meter loss

The angle of air (M) makes it a great attack to use against an aerial opponent as anti-air, such as when a new character is coming in after a K.O. Delay air (S) in the sequence after the Web Swing to ensure that your target is as close to the ground as possible, allowing for the standing (M) to properly connect.

V. (AGAINST AIRBORNE OPPONENT) → ↘ ↓ ↙ ← + (ATK)(ATK), FORWARD JUMP, ↘ + (ATK) + (S), AIR (H) ON THE WAY DOWN, LAND, (S) [CANCEL] FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL] ← ↓ ↙ + (H) [CANCEL] ↓ ↓ → + (ATK)(ATK)

778,900 damage, 164% meter loss

Ultimate Web Throw has invulnerability, but it runs out well before the attack comes out. However, it creates a giant hittable area in front of Spider-Man that shields him, making it possible to use it preemptively against low altitude jumps. After the Web Glide, perform air (H) as soon as possible so that it has enough time to connect before you touch the ground.

VI. (MIDSCREEN REQUIRED) → ↓ ↘ + (ATK)(ATK) (MASH (ATK)), FORWARD DASH, ST. (M), CR. (H) [CANCEL] ← ↓ ↙ + (L), AIR (M), (M), (S), LAND, ST. (H) [CANCEL] → ↓ ↘ + (H) (DURING SPIDER STING) (H), CR. (H), (S) [CANCEL] FORWARD SUPER JUMP, AIR (M), (M), (H), DELAYED (S), LAND, [P1 or P2], ← ↓ ↙ + (H) [CANCEL] ↓ ↓ → + (ATK)(ATK)

758,400 damage, 105% meter loss

This combo takes advantage of the ground bounce that Crawler Assault produces. Delay air (S) at the end of the air combo to allow enough time for Spider-Man to land, then call an OTG-capable assist to continue the combo.

VII. CR. (L), (M), ST. (H) [X-FACTOR], FORWARD DASH, CR. (M), (H) [CANCEL] ← ↓ ↙ + (L), AIR (H), DELAYED (S), LAND, ST. (H) [CANCEL] → ↓ ↘ + (H) (DURING SPIDER STING) (H), CR. (H), (S) [CANCEL] FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL] ← ↓ ↙ + (H) [CANCEL] ↓ ↓ → + (ATK)(ATK)

826,000~1,049,400 damage, 11~42% meter loss

If you need a guaranteed K.O. and have X-Factor available, use this combo after hit-confirming with crouching (L), (M), (H). Be sure to adjust the timing on your inputs to compensate for the speed boost granted during X-Factor, especially level 3.

ADVANCED TACTICS

THIS ONE'S FOR J.J.: WEB GLIDE CANCELING

All of Spider-Man's special moves (except Web Throw) can be canceled into Web Glide at any point during their startup, recovery, or active frames, adding an extra dimension to Spider-Man's game overall. Spider Sting can be used without fear of punishment, and Web Ball L can be canceled into Web Glide for a covered approach. Canceling Web Ball into Web Glide is also useful for countering an opponent who has jumped over a poorly timed Web Ball. Web Glide canceling remains true for aerial special moves, as well. Web Swing can be canceled into Web Glide at super jump height, which can then be followed with an airdash to stall your adversary. Aerial Web Ball L can be canceled into Web Glide, which can then immediately be canceled into another Web Ball L to frustrate your competitor.

Web Glide canceling allows for many possibilities. Cover a Web Glide approach by canceling it from Web Ball L.

STORM

"I WILL NOT LOSE SO LONG AS THE RAINS AND THE WINDS ARE MINE TO COMMAND!"

Bio

REAL NAME
Ororo Iqadi T'Challa (née Munroe)

OCCUPATION
Queen of Wakanda, Adventurer

ABILITIES
Storm commands the weather— she can freely manipulate atmospheric temperature, pressure, humidity, etc. She also can control the surrounding atmosphere, create hurricanes, or even shoot lightning.

WEAPONS
None

PROFILE
Though she survived the ordeal, Ororo's parents died when a plane crashed into their home. Being buried under rubble proved a traumatic experience that would leave her with severe claustrophobia. Orphaned, she became a street thief in order to get by. She was later recruited by Charles Xavier, and decided to put her powers to use for good as a member of the X-Men.

FIRST APPEARANCE
Giant-Size X-Men #1 (1975)

POWER GRID

2	INTELLIGENCE
2	STRENGTH
3	SPEED
2	STAMINA
5	ENERGY PROJECTION
4	FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

DLC

Overview

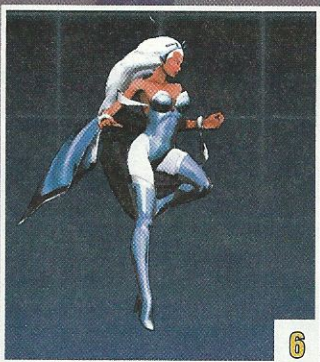| Vitality	850,000
Chain Combo Archetype	Hunter Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	125%	115%
Level 2 (2 teammates remaining)	140%	130%
Level 3 (1 teammate remaining)	155%	145%

Storm can fulfill a variety of roles depending on her placement in a team and the needs of her teammates. You can play both keepaway and rushdown, and it's easy for you to switch Storm between these positions as needed. In the end, though, Storm most naturally lends herself to being played as a rushdown character. Her primary goal is to get right up close and personal with her adversary. Storm is an effective rushdown fighter because:

- She can cross the playing field on the ground or in the air in a flash, especially with X-Factor active, and she can mix up between low and high quickly
- Her jump-cancelable basic attacks and airdash allow her to keep up pressure after being guarded or pushed away with advancing guard
- Her throws all lead to hyper combo or crossover combination opportunities
- One of her new moves, Foul Wind, actually pulls foes in from half the field away
- While she has very good stalling and keepaway abilities, she doesn't actually deal much damage with her projectiles. Their purpose is more to pester her opponents than to seal a win with consistent use. Her ranged attacks all also leave her wide open if they whiff, which is not great for the fragile goddess

Storm has low vitality, and she doesn't inflict as much damage or build as much hyper meter as some aggressive characters. To offset this, Storm has a complete set of long range tools for feeling out the opposing character. Aggressive players frequently find that they have more success when they balance their aggression with periods of pretending not to be aggressive!

From far away, Storm has a large suite of threats with which to harangue an opponent:

- Her Whirlwind projectile is slow to fire, but it can win out in ranged situations where no other projectile can
- Lightning Sphere and Double Typhoon are useful tools to attack an adversary that is below and a full screen away, an awkward angle from which most characters have no plan
- Hail Storm, while slow to start up, hits the whole screen instantly after the hyper combo cutscene, and Elemental Rage can be directed to strike any location at ground level in only 10 frames
- Crossover combinations with Storm—α or Storm—β let you fry assists from fullscreen on reaction, or easily OTG after hard knockdowns with any character.

Storm's hyper meter building isn't the best, and you are likely to burn hyper combos outside of combos more than the average character while using her (see also: Akuma), so she usually doesn't generate surplus meter on her own. On a team where meter is generated and saved by other teammates, Storm becomes that much more useful because of terrific hyper combos and the flexibility they grant Storm with TACs, THCs, and crossover combinations.

TUNING SINCE ORIGINAL MVC3

Apart from the obvious addition of unique special moves that push or pull the enemy, Storm's most significant changes come from universal modifications to the game itself. With the THC glitch gone, Storm loses one of the main ways she contributed to a team (Elemental Rage being one of the most friendly THC glitch hyper combos in original MvC3). Her meter gain has also been slightly reduced, but that's true of most characters. She gains a buff in the form of being able to mash 🅐 for more damage on two of her hyper combos and in being able to use X-Factor in midair, but again, every other character got those changes, too.

However, Storm did lose two quirks that made her unique before: calling assists after floating during a super jump and passing through some characters in certain positions on the ground.

New Moves: Fair Wind and Foul Wind

- Storm can no longer call crossover assists after floating during a super jump
- Storm can no longer cancel the recovery of air Double Typhoon with Lightning Attacks
- Hail Storm and Lightning Storm can be mashed for extra damage
- Storm's floating posture has been altered, and she can no longer pass directly through certain small characters

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	33,000	264	5	3	8	+3	+2	Chain-cancelable into L attacks
2	Standing M	1	55,000	440	9	11	10	-2	-4	Jump- cancelable
3	Standing H	1	70,000	560	15	12	5	+7	+5	—
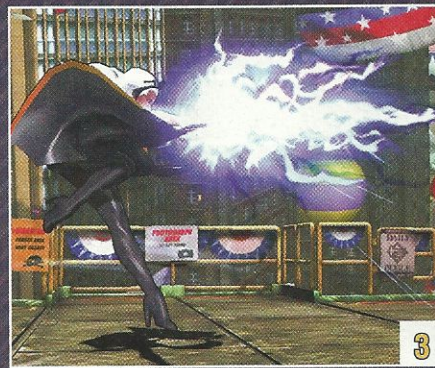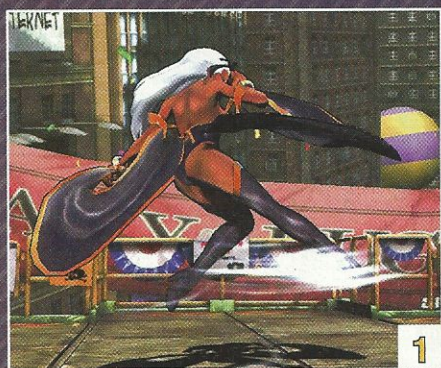
Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	30,000	240	5	3	8	+3	+2	Low attack, chain-cancelable into L attacks
2	Crouching M	1	53,000	424	9	10	12	-3	-5	—
3	Crouching H	1	67,000	536	13	11	14	—	-3	Low attack, knocks down, jump- cancelable

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	80,000	640	13	12	11	—	-1	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	35,000	280	4	3	18	+10	+9	Overhead attack
2	Air M	1	53,000	424	11	6	19	+17	+15	Overhead attack
3	Air H	1	68,000	544	12	7	19	+19	+17	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air S causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air S behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus S, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air S	1	75,000	600	13	15	11	+16	+14	Overhead attack, causes hard knockdown if used in launcher combo
2	Air ⬀ + S (during launcher combo)	2	105,00	880	12	4	22	—	—	Tags in next available ally while lofting opponent upward
3	Air ➡ or ⬅ + S (during launcher combo)	2	95,000	800	12	4	22	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ⬇ + S (during launcher combo)	2	95,000	800	13	4	22	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + H (ground)	6	80,000	800	1	1	Hard knockdown
	⬅ + H (ground)	6	80,000	800	1	1	Hard knockdown
2	➡ + H (air)	6	80,000	800	1	1	Hard knockdown
	⬅ + H (air)	6	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Storm—α	Hail Storm	Whirlwind M	5	102,300	1000	44	—	129	99	Whirlwind active for 30 frames, 5 projectiles with 3 low priority durability points each
2	Storm—β	Hail Storm	Double Typhoon M	6	140,300	1440	87	—	107	77	OTG-capable, typhoon active for 30 frames, beam durability: 6 frames x 5 low priority durability points
3	Storm—γ	Lightning Storm	Lightning Attack ↗	1	60,000	480	37	13	121	91	—

Each of Storm's assists might see use on the appropriate team. Storm—α provides the general purpose assist. Like Storm's Whirlwind M on point, this unique projectile extends just short of fullscreen, while interrupting almost any threat along the way. It pushes rivals away whether on hit or block; you can use this to your advantage intentionally whenever you're pushing your opponent out with zoning teams or helping to push your adversary to the corner with aggressive setups. However, this pushback effect makes Storm—α less obviously useful in combos and for offensive pressure, the way more typical beams function.

Storm—β is one of the slowest assists to act in the game, and so it requires a lot of lead time (such as after scoring a hard knockdown, or either snapping out or knocking out the opposing point character) or plenty of cover in order to actually deploy it safely. It's OTG-capable, but using it for that purpose in combos requires tailoring combos to the assist rather than using assists to strengthen existing combos. At least, like Storm—α, this assist gives her Hail Storm within crossover combinations.

Since Hail Storm is both OTG-capable and one of the fastest-acting hyper combos *after* its hyper combo cutscene, having Storm—α or Storm—β in an assist slot and enough hyper meter for everyone to participate creates devastating crossover combinations. Just score a hard knockdown with *any* character, then immediately activate a crossover combination from anywhere on the screen. Hail Storm ensures that the target is both popped off of the ground and held in place. Pick teammates for Storm who have hyper combos that play well with Hail Storm in hyper combos to maximize this approach.

Storm—γ becomes active the quickest, strikes the most directly, opens the way for potential cross-ups by calling it just as you fly or jump over a foe, and reloads the fastest. It also lets you cancel directly into Lightning Storm if you use a crossover counter to bring Storm in. Unfortunately, Storm—γ also comes with Lightning Storm in crossover combinations, instead of Hail Storm. How important the Lightning Attack assist is to the other members of the team, and whether someone else already has an OTG-capable hyper combo for crossover combinations, dictates whether this trade-off is worth it.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇↘➡ + P1 or P2	1	50,000	500 (-1 hyper meter bar)	2	5	12	—	+5

Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Whirlwind L	⬇↘➡ + L (in air ok)	3	67,000	600	15	—	30 (air: 35)	0 (air: -5)	-2 (air: -7)	Whirlwind active for 22 frames, 3 projectiles with 3 low priority durability points each
2	Whirlwind M	⬇↘➡ + M (in air ok)	5	102,300	1000	20	—	37	+4 (air: +3)	+7	Whirlwind active for 30 frames, 5 projectiles with 3 low priority durability points each
3	Whirlwind H	⬇↘➡ + H (in air ok)	7	130,200	1400	25	—	40	+13 (air: +12)	+13 (air: +13)	Whirlwind active for 38 frames, 7 projectiles with 3 low priority durability points each
4, 5, 6	Double Typhoon	⬇↙⬅ + ATK (in air ok)	6	140,300	1440	63	—	15 (air: until grounded)	+40	+21	OTG-capable, Typhoon active for 30 frames, beam durability: 6 frames x 5 low priority durability points
7	Lightning Attack 1~3x	S + ATK up to 3 times (can be directed, in air OK)	1~3	80,000 per attack	640 per attack	13 (15 once airborne)	13	25 or until grounded	—	-16	Knocks down, can cancel into subsequent attacks from frames 18-34, attack puts Storm in airborne state, air version requires minimum jump height: 4 frames
8, 9, 10	Lightning Sphere	➡⬇↘ + ATK (in air)	5	110,100	976	20	—	40	-1	-3	Minimum jump height: 4 frames, projectile has 5 low priority durability points, on hit or once destroyed creates burst with beam durability: 20 frames x 5 low priority durability points

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
11	Flight	⬇ ↙ ⬅ + Ⓢ	—	—	—	22	—	—	—	—	Flight lasts for 99 frames
12	Fair Wind	➡ ⬇ ↘ + Ⓢ	—	—	—	13	24	19	—	—	Pushes opposing character away from Storm for 24 frames
13	Foul Wind	⬅ ⬇ ↙ + Ⓢ	—	—	—	13	27	1	—	—	Pulls target toward Storm for 27 frames

Whirlwind L   **1**

Whirlwind M   **2**
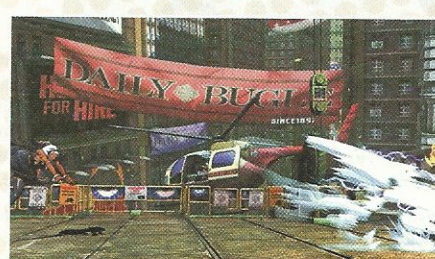
Whirlwind H   **3**

Whirlwind: Whirlwind is a unique ranged attack that causes individual typhoons to swirl up across the screen in a staggered sequence. Each typhoon is actually its own projectile; if your competitor destroys one of them, it has no effect on the others. This means that Whirlwind, if released safely, disrupts almost anything in its path, projectiles, point characters, and assists alike. It can even pierce through M.O.D.O.K.'s barrier. However, like a beam, every stage of Whirlwind disappears if Storm takes a hit.

The 🅛 version creates three tornadoes that reach to mid range. The 🅜 version creates five tornadoes that reach almost fullscreen. The 🅗 version creates seven tornadoes that stretch across the entire playing field. The lighter the version, the shorter the startup and recovery periods.

Whirlwind is a big time commitment, but it's great if you can get it out there. If the opposing player didn't beat Storm to the punch with firing a projectile, very few actions can beat Whirlwind after it's released. And each individual tornado within Whirlwind pushes your rival back whether on hit or guard, and in turn, the next tornado pushes them farther down the line—Whirlwind H pushes the opposing character all the way across the screen! (Storm—α assist is very useful for this purpose, if your plan is to keep your foes away defensively or drive them into a corner aggressively.)

You can use Whirlwind in combos, most notably employing Whirlwind H to combo into Hail Storm from a ground chain at midscreen. There are better things to do in ground combos, though. (And during X-Factor, Whirlwind's travel speed goes up so much that Whirlwind to Hail Storm won't even work most of the time anyway.) And for zoning wars, Whirlwind L and M don't have sufficient deterring power or range. For both combos and zoning, stick to Whirlwind H. If you don't have time to release Whirlwind H in a given matchup, take to the skies, or approach your opponent aggressively instead.

Double Typhoon L   **4**

Double Typhoon M   **5**

Double Typhoon H   **6**

Double Typhoon: Double Typhoon takes over a second to summon, but once released, it creates a vertical cyclone that extends to just under super jump height. Double Typhoon is OTG-capable, although its lengthy startup prevents it from having much use outside of air throw follow-ups or specialized assist combos. Double Typhoon also boasts tremendous low priority projectile durability. Its behavior is similar to Dormammu's Purification pillars—Double Typhoon is really just an extremely sturdy vertical beam (though it does not extend to the ceiling as Purification does; Double Typhoon won't hit opponents at super jump height).

You can only use Double Typhoon once per airborne period, and the move makes Storm drop like a stone after release. To avoid this, activate flight before performing air Double Typhoon. Storm will still be flying when it's done, so you'll avoid the dangerous penalty.

Double Typhoon takes so long to activate that it's hard to use otherwise. It's not advisable at ground level unless you have a lot of time to yourself, like if the opposing player just started guarding your assist, or if you're placing a Double Typhoon over the area that a new character is about to fall in after a knockout.

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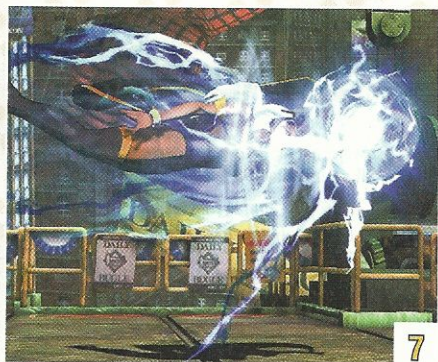
Lightning Attack: Lightning Attack is an airborne special move that you can aim in any direction, like Storm's airdash. Lightning Attack can be canceled into itself at any point, whether on whiff, hit, or block, up to two times per use. The subsequent Lightning Attacks can be redirected, which is important because of the odd angles at which this attack can hit in midair.

You can only use Lightning Attack once per airborne period, and Storm falls straight down afterward, unable to act or guard. This is just like after using Double Typhoon in midair, and you have the same away around it: activate flight just before using Lightning Attacks. After the flight period ends, you'll fall to earth able to block or act as normal. (Or even able to perform Lightning Attack again!) Alternatively, if you don't want to do that, just make sure to redirect stages two and three of the Lightning Attack away from danger, back to the ground.

Although it's not quite Wolverine's Drill Claw, you can use ↘ Lightning Attack as a kind of triangle jump if you'd like to give your challenger a different look. If it hits close to the ground, you can link afterward with standing 🅜 into an extended combo. You can also use Lightning Attacks as a kind of hit-confirmable aerial poke (imagine if Street Fighter's Fei Long had Rekka-Kens in eight directions). If Lightning Attack hits, you can tack on Lightning Storm, or (for a little more oomph) you can cancel the third Lightning Attack with X-Factor, Lightning Attack three more times, then finally cap it off with Lightning Storm. A decent THC from here, if feasible, can knock out most characters.

Lightning Attack is not safe if guarded, so don't use it as a poke on its own unless you call a crossover assist first to provide cover, or if you have a plan for redirecting stages two and three on block.

Lightning Sphere L   8

Lightning Sphere M   9

Lightning Sphere H   10

Lightning Sphere: Lightning Sphere is a projectile that Storm can only throw while airborne. It can be directed up-forward (H), straight forward (M), or down-forward (L). Once Lightning Sphere actually connects with an opposing point character, assist, projectile, or beam, it expands into a larger sphere of ball lightning. This is the portion that actually deals damage (the initial spark is just a delivery system), but it also has astounding projectile durability. When competitors are capable of outgunning Storm's Whirlwind H, you can opt to take to the air and shoot diagonally down at them with Lightning Sphere L. Interestingly, while opponents who guard the Lightning Sphere explosion and use advancing guard find their characters pushed back slightly; their advancing guard has no effect on Storm! Throw a Lightning Sphere they're forced to block, and you're assured of gaining ground. When jumping, try not to use up your airdash before using Lightning Sphere, so you can airdash immediately after releasing it.

Apart from projectile durability and immunity to advancing guard, Lightning Sphere's other notable characteristic is the slow speed of the projectile, which allows Storm to cover awkward angles relatively well. For example, after jumping, flying, and performing Double Typhoon from far away, you can throw Lightning Sphere L. This makes it hard for your rival to get at you for a few seconds, unless they're right on top of you from the start. Finally, note that Lightning Sphere travels MUCH faster and is a better aggressive tool during X-Factor.
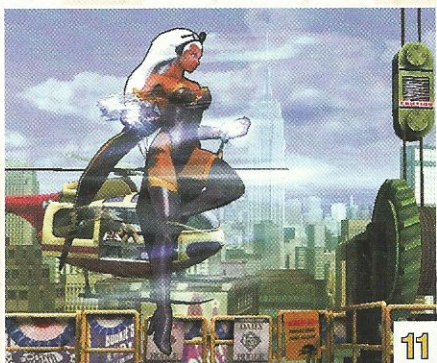

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Flight: Storm's flight mode is a central part of her arsenal. While flying, Storm can airdash repeatedly, canceling airdashes into each other. This is useful whether you want Storm to run away, rush in, or escape after being knocked into the air. Either alternate different directions of airdashes (↗ + ATK ATK, ↘ + ATK ATK), or use plink airdashes to wavedash in the same direction across the sky (ATK ~ ATK , ATK ~ ATK , separating the button presses by 1 frame instead of hitting them simultaneously).

Since Storm falls without being able to block or act after performing air Double Typhoon or air Lightning Attack, flight is important for her to be able to use these moves in the air freely, without handing an opportunity to a watchful foe. If you perform these moves while Storm is flying, she won't be so helpless when falling to the ground afterward, and she can guard or attack as normal.

Storm's flight mode also enables air combos that involve canceling air H into airdash repeatedly. This is crucial to increasing the damage of her air combos that aren't preceded by a bunch of jump loops that make long air combos impossible anyway. It greatly increases her usefulness as the second or third stage of TACs.
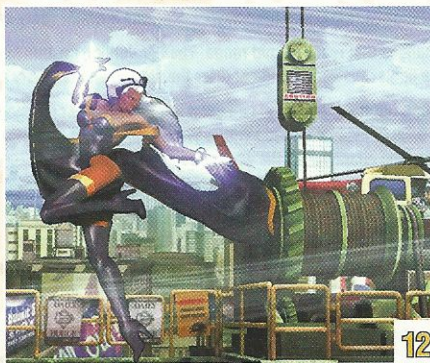

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Fair Wind: During Fair Wind, Storm uses the power of the wind to push her competitor away from her. This works no matter where her foe is or what they're doing. Blocking, attacking, jumping, any action your opponent is performing has its momentum altered by Fair Wind. Like Foul Wind, this is best when used to alter the jump trajectory of an opposing character when the opposing player doesn't expect it. Both Fair and Foul Wind have no effect on opposing assists, and neither puts your rival into any kind of stun or interruption—they can still act as normal; their trajectory is just altered against their will.

Fair Wind nudges an opponent for a slightly shorter duration (and thus a slightly shorter length) than Foul Wind, and it takes more of Storm's time to execute. This is compensated by Fair Wind pushing your adversary away rather than pulling them in. Use this to bolster ranged tactics, like using Fair Wind after calling Doctor Doom—β to ensure that the opponent is kept far away and is forced to deal with Doctor Doom's tracking missiles.
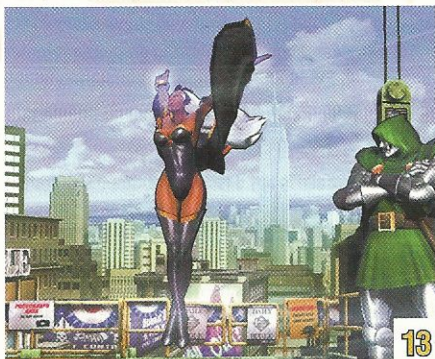
13

Foul Wind: Foul Wind suctions the opposing character toward Storm. Much more useful than Fair Wind, Foul Wind has both a larger effect on Storm's opponent (moving them closer toward Storm than Fair Wind pushes them away) and requires less time commitment. It also has more devious, damaging applications. The most basic use—if your competitor super jumps forward from fullscreen distance, looking to close the gap, use Foul Wind while they're at super jump height, and they'll be pulled clear over Storm. After they pass over her, their air basic attacks face the wrong direction, unless they fly or use a special move. Without doing anything, they'll land just on the other side of Storm, in prime position for you to immediately go for a launcher, an instant float overhead, a low combo, or a throw.

Coupled with the right assist, you can be more aggressive with Foul Wind use instead of just waiting to mess with airborne adversaries. From what seems like a safe distance to the opposing character, call an assist that takes up decent space and allows Storm to combo afterward, then immediately perform Foul Wind. The opponent is suctioned into the assist regardless of what they're doing. If they get hit, either cancel Foul Wind to Hail Storm, or launch and capitalize with an air combo.

Like Fair Wind, Foul Wind doesn't actually stun the enemy whatsoever, so don't get too predictable or careless with its use. Your competitor may simply wait for you to drag them in, then slide in with a basic attack, hoping to catch both Storm and her assist!

Both Fair Wind and Foul Wind can be hyper combo canceled; this can be useful if you drag your target into an assist and want to cancel to Hail Storm, or perhaps to rarely use Foul Wind "unsafely" before canceling into the quick Elemental Rage as the foe is dragged in thinking they can retaliate. Needless to say, be ready to THC away from Storm or activate X-Factor if this parlor trick fails.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Hail Storm	⬇↙⬅ + (ATK)(ATK)	35~69	282,900~ 338,800	40+1	80	1	—	+7	Can be mashed for extra damage, knocks down, OTG-capable, airborne after frame 12, beam durability: 25 frames x 1 high priority durability points
2	Lightning Storm	⬇↘➡ + (ATK)(ATK)	15~29	289,000~ 344,400	18+1	50	53	—	-42	Can be mashed for extra damage, knocks down, beam durability: 15 frames x 1 high priority durability points
3	Elemental Rage	➡⬇↘ + (ATK)(ATK)	15	266,900	8+2	23	32	—	-28	Knocks down, OTG- capable, causes wall bounce, projectile has 5 high priority durability points

Hail Storm: Hail Storm has slow startup, but it hits nearly the entire playing field and is OTG-capable. After any air combo to flying screen where Storm lands about the same time as her adversary, perform Hail Storm immediately and mash (ATK) to add great damage. (If Storm lands much later than the opponent, you'll have to use Elemental Rage instead.) Any air throw can lead to Hail Storm on landing, too. Although slow to start, after the hyper combo cutscene, Hail Storm hits instantly. Combined with the whole hitting-the-entire-screen thing, this makes Hail Storm one of the best—if not THE best—hyper combo for using in THCs in the game. Any other character can find a way to hyper combo handoff to Hail Storm.

THCing from a fast hyper combo to Hail Storm also makes for a completely safe way to tag out another character for Storm. Try to time the handoff when your opponent happens to call an assist for heavy red damage. Remember that the most damage you can squeeze out of the end of any combo is to use a snap back to force in a badly hurt assist. Hail Storm happens to also be one of the best hyper combos for inflicting chip damage (especially with lv.3 X-Factor active), which is great against low-vitality foes.

Having Hail Storm as part of your team's crossover combination is probably the most important reason to consider Storm—α or Storm—β as your assist type. Hail Storm works well with literally any other two hyper combos, dealing good damage on guard or hit, and pinning opposing point and assist characters anywhere on screen.

Storm receives a significant indirect buff in *UMvC3* thanks to air X-Factor... combo to Hail Storm, cancel it with X-Factor (the rest of the Hail Storm still occurs!), then Hail Storm again! Oddly, your button presses still count as mashing for the damage on the first Hail Storm while it's going on, even though Storm is free to move after X-Factor. If you happen to catch the opposing player's assist and point together with a "random" Hail Storm, X-Factor cancel then wavedash in to launch both characters as the first Hail Storm ends. Air combo to a hard knockdown, then Hail Storm again! Good-bye, two characters, off a fullscreen guess. If their point character guards correctly but you catch their assist, you probably won't be able to X-Factor and dash in during Hail Storm (the point character can advancing guard Storm away), but you can X-Factor and just Hail Storm again to ice the assist.
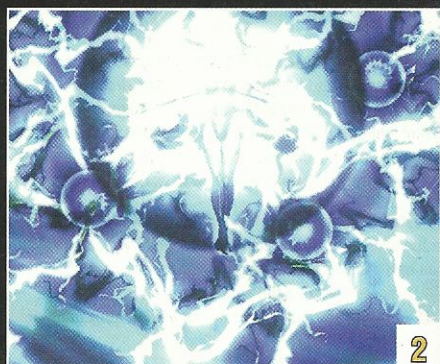
Lightning Storm: Lightning Storm is Storm's standard air combo ending hyper combo. Almost any time you combo into Lightning Attack, you can hyper combo cancel into Lightning Storm. (At the end of very long combos, such as launching after several jump loops, hitstun decay may cause Lightning Attack into Lightning Storm to fail.) Mash (ATK) to maximize the damage. Lightning Storm is extremely unsafe if guarded, so save it for combos exclusively, and be careful not to embarrass yourself by getting this hyper combo instead of Elemental Rage after a hard knockdown, or when trying to punish challengers who make mistakes far away.
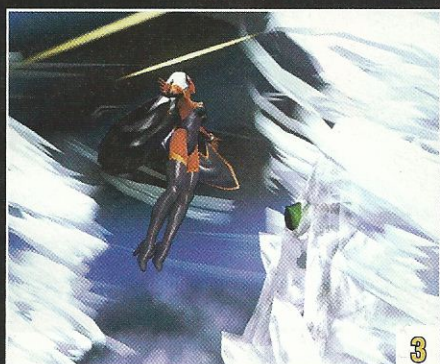
Elemental Rage: You can direct Elemental Rage to four points on screen. For it to strike point-blank next to Storm, input the command and do nothing. To deploy Elemental Rage one dash away from Storm, hold (L); two dashes away, hold (M). Hold (H) to strike with Elemental Rage all the way across the playing field.

For its range, Elemental Rage is active in an insanely short amount of time. Its most useful application is to treat it like you would the beam hyper combos of Akuma or Dormammu—if you see your opponent start a lengthy action, you can snag them with this from anywhere. You can also use the move to punish anything your adversary does that leaves them at worse than -10, which is not a small list of actions. As just one pertinent example, Storm can block Magneto's Electromagnetic Disrupter projectile, then instantly punish him from full screen with Elemental Rage!

Like Hail Storm, Elemental Rage is OTG-capable, and it's fast enough to sweep opponents up after throws on the ground. Because of its speed and flexibility, it also works well in THCs (though Hail Storm is almost always still better, unless the wall bounce caused by Elemental Rage helps the next stage of the THC, such as handing it over to Dormammu's Stalking Flare).

Battle Plan

Airdash up to super jump height and fly to call assists, maneuver, and use projectiles from the top of the screen.

Storm players can easily manipulate opponents who super jump in predictably by using Foul Wind. If they start clamming up, waiting for the vortex, you can simply air throw them.

Storm is a character best used for attacking an opponent directly, but that doesn't make her the same as, say, Wolverine, whose only plan is "move forward." Storm's low vitality and ranged tools mean that you should take a more measured approach by feeling your opponent out, baiting them into making mistakes, and letting the match come to you rather than resorting to brute force (which is a good way to get some of the more fragile characters torn up). You also need to try to land some glancing hits with Lightning Spheres, wind attacks, and assists, since she is generally not self-sufficient when it comes to hyper meter in her combos.

Although she's tailored for aggression, building a team around "runaway Storm" is an approach that can work. Storm can be used to play *very* hard to get; that was one of the main reasons she was the best overall character in *MvC2*. However, she can't build hyper meter by whiffing eight million air fierce attacks at the top of the screen anymore. Enter the three meter-building assists (Amaterasu—γ, Frank West—γ, and Morrigan—γ)! Even though Storm can't super jump, float, then call assists anymore, she can still get assists out there while at super jump height. Jump and then airdash upward, and voila, you're at super jump height but still able to call assists. From here, if the opposing character is a safe distance away, just call the meter assist, throw one or two Lightning Spheres, and activate flight. By now, the meter assist is ready to go again, and you can throw a Double Typhoon or more spheres. If your opponent is too close for comfort underneath Storm, don't call a helpless meter-building assist right on top of the opposing character. Activate flight, airdash repeatedly all the way to the other side of the playing field, *then* call your meter-building assist.

Between assist calls and whatever glancing hits you score with projectiles while running away, you should generate a hyper meter bar every two or three calls. A running Storm is much more threatening when she's armed with hyper meter… anytime you feel you can get away with Hail Storm's 40-frame startup, you can throw it out there on a whim from fullscreen (you can cancel into it from Whirlwind H first too, though this telegraphs the Hail Storm somewhat). Hail Storm deals solid chip damage if guarded, and it can deal huge damage to careless point characters or badly timed assists if not. It's also completely safe if guarded. Return to your regularly scheduled running and spamming of meter assists afterward.

You can stall with Storm in this fashion with or without the meter assist; you'll just have a lot more meter to toss around with random Hail Storms if you brought Amaterasu, Frank West, or Morrigan along. Other assists work better if your plan is to disrupt or actually force enemies to block attacks, rather than to just be terribly annoying while building bar. Ground-level beams hold enemies long enough to ensure super jump height Double Typhoon is put onscreen safely, for example. They'll also help Storm win projectile wars when ground Whirlwind H is too slow… get above the foe's barrage, call your beam assist during a likely gap, then toss Lightning Sphere L.

If the opposing player tries to retaliate against Storm's run away tactics by chasing her aggressively in the air—that only plays into your hands. An opponent who is prone to super jumping forward is an opponent that can be taken advantage of badly by using Fair Wind and Foul Wind to screw with their jump arcs. You can also use Lightning Attacks as a pseudo-safe poke against airborne competitors. If the first stage is guarded, you can redirect Storm away to safety; if it hits, the three stages of Lightning Attack give you plenty of time to verify and cancel to Lightning Storm.

During all this running, whenever your opponent guards either an assist or Lightning Sphere L, that's a chance for Storm to move into close range even from all the way across the screen. If your rival uses advancing guard against an assist or Lightning Sphere, it has no effect on Storm's forward progress. From a normal jump height Lightning Sphere L, just airdash forward and fall with air ⇨ + 🅗 . If flight is active, airdash in repeatedly, then fall on the target with air 🆂 , which naturally ends flight with an overhead and puts you at point-blank range. At ground level, you can simply use Foul Wind to pull your adversary in close while they're blocking your assist anyway. Using Foul Wind while your opponent is unoccupied is suicide (unless you're trying to get cute baiting them into doing something Elemental Rage can beat out), but using it while they're stuck in guardstun or hitstun from your assist is fine. You can also time Foul Wind to drag the target into an assist that must be guarded either high or low (for example, Nova—β or Phoenix Wright—γ), then strike at the other level with Storm.

Meanwhile, while trying to keep an opposing character out, your best poke options are the tip of Storm's 🆂 launcher or the tip of instant float air ⇨ + 🅗 (see Advanced Tactics). The little whirlwinds created by Storm's basic attacks represent her attack hitbox, but she's only vulnerable on her actual limbs, not on the whirlwind part. Think of the range of your attacks as being where the whirlwind portion strikes, rather than where Storm's limbs do. As a bonus, when poking with 🆂 launcher, you can easily convert full air flight combos on a successful hit. If instant float air 🅗 hits an airborne foe at low altitude, such as a character jumping or airdashing in, you can land and link st. 🅜 , proceeding into a full jump loop or flight air combo! Similarly, if you happen to jump forward with air ⇨ + 🅗 to go for an air throw, but you end up hitting your opponent with air 🅗 in midair instead, cancel the hit into an airdash straight down, so you can juggle them and start a combo with standing 🅜 .
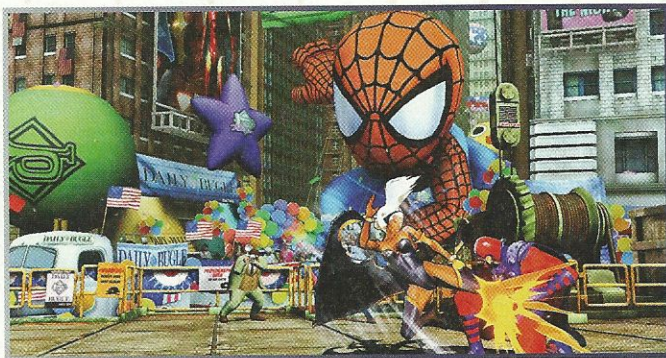
Triangle jump air 🅛 gives Storm a fast, reliable overhead that strikes any crouching character.
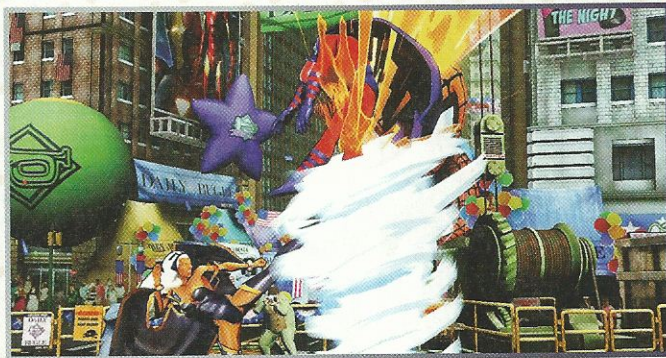
Storm is not vulnerable on the whirlwind portion of her attacks, and 🆂 launcher is only -1 if guarded, making the tip of 🆂 a safe poke that leads to a full combo on hit!

When you're up close on the ground, the best chain to open with is crouching 🅛 , standing 🅜 , crouching 🅗 . This is plenty of time to hit-confirm, and the last two attacks are both jump-cancelable. This enables Storm's best combos, and it also gives you options for mixing your opponent up or regaining ground after Storm has been blocked and/or pushed away with advancing guard.

Realistically, you won't be cutting the chain combo short to jump cancel standing 🅜 on reaction to advancing guard… chaining to crouching 🅗 for a combo must be done too quickly. If the opposing player uses advancing guard as they block standing 🅜 , you will probably be pushed out while crouching 🅗 whiffs, and whiffed moves cannot be jump canceled. At least their extended guardstun following advancing guard ensures that you aren't punished for this; you simply lose momentum.

However, if you make it to crouching Ⓗ and *then* the opponent uses advancing guard, you have time to react. Jump cancel crouching Ⓗ, then airdash forward (a "square jump") immediately with air Ⓢ or air ⇨ + Ⓗ, and you're right back on top of them with a high-priority overhead attack.

If your competitor blocks all the way to crouching Ⓗ and still didn't use advancing guard, now you're in prime position to leverage Storm's strongest mix-up. This time when you jump cancel the sweep, you're right above your rival in the air. From here, you can:

Quickly overhead them with triangle jump air ⓛ

"Empty" triangle jump in with no attack, then land and throw

Quickly overhead your foe with instant float air Ⓢ or air ⇨ + Ⓗ (see Advanced Tactics)

Instantly overhead the opposing character with jump forward instant air ⓛ; following up with a combo requires that you call an assist a fair bit earlier, so it's timed to hit just after the rising ⓛ

Delay an overhead by floating briefly, then attack with ⇨ + Ⓗ or ↙ + ⒶⓉⒹ + Ⓢ (this counterhits your foe if they are desperate to use advancing guard and hit buttons too early; this may also trick your opposition into returning to crouching guard, if they expect Storm to land more quickly, as is usually the case. If they jump, this technique air throws them)

Call an assist that pins the target, then airdash forward over their head

Toss Lightning Sphere L diagonally down at them; Storm isn't pushed away if your opponent guards and pushblocks against this attack

Any option except the throw can lead right back into the cr. ⓛ, st. Ⓜ, cr. Ⓗ chain. A ground throw can lead to Elemental Rage or a crossover combination. An air throw, if you happen to score one as an option select, has more potential (using ⇨ + Ⓗ instead of just Ⓗ while in the air is for the sole purpose of scoring throws, or breaking them, if you happen to be in range). You can simply use Hail Storm, or call an OTG-capable assist and launch, or use Double Typhoon L and then jump forward to combo with air Ⓗ into Lightning Attacks into Lightning Storm.

If you're feeling cautious, you can also use jump cancels to transition easily back to stalling. Jump cancel *backward*, airdash up-back, then call an assist and activate flight. From here, you can throw Lightning Spheres diagonally at your foe, or put a Double Typhoon on screen. If you want to feign cowardice and then change gears, use flight to airdash repeatedly right back in (hopefully while the assist you called runs some sort of interference at ground level; an assist like Sentinel—α occupies foes long enough for you to airdash several times all the way to the other side of the opponent, then land, then still go for cr. ⓛ or an overhead on the target as they block the assist from behind).

When you land a hit with the main chain, you can make Storm embellish her combos quite a bit. Between jump-cancelable basic attacks, instant float, an airdash, and directable Lightning Attacks, Storm has scads of possible jump loop variations. These combos aren't just flashy, they're necessary; Storm's biggest weakness is her ability to build hyper meter. Her normal jump height loops and her flight air combos aren't icing on the cake; they're necessary for her to tread water. In any case, Storm's bread and butter combos are trickier than those of many characters, but remember that she's more about playstyle and the flexibility she brings to a team than the direct damage that she can inflict.

Storm would be nasty against new characters coming in after a snap back or knockout just with her normal mix-ups and the invincible tip of her launcher. Lightning Sphere pushes her over the top, however. Remember, Storm is unaffected by advancing guard against Lightning Sphere! So, while awaiting a character falling in fresh, jump and throw horizontal Lightning Sphere M so your opponent is forced to guard it as the first thing they do. Forcing them to guard when they fall in means they can be thrown afterward (characters who fall in doing absolutely nothing are immune to throws until they land), so the simplest thing to do is airdash forward after releasing Lightning Sphere—Storm then ends up in midair next to her adversary—then air throw them just after they exit guardstun. If you have an assist that can cover you on failure, call it just before the throw. If you time this properly, opposing players don't have a prayer of mashing out of this with air attacks unless they have 4 frame air ⓛ (such as Nova, Iron Man, or Storm herself). The opponent is put into a position where the best they can hope for consistently is a throw break, after which, depending on your assist, they may be pinned into a cornered mix-up from Storm immediately anyway.

Advancing guard against Lightning Sphere has no effect on Storm! Force new characters to guard Lightning Sphere, then air throw or go for a point-blank mix-up after they finish blocking.

Storm is extremely dangerous if other characters hand her plenty of bar to use (or if she generates extra through TACs).

This same tactic can also work against competitors midscreen, if you happen to throw a normal jump height Lightning Sphere M and they jump into it. You can even set it up purposefully by ending Storm juggles midscreen by throwing a Lightning Sphere toward the opponent's air recovery. If you're on target, they're forced to guard, advancing guard means nothing, and you're free to go for a reset or air throw!

The meter limitations Storm has are irrelevant if someone else is generating it for her. Storm is great in the same kind of last-ditch situation that Akuma, Dormammu, Phoenix, etc. thrive under: loaded with lots of hyper meter and lv.3 X-Factor ready. If you make it here and your opponent has already used up their X-Factor, show no mercy: pop lv.3 X-Factor and Hail Storm, Hail Storm, Hail Storm! Even one-on-three Storm can turn the tide in the right situation… let's say the first Hail Storm catches an errant assist and nukes it, and then you chip out a second character with several Hail Storms? Suddenly, one-on-three is one-on-one, if they can't counter by using their own X-Factor (such as if the reason they got such a lead was by popping X-Factor early). Meanwhile, any clean Storm hit should lead to a combo that deals at least 800,000 damage and possibly much more. Don't mess with nature.

COMBO USAGE

I. CR. ⓛ, ST. Ⓜ, CR. Ⓗ ᶜᵃⁿᶜᵉˡ▷ FORWARD JUMP, IMMEDIATE ↘ + Ⓢ + ⒶⓉⒹ, LAND, ST. Ⓜ, CR. Ⓗ ᶜᵃⁿᶜᵉˡ▷ FORWARD JUMP, AIR Ⓗ, Ⓢ ᶜᵃⁿᶜᵉˡ▷ FORWARD AIRDASH, AIR Ⓗ, LAND, ST. Ⓜ, Ⓗ, Ⓢ ᶜᵃⁿᶜᵉˡ▷ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, ↓ ↙ ← + ⒶⓉⒹⒶⓉⒹ OTG (MASH ⒶⓉⒹ)

605,600 damage, 19% meter loss

Both standing Ⓜ and crouching Ⓗ are jump-cancelable, so you can transition into another triangle jump air ⓛ or instant float air attacks (or fake either of those then go for a throw) if the opposing character guards. If they use advancing guard, you can jump cancel and square dash back in with air ⇨ + Ⓗ or air Ⓢ. When this combo connects, the extra work involved with the ground-level jump and airdash loops goes mostly toward helping build meter, an area Storm lacks. If you don't at least do jump height loops or flight airdash loops with Storm, you're always going to be wanting for hyper meter.

Between jump cancels, instant float, airdashes, low-altitude Lightning Attacks back to the ground, and crossover assists, Storm has enormous variation on what she can do off a clean ground-level hit. This is one example of a consistent combo that works on everyone (including off an initial overhead, like triangle jump air ⓛ or instant float air Ⓢ), and builds decent meter.

This combo has the distinct advantage of working in any level of X-Factor while being meter-self-sufficient (and dealing 876,300 / 980,300 / 1,085,500 damage at each level!). Storm's increased speed forces a minor change: you'll want to jump straight up, rather than forward, for the jump portions of the combo. Also, although Storm becomes crazy fast, you don't have to do the beginning portions as fast as you think. You do want to perform the super jump air combo as fast as possible, however.

COMBO USAGE CONT.

II. (S) CANC ▷ SUPER JUMP FORWARD, PAUSE, AIR (H) CANC ▷ FORWARD AIRDASH, AIR (H) CANC ▷ ↓ ↙ ← ✛ (S), AIR (L), (H) CANC ▷ FORWARD AIRDASH, AIR (H) CANC ▷ FORWARD AIRDASH, AIR (H) CANC ▷ FORWARD AIRDASH, AIR (H) CANC ▷ FORWARD AIRDASH, AIR (H), (S), LAND, ↓ ↙ ← ✛ (ATK)(ATK) OTG (MASH (ATK))

611,900 damage, 47% meter loss

This combo works if preceded by overheads and ground chains, but in that case, it's more worthwhile to go for combo I or other jump height variations to build more meter. This combo is best after poking with (S) launcher.

Eight-way airdash characters can usually only airdash once per airborne period. During flight, this restriction disappears, so by transitioning to flight in a Storm air combo, you can loop air (H) canceled to forward airdash, back to air (H), and so on. This goes a long way toward improving the damage and meter gain of Storm's air combos (her air chain being really picky and puny compared to most; Lightning Attack combos being limited in follow-ups; and Lightning Sphere combos being rad, but more trouble than they're worth). Flight lasts for just under two seconds, so it's possible to squeeze five or six heavy attacks at most. After up to five repetitions of airdash air (H), finish with air (S) for a hard knockdown.

The first trick here is linking air (L) after activating flight. This only works in short combos where hitstun decay hasn't kicked in yet. (Don't plan on flight combos after jump height loops unless you're in lv.2 or lv.3 X-Factor.) Storm's flight has slower startup than for other characters who use flight in air combos, so if you're having trouble with it, you're probably pressing (L) way too early.

The second is being able to airdash air (H) into your rival five times in a row without slipping under them. You give yourself a lot of help here if you hit with the initial air (H) after launching as *high* in the air as possible. In other words, super jump immediately after launching, but wait as long as you can before attacking on the way up. Assuming you did that, the key is that the *slower* you do this combo, the better it works! Cancel air (H) hits into airdash immediately, then but pause before the next air (H) hits. Storm's air (H) pops her target up slightly, but it also causes enough hitstun so they'll drift back down, if you give them the chance. Hit air (H) too fast, and they'll be popped successively higher, until air (S) on the end is guaranteed to miss. Slow down, though, and this combo should become second nature.

Storm's lateral airdash travels very far, but as long as you're letting the opposing character's body drift downward, Storm won't slip under them—she'll just push them back toward the corner, as though dashing into them on the ground. In X-Factor, as Storm's airdashes achieve ludicrous speed, this combo is still possible, but it is much more difficult as to be unreliable at lv.2 or lv.3.

This is also a great team aerial combo starter, just by using direction ✛ (S) in place of the hard knockdown. If the next character can extend into a hyper combo, you can THC Storm right back in with Hail Storm! Ouch. Especially if you start the TAC with ↓ ✛ (S), this move always builds enough hyper meter to work, no matter what you do with the next character. Using teammates creatively in this manner goes a long way toward compensating for Storm's slightly below-average damage and hyper meter building.

When you TAC *to* Storm from another character, this is the combo you want to attempt (without the pre-flight airdash, though; either fly into air (L) immediately off the exchange hit, or perform one air (H) and then fly). This is also possible if you happen to catch the enemy in the gut with air (H) air-to-air, but you'll want to finish with Lightning Attacks into Lightning Storm rather than air (S) in that situation, as you won't get a hard knockdown or air exchange hit since the combo didn't start with a launcher.

III. P1▶P2 CHRIS—γ, THROW OR LOW ALTITUDE AIR THROW, CHRIS'S GRENADE HITS, DASH, ST. (H), CR. (H) CANC ▷ FORWARD JUMP, AIR (H), (S) CANC ▷ FORWARD AIRDASH, AIR (H), LAND, ST. (M), ST. (H), (S) CANC ▷ FORWARD SUPER JUMP, AIR (M), (M), (H) CANC ▷ FORWARD AIRDASH, AIR (H) CANC ▷ (S) ✛ (ATK) X3 CANC ▷ ↓ ↘ → ✛ (ATK)(ATK) (MASH (ATK))

431,700 damage, 1% meter gain!

Whether off a front or back ground throw, Storm can always tack on Elemental Rage for 307,300 damage. And, off any air throw, Storm has time to land and Hail Storm for 367,600. Either of these costs her a hyper meter bar without building any of it back, though. If you have an assist handy that lasts long enough to hit your opponent just as Storm finishes the throw but before they hit the ground in a hard knockdown (or if the assist lasts long enough to OTG afterward), you can immediately proceed into a combo to recoup some of the meter you'll use. Alternately, you can use the opportunity to turn the jumping loops into an air throw opportunity; see Advanced Tactics for more details.

IV. CR. (L), ST. (M), CR. (H) CANC ▷ FORWARD JUMP, IMMEDIATE ↘ ✛ (S) ✛ (ATK), LAND, ST. (H), CR. (H) CANC ▷ UPWARD JUMP, AIR (H), (S) CANC ▷ AIRDASH FORWARD, AIR (H), LAND, ST. (H), CR. (H) CANC ▷ UPWARD JUMP, AIR (H), (S) CANC ▷ AIRDASH FORWARD, AIR (H), LAND, (S) CANC ▷ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, ↓ ↙ ← ✛ (ATK)(ATK) (MASH (ATK))

1,094,700~1,212,100 damage, 41~56% meter gain (lv.2/3 X-Factor)

With the extra speed granted by higher levels of X-Factor, Storm gains access to new combos. She's fast enough to easily link standing (H) after a down-forward Lightning Attack at low altitude; she's also fast enough to substitute standing (H) for standing (M) as the landing link in her jump loops. The timing of her jumping airdash loops is not the same as outside of X-Factor, or even X-Factor level 1; although Storm is faster, you'll actually want to do things *slower*, so she doesn't get out of hand and squirt past her rival.

"I HAVE LED THE X-MEN IN MANY A BATTLE. WORKING IN A TEAM COMES NATURALLY TO ME."

ADVANCED TACTICS

INSTANT FLOAT OVERHEADS
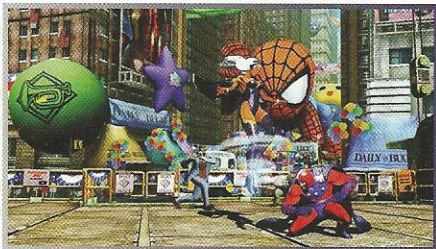
Using instant float for overheads allows you to give your opponent a different look when fishing for combos.

Tap or hold ⬆ while Storm is airborne to make her float. This kills all upward momentum and begins a slow descent. Only Rocket Raccoon is also capable of this trick. Apart from obvious uses for hovering in the air longer than your adversary anticipates, float also enables fast, extremely low altitude overheads. This is because floating can be performed as early as the 4th frame after Storm begins to jump, the first frame after she leaves the ground.

To execute this, tap any upward direction twice very quickly. Try to be precise, and tap up again cleanly after just one upward tap for the initial jump. If you get errant inputs, Storm may end up jumping and then immediately airdashing upward or sideways.

Once float begins, you can input attacks immediately, so once you're floating at low altitude, it's just a matter of hitting a button. Air Ⓛ during instant float whiffs over many crouching characters and doesn't cause enough hitstun in this situation to follow up with a ground combo consistently. Stick to using air Ⓜ, ➡ + Ⓗ, or Ⓢ. Why ➡ + Ⓗ when Storm doesn't actually have an air ➡ + Ⓗ command attack? The better to option select a throw or throw break, if your opponent happens to jump.

Once you feel comfortable performing instant float air moves on their own, you can mix them into combos and mix-ups. Anytime your rival guards crouching Ⓗ, you can jump cancel and immediately float, then have a quick overhead heading for a target who was just blocking low.

SHADES OF MVC2: WHO FINISHES COMBOS?

You can use Foul Wind to create some very confusing post-air recovery situations.

Instead of launching near the end of Storm ground loop combos, you have an interesting chance to let the opposing character hang themselves and reset to another combo. Storm combos inevitably eventually lead to a standing or crouching Ⓗ before a launcher. Instead of launching, call an assist that occupies a lot of aerial screen space, like Rocket Raccoon—γ, then cancel the heavy attack to Foul Wind. Since you didn't launch after Ⓗ, the opponent air recovers at normal jump height in front of Storm, just as she sucks them forward with Foul Wind and as her assist arrives.

Depending on whether your rival air recovers forward, backward, or in place, and depending on which assist you use (Rocket Raccoon is just a useful suggestion... there are many possibilities), this can have lots of different effects, but the important part is that they can be virtually unblockable on reaction. After all, Foul Wind sucks them forward, and they're air recovering, so it's quite possible that they may cross just past Storm, running into her assist on the other side.

To add another layer to the mix-up, you can dash under them as they air recover, and call an assist while using Foul Wind from the other side... or call the assist from the original side, then dash under, then use Fair or Foul Wind as appropriate. Finally, you can opt to do nothing, let them flip out, then jump and air throw them. If you finished a ground combo with crouching Ⓗ, you can also jump cancel backward and fire Lightning Sphere. If you vary your approach and use assists that hit lots of normal jump height screen space, this approach is basically guaranteed to hit the opposing character a lot of the time, in the same way that using Wolverine Berserker Slash mix-ups well is essentially unguardable on reaction. In this way, Storm can pile on damage without being totally reliant on tacking on her hyper combos.

COMBO APPENDIX

GENERAL EXECUTION TIPS

Executing normal jump height loops is just a matter of doing all the steps as soon as possible. Practice until they are ingrained in muscle memory.

Whenever launching to a variation of the standard air Ⓜ, Ⓜ, Ⓗ, Ⓢ chain, perform the rising air Ⓜ hits as soon as possible on the way up.

On the other hand, when performing air combos where the first hit is air Ⓗ, such as when canceling to flight, perform the first air Ⓗ as late and high as possible.

CR. Ⓛ, Ⓜ, Ⓗ, Ⓢ ⇒ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, ⬇↙⬅ + ⒶⓉⓀⒶⓉⓀ OTG (MASH ⒶⓉⓀ)

Notes	Damage
Simple Hail Storm combo	541,600, 62% meter loss

CR. Ⓛ, Ⓜ, Ⓗ, Ⓢ ⇒ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ ⇒ FORWARD AIRDASH, AIR Ⓗ ⇒ {Ⓢ + ⒶⓉⓀ} X3 ⇒ ⬇↙➡ + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

Notes	Damage
Simple Lightning Storm combo. Necessary Lightning Attack direction in the air combo varies depending on your opponent's position	566,300, 43% meter loss

CR. Ⓛ, ST. Ⓜ, CR. Ⓗ ⇒ FORWARD JUMP, IMMEDIATE ↘ + Ⓢ + ⒶⓉⓀ, LAND, ST. Ⓜ ⇒ FORWARD JUMP, IMMEDIATE ↘ + Ⓢ + ⒶⓉⓀ, LAND, ST. Ⓜ, Ⓗ, Ⓢ ⇒ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ ⇒ FORWARD AIRDASH, AIR Ⓗ ⇒ {Ⓢ + ⒶⓉⓀ} X3 ⇒ ⬇↙➡ + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

Notes	Damage
Necessary Lightning Attack direction in the air combo varies depending on the opposing character's position	596,200, 16% meter loss

AIR THROW, ⬇↙⬅ + Ⓛ OTG, FORWARD JUMP, AIR Ⓗ ⇒ ↗ + Ⓢ + ⒶⓉⓀ ⇒ ⬇↙➡ + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

Notes	Damage
More elaborate air throw follow-up than naked Hail Storm; less damage but much more meter gain	337,300, 53% meter loss

SUPER-SKRULL

"YES, I FOUGHT FOR HUMANITY DURING SECRET INVASION. BUT DON'T READ TOO MUCH INTO THAT."

Bio

REAL NAME
Kl'rt

OCCUPATION
Soldier of the Skrull Empire

ABILITIES
Together with the Skrull ability of shapeshifting, Kl'rt is also capable of hypnotism. He has all the powers of the Fantastic Four, and can utilize them at the same time.

WEAPONS
None

PROFILE
A genetically-engineered super soldier created by the Skrulls to defeat the Fantastic Four, who stopped their invasion of Earth. His pride and tendency to look down on others is not unique to him, but a characteristic of the Skrull race in general.

FIRST APPEARANCE
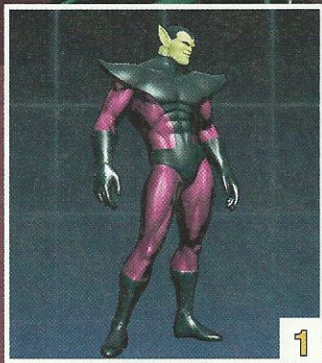Fantastic Four #18 (1963)

POWER GRID

- 2 INTELLIGENCE
- 6 STRENGTH
- 5 SPEED
- 6 STAMINA
- 6 ENERGY PROJECTION
- 4 FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.
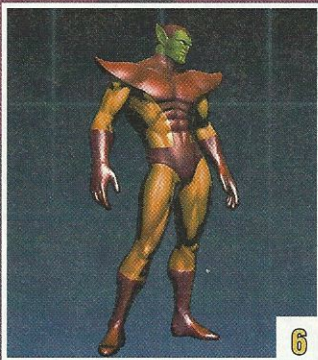
ALTERNATE COSTUMES

Overview

Vitality	1,000,000
Chain Combo Archetype	Hunter Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	130%	110%
Level 2 (2 teammates remaining)	147.5%	122.5%
Level 3 (1 teammate remaining)	165%	135%

Your primary goal with Super-Skrull is to get within range of his Elastic Slam special move.

Why would you want to focus on being in range of Elastic Slam?

- Elastic Slam is an unblockable throw with incredible range, with two versions that can grab either airborne or grounded opponents
- Lack of hitbox on Super-Skrull's arm means Elastic Slam M can pass through most basic attacks and projectiles
- Super-Skrull has many OTG-capable moves, allowing you to create high damage combos off a successful Elastic Slam
- Being in range of Elastic Slam forces your competitor to make a choice; they cannot sit and play passively

How do you get Super-Skrull within range of Elastic Slam?

- Forcing your adversary into the corner, where their options for escaping Elastic Slam are very limited
- Utilizing lockdown crossover assists to force your foe into blocking, then getting into position for a mix-up
- Using Super-Skrull's unique airdash in conjunction with Brutal Pile Bunker and Stone Dunk to approach the target
- Using Meteor Smash with crossover assists to quickly close the distance on your rival

TUNING SINCE ORIGINAL MVC3

Super-Skrull received several minor tweaks in *Ultimate Marvel vs. Capcom 3*, the most obvious addition is the ability to perform Meteor Smash in the air. The super armor capabilities of Orbital Grudge now kick in two frames earlier, and he can no longer block while airdashing. Each of his hyper combos has changed slightly, as well: Inferno can be mashed for more damage, active and recovery frames of Skrull Torch have been tweaked, and Death Penalty no longer requires a specific combination of buttons to determine its landing area.

- Super-Skrull can no longer guard while in the middle of an airdash
- Meteor Smash can be performed in air
- Orbital Grudge super armor properties activate two frames faster
- Inferno is mashable for added damage
- Skrull Torch active frames increased
- Death Penalty automatically homes in on your opponent's location and no longer requires a specific button combination to determine where the attack lands

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	50,000	400	6	3	11	0	-1	Low attack
2	Standing M	2	72,000	640	9	4	21	-4	-5	—
3	Standing H	1	90,000	720	13	4	17	—	+2	Ground bounces foe

Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	45,000	360	6	3	12	-1	-2	—
2	Crouching M	1	75,000	600	8	3	18	+8	-3	Slightly launches opponent
3	Crouching H	1	80,000	640	11	4	24	+5	-5	Low attack, knocks down rival

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	100,000	800	11	4	24	—	-5	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	55,000	440	6	3	14	+10	+9	Overhead attack
2	Air M	1	75,000	600	9	3	19	+17	+16	Overhead attack
3	Air H	1	85,000	680	11	7	18	+19	+18	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air ⓈＳ causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air ⓈＳ behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus ⓈＳ, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.
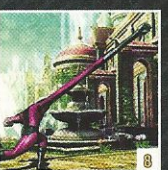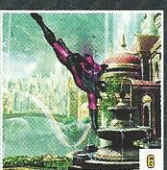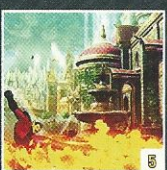
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on hit	Advantage if guarded	Notes
1	Air Ⓢ	1	90,000	720	15	4	15	+16	+15	Overhead attack, causes hard knockdown if used in launcher combo
2	Air ⬈ + Ⓢ (during launcher combo)	1	60,000	480	9	3	19	—	—	Tags in next available ally while lofting opponent upward
3	Air ➡ or ⬅ + Ⓢ (during launcher combo)	1	50,000	400	13	4	17	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ⬇ + Ⓢ (during launcher combo)	1	50,000	400 + 10,000	13	4	17	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.
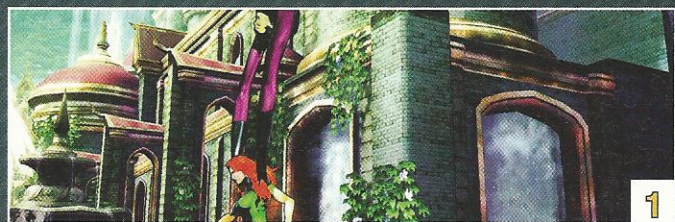
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Elastic Punch	➡ + Ⓗ	1	90,000	720	15	4	22	-2	-3	—
2	Stone Smite	Standing Ⓗ (hold)	1	120,000	960	52	6	22	—	-5	OTG-capable, wall bounces rival, jump-cancelable, not special- or hyper combo-cancelable, inflicts chip damage
3	Rolling Hook	➡➡➡ + Ⓗ	1	130,000	1040	24	3	24	—	-4	Hard knockdown, inflicts chip damage
4	Worm Squash	⬇⬇ + Ⓗ	1	37,800	378	1	2	29	—	—	Only hits grounded foes, not special- or hyper combo-cancelable, adversary remains grounded
5	Flame Kick	Crouching Ⓗ (hold)	1	110,000	880	48	4	34	—	-15	OTG-capable, spinning knockdown, jump cancelable, not special- or hyper combo-cancelable, inflicts chip damage
6	Brutal Pile Bunker	Air ⬇ + Ⓗ	2	115,000	960	15	Until landing*6	16	—	-9	Overhead attack, OTG-capable, floor bounces, knocks down, not special- or hyper combo-cancelable, inflicts chip damage
7	Stone Dunk	Air Ⓢ (hold)	1	120,000	960	37	6	22 (or until grounded, then 1 frame of recovery)	—	+21	Overhead attack, ground bounces target, not special- or hyper combo-cancelable, inflicts chip damage
8	Elastic Uppercut	⬋ + Ⓗ	1	90,000	720	15	4	22	-2	-3	—

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + Ⓗ (ground)	1	80,000	800	1	1	Hard knockdown
1	⬅ + Ⓗ (ground)	1	80,000	800	1	1	Hard knockdown
2	➡ + Ⓗ (air)	1	80,000	800	1	1	Hard knockdown
2	⬅ + Ⓗ (air)	1	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Super-Skrull—α	Inferno	Stone Smite	1	120,000	960	58	6	113	83	OTG-capable, wall bounces opponent
2	Super-Skrull—β	Inferno	Orbital Grudge M	6	140,300	1440	39	19	114	84	super armor from frames 37-51, knocks down adversary
3	Super-Skrull—γ	Skrull Torch	Tenderizer H	10	121,600	1536	42	3(4)3(4)3(4)3(4) 3(5)3()3(4)3(9)3	117	87	Knocks down foe

Outside of Elastic Slam and Meteor Smash, Super-Skrull's special attacks are not particularly great, and of course, the same thing can be said of his assist abilities. Super-Skrull's assists are generally only useful in certain situations, making an assist choice difficult for players choosing to place Super-Skrull in the second or third slot on a team.

Super-Skrull—α replicates the Stone Smite move, which is one of Super-Skrull's more useful command attacks. It covers a large area of the screen, is OTG-capable, and causes a wall bounce if it hits. However, its slow startup time and lack of invincibility allows Super-Skrull—α to be easily punished by a projectile or hyper combo, unless the point character is already in the middle of a combo.

Super-Skrull—β is based on Orbital Grudge M. Its forward momentum and super armor frames make it a tempting choice for some teams. Orbital Grudge super armor activates two frames faster in Ultimate Marvel vs. Capcom 3, but the added startup time of this assist makes it difficult to use as an effective counter.

Super-Skrull—γ is based on Tenderizer H, releasing a barrage of punches upward from Super-Skrull's location. While this moves dishes out a large number of hits and knocks down foes, it's generally impractical to use in combos. The damage scaling reduction caused by landing a full Tenderizer is more likely to cause you to deal less damage in the long run than your point character would do otherwise. Super-Skrull—γ can come in handy against incoming characters, forcing them to block as they enter the match and creating a potential throw mix-up situation.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇ ↘ ➡ + P1 or P2	1	50,000	500 - (-1 hyper meter bar)	2	4	17	—	+2

Notes
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

| Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Orbital Grudge L	⬇ ↘ ➡ + L	3	94,800	840	10	11	30	+1	-10	Knocks down opponent, 1 hit of super armor during frames 8-17
	Orbital Grudge M	⬇ ↘ ➡ + M	6	140,300	1440	15	19	22	+8	-4	Knocks down foe, 1 hit of super armor during frames 13-27
	Orbital Grudge H	⬇ ↘ ➡ + H	9	171,100	2016	20	20	21	+10	-8	Knocks down rival, 1 hit of super armor during frames 18-34
2	Fatal Buster	(During Orbital Grudge) ⬇ ↙ ⬅ + H	1	70,000	560	15	4	37	—	-18	Wall bounces adversary, hard knockdown
3,4,5	Tenderizer (in air OK)	ATK⟩	10	121,600	1536	18	3(4)3(4) 3(4)3(4) 3(4)3(5) 3(4)3(4) 3(9)3	25	—	-5	Knocks down competitor, L version is OTG-capable, all hits besides final cause hard knockdown, final hit of L version ground bounces
6,7,8	Elastic Slam	⬇ ↙ ⬅ + ATK	5	180,000	1800	21	1	44	—	—	Throw attack, hard knockdown
9	Meteor Smash (in air OK)	➡ ⬇ ↘ + ATK	2	125,000	1040	22	26*3	32	—	-21	Frames 6-19 invincible, OTG-capable, hits overhead, knocks down target

Orbital Grudge: Super-Skrull spins forward in a whirling fury of stone and fire. The length of the spin is determined by which (ATK) button is used. All three versions have super armor properties, but the super armor kicks in progressively slower with increased strengths. All versions of Orbital Grudge can be canceled into Fatal Buster.

In *Ultimate Marvel vs. Capcom 3*, the super armor effect of Orbital Grudge now kicks in two frames faster than in the original release. Super armor for Orbital Grudge L takes effect after eight frames, so you can now feasibly use it to combat certain basic attacks and projectiles.


Fatal Buster: Super-Skrull follows up Orbital Grudge with a massive uppercut that wall bounces your opponent and leaves them in a hard knockdown state. Its lengthy recovery time makes it difficult to chain the wall bounce into a combo, but it's not impossible. From midscreen, you can have Super-Skrull dash forward and juggle (S) launcher into a combo, or follow up Fatal Buster with an OTG-capable Meteor Smash and hyper combo cancel into Inferno.


Tenderizer L

Tenderizer M
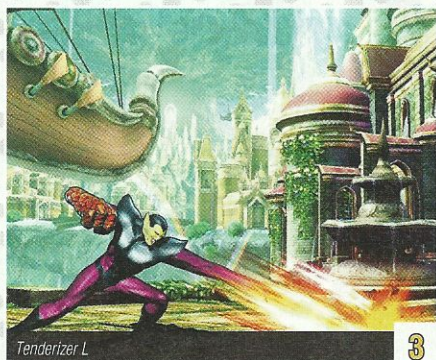
Tenderizer H

Tenderizer: Combining the powers of Mr. Fantastic and The Thing, Super-Skrull unleashes a barrage of rock-encrusted punches. The (L) version directs the punches at a downward angle, (M) punches straight ahead, and (H) directs the punches at an upward angle. Tenderizer (L) is OTG-capable and is the fastest way to extend combos from midscreen. The final hit of Tenderizer L ground bounces your foe, allowing you to follow up with the Skrull Torch hyper combo. You can even use it to create an infinite combo (see the Advanced Tactics section). However, in most OTG situations, you'll want to use Meteor Smash, since it leads to more damaging combos.

The use of Tenderizer outside of combos is not advisable. Opponents can easily use advancing guard to push Super-Skrull back and punish the attack. Always be wary of pushing too many buttons when playing Super-Skrull!

Elastic Slam L

Elastic Slam M
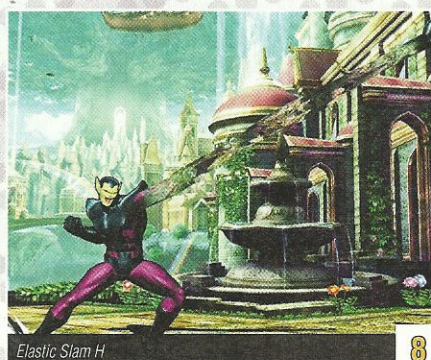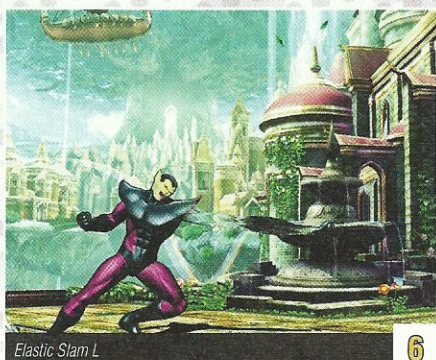
Elastic Slam H

Elastic Slam: Elastic Slam is an unblockable command throw that is the most important tool in Super-Skrull's arsenal. The (L) and (M) versions both reach in front of Super-Skrull with varying range. Elastic Slam L has a range of about three character widths, while Elastic Slam M can reach about five character widths at the expense of a small dead zone right next to Super-Skrull's body. The (H) version of Elastic Slam grabs adversaries out of the air and serves as a great way to reset foes coming out of air recovery or create a simple mix-up with the other two versions.

Any version of Elastic Slam can lead to an easy combo—try Meteor Smash into Inferno for 527,500 damage, essentially forcing your competitor to stay off the ground at all times! The (M) version of Elastic Slam can sometimes be used on reaction if your opponent throws a mid range projectile. Super-Skrull's hand lacks a hitbox, allowing it to pass through the projectile cleanly to grab the opposing character.
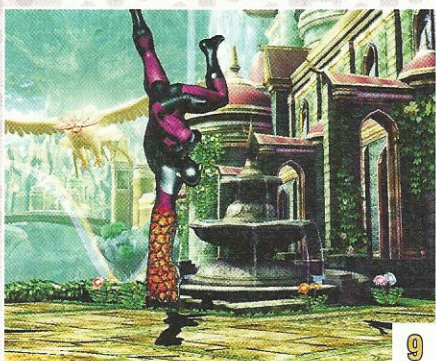
Meteor Smash: Super-Skrull's Meteor Smash allows you to land OTG hits from anywhere on the screen. Used in almost all of Super-Skrull's combos that lead into Inferno, Meteor Smash is a huge contributor to Super-Skrull's high damage output. One of Super-Skrull's big changes in *Ultimate Marvel vs. Capcom 3* is that you can now also perform Meteor Smash in the air, giving Super-Skrull the ability to dodge incoming attacks as well as some easier combos. Outside of combos, you can use the delayed invulnerability of Meteor Smash to escape the corner against characters too slow to punish it—like Haggar or Nemesis. You can also occasionally use it as a counter against zoning projectile attacks, a surprise anti-air against super jumping opponents, or even as a surprise cross-up. When used with a slow long range projectile assist like Doctor Doom—β or Sentinel—α, Meteor Smash can be a great way to start offensive pushes: call the assist, attempt to cross your opponent up with Meteor Smash, then continue with a combo as the assist's attacks begin to hit! However, without the proper assist back-up, it's advisable to use Meteor Smash sparingly outside of combos since it is very unsafe if guarded.

The button used to determine the final destination of Meteor Smash is screen-relative; (L) lands on the left side of the screen, (M) in the middle, and (H) on the far right side of the screen.

Hyper Combos

| Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Skrull Torch	⬇↙⬅ + ATK ATK (in air OK)	30	293,200	10+1	62	Until grounded, then 1 frame of recovery	—	-11	Frames 4-19 (4-11 in air) invincible, knocks down foe, Super-Skrull can be directed up or down using the controller
2	Inferno	⬇↙⬅ + ATK ATK (in air OK)	50~99	284, 100~340, 400	10+2	57	14	+5	-22	Beam durability: 50 frames x 3 durability points, all hits except for final hit cannot be advancing guarded, can be mashed for additional hits
3	Death Penalty	➡⬇↘ + ATK ATK	13	450,000	20+6	8	45	—	-24	24 frames invincibility, OTG-capable, hits overhead

Skrull Torch: Flame On! Super-Skrull does his best Johnny Storm impersonation and turns himself into a flaming missile that flies across the screen and can be directed using the controller. Skrull Torch may simply be viewed as a combo finisher after Tenderizer, but it has a high number of invincibility frames and fast traveling speed that make it an effective tool for taking risks to catch opposing characters.

It's also one of the only defensive deterrents Super-Skrull has when facing aggressive adversaries who like to get close. You can activate Skrull Torch either on the ground or in the air, but just be sure that you have an extra gauge of hyper meter to perform a team hyper combo if your rival blocks.

Inferno: Super-Skrull unleashes the full fury of his flame power! Inferno has a huge area of effect, but it is also slow and does not have invincibility. Inferno is difficult to use outside of combos, but it's not too big of a detriment since most of Super-Skrull's combos end with an Inferno anyway. The damage potential of Inferno has been increased in *Ultimate Marvel vs. Capcom 3*, since it can now be mashed out for additional damage.
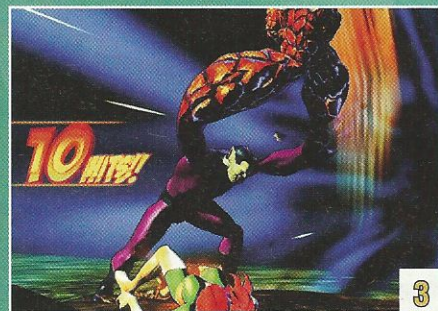
Death Penalty: Death Penalty is essentially a level 3 hyper combo version of Meteor Smash—they are both used to land OTG hits from anywhere on the screen. It's also one of the more damaging level ⓒ hyper combos in the game, so ending extended combos with Death Penalty is advised if it can successfully K.O. your opponent.

It's important to note that while Death Penalty is instantly invincible, the period of invulnerability ends before Super-Skrull reappears on the screen. When used to counter projectiles from all the way across the screen, Super-Skrull can occasionally get stopped cold in his tracks by an errant crossover assist attack.

Previously, different combinations of attack buttons were used to determine where Death Penalty would land. This is no longer required in *Ultimate Marvel vs. Capcom 3*—regardless of the two ATK buttons used to activate Death Penalty, the hyper combo eventually finds its mark.

Battle Plan
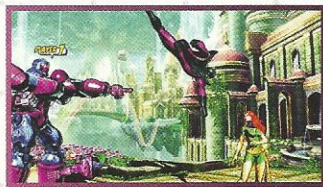
Super-Skrull's command attacks, paired with a slow projectile assist, offer a great way to get close in on your competitor.

Use Meteor Smash to cross up opponents, putting Super-Skrull in a perfect spot for Elastic Slam L.

Super-Skrull may have all of the powers of the Fantastic Four at his disposal, but the most valuable of the four is Mr. Fantastic's stretching ability—represented in this game by the Elastic Slam. Elastic Slam has a great range, but you still need to put some work in with Super-Skrull to get him within range of this powerful command throw. Luckily, there are a few techniques that are sure to help.

First, Super-Skrull has the option of covering distance by coming in from the air. His airdash only travels in one direction—diagonally upward—and should keep him safe from most grounded attacks. Have Super-Skrull jump into the air, activate his airdash, and then hold down ⓢ to come at your foe with a fully charged Stone Dunk. It covers a large area of the screen below Super-Skrull, can be used to cross up your opponent, and causes a ground bounce on the target if it hits, allowing you to follow up with a combo. Brutal Pile Bunker is also useful from an airdash, quickly dropping Super-Skrull to the ground with a punch that also ground bounces your rival. Brutal Pile Bunker has a -4 frame advantage on block, so unless your opponent has a quick jab, Super-Skrull should be able to block in time. Alternatively, you can airdash toward your rival and input ➡ + Ⓗ as you come in. While not a command move of any type, ➡ + Ⓗ counts as an air throw attempt and air Ⓗ can beat most anti-air attacks.

On the ground, Super-Skrull has a couple more options to quickly close the distance. The first is to simply wavedash toward your adversary. Super-Skrull has a very fast wavedash that, when executed properly, can get Super-Skrull within range of Elastic Slam M in less than a second. Rolling Hook ➡➡➡ + Ⓗ is another option, since it covers a full screen's worth of distance and causes a wall bounce on hit.

All of these options are greatly enhanced with a slow, long range assist such as Doctor Doom—β or Sentinel—α. Super-Skrull relies heavily on these types of assists to create cross up situations or to make his moves safer. For example, calling Sentinel—α immediately before performing a Meteor Smash causes the drones to hit just as Super-Skrull lands his attack. If the assist is blocked, you can set up the next offensive move—such as an Elastic Slam—or if the assist hits, you just received an opening for a massive combo opportunity!

Make mix-up attempts safer by utilizing assists.

Once you're in range to grab your opponent with Elastic Slam, setting up mix up opportunities is going to be key for Super-Skrull's strategy. The easiest Elastic Slam mix up comes from poking at your rival with standing Ⓛ. Doing this gives your rival a few options, each of which can be countered. Begin by staggering the hits so that the added timing can strike opponents trying to use advancing guard. Standing Ⓛ also hits low, so it can catch adversaries trying to jump away. Any time during your standing Ⓛ prods, cancel into Elastic Slam L to punish your opponent for doing nothing. Should the standing Ⓛ attacks hit, use that opportunity to start up the combo of your choice!

Successfully catching your target with Elastic Slam H is a bit of a guessing game. If you think your opponent is expecting Elastic Slam L or M and is going to jump away, call out an assist to cover Super-Skrull as you attempt to grab them with Elastic Slam H. If your adversary blocks, they'll be forced into guardstun while the assist attack plays out and keeps Super-Skrull safe from harm. Should your opponent jump and get caught in Elastic Slam, well, you've just earned yourself another combo opportunity. All versions of Elastic Slam are risky attacks if avoided, so be sure to cover your attempts at every opportunity.

Nearly every time you force your opponent to guard a crossover assist, you can immediately put your competitor into an Elastic Slam mix-up. From wherever Skrull may be on the ground, react to the assist making contact, then immediately have Skrull dash forward and use Elastic Slam M or H. This lets you be threatening without being in the range of crouching Ⓛ!

Super-Skrull has very few options to protect a failed Elastic Slam grab. If you've got the meter to burn, you can cancel the Elastic Slam into Inferno and then team hyper combo to another character. Otherwise, you have to cancel out of Elastic Slam with X-Factor and hope you can capitalize on the added boost. X-Factor is never something you want to waste, so keep your options open as best you can.

Orbital Grudge super armor kicks in earlier in Ultimate Marvel vs. Capcom 3. Take advantage of this to punish your foes!

You can use Meteor Smash's invincibility can be used to escape sticky situations… if you're careful.

Super-Skrull struggles a bit when it comes to maintaining a solid defense. Very few of his normal, command, and special moves are useful for escaping a bad situation, but knowing what tools are useful is paramount when the momentum of a match starts going the opposing player's way.

In *Ultimate Marvel vs. Capcom 3*, Super-Skrull lost his ability to block during an airdash. This made what was once a valid escape plan now nearly useless for that purpose. For air defensive options, you have to rely heavily on air throws instead. Luckily, with the added ability to perform Meteor Smash in the air, you can option select an air throw. As you head toward your opponent, input ⇨ + Ⓗ and cancel it into Meteor Smash, and if the attacker is in range, they'll be snagged by the air throw; otherwise, Meteor Smash is activated instead to send Super-Skrull away to safety. Alternatively, you can meet opponents in the air with a Ⓜ, Ⓗ, Ⓢ chain that should keep Super-Skrull safe until he is grounded on block, or lead into a big combo if it connects.

If Super-Skrull gets trapped in the corner, salvation may lie in Meteor Smash and Orbital Grudge L. Meteor Smash is invincible from the 6th frame, allowing you a chance to have Super-Skrull escape the corner if you can time it to start between enemy attacks. Be sure to push the right ⒶⓉⓀ button: you wouldn't want to escape just to come right back down in the corner you were trying to escape!

Orbital Grudge L has super armor properties that start on the eighth frame of the attack, much sooner than in original *MvC3*. A 2 frame speed up may seem small on paper, but in practice, it means that Orbital Grudge is now more useful and viable to chew through an opponent's offense. If the attack is guarded, you can mix up with a delayed Fatal Buster to catch competitors trying to punish the Orbital Grudge.

In the end, however, the safest defense option for Super-Skrull is to utilize advancing guard to get your rivals off your back, and keep a sharp eye out for opportunities to air throw your attacker.

COMBO USAGE

I. ST. Ⓛ, CR. Ⓜ, CR. Ⓗ, Ⓢ [CANCEL]▷ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, {IF THE ENEMY IS MIDSCREEN, ⇨↓↘↖ + Ⓗ [CANCEL]▷ ↓↙←⇦ + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)} OR {IF THE ENEMY IS CORNERED, FORWARD JUMP, AIR ↓ + Ⓗ, Ⓢ [CANCEL]▷ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, ⇨↓↘↖ + Ⓗ [CANCEL]▷ ↓↙←⇦ + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)}

689,900~737,300 damage, 40% meter loss or 4% meter gain

This basic Super-Skrull combo has variable endings based on Super-Skrull's position after the first air Ⓜ, Ⓜ, Ⓗ, Ⓢ chain. Delay the air Ⓢ hit to the last possible moment to ensure the air ↓ + Ⓗ will connect and put Super-Skrull in range to launch with Ⓢ. Otherwise, it's possible that the launcher attack will whiff entirely.

Should your challenger block standing Ⓛ, crouching Ⓜ, chain into a delayed standing Ⓗ. If it connects, transition into Ⓢ and continue the combo, or chain standing Ⓗ and kara-cancel into ↓↙←⇦ + Ⓛ before it connects. Standing Ⓗ leaves you at a frame advantage when blocked, so continue your offense in that case.

II. ST. Ⓛ, CR. Ⓜ, Ⓗ, Ⓢ [CANCEL]▷ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, DELAYED Ⓗ, DELAYED Ⓢ, LAND, ST. Ⓗ (HOLD), WAVEDASH FORWARD TWICE, Ⓢ [CANCEL]▷ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, {⇨↓↘ + Ⓗ [CANCEL]▷ ↓↙←⇦ + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)} OR {↓ + Ⓗ (HOLD) [CANCEL]▷ ↘↙←↖ + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ), LAND, ↓↙←⇦ + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)}

746,400~917,800 damage, 4% meter gain or 100% meter loss

Here's a more damaging, but much harder to execute, midscreen combo that pummels your foe to the closest corner. After the first launch, you must delay the input of both air Ⓗ and Ⓢ to ensure that Super-Skrull lands as quickly as possible. This gives you enough time to fully charge Stone Smite. After the wall bounce, launch your rival with Ⓢ again, then perform the following air chain at the peak of Super-Skrull's jump. If timed correctly, you should have just enough time to land a fully charged crouching Ⓗ. When the flaming sweep hits, cancel it into a jump and then Inferno by inputting ↓↙←⇦ + ⒶⓉⓀⒶⓉⓀ in one smooth motion. Doing the aerial version of the hyper combo causes Skrull to recover faster, giving you just enough time to juggle with another Inferno.

If performed near a corner, it's possible that Stone Smite can send your adversary flying over Super-Skrull's head. In this case, remember to reverse your input directions and input the appropriate button to correctly land Meteor Smash.

COMBO USAGE CONT.

III. ↓ ↙ ← ⊕ (ATK), → ↓ ↘ ⊕ (H) (CANCEL)▷ ↓ ↙ ← ⊕ (ATK)(ATK) (MASH (ATK))

517,500 damage, 72% meter loss

Super-Skrull's command grab is an essential part of his battle plan. This simple combo ensures you'll remove at least half of an opponent's life from a single Elastic Slam.

IV. FRONT AND BACK GROUND OR AIR THROW, → ↓ ↘ ⊕ (H) (CANCEL)▷ ↓ ↙ ← ⊕ (ATK)(ATK) (MASH (ATK))

456,500 damage, 82% meter loss

Similar to **Combo III**, this variation starts with an air throw instead of Elastic Slam. It does less damage than the Elastic Slam variant, but any extra damage is always a plus.

V. FORWARD SUPER JUMP, INSTANT ↓ ⊕ (H), FORWARD DASH, ST. (L), CR. (M), CR. (H), (S) (CANCEL)▷ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, → ↓ ↘ ⊕ (H) (CANCEL)▷ ↓ ↙ ← ⊕ (ATK)(ATK) (MASH (ATK))

656,400 damage, 33% meter loss

Super-Skrull's Burning Pile Bunker (air ↓ ⊕ (H)) isn't just a handy OTG attack, but it can also serve as a fast overhead attack with ground bounce properties. Take advantage of this move to catch unaware adversaries and chain into this damaging combo for minimal meter loss.

VI. → → → ⊕ (H), → ↓ ↘ ⊕ (H) (CANCEL)▷ ↓ ↙ ← ⊕ (ATK)(ATK) (MASH (ATK))

562,700 damage, 80% meter loss

Rolling Hook is a great tool for covering a lot of ground quickly. If the hit connects, quickly perform Meteor Smash H into Inferno for a good chunk of damage. Competitors may anticipate this move and attempt to call an assist to stop Super-Skrull, but Rolling Hook is more than likely going to catch the assist character, as well, leading to an even greater advantage for you!

VII. ST. (L), CR. (M), (H), (S) (CANCEL)▷ FORWARD SUPER JUMP, AIR (M), (M), DELAYED (H), DELAYED (S), LAND, ST. (H) (HOLD), WAVEDASH FORWARD TWICE, (S) (CANCEL)▷ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, → ↓ ↘ ⊕ (H) (CANCEL)▷ ↓ ↙ ← ⊕ (ATK)(ATK) (MASH (ATK)) ▦ ↓ ↙ ← ⊕ (ATK)(ATK) (MASH (ATK))

990,500~1,055,300 damage, 100% meter loss

This punishing combo is a slight variation of **Combo II** that is nearly a guaranteed K.O. against a majority of the cast. The X-Factor cancel into a second Inferno at the end of the combo leaves a large chunk of X-Factor duration left to use against the next character on your opponent's team. However, only utilize this combo when you're certain it is going to K.O. your adversary; otherwise, you'll burn valuable X-Factor time trying to get the last few hits needed to finish the job on your current foe.

VIII. ↓ ↙ ← ⊕ (ATK), → ↓ ↘ ⊕ (H) ▦, WALK FORWARD, (S) (CANCEL)▷ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, → ↓ ↘ ⊕ (L) ↓ ↙ ← ⊕ (ATK)(ATK) (MASH (ATK))

823,600~975,500 damage, 14~3% meter loss

Another X-Factor combo that can be started from Elastic Slam, this combo can also be started from normal and air throws for less damage.

ADVANCED TACTICS

ELASTIC SLAM RESETS

Super-Skrull has a great chance to grab an airborne opponent out of air recovery, leading to a quick Meteor Slam (cancel) Inferno combo.

With Super-Skrull's vast array of moves that can cause wall bounces, ground bounces, and are OTG-capable, it is pretty easy to find yourself in a combo where you've used two launchers, and an OTG Meteor Smash causes an adversary to air recover instead of being knocked down. You can capitalize on this by grabbing your rival out of air recovery with Elastic Slam H!

The easiest reset you can practice is a fairly simple combo: (L), (M), (H) (cancel) cr. (L) ▸ ⬇↙⬅ + (H) . You can perform this combo anywhere on the screen and get a feel for the timing of grabbing opponents out of air recovery. Be sure to follow up the Elastic Slam with Meteor Smash and hyper combo cancel into Inferno.

The Elastic Slam H grab out of air recovery is never guaranteed, however. Characters with fast aerial move options like eight-way dashes can easily escape the attempt. Character who air recover forward can escape the grab every time, and this gives your competitor the opportunity to severely punish Super-Skrull while he recovers from the whiffed grab.

Luckily, the natural tendency for most opposing players is to air recover backwards, and this is much more difficult to escape the long arm of the Skrull Empire!

CRISIS ON INFINITE SUPER-SKRULL COMBOS

The timing is very strict, but it's possible to unleash Tenderizer L right as Super-Skrull leaves the ground, preventing the last hit from coming out and leaving your opponent in a hard knockdown state.

Super-Skrull has an infinite combo that works against cornered foes in a hard knockdown state. The combo itself looks simple on paper, but the execution is a bit trickier: ⬇ + (H) (charge) (cancel) ▸ jump (cancel) ▸ (LLL) (repeat)

The trickiest part of this combo is timing the three (L) inputs to trigger Tenderizer L at the exact moment Super-Skrull leaves the ground. To time the hits, watch for Super-Skrull's leg to connect with his challenger and press (L) twice. Immediately after, press ↗ , and input the final (L) command as soon as Super-Skrull's feet hit the ground. This is the trickiest part of the loop, but when done correctly, the final hit of Tenderizer L is canceled by Super-Skrull touching the ground, negating the ground bounce and leaving his opponent in a hard knockdown state. Super-Skrull is now free to repeat the loop with another Flame Kick.

After four to five repetitions, Super-Skrull gets pushed too far back for the Flame Kick to connect. When you think you're outside of the hit zone, simply dash cancel into Flame Kick to close the distance and continue the loop.

After seven to eight repetitions, damage scaling will have kicked in to a point where Super-Skrull is hardly dealing any damage to his rival. Luckily, at this point, Super-Skrull has built three bars of hyper meter off of the loop and can most likely finish of the opponent. Follow the last air Tenderizer L with a grounded Tenderizer L and cancel into Death Penalty. The infinite combo pays for itself, and you've got one fewer enemy to worry about!

COMBO APPENDIX

GENERAL EXECUTION TIPS

Delay hitting with air (H) and (S) at the end of aerial chains for as long as possible to ensure enough time to follow up with Super-Skrull's OTG-capable charge attacks.

After placing your opponent in a hard knockdown state, be aware of their position on the playfield if you plan on following up with Meteor Smash. Pressing the wrong attack button ruins the combo and potentially puts Super-Skrull at a disadvantage.

AS SUPER-SKRULL COMES IN: AIR (H), (S), ➡⬇↘ + (M) (cancel) ▸ ⬇↙⬅ + (ATK)(ATK) (MASH (ATK))

Notes	Damage
⬆ + (S) or ➡ + (S) TAC to Super-Skrull, ➡⬇↘ + (M) must be done before Skrull touches the ground from the first jump	Varies based on damage scaling

FRONT THROW, ST. (H) (HOLD) (cancel) ▸ VERTICAL JUMP, AIR (S) (HOLD), LAND, FORWARD DASH, CR. (M), (H), (S) (cancel) ▸ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, ⬇ + (H) (HOLD) (cancel) ▸ ⬇↙⬅ + (ATK)(ATK) (MASH (ATK))

Notes	Damage
Requires corner	753,200 damage, 118% meter loss

CR. (L), CR. (H), (S) (cancel) ▸ FORWARD SUPER JUMP, FORWARD AIRDASH, AIR (H), (S), LAND, ST. (H) (HOLD) (cancel) ▸ FORWARD JUMP, AIR (S) (HOLD), LAND, FORWARD DASH, CR. (M), (H), (S) (cancel) ▸ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, ⬇ + (H) (HOLD) (cancel) ▸ ⬇↙⬅ + (ATK)(ATK) (MASH (ATK)), LAND, ⬇↙⬅ + (ATK)(ATK) (MASH (ATK))

Notes	Damage
Requires corner	958,300 damage, 106% meter loss

ST. (L), CR. (M), (H), (S) (cancel) ▸ FORWARD SUPER JUMP, AIR (M), (M), DELAYED (H), DELAYED (S), LAND, ST. (H) (HOLD), WAVEDASH FORWARD TWICE, (S) (cancel) ▸ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, ➡⬇↘ + (ATK)(ATK)

Notes	Damage
—	916,200 damage, 206% meter loss

ST. (L), CR. (M), (H), (S) (cancel) ▸ FORWARD SUPER JUMP, AIR (M), (M), DELAYED (H), DELAYED (S), LAND, ST. (H) (HOLD), WAVEDASH FORWARD TWICE, (S) (cancel) ▸ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, (⬇ + (H) (HOLD) (cancel) ▸ FORWARD JUMP, (LLL), LAND, FORWARD DASH) X ∞

Notes	Damage
Requires corner, once the first hit connects, the combo continues indefinitely	Damage varies depending on the amount of loops performed

341

TASKMASTER

"I CAN USE CAPTAIN AMERICA'S SHIELD, FIGHT LIKE IRON FIST, AND MOVE LIKE DAREDEVIL. SIMPLY PUT, I'M AWESOME."

Bio

REAL NAME
Unrevealed

OCCUPATION
Professional Criminal, Combat Instructor

ABILITIES
Taskmaster possesses photographic reflexes, which enable him to watch another person's physical movements and duplicate them without practice, no matter how complex.

WEAPONS
Taskmaster perfectly copies the weapon-fighting styles of super heroes, such as Captain America's shield, Hawkeye's bow, and Spider-Man's web-shooters.

PROFILE
He learned many moves by watching videos of heroes in action, and used his photographic reflexes to copy them and make them his own. Considering himself a businessman, Taskmaster opened a mercenary school for training criminals in the fighting arts.

FIRST APPEARANCE
The Avengers #195 (1980)

POWER GRID

4	INTELLIGENCE	
3	STRENGTH	
3	SPEED	
2	STAMINA	
1	ENERGY PROJECTION	
7	FIGHTING ABILITY	

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

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DLC
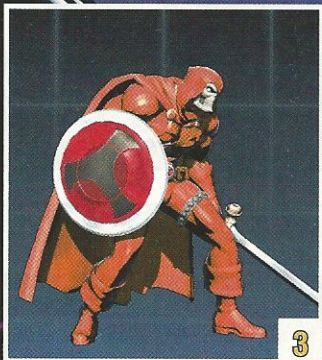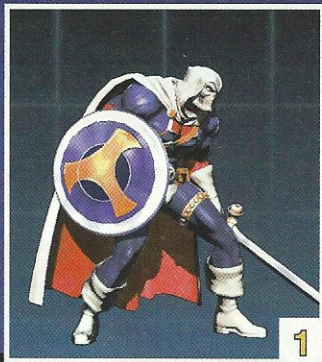
Overview

Vitality	1,100,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	130%	110%
Level 2 (2 teammates remaining)	155%	115%
Level 3 (1 teammate remaining)	180%	120%

Taskmaster is well-rounded character who can produce big damage at close range or from a distance. Your main goal is to play a keepaway game using Aim Master with the help of crossover assists. Why this goal?

The damage, range, and guardstun/hitstun produced from Aim Master make it a great tool for forcing opponents to get closer. It is possible for adversaries to take heavy damage before ever getting close to Taskmaster

Attempts at advancing on Taskmaster can be countered with the speed, priority, and damage potential of Charging Star

If Aim Master isn't enough to overpower your rival's long—range game, you can use Guard Master H to counter opposing projectiles, further limiting your opponent's options from fullscreen

How can this goal be achieved?

Using Aim Master's varying firing angles with projectile crossover assists to cut off your competitor's means of approaching while simultaneously causing heavy chip damage

Countering the opposing character's advances with Charging Star after they become frustrated with dealing with Aim Master

Retreating by jumping back with Aim Master M

TUNING SINCE ORIGINAL MVC3

Taskmaster's returned with several changes in *Ultimate Marvel Vs. Capcom 3*. Sting Master has been added to his pool of special moves, and Web Swing can now be canceled into Aim Master or Legion Arrow at any time. The damage on Aim Master and Legion Arrow has been reduced, though Legion Arrow can now be mashed for more damage, effectively nullifying its damage reduction.

Aim Master damage reduced

New Move: Sting Master ↓ ↘ → + Ⓢ causes hard knockdown

Web Swing now cancelable with Aim Master or Legion Arrow

Initial Legion Arrow damage reduced, but it is now mashable for more damage

Aim Master H arcs lower

Air Aim Master H causes less Hover

Charging Star knocks opponent further back, but not as high

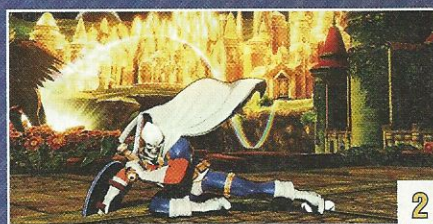Taskmaster hovers less during jumping H

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	48,000	384	5	3	10	+2	+1	—
2	Standing M	2	72,000	640	8	2(1)3	17	0	-2	—
3	Standing H	1	90,000	720	11	3	20	+2	0	—

Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	45,000	360	5	3	14	-2	-3	Low attack
2	Crouching M	1	65,000	520	8	3	19	-2	-4	Low attack
3	Crouching H	1	80,000	640	10	3	23	-2	-3	Knocks down

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	90,000	720	9	5	30	—	-12	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	50,000	400	5	3	15	+13	+12	Overhead attack
2	Air M	1	68,000	544	7	4	17	+16	+14	Overhead attack
3	Air H	2	92,500	800	11	4	21	+20	+18	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air ⓢ causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air ⓢ behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus ⓢ, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air ⓢ	1	90,000	720	11	3	27	+17	+15	Overhead attack, causes hard knockdown if used in launcher combo
2	Air ⬆ + ⓢ (during launcher combo)	1	60,000	480	7	10	Until grounded	—	—	Tags in next available ally while lofting opponent upward
3	Air ➡ or ⬅ + ⓢ (during launcher combo)	1	50,000	400	11	4	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ⬇ + ⓢ (during launcher combo)	1	50,000	400 + 10,000	10	8	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Web Swing	➡ + Ⓗ (in air OK)	1	80,000	640	11	13	16	+7	-6	Knockdown, recovers in air neutral state, can only be performed one time while in air
2	Charging Star	⬅ + Ⓗ	1	95,000	760	6	9	29	—	-15	Immune to low and medium priority projectiles and beams during frames 4-18, knocks down, may be chained into ⓢ

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + Ⓗ (ground)	2	80,000	800	1	1	Hard knockdown
	⬅ + Ⓗ (ground)	2	80,000	800	1	1	Hard knockdown
2	➡ + Ⓗ (air)	1	80,000	800	1	1	Hard knockdown, drops foe directly underneath Taskmaster
	⬅ + Ⓗ (air)	1	80,000	800	1	1	Hard knockdown, drops opponent directly underneath Taskmaster
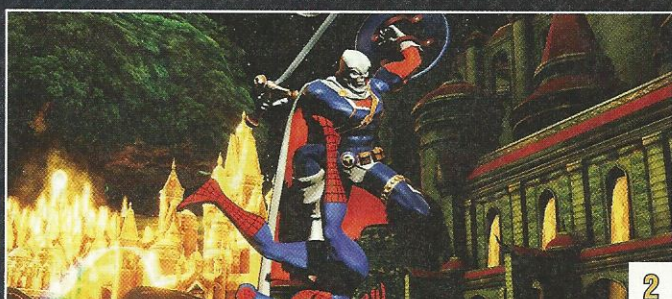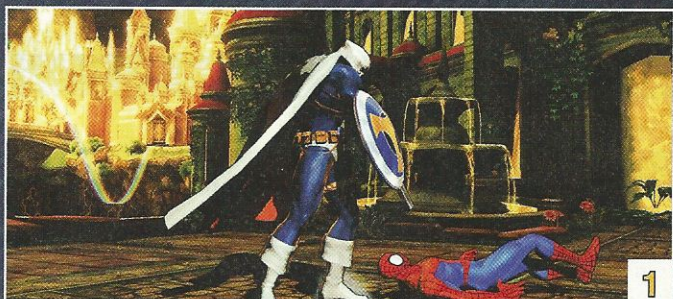
As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Taskmaster—α	Legion Arrow L+M	Aim Master L	3	135,000	1200	45	9	113	83	Each projectile has 3 low priority durability points
2	Taskmaster—β	Legion Arrow L+H	Aim Master M	3	135,000	1200	45	9	118	88	Each projectile has 3 low priority durability points
3	Taskmaster—γ	Legion Arrow M+H	Aim Master H	3	135,000	1200	45	9	123	93	OTG-capable, each projectile has 3 low priority durability points

All three of Taskmaster's crossover assists perform a different version of Aim Master, and all versions are fully charged with three arrows. Taskmaster—α performs Aim Master L. It can be used as long range support for characters who lack a projectile of their own, or to add to a character's long range game. It is also great for cross-ups with teleports or other special moves that cross up, such as X-23's Mirage Feint M or Zero's Hienkyaku M. Taskmaster—β performs Aim Master M, and you can use it to cover the upward angle in which many projectile characters cannot normally fire. Taskmaster—γ performs Aim Master H, which rains arrows down on opponents. The arrows fall individually in different positions, covering a large sum of space. This crossover assist is great for setting up any character's offense or for anti-air support.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ → + P1 or P2	1	50,000	500 - (-1 hyper meter bar)	2	3	20	—	0

Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds


Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Aim Master L (can be charged, in air OK)	↓ ↘ → + L	1–3	50,000~135,400	400~1200	13~21	1~9	37~21	-13~+3	-15~+1	Each projectile has 3 low priority durability points
2	Aim Master M (can be charged, in air OK)	↓ ↘ → + M	1–3	50,000~135,400	400~1200	13~21	1~9	42~26	-18~-2	-20~-4	OTG-capable, each projectile has 3 low priority durability points
3	Aim Master H (can be charged, in air OK)	↓ ↘ → + H	1–3	50,000~135,400	400~1200	13~21	1~9	47~31	-23~-7	-25~-9	OTG-capable, each projectile has 3 low priority durability points
4	Guard Master L	↓ ↗ ← + L	2	100,000	1000	5	20	20	—	—	Counterattack, counters high attacks, hard knockdown
	Guard Master M	↓ ↗ ← + M	2	100,000	1000	5	20	20	—	—	Counterattack, counters low attacks, hard knockdown
	Guard Master H	↓ ↗ ← + H	1	Varies	Varies	5	20	20	—	—	Counter attack, reflects some projectiles and nullifies beams, reflected projectiles deal their normal damage
5	Sword Master L	→ ↓ ↘ + L	1	50,000	400	31	5	22	—	-4	Knocks down
6	Head Butt	(When Sword Master L is blocked) H	1	30,000	240	24	5	16	+4	—	Unblockable
7	Lights Out	(During Head Butt) ↓ ↘ → + H	2	60,000	450	15	5	1	—	—	Unblockable, hard knockdown
5	Sword Master M	→ ↓ ↘ + M	1	50,000	400	44	5	22	—	-4	Knocks down
6	Head Butt	(When Sword Master M is blocked) H	1	30,000	240	24	5	16	+4	—	Unblockable
8	Below the Belt	(During Head Butt) M	1	28,000	224	13	5	21	-1	-3	—
9	Low Kick	(During Below the Belt) H	1	30,000	240	20	5	16	+4	+2	Low attack
7	Lights Out	(During Low Kick) ↓ ↘ → + H	2	70,000	700	15	5	1	—	—	Unblockable, hard knockdown
5	Sword Master H	→ ↓ ↘ + H	1	50,000	400	57	5	22	—	-4	Knocks down

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
6	Head Butt	(When Sword Master H is blocked) Ⓗ	1	30,000	240	24	3	18	+4	—	Unblockable
8	Below the Belt	(During Head Butt) Ⓜ	1	28,000	224	13	3	23	-1	-3	—
9	Low Kick	(During Below the Belt) Ⓗ	1	30,000	240	20	4	17	+4	+2	Low attack
10	Shield Bash	(During Low Kick) Ⓗ	1	25,000	200	21	3	22	0	-2	—
11	Knee Kick	(During Shield Bash) Ⓜ	1	31,000	248	18	4	17	+4	+2	—
7	Lights Out	⬇↙⬅ + Ⓗ	2	80,000	800	15	5	1	—	—	Unblockable, hard knockdown
12	Sting Master	⬇↙⬅ + Ⓢ	2	113,000	1130	15	3	28	—	—	Hard knockdown

Aim Master L — 1

Aim Master M — 2

Aim Master H — 3

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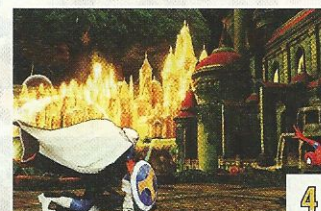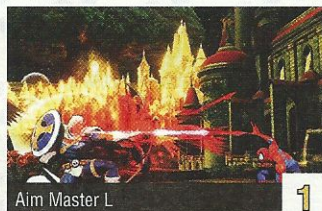
Aim Master. Taskmaster fires arrows that can be charged by holding the button down: performing Aim Master without charging fires one arrow, two levels of charge fires two arrows, and a full charge fires three arrows. Aim Master L fires straight forward and reaches fullscreen. Aim Master M fires at an angle and can be used to shoot foes closing in at normal jump height. Aim Master H fires upward before raining down in a parabola shape. You can use it to shoot your adversaries out of the sky or hold grounded opponents in place to set up an offense.

You can use Aim Master in the air, as well. Aerial Aim Master L fires straight forward and is used for air-to-air combat. Aerial Aim Master M fires downward at an angle and is OTG-capable. It is a great air-to-ground attack to use while jumping forward to pressure your rival or jumping backward to cover a retreat. Aim Master H fires almost straight down and can lead to tricky set-ups when used in conjunction with a crossover assist. The air versions of Aim Master M and H are both OTG-capable.

Aim Master is one of Taskmaster's primary ways of attacking. A fully charged set of arrows deals 135,400 points of damage (above average for a projectile) and can be charged fast enough to use regularly. Aim Master L and aerial Aim Master M should be used liberally at a distance on the ground, but Aim Master L is unsafe if guarded at close range, so be careful when using it anywhere other than from long range.

Guard Master. Taskmaster raises his shield and counters incoming attacks for a 20-frame duration. Guard Master counters different kinds of attacks based on the strength of the button used: Guard Master L counters mid attacks, Guard Master M counters low attacks, and Guard Master H counters projectiles. A successfully connected Guard Master L or M can be followed with an aerial Legion Arrow OTG. Guard Master H reflects projectiles back at opponents, though certain projectiles (such as beams) can only be nullified. Note that Guard Master does not counter hyper combos.

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Sword Master. Sword Master is a slow slash attack that causes a soft knockdown. If it is guarded, you can follow it with the unguardable Head Butt attack, which you can then follow by a predetermined set of attacks based on which version of Sword Master was guarded. All three versions of Sword Master guarded lead to a hard knockdown when executed to their full extent, and you can follow them with

Legion Arrow OTG for extra damage. Sword Master's startup varies based on the button used. Sword Master L is the fastest but has the weakest extensions, while Sword Master H has the longest startup but the most damaging extensions. Opponents can avoid the unguardable Head Butt by using advancing guard against the initial slash, so Sword Master is best used with the help of a crossover assist to hold foes in place for unguardable damage.

12

Sting Master. Sting Master is a melee attack that skewers competitors before sending them into a hard knockdown state. You can follow it with Legion Arrow OTG after connecting, like Guard Master and Sword Master. Sting Master has too much startup and recovery to be relied upon at close-quarters, but it is easily used in combos.
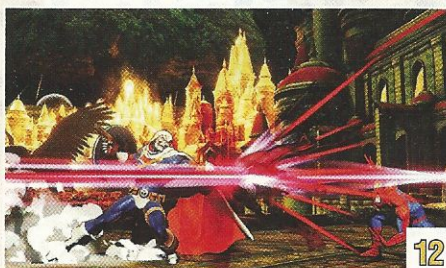
Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Legion Arrow L+M	⬇↘➡ + L M	25~50	289,400– 347,500	10+1	77	44	—	-22	Hard knockdown, each projectile has 1 high priority durability point, can be mashed for additional hits
	Legion Arrow L+H	⬇↘➡ + L H	25~50	289,400– 347,500	10+1	77	44	—	-22	Hard knockdown, each projectile has 1 high priority durability point, can be mashed for additional hits
	Legion Arrow M+H	⬇↘➡ + M H	25~50	289,400– 347,500	10+1	77	44	—	-22	Each projectile has 1 high priority durability point, OTG-capable, can be mashed for additional hits
	Air Legion Arrow L+M	(in air) ⬇↘➡ + L M	25~50	289,400– 347,500	10+1	78	Until grounded	—	-22	Each projectile has 1 high priority durability point, can be mashed for additional hits
	Air Legion Arrow L+H	(in air) ⬇↘➡ + L H	25~50	289,400– 347,500	10+1	77	Until grounded	—	-22	Hard knockdown on airborne opponents, each projectile has 1 high priority durability point, OTG-capable, can be mashed for additional hits
	Air Legion Arrow M+H	(in air) ⬇↘➡ + M H	25~50	289,400– 347,500	10+1	77	Until grounded	—	-22	Hard knockdown on airborne adversaries, each projectile has 1 high priority durability point, OTG-capable, can be mashed for additional hits
2	Aegis Counter	⬇↙⬅ + ATK ATK	13	250,000	5+0	25	19	—	—	5 frames of invincibility, counters non-beam/ projectile attacks

Legion Arrow: Taskmaster fires a stream of arrows for mashable damage. Like Aim Master, you can aim Legion Arrow depending on the buttons pressed, and you can utilize this move both on the ground and in the air. While on the ground, L + M fires straight, L + H fires up at an angle, and M + H fires straight up before raining back down. In the air, L + M fires straight, L + H fires down at an angle, and M + H fires straight down.

Legion Arrow adds big damage to combos long and short and is also useful for shooting down aerial opponents, punishing crossover assists, punishing guarded or whiffed hyper combos, or blowing through enemy projectiles. However, Legion Arrow is unsafe if guarded at close range, so only use it up-close if you know it is going to hit. Additionally, Legion Arrow takes time to reach far distances, so foes can punish it with a teleport on reaction. These drawbacks aside, Legion Arrow is a great hyper combo and is a staple of Taskmaster's arsenal of attacks. If your adversary manages to jump over Aim Master L, cancel it into Legion Arrow to counter their punish.

Aegis Counter: Aegis Counter is a counterattack hyper combo that can catch any physical attack (hyper combos included) and can be followed with aerial Legion Arrow OTG for more damage. It has a period of invulnerability during its startup and can be used to counter an incoming hyper combo that is otherwise unavoidable, as long as it is physical. Aegis Counter is easily punishable during recovery and is also vulnerable to projectiles and throws, so it is not ideal to use this hyper combo recklessly.

Since Aegis Counter can be canceled into from special moves, use it for covering a dodged Aim Master L. You can also cancel into it when using Taskmaster for a crossover counter. Use a crossover counter into Taskmaster against an aggressive opponent and quickly cancel into Aegis Counter to stop their assault. Aegis Counter is great for THC setups, as well: if your competitor counters your hyper combo with an opposing hyper combo, quickly THC to Aegis Counter to stop your rival's hyper combo. Be mindful of the opponent's hyper meter, however; the opposing character can perform another THC to a projectile hyper combo to counter this tactic. Aside from using it as a counter, you can also employ Aegis Counter as a THC to continue a combo, provided that the previous hyper combo knocks your target high enough.

"I'LL SEND YOU A BILL FOR THE LESSON!"

Battle Plan

Increase the threat of Taskmaster's ranged attacks with the help of a crossover assist.

Ignore projectile attacks with Charging Star. Cancel into it from a forward dash for added distance.

Taskmaster is a well-rounded fighter who is effective at close or far range. The damage and range of a fully charged Aim Master is enough to make Taskmaster a serious threat at fullscreen, while the utility of Charging Star (⇐ + Ⓗ) and Web Swing (⇒ + Ⓗ) come into play at mid to close range. If you have the life lead as Taskmaster, don't be afraid to sit on the lead while fighting from a distance with Aim Master.

A large portion of Taskmaster's effectiveness is owed to Charging Star. With a mere 6 frames of startup, Charging Star is faster than most characters' Ⓜ and Ⓗ basic attacks, and it is immune to low and medium durability projectiles while active. It also covers a decent amount of horizontal range that you can extend by canceling into it from a forward dash. Charging Star is special move-cancelable and can be chained into Ⓢ upon connecting. It also boasts great priority, and you can rely on it to blow through an opponent's basic attacks and aerial assaults with ease.

As a downside, Charging Star is extremely unsafe if guarded. Competitors can either punish with a full combo while it recovers or go for a throw since Taskmaster is usually right next to the opposing character if guarded. Taskmaster has a few options if Charging Star is guarded, however. You can delay canceling the charge's recovery with Ⓢ as a frame trap for a would-be punish, though Ⓢ is also unsafe if guarded. You can also cancel Charging Star into Aim Master L, which is punishable if guarded at close range and interruptable if charged fully. Your best bet is to cover Charging Star with a crossover assist. Crossover assists may be called during Charging Star's recovery, so you can cover Taskmaster by inputting ⇐ + Ⓗ, P1 or P2, Ⓢ (or a special move) for a safe attack sequence depending on the crossover assist used.

At long range, Aim Master is your primary go-to attack and can always be canceled into Legion Arrow for a combo as long as it is hit-confirmed early. Aim Master L reaches fullscreen and is great for forcing your opponent to make a move. Clearing the floor with Aim Master L, air Aim Master M, and a ranged crossover assist forces your adversary to either burn meter in an attempt to retaliate or attack from the sky at an angle. Once your rivals start jumping to avoid Aim Master L, you can start using Aim Master M and air throws to keep them in check. You can have Taskmaster Legion Arrow OTG off any air throw, and you can even OTG with Aim Master H into a combo if the air throw is performed at normal jump height. If you have a life lead, there is no reason to risk getting close as Taskmaster; simply sit on the lead and fight at a distance with Aim Master to maintain your lead. Once your challenger is lured in, change it up by countering with standing Ⓗ, Web Swing, or Charging Star.

Taskmaster recovers before the arrows from Aim Master H rain down, allowing you to go in for a mix-up.

Taskmaster is vulnerable to air throws after Web Swing, so cover it with a crossover assist.

At mid range, you can use Web Swing as a means of starting offense. Web Swing is similar to Charging Star in that it launches Taskmaster forward, has good priority, and can be hit-confirmed into a combo. You can also perform Web Swing in the air, so it is commonly used in air combos. It recovers in the air, allowing for combos or continued pressure from the

air when guarded on the ground. Crossover assists can be called at any time during Web Swing like a basic attack, so use crossover assists to pin opponents down after they guard Web Swing, then fall with air Ⓗ to keep the pressure going. This technique is also great for setting up unguardable attacks with a low crossover assist: time your low-hitting crossover assist so that it hits at the same time as a falling air Ⓗ follow-up to a guarded Web Swing. This attack is punishable by air throws, however, so be careful when using it without the cover of a crossover assist.

You can only perform Web Swing once in the air, so don't rely on it to keep Taskmaster in the air for long periods of time. However, using Web Swing on the ground does allow for another Web Swing upon recovery, since the ground swing does not use up the one aerial Web Swing that you are allowed. Web Swing can also be canceled into Aim Master (see the Advanced Tactics section for details).

Aim Master H becomes a threat at mid range, as well. Taskmaster recovers before the arrows of a charged Aim Master H rain down, so they can be used as a means of setting your rival up for a Web Swing, Charging Star, or wavedash to get into striking distance. The arrows from a fully charged Aim Master H all fall in a slightly different position, creating a spread that covers a lot of ground. Use a crossover assist to protect Taskmaster during the startup on the charge, then follow the arrows with a dash into melee range. You can react to Aim Master H if it connects with Charging Star for a combo, as well.

You can follow any of Taskmaster's throws with Legion Arrow OTG.

At close range, Taskmaster's crouching Ⓛ is a safe way to attack. It has long reach and starts up in a speedy 5 frames. Any chain of basic attacks started from crouching Ⓛ can always be chained into Charging Star for a combo. If guarded, you can either continue with a ground chain covered with a crossover assist, or mix up between another crouching Ⓛ or throw attempt. Standing Ⓜ and Ⓗ are great attacks, as well. The range and priority of these attacks is attributed to Taskmaster's sword, and they are not easy for your adversaries to deal with at close range.

You can follow either of Taskmaster's ground throws with Legion Arrow OTG, adding to Taskmaster's already strong up-close options. Dash in, cancel the dash with a crouch, then attempt the throw. If you think your opponent might attempt to counter the throw with a quick attack, use crouching Ⓛ instead for a counter-hit. Competitors trying to jump away from the throw attempt are tagged by crouching Ⓛ during the jump's startup frames if timed correctly. Attempts at jumping away from a throw attempt are also stopped with an air throw.

Charging Star has added uses at close range. Take advantage of its priority by blowing through your adversary's attempt to fight back. You can cancel into Charging Star from any basic attack, and you can use it after baiting your rival's attack for a counter-hit. Appear to be vulnerable during the recovery of a slower attack (such as standing Ⓗ), then interrupt your opponent's punishment attempt with a delayed Charging Star. Once your target fears Charging Star, you can get away with using slower-recovering moves and attack strings that are otherwise punishable when guarded.

Canceling from a basic attack can also be used with Web Swing, though it is better used as a means of keeping your offense flowing rather than starting a combo because of its slower startup. Cover the swing with a crossover assist, then continue pressure with a falling air Ⓗ, which puts Taskmaster into position for a crouching Ⓛ or throw mix-up. Web Swing is also a great alternative to Charging Star since it is better suited for combating advancing guard. Incorporate Web Swing into your offense to stay close against foes who constantly use advancing guard.

In the corner, Taskmaster's melee attacks are only harder to deal with. All throws become more difficult for challengers to escape from, and you can use Web Swing to keep opponents from using advancing guard for breathing space. The ranges on Taskmaster's basic attack and Charging Star are also great for keeping the pressure on cornered competitors. The usual crouching Ⓛ or throw mix-up is also applicable in the corner.

COMBO USAGE

I. CR. Ⓛ, Ⓜ, Ⓗ, → + Ⓗ, AIR Ⓜ, Ⓜ, → + Ⓗ, Ⓜ, Ⓜ, Ⓢ, LAND, ST. Ⓜ (2 HITS), Ⓗ, ← + Ⓗ, DELAYED Ⓢ ⇒ FORWARD SUPER JUMP, Ⓜ, Ⓜ, Ⓗ (2 HITS), → + Ⓗ, Ⓜ, Ⓜ, Ⓢ, LAND, VERTICAL JUMP ↓ ↘ → + Ⓗ (CHARGE) ⇒ ↓ ↘ → + ⓂⒽ (MASH ⒶⓉⓃ)

665,000 damage, 40% meter gain

A standard bread and butter combo, this combo always carries the opponent to the corner, so air ↓ ↘ → + ⓂⒽ always connects. When chaining into ← + Ⓗ, you must perform it very late to ensure that your foe never drops behind Taskmaster. If you are having problems with it, going straight into Ⓢ after standing Ⓜ, Ⓗ works, as well.

COMBO USAGE CONT.

II. FRONT OR BACK THROW, ↓ ↘ → ↗ + (M)(H) (MASH (ATK))

396,500 damage, 92% meter loss

Taskmaster can perform Legion Arrow after any throw. The timing on this combo isn't very difficult; just be sure to input (M)(H) slightly after ↓ ↘ → ↗ so that Taskmaster is off the ground when the hyper combo is performed. Pressing (M)(H) too early might result in an accidental grounded Legion Arrow, which is easily punishable.

III. FRONT OR BACK AIR THROW, ↓ ↘ → + (H) (CANCEL) ▷ ↓ ↘ → + (M)(H) (MASH (ATK))

419,000 damage, 88% meter loss

Though Taskmaster can combo off an air throw with air ↓ ↘ → + (H), land, ← + (H), the strict positioning and timing required make this impractical for regular use. Furthermore, performing Legion Arrow right away does comparable damage to a launch combo off an air throw anyway, though it builds no meter. If you have no meter to spare, go for the launch combo. Otherwise, use this combo as your main air throw combo.

IV. (AGAINST AIRBORNE ENEMY) FORWARD JUMP, AIR (M), (M), (H) (2 HITS), → + (H), (M), (H) (2 HITS), (S), LAND, ST. (M) (2 HITS), (H), ← + (H), DELAYED (S) (CANCEL) ▷ FORWARD SUPER JUMP, AIR (M), (M), (H) (2 HITS), → + (H), (M), (M), (S), LAND, {WHEN MIDSCREEN, FORWARD JUMP, AIR ↓ ↘ → + (L)(H) (MASH (ATK))} OR {WHEN ENEMY IS CORNERED, VERTICAL JUMP ↓ ↘ → + (H) (CHARGE) (CANCEL) ▷ ↓ ↘ → + (M)(H) (MASH (ATK))}

617,000~654,900 damage, 17~29% meter gain

The angle of air (M) makes it a great attack to use against an aerial opponent as anti-air, such as when a new character is coming in after a K.O. The version of Legion Arrow used at the end of the combo depends on positioning. Use (M)(H) in the corner and (L)(H) midscreen.

V. (AGAINST AN ENEMY'S ATTACK) ↓ ↙ ← + (L) OR (M), FORWARD JUMP, AIR ↓ ↘ → + (L)(H) (MASH (ATK))

400,700 damage, 90% meter loss

Even though Legion Arrow may miss several hits if your competitor isn't hugging a screen edge, this combo is still useful for capitalizing off a successful Guard Master. Note that you can also pair this combo with Aegis Counter for 427,700 damage and 200% meter loss.

VI. (WHEN ENEMY IS GUARDING) → ↓ ↘ + (H) (CANCEL) ▷ (H) (CANCEL) ▷ (M) (CANCEL) ▷ (H) (CANCEL) ▷ (H) (CANCEL) ▷ (M) (CANCEL) ▷ ↓ ↘ → + (H) (CANCEL) ▷ {IF ENEMY IS MIDSCREEN, ↓ ↘ → ↗ + (L)(H) (MASH (ATK))} OR {WHEN ENEMY IS CORNERED, ↓ ↘ → + (M)(H) (MASH (ATK))}

452,100 damage, 78% meter loss

This is Taskmaster's standard unblockable combo. If memorizing the sequence of attacks is too troublesome for you, the Head Butt follow-ups can actually be mashed with continuous presses of (M) and (H). Even then, it's still important to input ↓ ↘ → + (H) after the fifth hit of the combo.

VII. CR. (L), (M), ST. (H) ▨ FORWARD DASH, CR. (M), (H), → + (H), AIR (M), → + (H), (H) (2 HITS), DELAYED (S), LAND, ST. (M) (2 HITS), (H), DELAYED ← + (H), (S) (CANCEL) ▷ FORWARD SUPER JUMP, AIR (M), (M), (H) (2 HITS), → + (H), (M), (S), LAND, VERTICAL JUMP, ↓ ↘ → + (M)(H) (MASH (ATK))

1,066,200~1,425,600 damage, 58~116% meter gain

If you need a guaranteed K.O. and still have X-Factor available, this combo is enough to K.O. most characters in level 1 X-Factor and will K.O. any character in level 3 X-Factor. Although Taskmaster's speed is increased during X-Factor, it's fairly easy to adjust to the timing on the combo, despite the speed boost.

VIII. (IN OR NEAR CORNER) CR. (L), (M), ST. (H), ← + (H), (S) (CANCEL) ▷ SUPER JUMP STRAIGHT UP, AIR (M), (H) (2 HITS), → + (H), AIR (M), (H) (2 HITS), (S), LAND, VERTICAL JUMP ↓ ↘ → + (H) (CHARGE), LAND, ← + (H) (CANCEL) ▷ ↓ ↘ → + (S), VERTICAL JUMP ↓ ↘ → + (H) (CHARGE) (CANCEL) ▷ ↓ ↘ → + (L)(H) (MASH (ATK)), LAND, ↓ ↘ → ↗ + (M)(H) (MASH (ATK))

877,500 damage, 95% meter loss

Usually, performing ← + (H) in the corner during a combo causes Taskmaster to switch sides with his opponent, making it impossible to link two Legion Arrow hyper combos. With this combo, ↓ ↘ → + (S) is used to end the combo with your adversary still in the corner, making the double Legion Arrow possible. Perform the second Legion Arrow as soon as Taskmaster lands from the first one with a tiger knee motion.

ADVANCED TACTICS

### PICK YOUR POISON: OPTION SELECTS

At close range, go with ⬅ + 🅗 for a back throw. You'll either get the throw…

…or Charging Star!

An option select is an input or series of inputs used to produce an advantageous outcome in a situation where several different things can occur depending on positioning and the opposing player's action. Taskmaster has a few different option selects that are relatively easy to perform.

When in throwing range of an adversary, go for a back throw with ⬅ + 🅗. If positioning and timing allow for a successful back throw, then the throw gets performed. If, for whatever reason, the throw attempt is unsuccessful, Charging Star gets performed instead. In addition, the ⬅ input can possibly lead to guarding a quick mid-attack from your foe. This option select is great to use after your rival guards a crossover assist; press ⬅ + 🅗 the moment your opponent recovers from the guardstun of a crossover assist.

In a close-range air-to-air situation, press ➡ + 🅗 for an air throw attempt. If the air throw is unsuccessful, Taskmaster Web Swings instead, which can lead into a combo if connected or offensive pressure if guarded. This option select can be used on the ground, as well, as an alternative to the Charging Star option select.

Another air-to-air option select is performed with ⬅ + 🅗 ⟩CANCEL⟩ ➡ + 🅗. With this option select, you'll either get the back air throw or air 🅗 canceled into Web Swing. If the air throw is performed, the cinematic of the throw negates the ➡ + 🅗 input, and you can proceed to follow with Legion Arrow OTG. If you get the air 🅗 instead, it then gets canceled into Web Swing, which you can follow with a combo or added offensive pressure if connected or guarded respectively.

With all three option selects, Taskmaster has the advantage whether the throw is successful or not. Learning to properly utilize these option selects is an integral part of Taskmaster's game overall. Cover Charging Star and Web Swing with a crossover assist if possible to limit your competitor's options in punishing these attacks.

WEB SWING CANCELS

At maximum range, a Web Swing canceled with maximum speed brings Taskmaster close to his target in an instant!

New to *Ultimate Marvel Vs. Capcom 3* is the ability to cancel Taskmaster's Web Swing into Aim Master or Legion Arrow. Canceling Web Swing into Aim Master makes for some interesting mobility options for Taskmaster depending on when the swing is canceled.

Canceling Web Swing early provides only a little forward momentum and can be used as a fake-out; cancel with Aim Master L on the ground or in the air at long range for a fake-out attack or at mid range for offensive pressure. Canceling the swing as late as possible provides a slight up-forward momentum and is a great follow-up to a guarded Web Swing. At super jump height, cancel a Web Swing late with Aim Master M or H to keep Taskmaster's air mobility from being too predictable while adding another angle of attack from the sky. On the ground, use the upward momentum of a late cancel to fire Aim Master M at a distance.

Canceling halfway through Web Swing is especially useful because the middle portion of the swing produces the most forward momentum. If performed correctly, Taskmaster gains the speed of an airdash and can travel almost the entire length of the screen! On the ground, cancel Web Swing halfway with Aim Master L as a means of approach. A charged Aim Master will not fire before Taskmaster lands in this situation, so it is best to use only one arrow of Aim Master when performing the Web Swing cancel on the ground. At normal jump or super jump height, cancel with a fully charged Aim Master M or H depending on positioning. You can use a Web Swing cancel at maximum speed to quickly get in on your rival, and you can make this safe with a long range crossover assist. You can also employ it as a way to get Taskmaster out of the corner.

Timing is crucial when trying to produce the desired effect from a Web Swing cancel. Once you've mastered this technique, Taskmaster's mobility options are increased dramatically, improving his effectiveness overall.

COMBO APPENDIX

GENERAL EXECUTION TIPS

When performing combos with air 🅗, land, ⬅ + 🅗, the transition from air 🅗 to ⬅ + 🅗 must be done somewhat slowly. Let the entire animation of air 🅗 go through before attempting any ground attacks

(AFTER TAC) AIR 🅜, 🅗, ➡ + 🅗, 🅗, 🅢, LAND, ⬇↙⬅↖ + 🅛🅜 (MASH 🅐🅣🅚) OR ⬇↙⬅↖ + 🅜🅗 (MASH 🅐🅣🅚)

Notes	Damage
⬆ + 🅢 or ➡ + 🅢 or ⬇ + 🅢 TAC to Taskmaster	Varies based on damage scaling

⬇↙⬅ + 🅛 ⟩CANCEL⟩ ⬇↙⬅ + 🅛🅜 (MASH 🅐🅣🅚) ✖ VERTICAL JUMP, AIR ⬇↘➡ + 🅛🅗 (MASH 🅐🅣🅚)

Notes	Damage
—	674,400 damage, 188% meter loss

CR. 🅛, 🅜, ST. 🅗, ⬅ + 🅗 ✖ {⬅ + 🅗 ⟩CANCEL⟩ ⬇↙⬅ + 🅛 (CHARGE)} X ∞

Notes	Damage
Requires corner, looping segment can be performed indefinitely until the opponent is K.O.'d or X-Factor expires	Varies based on the number of hits it takes to K.O. opposing character

CR. 🅛, 🅜, ST. 🅗, {⬅ + 🅗 ⟩CANCEL⟩ ⬇↙⬅ + 🅢, VERTICAL JUMP DELAYED ⬇↙⬅ + 🅗 (CHARGE), LAND}

Notes	Damage
Sequence in bracket may be looped 8 times	688,400 damage

THOR

"IT IS SAID ONE DAY MY LIFE SHALL BE CLAIMED BY RAGNAROK. TODAY IS NOT THAT DAY."

Bio

REAL NAME
Thor Odinson

OCCUPATION
Warrior, Adventurer

ABILITIES
Trained as a warrior, Thor excels at hand-to-hand combat, sword fighting, and throw techniques. With his other-worldly stamina and superhuman strength, ordinary attacks have no effect on him.

WEAPONS
Thor wields Mjolnir, a hammer forged from uru metal. Mjolnir is virtually unbreakable, and allows Thor to command the powers of the storm: rain, thunder, and lightning.

PROFILE
Thor is the son of Odin, ruler of Asgard, the home of the gods. Known as the strongest warrior in Asgard, his prideful ways were reformed after spending time living as a human. Currently, he is a member of the Earth's mightiest heroes, the Avengers.

FIRST APPEARANCE
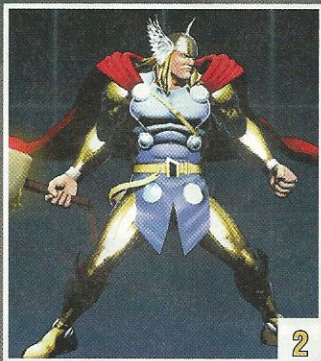Journey into Mystery #83 (1962)

POWER GRID

2	INTELLIGENCE
7	STRENGTH
7	SPEED
6	STAMINA
6	ENERGY PROJECTION
4	FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.
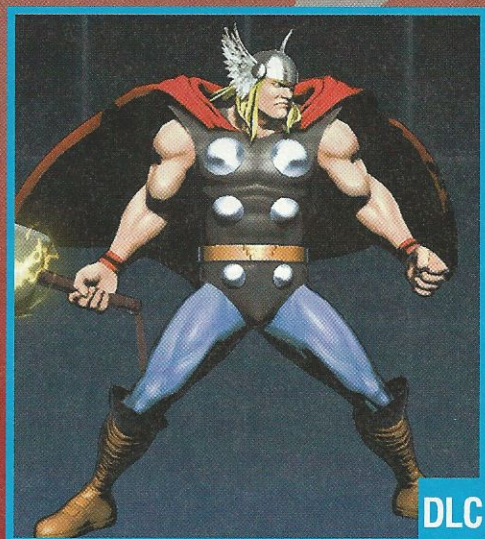
Overview

Vitality	1,250,000
Chain Combo Archetype	2-Hit Limited

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	140%	100%
Level 2 (2 teammates remaining)	170%	100%
Level 3 (1 teammate remaining)	200%	100%

Thor is a highly mobile throw-based character. Your goal when playing Thor is to get him close to his opponent and force them to guess between a throw and combo starter.

Thor is most effective at close range because:

- Mighty Hurricane can be used on the ground or in the air, and both versions lead to high-damage combos. This gives you another way to stop adversaries who attempt to jump away from Thor at close range

- His airdash and flight give him great air mobility and offensive options that are unusual for a grappling-based character

- His Mighty Spark is too slow for a sustained ranged offense, and it also completely misses a large amount of crouching characters

How do you establish and maintain close range with Thor?

- Use flight and airdashes to pass over ground attacks and projectiles

- Use instant air Mighty Strike L at mid range

- Use assists to cover your approach

- Use Mighty Spark L against characters with little to no zoning capability to bait them into jumping toward Thor

TUNING SINCE ORIGINAL MVC3

Thor's Mighty Strike and Mighty Smash now take less time to charge and gain super armor when fully charged, which improves his offense and can make it difficult for unsuspecting opponents to counter these attacks. His combos now deal even more damage due to Mighty Tornado gaining extra damage when mashed. Mighty Punish now has 100% startup invincibility, making it much more effective as a defensive move at close range. He can no longer be hit out of this hyper combo during the first few startup frames as he could before.

- Ⓜ attacks do not push the enemy backwards as far

- Mighty Spark now causes more hitstun against airborne opponents

- Charged Mighty Strike startup reduced. Fully charged version gains one hit of super armor from frames 28-44

- Charged Mighty Smash H startup time reduced. Fully charged version gains one hit of super armor from frames 32-48

- Mighty Tornado is mashable for extra damage

- Mighty Punish is now invincible from frames 1-6, has more active frames, and knocks the enemy down for a longer period of time
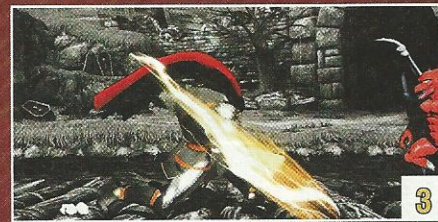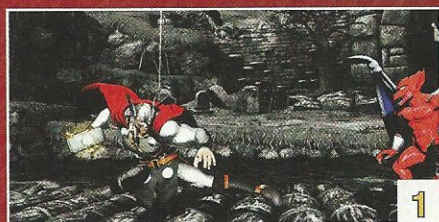

DLC

353

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	65,000	520	8	3	23	-8	-10	—
2	Standing M	1	90,000	720	13	3	30	-10	-13	—
3	Standing H	1	110,000	880	18	2	36	-7	-12	Knocks down
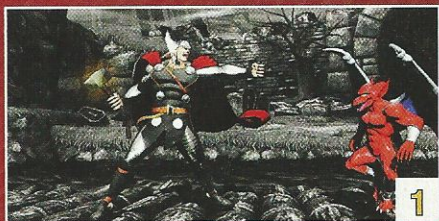
Crouching Basic Attacks

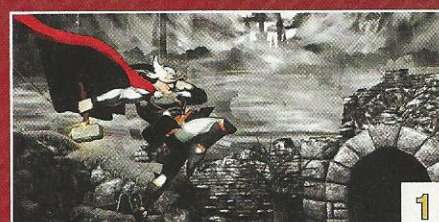| Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	63,000	504	7	3	24	-9	-11	Low attack
2	Crouching M	3	97,600	960	13	12	19	-2	-5	Low attack
3	Crouching H	1	105,000	840	16	4	36	—	-14	Low attack, knocks down

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	110,000	880	11	4	28	—	-6	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	68,000	544	6	8	17	+16	+14	Overhead attack
2	Air M	1	85,000	680	13	4	27	+21	+18	Overhead attack
3	Air H	1	100,000	800	16	Until grounded or contact	1	+24	+21	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air ⓢ causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air ⓢ behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus ⓢ, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

| Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air ⓢ	1	110,000	880	14	5	37	+21	+18	Causes hard knockdown if used in launcher combo
2	Air ⬆ + ⓢ (during launcher combo)	1	60,000	480	15	4	Until grounded	—	—	Tags in next available ally while lofting opponent upward
3	Air ⮕ or ⬅ + ⓢ (during launcher combo)	1	50,000	400	13	4	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ⬇ + ⓢ (during launcher combo)	1	50,000	400 + 10,000	16	4	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	⮕ + Ⓗ (ground)	2	80,000	800	1	1	Throws foe upward, then hard knockdown
	⬅ + Ⓗ (ground)	2	80,000	800	1	1	Throws opponent upward, then hard knockdown
2	⮕ + Ⓗ (air)	2	80,000	800	1	1	Throws adversary directly under Thor, hard knockdown
	⬅ + Ⓗ (air)	2	80,000	800	1	1	Throws rival directly under Thor, hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Thor—α	Mighty Thunder	Mighty Spark M	7	114,100	1672	47	22–27	124	94	Initial spark lasts 20 frames, beam durability: 3 frames x 5 low priority durability points
2	Thor—β	Mighty Tornado	Mighty Smash	2	95,000	800	37	5(16)10	114	84	Causes ground bounce
3	Thor—γ	Mighty Tornado	Mighty Strike M	2	133,000	1120	44	11	126	96	Nullifies low and medium priority projectiles during active frames
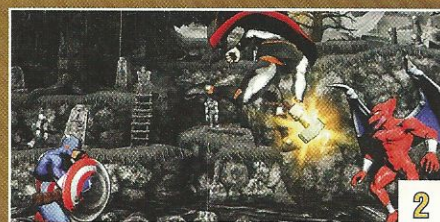
Thor—α is a fairly strong beam attack, and the slow startup can be less important if used for the purposes of augmenting a character's zoning game or filling in gaps of an offense. The slow startup does make it somewhat ineffective at covering a character's approach at fullscreen against a zoning character, and it can be easily punished.

Thor—β causes ground bounce, automatically making it a useful combo tool, especially late in combos when hitstun decay is a major factor. You can use it late in combos to get in extra hits or allow hyper combos to connect when it would otherwise be impossible. It also comes out fairly quickly and has a large amount of active frames, so you can employ it at close range to fill gaps in your offense.

Thor—γ nullifies low and medium priority projectiles during its active frames, but Thor flies forward at an upward angle, making it less than ideal as a projectile-clearing tool. You can utilize it as an anti-air, but it is slow to come out and lacks any invincibility. The weird positioning it leaves the opposing character in also makes it difficult to use as a combo tool.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇ ↘ ⮕ + P1 or P2	1	50,000	500- (-1 hyper meter bar)	2	2	36	—	-12

Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Mighty Spark L	↓↘→ + L	3	90,700	1056	15	19	12	+8	+5	Initial spark lasts 10 frames, beam durability: 1 frame x 5 low priority durability points
	Mighty Spark M	↓↘→ + M	7	123,000	1792	23	32	3	+16	+12	Initial spark lasts 20 frames, beam durability: 3 frames x 5 low priority durability points
	Mighty Spark H	↓↘→ + H	11	154,000	2648	30	45	0	+18	+14	Initial spark lasts 30 frames, beam durability: 5 frames x 5 low priority durability points
2	Air Mighty Spark L	(in air) ↓↘→ + L	3	97,000	1056	13	19	9	+4	-4	Initial spark lasts 10 frames, beam durability: 1 frame x 5 low priority durability points
	Air Mighty Spark M	(in air) ↓↘→ + M	7	123,000	1792	21	32	4	+8	-2	Initial spark lasts 20 frames, beam durability: 3 frames x 5 low priority durability points
	Air Mighty Spark H	(in air) ↓↘→ + H	11	154,000	2648	28	45	0	+13	+1	Initial spark lasts 30 frames, beam durability: 5 frames x 5 low priority durability points
3	Mighty Smash L	→↓↘ + L	2	133,000	1120	12	6(17)3	28	—	-4	Hard knockdown
	Mighty Smash M	→↓↘ + M	2	160,000	1360	12	6(17)3	33	—	-9	Causes ground bounce, hard knockdown
	Mighty Smash H (Can be charged)	→↓↘ + H	5~7	203,700~226,100	1840~2160	13~33	6(19)3 (6)8~12	13~9	+20	+9~8	OTG-capable, fully charged version adds more hits and hitstun and gains super armor for frames 32-48
4	Mighty Strike L (Can be charged)	←↓↙ + L	2~3	133,000~175,900	1120~1600	20~31	11~11 (1)11	23~12	+13	-18~-7	Knocks down, nullifies low and medium priority projectiles during active frames, fully charged version gains 1 hit of super armor from frames 28-44 and extra hit
5	Mighty Strike M (Can be charged)	←↓↙ + M	2~3	133,000~175,900	1120~1600	20~31	11~11 (1)11	23~10	+4	-6~+5	Knocks down, nullifies low and medium priority projectiles during active frames, fully charged version gains 1 hit of super armor from frames 28-44 and extra hit
6	Mighty Strike H (Can be charged)	←↓↙ + H	2~3	133,000~175,900	1120~1600	20~31	11~11 (1)11	23~10	=4	-8~-7	Knocks down, nullifies low and medium priority projectiles during active frames, fully charged version gains 1 hit of super armor from frames 28-44 and extra hit
4	Air Mighty Strike L (Can be charged)	(in air) ←↓↙ + L	2~3	133,000~175,900	1120~1600	20~31	11~11 (1)11	15~1	+10	+2~+14	Knocks down, nullifies low and medium priority projectiles during active frames, fully charged version gains 1 hit of super armor from frames 28-44 and extra hit
7	Air Mighty Strike M (Can be charged)	(in air) ←↓↙ + M	2~3	133,000~175,900	1120~1600	20~31	11~11 (1)11	15~1 (or until grounded, then 11 frames recovery)	+10	+13	Knocks down, nullifies low and medium priority projectiles during active frames, fully charged version gains 1 hit of super armor from frames 28-44 and extra hit
8	Air Mighty Strike H (Can be charged)	(in air) ←↓↙ + H	2~3	133,000~175,900	1120~1600	20~31	11~11 (1)11	15~1 (or until grounded, then 11 frames recovery)	+10	+13	Knocks down, nullifies low and medium priority projectiles during active frames, fully charged version gains 1 hit of super armor from frames 28-44 and extra hit
9	Mighty Hurricane L (in air OK)	→↘↓↙← + L	1	130,000	1300	5	1	40	—	—	Throw, hard knockdown
	Mighty Hurricane M (in air OK)	→↘↓↙← + M	1	150,000	1500	3	1	42	—	—	Throw, hard knockdown
	Mighty Hurricane H (in air OK)	→↘↓↙← + H	1	180,000	1800	1	2	43	—	—	Throw, hard knockdown
10	Flight (in air OK)	↓↙← + S	—	—	—	30	—	—	—	—	Flight mode duration: 90 frames
11	Mighty Speech	↓↓ + H (hold down)	—	—	40 per frame	18	—	22	—	—	Charges hyper meter by 40 points per frame, can be canceled into from special moves

Mighty Spark: Mighty Spark is mainly used to combat enemy zoning and to zone out opposing characters with little to no zoning capability. Mighty Spark L has the fastest startup and is overall the most useful version for all purposes. Mighty Spark M and H have lengthy startup and active frames, but all versions have very little recovery. All versions leave Thor at a frame advantage on block or hit, and if connected at close range, they can lead to a full combo. Be aware that most mid-sized characters can duck under Mighty Spark, and some smaller characters can even avoid it while standing.

Mighty Smash: You can use Mighty Smash to punish projectiles at medium range. All versions are unsafe if an opponent guards this attack while airborne. Mighty Smash L causes hard knockdown and is safe when guarded against most characters. Those with 4 frame attacks can punish Mighty Smash L.

Mighty Smash M causes both ground bounce and a hard knockdown, making it very useful both as a combo starter and a combo tool. However, this version is easily punished and should not be used recklessly.

Mighty Smash H's most important aspect is that it is OTG-capable, allowing you to combo into Mighty Tornado after a hard knockdown. This is also the safest version of Mighty Smash, leaving Thor at a significant frame advantage if guarded. It also gains one hit of super armor if fully charged. These two attributes also make this a good mid range attack in anticipation of an opponent using a projectile or beam attack.

Mighty Strike: Mighty Strike nullifies low and medium priority projectiles and beams during active frames, making it a useful tool for combatting zoning characters. However, the ground versions of this attack have high recovery and are all easily punishable. To avoid this, use instant air versions of this attack using the input ⬅↙⬇↘➡ + ATK. Instant air Mighty Strike L is particularly effective, allowing Thor to progress forward through projectiles while remaining relatively safe. All versions now gain one hit of super armor when fully charged, making this attack an even more effective mid range tool.

Mighty Hurricane: This is Thor's command throw that makes him deadly at close range. Mighty Hurricane L has the most range but sacrifices startup speed. Range decreases but speed increases as you progress in strength of attack used, with Mighty Hurricane H having only one startup frame but requiring Thor to be right next to his target. The fast startup on Mighty Hurricane H makes it an excellent punish against unsafe moves or adversaries who attempt to leave gaps in their offense. You can also use this attack to cancel the recovery of your basic attacks and grab competitors attempting to punish them.

Flight: Flight allows Thor to stay airborne for 1.5 seconds (90 frames). During flight, the normal restrictions on specials or airdashes during airborne periods disappear, which allows Thor to airdash repeatedly in midair. Realistically, about four to six airdashes are possible before flight ends. You can use this technique to quickly advance or retreat across the screen.

Mighty Speech: This special move increases your team's hyper meter as long as the button is held down. This move has significant startup and recovery, so it's best used when there is no risk of being attacked, such as after a hard knockdown. This move can be very useful if Thor is being played as a meter builder, or if you choose to forgo ending combos with Mighty Tornado and instead opt to end them with hard knockdowns that give Thor ample time to charge meter.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Mighty Tornado (in air OK)	⬇↙⬅ + ATK ATK	15~29	321,600~382,700	20+2	85	58(air: 30 or until grounded)	—	-35	Final hit knocks down for grounded version, beam durability: 15 frames x 1 high priority durability points, can be mashed for additional hits
2	Mighty Thunder	➡⬇↘ + ATK ATK	4	383,700	24+14	40	63	—	-71	OTG-capable, knocks down, each projectile has 1 high priority durability point
3	Mighty Punish	➡↘⬇↙⬅ + ATK ATK	2	310,000	4+0	2	23	—	—	Frames 1-6 invincible, throw

Mighty Tornado: This is Thor's primary combo ender that deals massive damage for a level 1 combo. This hyper combo is a very versatile combo tool because it can be performed in the air, as well. The grounded version causes opponents to fall until grounded, making it very useful for THC combos. Thor's aerial version of this move allows challengers to air recover, but Thor recovers much sooner to compensate.

Mighty Thunder: This attack is mainly used for OTG combos when you do not have time to land a charged Mighty Smash H to OTG, such as after Mighty Smash L, since you can hyper combo cancel to Mighty Thunder. You can also use it against competitors who are trying to super jump toward Thor or adversaries attempting to use an aerial zoning game.

Mighty Punish: This move now has full startup invincibility, making it excellent on defense as well as offense. You can employ it to punish any opponent who uses a hyper combo at close range, as well as stop your rivals from becoming predictable with their offense. Unlike Mighty Tornado, you cannot follow up with a combo after this throw. However, you can THC just as the last attack hits, which results in a very damaging THC combo. Since there are only two hits in this hyper combo, you can also cancel into a non-physical hyper combo, such as a power-up like Wolverine's Berserker Charge, that allows you to then follow up with a very damaging combo!

Battle Plan

Thor's Mighty Spark is good for combating projectiles and would be a good zoning tool if not for the fact that most characters can crouch under the beam.

Thor relies on getting close to his opponents to become a true threat, and this frequently requires help from crossover assists. His own assists, while decent, are not among the best in the game, making him less than ideal as an anchor. Instead, consider Thor for a meter builder or meter user for your team. Thor is actually a very good meter builder and point character if you choose to forgo some damage in order to build some meter using Mighty Speech or attempting a reset combo, and his Mighty Tornado can easily THC into another hyper combo for big damage.

Since Thor must be at close range to be effective, most characters with strong zoning capabilities will attempt to keep him at long range most of the time. Luckily, Thor has more options than your standard "grappler" to combat zoning, and he is surprisingly mobile in the air.

At long range, you can use Thor's Mighty Spark to combat enemy projectiles. You can have Thor spam Mighty Spark L remarkably fast. The only reason this is not a reliable zoning tactic is that most characters can completely avoid Mighty Spark by ducking. Against the unfortunate few characters who cannot duck Mighty Spark, spamming Mighty Spark L at fullscreen can very effective at controlling the ground space and forcing the opposing character to take to the air.

Battle Plan continued

Against characters with a strong ground-based zoning game, you can have Thor jump, then airdash up and utilize his flight mode. This brings Thor to super jump height, but since he only used a normal jump, you can still call assists at any time during this airborne period. From here, you can very quickly close the distance with Thor by airdash canceling quickly across the screen. Once Thor enters flight, an example input would be ↗ + ATK ATK CANCEL ↘ + ATK ATK CANCEL ↗ + ATK ATK CANCEL ↘ + ATK ATK. All these inputs are done very quickly, and if done correctly, Thor zigzags horizontally across the screen. You can cancel any of these airdashes and flight mode by pressing air H to have Thor fall toward the opponent with a high priority air attack, or use Mighty Strike M if you suspect your competitor might attempt to repel you with a projectile or beam attack.


Thor can call assists while in flight mode as long as he doesn't activate it during a super jump.

At mid range, Thor gains different options for approaching. One potent option against characters who rely on projectiles and beams is to use an instant air Mighty Strike L by inputting ← ↙ ↓ ↘ → + L. This causes Thor to perform air Mighty Strike L immediately after leaving the ground. Not only does this attack plow through any projectiles or beams during its active frames (except hyper combos), but it also leaves Thor at a +2 frame advantage (+14 if you can manage to fully charge Mighty Strike). If it connects, you can continue into **Combo II**. If it is blocked, you can continue into a three-way mix-up between air L as an overhead attack or landing and going directly into crouching L for a low attack (both lead to **Combo I**), or landing and attempting to throw with Mighty Hurricane (which leads to **Combo III**). Do not become too predictable with Mighty Strike L, however, as opponents can jump to guard the attack while airborne. This allows your rival to recover immediately upon landing, leaving Thor at a massive frame disadvantage.

Instant air Mighty Strike L is potent at mid range, plowing through projectiles during its active frames, leading to a combo if it connects or leaving Thor at a frame advantage if it gets blocked.

Another strong option for Thor at both mid-range and short range is to utilize his 8-way airdash to create a very fast overhead attack while gaining a short distance very quickly, called a triangle jump. To do this, forward super jump, then immediately input ↙ + ATK ATK, then L. This method of triangle jumping is faster than simply doing a normal jump due to a height requirement of Thor's airdash. A normal jump would require 11 frames to reach the height requirement, while a super jump only requires five frames. If air L connects, you can continue with **Combo I**. If your competitor manages to guard air L, you can apply mix-up pressure by following up with either cr. L or Mighty Hurricane, forcing your adversary to guess. Thor's air L has a large hitbox that allows it to be used in cross-ups. This makes Thor the only character that can easily threaten with both triangle jump overheads and cross-ups! Force your adversary to guard a crossover assist, then mix-up a triangle jump from a backwards jump to stay in front, and from a straight up jump to cross-up.

Once you have had Thor achieve close range, you'll need to discourage your opponent from jumping away from him. Do this by utilizing crouching L to hit your foes during their pre-jump startup frames, or follow them with a jump and grab them with air Mighty Hurricane leading into **Combo IV**. Once you have trained your opponent to stay on the ground, you can attempt Mighty Hurricane grabs while they try to block.

Unfortunately, nearly all of Thor's basic attacks are punishable when guarded. Luckily, Thor possesses a few ways to compensate for this weakness. One method is to bait a punish attempt with a slightly delayed chain into a stronger basic attack, such as standing H. This becomes extra potent with the use of his Kara Mighty Hurricane (see the Advanced Tactics section for more info). If Thor is close enough, you can delay canceling into Mighty Hurricane or Mighty Punish to grab challengers as they attempt to punish Thor. You can also cancel into safe special moves like Mighty Spark L.

Once you manage to land a combo, you can forgo finishing with a hyper combo to take a chance at a reset combo. Thor has two main set-ups for resets. The first set-up involves finishing an aerial combo with air Mighty Strike L, then airdashing ↗ toward your opponent. This puts Thor in a perfect position to apply a mix-up regardless of which way his rival air recovers. You can go for air Mighty Hurricane to lead into **Combo IV**. The only escape for your adversary is for them to attack with a fast or invincible attack. If you suspect they might attempt to go after you with a fast attack, you can counter this by attacking with L, S CANCEL ← ↙ ↓ ↘ → + M and cancel into Mighty Tornado if the attacks connect.

Utilize resets to save meter and inflict massive damage on your opponent.

Another reset set-up is to use Mighty Smash H after a hard knockdown, then forward super jump followed by an immediate forward airdash. From here, you can either go for air Mighty Hurricane into **Combo IV** if you think your opponent might attempt to guard or execute air L, S CANCEL ← ↙ ↓ ↘ → + M if you think they might try to attack. At this height, it can be converted into a full combo, as well (see the first combo in Combo Appendix). This works better in the corner, since your rival can escape either of the above options by air recovering backward at midscreen.

Mighty Punish has full startup invincibility now, enabling it to put a quick halt to an opponent's offense.

Defensively, Thor has decent options. Aside from utilizing advancing guard to give him space, Thor's throws can give the opposing character a reason to think twice about attacking Thor at close range. His Mighty Hurricane H has a lightning-fast 1 frame startup, meaning it can punish any gaps your competitor leaves in their offense if they are at close range. Similarly, Mighty Punish now has full startup invincibility, and unlike most other throw hyper combos, it requires only one meter, allowing you to THC if you happen to miss the throw. It also has no post hyper combo screen freeze startup frames, making it impossible for adversaries to react after the hyper combo screen freeze. This makes it an extremely useful defensive move both for stopping predictable attack patterns and for punishing reckless ground-based hyper combos at close range. Even outside of Thor's grab range, you can use Mighty Punish defensively with its invincibility frames to THC into a more appropriate hyper combo.

COMBO APPENDIX

GENERAL EXECUTION TIPS

After S launchers, bring your air combo early but delay follow-up hits slightly if you intend to end with air S hard knockdown into OTG fully charged Mighty Smash H

When canceling into Mighty Tornado, do so as soon as possible, or else opponents may air recover before Mighty Tornado connects

Linking attacks after Mighty Spark can be more difficult than chain combos. If you are having trouble, press the follow-up attack button twice rapidly to maximize your chances of connecting the attack for a combo

(AGAINST AIRBORNE OPPONENT) AIR L, S CANCEL ← ↓ ↙ + M (2 HITS), LAND, CR. H CANCEL → ↓ ↘ + M, S CANCEL FORWARD SUPER JUMP, AIR H CANCEL ← ↙ ↓ + L (2 HITS) CANCEL ↓ ↘ → + ATK ATK (MASH ATK)

Notes	Damage
Must be done at about normal jump height. Ideal reset combo after OTG Mighty Smash H	774,200 damage, 25% meter loss

CR. L CANCEL ↓ → + L, CR. L, H CANCEL → ↓ ↘ + M, S CANCEL FORWARD SUPER JUMP, AIR M, M, H, S, LAND, → ↓ ↘ + H (HOLD H UNTIL FULLY CHARGED) CANCEL ↓ ↘ → + ATK ATK (MASH ATK)

Notes	Damage
Cr. L can chain to Mighty Spark L and be linked into another cr. L, allowing a full combo	610,100 damage, 10% meter loss

ST. H CANCEL → ↓ ↘ + M, S CANCEL FORWARD SUPER JUMP, AIR M, M, H CANCEL ← ↙ ↓ + L CANCEL ↓ ↘ → + ATK ATK (MASH ATK)

Notes	Damage
A delayed st. H can be used to bait and counter hit punishes against a blocked cr. L	741,300 damage, 36% meter loss

CR. L, M, CR. L, H CANCEL → ↓ ↘ + M, S CANCEL FORWARD SUPER JUMP, AIR M, M, H, S, LAND, → ↓ ↘ + H (HOLD H UNTIL FULLY CHARGED) CANCEL ↓ ↘ → + ATK ATK (MASH ATK)

Notes	Damage
Hit confirm into X-Factor combo	X-Factor level 1, 1,090,300 damage, 40% meter gain

COMBO USAGE

I. CR. (L), (H) [CANCEL]→ →↓↘ + (M), (S) [CANCEL]→ FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL]→ ←↓↙ + (L) [CANCEL]→ ↓↘→ + (ATK)(ATK) (MASH (ATK))

726,400 damage, 31% meter loss

This is Thor's go-to combo against a ground-based foe, and it's ideal for following up triangle jump air (L) or Mighty Spark L. Mighty Tornado must be canceled immediately following the second hit of air Mighty Strike L, or your opponent will be able to air recover. If this is difficult, you may cancel Mighty Strike L to Mighty Tornado after only one hit for a minor damage and meter loss.

II. ←↓↙ + (L) (2 HITS), AIR (L), LAND, ST. (L) [CANCEL]→ →↓↘ + (M), (S) [CANCEL]→ FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL]→ ←↓↙ + (L) (2 HITS) [CANCEL]→ ↓↘→ + (ATK)(ATK) (MASH (ATK))

680,100 damage, 23% meter loss

This combo can be somewhat difficult to perform due to some precise timing at a few points. The first point is immediately following the first air Mighty Strike L. Thor recovers while still airborne, allowing him to connect with air (L). He then lands almost immediately after connecting air (L), allowing you to immediately follow up with standing (L) canceled into Mighty Smash M. This must all be performed very quickly, or your opponent will air recover.

III. →↘↓↙← + (ATK), CR. (L), (M) (3 HITS) [CANCEL]→ →↓↘ + (M), (S) [CANCEL]→ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, →↓↘ + (H) (HOLD (H) UNTIL FULLY CHARGED) [CANCEL]→ ↓↘→ + (ATK)(ATK) (MASH (ATK))

566,500-616,500 damage, 12-7% meter loss

Thor's Mighty Hurricane allows you to follow up with a full combo, making his mix-ups very potent. Thor should have ample time to land cr. (L) after recovering and converting into the full combo. You'll want to delay the timing on the (M)(M)(H)(S) chain slightly so that (S) hits as low to the ground as possible, allowing fully charged Mighty Smash H to hit. Charging Mighty Smash H is necessary to enable Mighty Tornado to connect after the OTG. You can forgo the (M) after the initial cr. (L) to get slightly more damage but less meter.

IV. (AGAINST AIRBORNE OPPONENT) AIR →↘↓↙← + (ATK), CR. (H) [CANCEL]→ →↓↘ + (M), (S) [CANCEL]→ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, →↓↘ + (H) (HOLD (H) UNTIL FULLY CHARGED) [CANCEL]→ ↓↘→ + (ATK)(ATK) (MASH (ATK))

664,200-714,200 damage, 23%-18% meter loss

When you are performing air Mighty Hurricane against airborne adversaries, opponents bounce higher than normal, giving you enough time to have Thor land a much more damaging cr. (H) and better scaling into the rest of the combo, making the air Mighty Strike L an overall better finisher unless you plan to THC.

V. GROUND THROW, CR. (L), (M) [CANCEL]→ →↓↘ + (M), (S) [CANCEL]→ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, →↓↘ + (H) (HOLD (H) UNTIL FULLY CHARGED) [CANCEL]→ ↓↘→ + (ATK)(ATK) (MASH (ATK))

428,200 damage, 20% meter loss

You don't need to use Thor's basic throws often thanks to his powerful command throws, but you can easily follow up his ground basic throws exactly the same way Thor does his Mighty Hurricane. However, this combo deals less damage because of basic throw damage scaling.

VI. CR. (L), (H) [CANCEL]→ →↓↘ + (M), (S) [CANCEL]→ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, →↓↘ + (H) (HOLD (H) UNTIL FULLY CHARGED) [CANCEL]→ ↓↘→ + (ATK)(ATK) (MASH (ATK))

701,200 damage, 23% meter loss

Here's an alternative version of **Combo I** that is superior for THC combos because the ground-based version of Mighty Tornado causes opponents to fall until grounded. Delay the launcher chain combo long enough so that you have enough time to fully charge Mighty Smash H.

ADVANCED TACTICS

MIGHTIER HURRICANE (KARA-CANCEL)

Using kara-cancels with Thor's basic (H) attacks can greatly increase the range of your Mighty Hurricane, allowing Thor to threaten with these from even farther away.

Thor can use the initial forward momentum of some of his attacks to increase the range of his Mighty Hurricane. Thor has two basic attacks that are worthwhile for this technique. The first is standing (H), which moves Thor forward a moderate amount of distance. The technique is performed by pressing standing (H), then immediately inputting the motion →↘↓↙← + (ATK). If done correctly, Thor begins swinging his hammer but cancels the attack into his Mighty Hurricane just before it hits. The other basic attack is crouching (H). This attack grants far greater range when canceled into Mighty Hurricane, but the timing for the kara-cancel is less forgiving than standing (H). Utilizing this technique can give let you grab opponents who thought they were at a safe range from Thor's Mighty Hurricane. Furthermore, since standing and crouching (H) chained from crouching (L) is a natural counterhit set-up, just the animation of Thor swinging his hammer can make adversaries instinctively block, allowing Thor's Mighty Hurricane to connect.

359

WOLVERINE

"YOU WANNA TRY YOUR LUCK AGAINST THE WOLVERINE?"

Bio

REAL NAME
James Howlett

OCCUPATION
Adventurer

ABILITIES
A specialist in close-quarters combat, Wolverine's healing factor gives him that extra edge in a fight. In addition to his fighting abilities, he is also fluent in multiple languages.

WEAPONS
Claws coated in virtually indestructible adamantium, which he can freely release from both hands. The claws are part of his skeleton, which is also coated in adamantium.
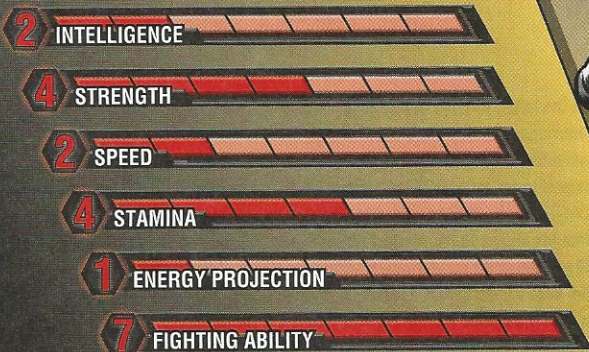
PROFILE
Beneath his gruff and crude exterior lies a noble spirit who genuinely treasures his comrades. However, in the face of his enemies, he is merciless, often employing extreme measures in his methods.

FIRST APPEARANCE
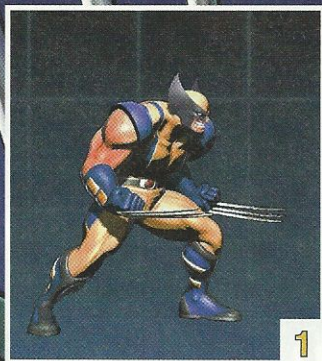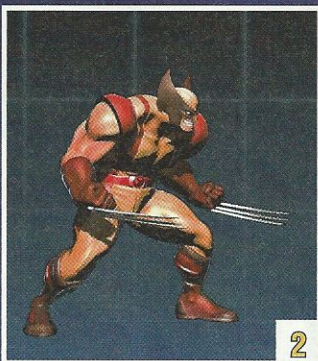The Incredible Hulk #180 (1974)

POWER GRID

2	INTELLIGENCE	
4	STRENGTH	
2	SPEED	
4	STAMINA	
1	ENERGY PROJECTION	
7	FIGHTING ABILITY	

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.
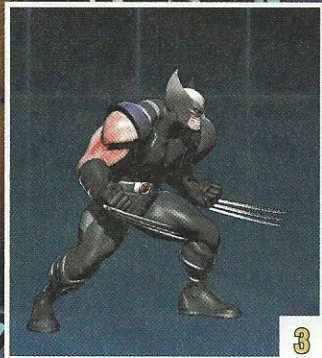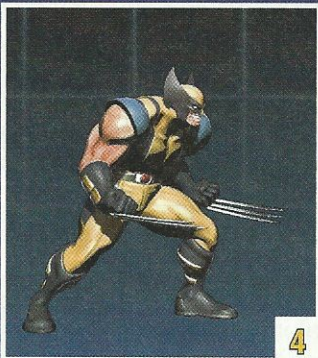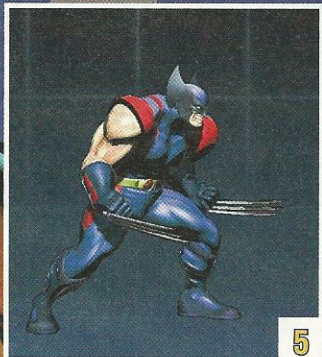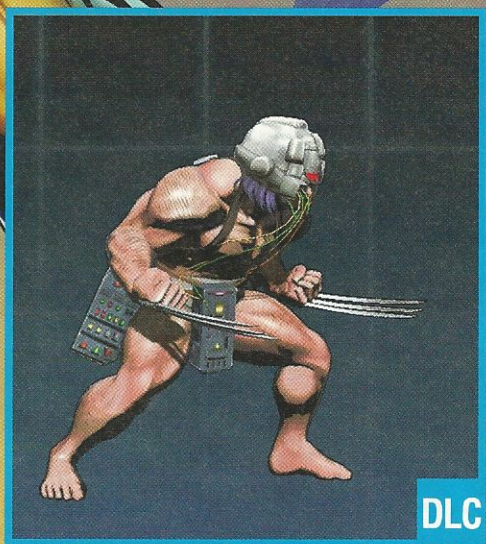
Overview

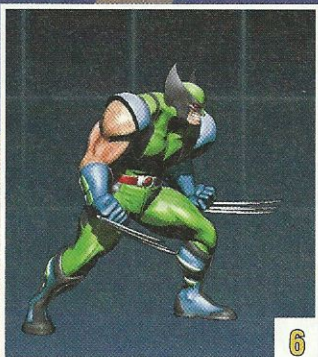| Vitality	950,000
Chain Combo Archetype	Hunter Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	125%	115%
Level 2 (2 teammates remaining)	145%	125%
Level 3 (1 teammate remaining)	165%	135%

Your goal with Wolverine is to get into close range with frame advantage, ideally with access to a crossover assist.

When up close to an opponent, Wolverine gains access to his fearsome Berserker Slash mix-ups. Since Berserker Slash has lost all invincibility in *Ultimate Marvel vs. Capcom 3*, Wolverine must now be at frame advantage to effectively prevent getting hit out of the mix-up.

- Wolverine's Berserker Slash is a self-contained mix-up: depending on the distance to the target and which version of the attack is performed, it can hit as either a cross-up or a frontal attack

- Berserker Slash cannot be guarded correctly on reaction; the opposing player must commit to a guess

- With the right circumstances, hitting with a Berserker Slash leads to a full combo

- In most cases, a character cannot avoid the Berserker Slash mix-up by jumping; the competitor simply gets hit out of the air, allowing you a free combo

How does Wolverine get into range to threaten with Berserker Slash?

- Using Wolverine's fast wavedash to cover distance safely, while still being able to guard incoming attacks

- Normal jumping over threats that stop Wolverine from wavedashing across the ground

- Advancing behind the cover of a long range crossover assist

TUNING SINCE ORIGINAL MVC3

Many fans agreed that Wolverine was one of the top three characters in *Marvel vs. Capcom 3*. His ease of use, high damage, and invincible Berserker Slash combined to make him a threat at all skill levels!

The largest change to Wolverine's gameplay involves the Berserker Slash: it no longer has any sort of invincibility, which makes Wolverine players work much harder to get through long range defenses. It also forces Wolverine players to deal with an opposing player's long range attacks and tactics. These players can constantly press buttons while their character is far away in an attempt to fake you out or hit you.

The other major changes to Wolverine's gameplay are more indirect: level 1 X-Factor has been substantially weakened, drastically reducing Wolverine's ability to K.O. two characters in the first few moments of a match. Wolverine's primary crossover assist, Akuma—β, has also been significantly weakened to result in an overall less powerful Wolverine.

On the flip side, Wolverine gains a new special attack in Berserker Rage, and the damage of both his Berserker Barrage X and Fatal Claw hyper combos actually has increased significantly! While Wolverine players must work harder to mix opponents up now, they are still working with a character that has all the tools to win at a high level.

- All invincibility removed from Berserker Slash

- New special attack: Berserker Rage (ATK)

- Berserker Barrage additional hits now launch an opponent into the air

- Tornado Claw active and recovery frames tweaked

- Berserker Barrage X now can be mashed for additional damage

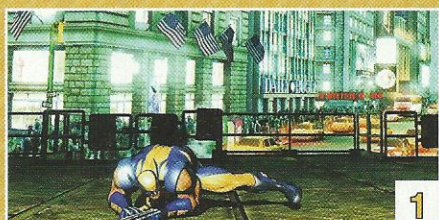- Fatal Claw now can be mashed for additional damage

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DLC

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	53,000	424	4/4	3/3	11/8	0/+3	-1/+2	—
2	Standing M	1	67,000	536	6/5	3/3	22/17	-6/-1	-8/-3	—
3	Standing H	1	95,000	760	11/9	4/4	24/18	+11/+17	-6/0	Knocks down opponent

Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	48,000	384	6/5	3/3	12/9	-1/+2	-2/+1	Low attack
2	Crouching M	1	70,000	560	7/6	3/3	19/14	+15/0	-5/0	Knocks opponent into the air
3	Crouching H	1	78,000	624	12/10	4/4	20/15	—	-2/+3	Low attack, knocks down

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	80,000	640	9/7	4/4	27/21	—	-9/-3	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	50,000	400	4/4	7/6	12/9	+9/+9	+8/+8	Overhead attack
2	Air M	1	70,000	560	6/5	3/3	24/18	+13/+14	+12/+11	Overhead attack
3	Air H	1	80,000	640	8/7	2/2	26/20	+17/+15	+14/+13	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air S causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air S behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus S, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air S	1	90,000	720	11/9	4/4	21/16	+16	+14	Causes hard knockdown if used in launcher combo
2	Air ↑ + S (during launcher combo)	1	25,000	200	8/7	2/4	26/16	—	—	Tags in next available ally while lofting opponent upward
3	Air → or ← + S (during launcher combo)	1	40,000	320	6/5	2/2	23/21	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter from foe
4	Air ↓ + S (during launcher combo)	1	60,000	480 + 10,000	11/9	4/4	21/15	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter

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Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.
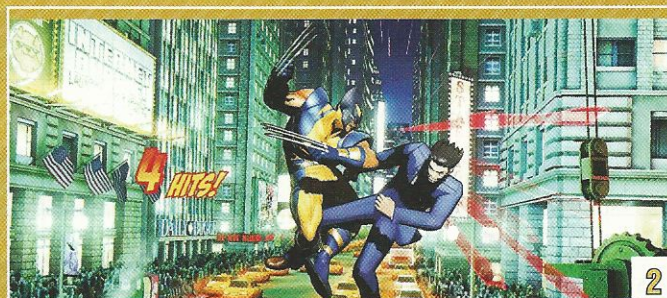
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Cross Slash	(During st. M hit) L	1	64,000	480	3/3	2/2	17/13	0/+4	-2/+2	Pulls opponent toward Wolverine
2	Sliding Claw	↙ + M	1	70,000	560	10/8	8/7	21/16	—	-12/-6	Low attack, OTG-capable, soft knockdown
3	Brutal Claw	(During air M hit) L	1	64,000	480	3/3	3/3	29/22	+15/+14	+13/+13	Overhead attack
4	Diving Kick	Air ↓ + H	1	75,000	600	8/7	Until Grounded	10/8	—	+11 maximum	Staggers opponent on counterhit, ground bounces airborne opponent
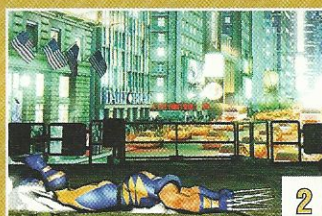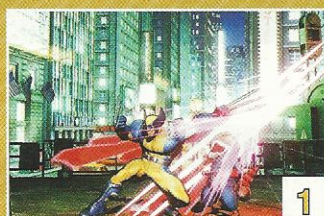
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Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	→ + H (ground)	5–9	60,000–100,000	600–1,000	1	1	Can be mashed for additional hits
	← + H (ground)	5–9	60,000–100,000	600–1,000	1	1	Can be mashed for additional hits
2	→ + H (air)	6–10	60,000–100,000	600–1,000	1	1	Can be mashed for additional hits
	← + H (air)	6–10	60,000–100,000	600–1,000	1	1	Can be mashed for additional hits

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As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Wolverine—α	Fatal Claw	Tornado Claw M	3	94,800	840	30/24	11/9	135/126	106/83	Knocks down opponent
2	Wolverine—β	Berserker Barrage X	Berserker Slash M	1	100,000	800	44/35	3/3	121/114	91/71	Attack automatic re-aligns ally in opposing character's direction, knocks down opponent
3	Wolverine—γ	Berserker Barrage X	Berserker Barrage M	4	103,000	960	33/26	16/13	117/112	87/69	—

Wolverine's crossover assist attacks were fairly subpar in *Marvel vs. Capcom 3*. This hasn't changed much in *Ultimate*.

For the most part, you'll want to choose Wolverine—γ for the Berserker Barrage assist. It isn't great, but it can do a fairly decent job of keeping your opponent in blockstun long enough to set up a strong offense. If it hits, it generally carries your target too far away to continue a combo from it, unless the opposing character was in the corner.

Some characters have very specific combo requirements, such as needing an assist that brings the opponent high into the air. Dante's a good example of this, since he generally needs help converting his air throw into a full combo. For very specialized situations like these, you may want to look into picking Wolverine—α for the Tornado Claw. Otherwise, this assist is generally best avoided.

Berserker Slash in assist form doesn't cross up on its own, making its usefulness to a team questionable at best. Wolverine can momentarily increase his speed with the Berserker Charge hyper combo, then tag out to permanently increase the speed of all of his assist attacks. Even so, you won't see much of an increase in utility. Unfortunately, Wolverine's new Berserker Rage attack did not become one of his three assists. It would have been great for Wolverine to gain an assist similar to Chun-Li's Hyakuretsukyaku!

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇↙⬅ + P1 or P2	1	50,000	500 - (-1 hyper meter bar)	2	3	28	—	-10

Notes
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Berserker Barrage L	⬇↘➡ + L	2-4	66,500 – 104,900	560 - 960	6/5	7~16/ 6~13	25/20	-4/+2	-6~8/0--1	Can be mashed for additional two hits, additional hits knock down opponent
	Berserker Barrage M	⬇↘➡ + M	4-6	103,000 – 134,100	960 – 1360	9/7	16~25/ 13~20	25/20	-5/+3	-7~8/+1--1	Can be mashed for additional two hits, additional hits knock down opponent
	Berserker Barrage H	⬇↘➡ + H	6-8	131,000 – 156,100	1344 – 1744	13/10	24~24(1)9/ 19~19(1)7	25~26/ 20~21	-6/0	-8/-2--1	Can be mashed for additional two hits, additional hits knock down opponent
2	Tornado Claw L	➡⬇↘ + L	3 - 7	81,200 – 131,200	720 – 1360	6/5	11~11(1)5(1)5/ 9~9(1)10	26~32/ 12~19	+3~+14/ +12~+21	-18/-8	Can be mashed for additional hits, knocks down
	Tornado Claw M	➡⬇↘ + M	4 - 10	103,000 – 164,300	960 - 1920	6/5	11~18(1)7(1)5/ 9~28	35~30/ 27~22	+5~+32/ +8~+25	-28/-16	Can be mashed for additional hits, knocks down
	Tornado Claw H	➡⬇↘ + H	5 - 11	122,600 – 177,700	1200 - 2160	6/5	12~17(1)5(1) 5(1)3(1)7/ 9~34	45~22/ 39~18	+8~+17/ +1~+30	-38/-24	Can be mashed for additional hits, knocks down
3	Drill Claw (in air OK)	S + ATK	1	80,000	640	16/13	14/11	25/19	+18/+20	+9/+11	Can be directed using the controller, knocks down opponent, on hit or guard Wolverine recovers in neutral state in air, on whiff does not recover until Wolverine lands
4	Berserker Slash L	⬇↙⬅ + L	1	100,000	800	18/14	3/3	24/18	—	-10/-5	Can pass through opponents from frame 1-10, attack automatically re-aligns in opposing character's direction, knocks down opponent
	Berserker Slash M	⬇↙⬅ + M	1	100,000	800	20/16	3/3	26/20	—	-12/-6	Can pass through opponents from frame 1-12, attack automatically re-aligns in opposing character's direction, knocks down opponent
	Berserker Slash H	⬇↙⬅ + H	1	100,000	800	22/17	3/3	27/21	—	-13/-7	Can pass through opponents from frame 1-15, attack automatically re-aligns in opposing character's direction, knocks down opponent
5	Berserker Rage L	L))	5~18/ 4~16	81,700~169,200/ 68,600~162,200	800~ 2880	11/9	29/23	14/11	+9/+8	+7/+6	Can be mashed for additional hits
	Berserker Rage M	M))	5~24/ 4~26	81,700~183,400/ 68,600~187,400	800~ 3840	11/9	29/23	14/11	+9/+8	+7/+6	Can be mashed for additional hits
	Berserker Rage H	H))	5~52/ 4~46	81,700~239,400/ 68,600~227,400	800~ 8320	11/9	29/23	14/11	+9/+8	+7/+6	Can be mashed for additional hits

Berserker Barrage: The Berserker Barrage, formerly Wolverine's signature move in older games, is now difficult for Wolverine players to use effectively outside of combos. It's very unsafe if guarded, and it is also difficult to cover with crossover assists due to the long duration of the attack. There aren't many reasons to pick Berserker Barrage over the amazing Berserker Slash.

In combos, Berserker Barrage can be useful for adding damage in situations where hitstun has scaled severely, making it impossible to combo into Fatal Claw. In these situations, you can simply tack on Berserker Barrage H, then hyper combo cancel to Berserker Barrage X for good damage.

Berserker Barrage can be mashed for additional hits and damage, but in *Ultimate Marvel vs. Capcom 3*, the additional hits now immediately knock your foe into the air. This doesn't have any noticeable effect on juggle combos, however.

Drill Claw: While Drill Claw is Wolverine's only special attack that is accessible while jumping, it's still generally used only in combos. In combos, the Drill Claw conveniently bounces the opposing character up near Wolverine, allowing an easy Diving Kick combo, which in turn leads into a ground bounce for more punishment.

You can aim Drill Claw in all eight directions, as well as redirect it off of walls. Outside of combos, the Drill Claw is generally safe as long as Wolverine makes contact with the opponent. In this case, Wolverine bounces backwards in a neutral state, allowing you access to actions such as guarding, Diving Kicks, or even another Drill Claw! If the Drill Claw misses your foe completely, Wolverine becomes completely vulnerable to punishment all the way until he reaches the ground. Don't use Drill Claw as a substitute for an airdash!

Wolverine has a powerful mix-up using Drill Claw against new characters coming into the playing field. Check the Advanced Tactics section for more details!

Berserker Rage: A brand new attack for *Ultimate Marvel vs. Capcom 3*, Berserker Rage is very similar to Chun-Li's Hyakuretsukyaku. Unfortunately, it's also worse than Hyakuretsukyaku in nearly every way.

It's difficult to find a use for Berserker Rage in Wolverine's general gameplan: it adds a large amount of hitstun and damage scaling to Wolverine's combos, and it pushes Wolverine away if it is guarded. If your opponent is guarding, you'll almost always want to use crouching L or Berserker Slash instead. Berserker Rage does leave Wolverine at a large frame advantage if guarded, but the opposing player can easily choose to use advancing guard to push him away.

It only takes three consecutive button presses to execute Berserker Rage; make sure to control your button presses to avoid performing this move on accident! Don't mash!

Tornado Claw: The Tornado Claw may look like a Shoryuken-esque attack, but unfortunately, it does not have any invincibility to speak of. This makes its usefulness very limited: it's not great as an anti-air, it cannot be used to break out of your opponent's offensive patterns, and it's still incredibly unsafe if guarded. However, the Tornado Claw has one very specialized use—it's the key component of the incredibly difficult Fatal Claw loop combos! See the Combo Appendix section for details.

Mashing buttons while Tornado Claw is hitting results in substantially more damage, but it also causes Wolverine to travel higher into the air. In *Ultimate Marvel vs. Capcom 3*, there are various changes to the active and recovery frame numbers of the Tornado Claw attacks, but these changes don't seem to have any major practical effects.

Berserker Slash: Your most important attack by far, the Berserker Slash causes Wolverine to run forward a distance specific to the attack button pressed. While running forward, Wolverine can run straight through the opposing character to get behind them. After running the specified distance, Wolverine automatically attacks in the direction of the opponent. In other words, you can use the Berserker Slash to either cross up your opponent or hit your foe from the front!

A simple, yet incredibly effective mix-up, the Berserker Slash is simply too fast for human opponents to be able to consistently guard correctly on reaction. For the most part, players simply must commit to guarding in a specific direction ahead of time.

While the Berserker Slash is technically unsafe if guarded, few characters can consistently punish it due to the awkward range left between the two characters after it finishes. Also, you should always cover Berserker Slash by a crossover assist, or cancel the move into Berserker Charge or X-Factor. Doing any of the above not only allows you to convert any Berserker Slash mix-up into a full combo if it hits, but it also leaves you at frame advantage if guarded!

In original *Marvel vs. Capcom 3*, the Berserker Slash was completely invulnerable whenever Wolverine's shadows were visible. This gave the attack incredible utility, and it was the answer to practically every potential problem Wolverine could face. But in *Ultimate Marvel vs. Capcom 3*, the Berserker Slash isn't invincible at all, which forces Wolverine players to deal with many situations that never bothered them before.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Berserker Barrage X	⬇↘➡ + ATK ATK	17~34	286,200~343,600	13+3	71(13)4	29	—	-10	Invincible from frame 1-7, knocks down opponent. Can be mashed for additional hits
2	Fatal Claw (in air OK)	⬇↙⬅ + ATK ATK	13~26	302,100~362,500	9+8	50	37	—	-17	Knocks down opponent, air version does not recover until landing. Can be mashed for additional hits
3	Berserker Charge	⬇⬇ + ATK ATK	—	—	4+0	—	8	—	—	Puts 30% speed-up effect on Wolverine for 400 frames, hyper combo gauge does not fill while speed-up effect is active, Berserker Charge cannot be activated while speed-up is already active
4	Weapon X (Level 3 hyper combo)	➡⬇↘ + ATK ATK	27	440,000	16+1	17	15	—	—	21 frames invincibility, hard knockdown

Berserker Barrage X: Like the regular Berserker Barrage, you should typically only use the hyper combo Berserker Barrage X at the end of long combos where hitstun scaling won't let you combo into Fatal Claw.

On the flipside, in *Ultimate Marvel vs. Capcom 3*, Berserker Barrage X is now mashable for significantly more damage (still less than a mashed Fatal Claw, however). Berserker Barrage X is also much more conducive to set up a THC to another teammate, as the opposing character will be much lower to the ground.

Berserker Barrage X has a small amount of invincibility frames before super flash occurs, which has situational use in blowing through attacks. However, this isn't recommended, since it's very difficult to properly time the attack in this manner. You're much more likely to eat a full combo and also lose an entire hyper combo bar for your efforts.

Fatal Claw: With its ability to be performed in the air, Fatal Claw is the preferred combo ender for Wolverine. It also inflicts significantly more damage than Berserker Barrage X!

One of the few improvements that Wolverine received in *Ultimate Marvel vs. Capcom 3*, you can now mash Fatal Claw to deal much more damage to your target. A fully mashed Fatal Claw inflicts a ridiculous 362,500 damage!

A weakness of the Fatal Claw is that it does not allow you to THC to a teammate for very long after the final hit lands. This generally leaves your opponent much too high in the air for most hyper combos to connect properly. You can string together several Fatal Claws in one combo, guaranteeing a K.O. on any character. See the Combo Appendix section for details.

Outside of combos, the Fatal Claw doesn't have much use other than allowing Wolverine to THC out safely: super jump into the air, activate Fatal Claw, then THC to a different teammate's safe hyper combo!

Hyper Combos continued

Berserker Charge: Activating Berserker Charge puts Wolverine in a state where he becomes 30% faster for 400 frames. This effect stacks with the speed-up effect of X-Factor!

Use Berserker Charge primarily with a hyper combo canceling a Berserker Slash; if the Berserker Slash hits, you can capitalize and go into a full combo. If the Berserker Slash is guarded, it is still +7 if hyper combo canceled into a Berserker Charge. From there, you can still salvage the situation by immediately mixing up your opponent.

Wolverine does not build any hyper combo gauge bars at all while Berserker Charge is active. This is a significant detriment, as landing a combo while in Berserker Charge state causes you to lose one to two bars, all while your opponent is gaining bars by getting hit! Of course, this doesn't mean that you should refrain from using Berserker Charge after Berserker Slash; just use it in moderation so you don't find yourself at a massive hyper combo bar differential compared to your opponent.

Tagging in another teammate while Berserker Charge is active retains the speed-up effect while Wolverine remains inactive, giving you access to crossover assists that are 30% faster. This isn't quite as cool as it seems, however, since Wolverine's assists are still fairly lacking even with increased speed.

Generally, you won't want to activate Berserker Charge purely for the increased speed; it's mainly used to cancel Berserker Slash. However, activating Berserker Charge while already using X-Factor makes a huge difference: the combined speed-up boost is enough to allow jumping ⓛ to combo into Drill Claw! This allows you to combo off of an instant overhead jumping ⓛ against every character in the game! Previously, players could have Wolverine use Berserker Charge in THC combos to trigger the THC glitch, allowing for easy 100% damage combos. In *Ultimate Marvel vs. Capcom 3*, this glitch has been removed.

Weapon X: Like most level 3 hyper combos, you should use Weapon X primarily at the end of long combos because it causes massive, unscaled damage. It has a fair amount of invulnerable frames on startup, allowing you to use it to blow through certain attacks and hit your opposition. However, the invulnerable window after Wolverine starts dashing forward is very brief: only five frames. You can't use Weapon X to go through projectiles from afar, but you can employ it in point-blank situations to beat other hyper combos.

Battle Plan

Wolverine must close the distance to his competitor primarily with ground dashes and normal jumps.

Use a crossover assist to get close if you have to, but this forces you to use Berserker Charge in order to capitalize off of a Berserker Slash.

Though his crossover assist has been weakened, Akuma—β is still one of Wolverine's best partners. Ryu—β is pretty good, too!

Sentinel—α is great for pinning opponents down for long periods of time. This lets you set up instant overheads, as well as Berserker Slash cross-ups!

When using Wolverine, you really want to try to get close enough to your opponent so you can threaten with a Berserker Slash mix-up. Wolverine has no practical air mobility options to speak of: Drill Claw is much too unsafe for moving around. As such, you need to get in close the old-fashioned way: wavedashing forward on the ground while normal jumping over defensive threats.

Wavedashing normally with Wolverine frequently causes you to accidentally activate Berserker Charge (⬋ ⬋ + ATK ATK). To mitigate this, cancel your dashes with ⬊ on the controller instead of ⬇. This ends up looking like ⮕ + ATK ATK, ⬊, ⮕ + ATK ATK, ⬊ ...

Wavedashing with Wolverine also has to be performed much slower than with most characters, as Wolverine travels most of the distance in the latter portion of his dash. To get the most out of his wavedash, simply cancel the forward dash by pressing ⬊ much later than you normally would. Increased ground control now becomes necessary to position Wolverine closer to the opposing character!

Ideally, you'll want to close the distance on your opponent without using crossover assists; this lets you set up Berserker Slashes that are covered by the assist attack, allowing for combos if the slash hits and frame advantage if the slash is blocked. But realistically, this technique is often difficult, so at times, you should settle for simply forcing your opponent to guard a crossover assist. This gives you the frame advantage you'll need to freely set up a Berserker Slash mix-up and cancel into Berserker Charge. Crossover assists that nullify projectiles are greatly preferred; see the following section for details.

Once you manage to work your way into the range of Diving Kick, things become considerably easier. Diving Kick is fast and beats or trades with most anti-air attempts. It's also very difficult to air throw! If it counterhits, it causes a stagger state on your foe, which allows for easy conversion into a combo, and if it hits an airborne opponent, it causes a ground bounce state for a combo! If guarded, Diving Kick leaves you at a highly varied frame advantage situation: the lower the Diving Kick hits, the more frame advantage you have. Ideally, aiming at the feet of your target can give you up to 11 frames of advantage! Conversely, aiming the Diving Kick at the top of your opponent's head places you in disadvantage territory, which leaves you open to guaranteed ground throws and snap backs. In more extreme cases, opposing players who intentionally guard a Diving Kick in the air by jumping back at the last second can actually punish it with a full combo. Be careful with your Diving Kick placement!

Calling a crossover assist simultaneously with Diving Kick is a strong tactic: the assist starts hitting almost immediately after your opponent recovers from the guardstun of the divekick, giving you the frame advantage you'll need to set up a Berserker Slash.

Typically, you'll find that the Diving Kick counterhits both the opposing player's point character and crossover assist character. When this happens, don't hesitate to immediately use your X-Factor. When you get a lucky break like this, use the damage boost from X-Factor to K.O. both characters at the same time with a single basic combo. Happy birthday!

Wolverine reaches his full potential only when backed up with the right crossover assists. He needs the help of an assist to do the following critical things:

Combo after Berserker Slash without having to use Berserker Charge

Convert air throws and ground throws into full combos

Nullify projectiles to allow Wolverine to get near zoning opponents

Place the opponent in large amounts of guardstun from afar, setting up a mix-up

Out of all the assists in the game, only Akuma—β fills all four of these roles extremely well. He also keeps the number of hits in a combo low, resulting in more damage. Akuma—β causes much less hitstun in *Ultimate Marvel vs. Capcom 3*, but he is still the best overall assist to pair with Wolverine.

Iron Man—α and Doctor Doom—α both fill all four roles nicely, as well, and these characters also give you a fullscreen threat for the opposing player to deal with. However, both of these assists hit eight times, significantly reducing the damage in your combos.

Sentinel—α isn't great for nullifying projectiles, and he can't be used to combo from throws at all. However, Sentinel—α is arguably the best assist in the game for placing your foe in huge amounts of guardstun. This sometimes makes it much easier for you to close the distance against your opponent, and it also allows you to establish the threat of overheads! See the Advanced Tactics section for details.

Other honorable mentions:

Ryu—γ causes much more hitstun than Akuma—β, but he doesn't nullify projectiles.

Arthur—β is a little more difficult to combo off of, but this is still very possible with practice. He also becomes much more powerful with Gold Armor!

Ghost Rider—α and Iron Fist—γ don't nullify projectiles or place your opponent in a ton of blockstun, but their single-hit attacks allow for the most damaging combos!

Hawkeye—α is a faster version of Arthur—β, but many characters can crouch under his arrows.

Battle Plan continued

Now that the Berserker Slash is not invincible anymore, you'll have to do more work to ensure that your opponent doesn't press buttons. The simplest way to accomplish this is to pressure your opponent with crouching (L) attacks. Using advancing guard against a single crouching (L) attack is very difficult, and it is practically impossible to do purely on reaction. If the opposing player is trying to use advancing guard against your crouching (L) attacks, simply place a longer delay between the kicks; your opponent then likely gets a crouching (L) attack instead of an advancing guard, causing them to be counterhit by your crouching (L), going into a full combo.

Being able to cross the opposing player up with Berserker Slash while still having an assist available is the best scenario for Wolverine players!
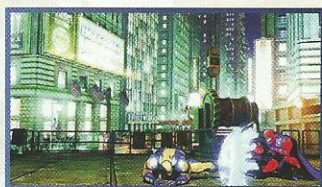
Stagger the timing of your crouching (L) attacks to catch opponents attempting to use advancing guard. If they aren't pressing any buttons, break their defenses by canceling into a Berserker Slash L!

Dash forward and use standing H to counter attempts to stop your Berserker Barrage with normal attacks!

If the opposing player chooses not to use advancing guard, simply cancel one of your crouching (L) attacks into Berserker Slash L to cross them up. This is nearly impossible to guard on reaction; if your opponent commits to guarding the other way, they'll instead get hit by your delayed crouching (L) kicks.

Ideally, you'll want to call your crossover assist just before attacking with Berserker Slash; this lets you convert a successful hit into a full combo without having to cancel into Berserker Charge. If the Berserker Slash is guarded, your opponent will still be in guardstun from the crossover assist, giving you plenty of frame advantage to dash forward and put your foe in a second mix-up.

If you don't have the luxury of having a crossover assist available when doing a Berserker Slash, you'll have to cancel it into Berserker Charge to get any real damage from a successful hit. A successful hit leads into a full combo (see Combo Usage section) that is damaging, but it doesn't gain any hyper combo gauge bars whatsoever. You should avoid being left without any hyper combo bars to work with!

A guarded Berserker Slash that is canceled into Berserker Charge still results in a +7 frame advantage. See the Advanced Tactics section for details on how to maximize this situation.

You can still threaten your opponent with a cross-up Berserker Slash from much farther ranges, but first, you'll have to convince the opposing player to stop pressing buttons. Getting your challenger to guard a long range crossover assist is the easiest way to accomplish this, but it forces you to use a Berserker Charge to capitalize heavily. Simply jumping forward and quickly using Diving Kick generally beats most ground-based attempts to keep you away. Any Diving Kick hit in this situation generally is a counterhit, leading to an easy conversion to a combo. Players who are repeatedly pressing crouching (L) to stop Berserker Slashes can often stop and guard a Diving Kick on reaction; in this situation, dashing forward and hitting your opponent with the tip of standing (H) works very well. Standing (H) has a very strong set of collision hitboxes, with Wolverine's vulnerable area sitting well behind his attacking area. Cancel the standing (H) into forward Drill Claw, then use Diving Kick to go into a full combo.

If your adversary instead attempts to avoid your offense by jumping away, the simplest solution is to immediately mix them up with a cross-up Berserker Slash H or a non-cross-up Berserker Slash M. But keep in mind that certain characters have large air attacks that can beat both of these options, such as Nemesis T-Type's air (H). Against these characters, you'll want to aggressively dash forward and attempt an air throw. Air throws can lead to a full combo, depending on the crossover assists you are using. See the Combo Appendix for details.

COMBO USAGE

I. CR. (L), CR. (L), ST. (M), ST. (H), (S) [CANCEL] > FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL] (ATK) + (S), ↓ + (H), LAND, ST. (H), (S) [CANCEL] > FORWARD SUPER JUMP, AIR (M), (M), (L), (H) [CANCEL] > (ATK) + (S), ↓ + (H) (OR [CANCEL] > ↓ ↙ ← + (ATK)(ATK), MASH (ATK))

470,300~661,000 damage, 99% meter gain

Wolverine's famous "easy" combo. When the opening crouching (L) x 2 is guarded, follow up with a throw, delayed crouching (L) into Combo I again, or cancel into Berserker Slash L to cross up your opponent. If you're trying to combo after Wolverine's Diving Kick, replace crouching (L) with standing (L), which is faster and makes the incoming link easier. Starting this combo with standing (L) also allows it to catch low-altitude triangle jumps for similar damage.

Performing this combo without the second crouching (L) results in 681,500 damage.

II. ↓ ↙ ← + (ATK) [CANCEL] > ↓ ↓ + (ATK)(ATK), DASH, CR. (M), ST. (H), ST. (S) [CANCEL] > FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL] > (ATK) + (S), ↓ + (H), LAND, ST. (H), ST. (S) [CANCEL] > FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL] > (ATK) + (S) > ↓ ↙ ← + (ATK)(ATK), MASH (ATK)

730,800 damage, 192% meter loss

Canceling the Berserker Slash into the Berserker Charge allows for a follow-up combo if it hits. Dash forward as quickly as possible after the Berserker Charge activation to ensure that you're in range for the juggle hits. You can input the dash earlier than you think!

III. WITH BERSERKER CHARGE ACTIVATED, CR. (L), CR. (M), ST. (H) [CANCEL] > ↓ ↙ ← + (L), CR. (M), ST. (H) [CANCEL] > ↓ ↙ ← + (M), CR. (M), ST. (H) [CANCEL] > ↓ ↙ ← + (M), FORWARD DASH, ST. (M), (S) [CANCEL] > FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL] > (ATK) + (S) [CANCEL] > ↓ ↙ ← + (ATK)(ATK), MASH (ATK)

771,700 damage, loses 100% meter (in addition to the cost of activating Berserker Charge)

This small loop takes advantage of the Berserker Charge speed-up effect for extra damage. The opening crouching (M), standing (H) [CANCEL] > ↓ ↙ ← + (L) combo bumps your opponent high enough into the air for another crouching (M) to hit. If the opposing player has a tendency to attack after guarding your Berserker Slashes, you'll be landing this combo quite often.

IV. CR. (L), CR. (L), ST. (M), ST. (H), (S) [CANCEL] > FORWARD SUPER JUMP, AIR (M), (M), (H) [CANCEL] > (ATK) + (S), ↓ + (H), LAND, ST. (H) [CANCEL] > ↓ ↓ ↘ → + (H)) [CANCEL] > → ↓ ↘ + (ATK)(ATK)

859,700 damage, 220% meter loss

This basic method of landing Wolverine's level 3 hyper combo deals heavy damage, but it's not always worth the meter use. Save it for instances when you need to make a big comeback, or when you're fighting the opposing player's final team member.

COMBO USAGE CONTINUED

IV. CR. (L), CR. (L), ST. (M), ST. (H), (S) CANCEL ► FORWARD SUPER JUMP, AIR (M), (M), (H) CANCEL ► (ATK) + (S), ↓ + (H), LAND, ST. (H) CANCEL ► ↓ ↘ → + (HH) CANCEL ► → ↓ ↘ + (ATK)(ATK)

859,700 damage, 220% meter loss

This basic method of landing Wolverine's level 3 hyper combo deals heavy damage, but it's not always worth the meter use. Save it for instances when you need to make a big comeback, or when you're fighting the opposing player's final team member.

V. CR. (L), CR. (L), ST. (M), ST. (H), (S) CANCEL ► FORWARD SUPER JUMP, AIR (M), (M), (H) CANCEL ► (ATK) + (S), ↓ + (H), LAND, ⊠, ST. (H), (S) CANCEL ► FORWARD SUPER JUMP, AIR (M), (M), (L), (H) CANCEL ► (ATK) + (S) CANCEL ► ↓ ↙ ← + (ATK)(ATK)

862,900~1,024,900 damage, 10~27% meter gain

This combo gives you plenty of time to decide whether or not to activate X-Factor, perfect for situations when you manage to catch two enemies with any random hit. Usually, you'll be able to take out both characters in one fell swoop! If you have trouble hitting the airborne enemy after the air ↓ + (H) hits, try actually canceling the dive kick's landing recovery period with X-Factor to give yourself more time.

VI. THROW OR AIR THROW, WAVE DASH FORWARD, ↘ + (M) CANCEL ► ⊠, ST. (M), ST. (H), ST. (S) CANCEL ► SUPER JUMP FORWARD, AIR (M), (M), (H) CANCEL ► (ATK) + (S), ↓ + (H), LAND, ST. (H), (S) CANCEL ► SUPER JUMP FORWARD, AIR (M), (M), (L), (H) CANCEL ► (ATK) + (S) CANCEL ► ↓ ↙ ← + (ATK)(ATK), MASH (ATK)

848,100~1,073,400 damage, 26~63% meter gain

If you land a throw against the last character on your opponent's team, or if you're behind and you need momentum, OTG your target with ↘ + (M) then immediately cancel it into X-Factor. If you're fast, you can juggle your foe with standing (M) (H) (S) before they touch the ground again. Note that you only need to dash forward after the throw if you go for one of Wolverine's ground throws; his air throws leave him directly next to his foe.

VII. WITH X-FACTOR AND BERSERKER CHARGE ACTIVATED, INSTANT AIR (L) CANCEL ► ↘ + (ATK) + (S), ↓ + (H), LAND, ST. (H), (S) CANCEL ► FORWARD SUPER JUMP, AIR (M), (M), (H) CANCEL ► (ATK) + (S) CANCEL ► ↓ ↙ ← + (ATK)(ATK)

773,100~1,020,300 damage, 100% meter loss (in addition to activating Berserker Charge)

This combo only works when both Berserk Charge and X-Factor are activated. It's intended to act as a very fast overhead opening attack. When guarded, continue a basic offensive pattern once you land from air ↓ + (H). There's a high likelihood that you'll still be powered up when it's blocked, so you can even go for another instant overhead air (L).

"YOU LOST, I WON. DEAL WITH IT, BUB."

ADVANCED TACTICS

INSTANT OVERHEADS

When using Wolverine, you must often employ X-Factor to finish off certain problematic characters early. When you use X-Factor in this way, you may want to think about activating Berserker Charge before the next character comes in: when both X-Factor and Berserker Charge are active, hitting your opponent with an overhead air (L) immediately after leaving the ground becomes a combo starter. Simply cancel the air (L) into Drill Claw, then Diving Kick, then proceed as normal. With the damage boost from X-Factor, this combo inflicts a ton of damage and likely instantly K.O. any characters with less than 800,00 health!

As an alternative, you can simply use an "instant overhead" air (L), then immediately cancel into an aerial X-Factor and continue the combo! This is a much bigger gamble because you cannot verify the instant overhead air (L) to hit before canceling into X-Factor, but the surprise factor is much higher. The resulting combo also deals at least one million damage points! If your opponent guards the instant overhead air (L), mix the opposing player up again with an overhead air (M) attack, or simply land and go low with crouching (L).

If your opponent is guarding a multi-hit crossover assist, simply going for an instant overhead air (L) is an incredibly strong tactic. The assist combos after air (L) hits, allowing you to combo into a Drill Claw, then Diving Kick!

Against very large characters, you can use air (S) as an instant overhead attack, then immediately cancel into Drill Claw for a free combo. Instant overhead air (S) works against the following characters:

Captain America	Haggar	Sentinel	Nemesis T-Type	Doctor Strange
Doctor Doom	Hulk	She-Hulk	Ghost Rider	

Activating Berserker Charge while already in X-Factor adds an incredibly scary overhead threat to Wolverine's offense.

COMBO APPENDIX

GENERAL EXECUTION TIPS

When performing chain combos, be careful not to spam inputs carelessly or you'll produce Berserker Rage on accident

After activating Berserker Charge or X-Factor, attack as soon as possible after the screen freeze to keep a combo going. You can dash and attack with crouching (M) after Berserker Charge sooner than you think!

THROW OR AIR THROW, FORWARD WAVE DASH, CALL AKUMA—β, ↘ + (M), FORWARD DASH, (S) ➞ FORWARD SUPER JUMP, AIR (M), (M), (H) ➞ (ATK) + (S), ↓ + (H), LAND, ST. (H) ➞ ↓↘→ + (H)) (➞ ↓↘→↙← + (H)) (➞ MASH (ATK))

Notes	Damage
Throw combo using Akuma—β	438,400 damage

WITH X-FACTOR LEVEL 2 OR 3 ACTIVATED, CR. (L), CR. (M), ST. (H) ➞ ↓↘→↙← + (L), CR. (M), ST. (H) ➞ ↓↘→↙← + (M), CR. (M), ST. (H) ➞ ↓↘→↙← + (M), FORWARD DASH, ST. (M), ST. (H), (S) ➞ FORWARD SUPER JUMP, AIR (M), (M), (H) ➞ (ATK) + (S), ↓ + (H), LAND, ST. (H), (S) ➞ FORWARD SUPER JUMP, AIR (H), (S), LAND, ↘ + (M)

Notes	Damage
Damaging loop combo using level 2 or 3 X-Factor	1,350,400~1,595,700 damage, builds 2 meters

FORWARD JUMP, INSTANT AIR (L) ➞ ✕, AIR (M), ST. (M), CR. (M), ST. (H), (S) ➞ FORWARD SUPER JUMP, AIR (M), (M), (H) ➞ (ATK) + (S), ↓ + (H), LAND, ST. (H), (S) ➞ FORWARD SUPER JUMP, AIR (M), (M), (L), (H) ➞ (ATK) + (S) ➞ ↓↘→↙← + (ATK)(ATK)

Notes	Damage
Instant overhead air (L) into X-Factor combo	1,013,900~1,322,200 damage, 33-74% meter gain

WHEN USING AN ALTERNATE TEAMMATE, ACTIVATE A TAC WITH ↑ + (S), THEN AS WOLVERINE COMES IN PERFORM AIR (M), (M), (H) ➞ ↗ + (ATK) + (S), ↓ + (H), LAND, (S) ➞ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, CALL PHOENIX—β, ↘ + (M), ↓↘→ + (H)) ➞ ↓↘→↙← + (ATK)(ATK)

Notes	Damage
Optimal ender from upward TAC	—

WHEN USING AN ALTERNATE TEAMMATE, ACTIVATE A TAC WITH → + (S) OR ↓ + (S), THEN AS WOLVERINE COMES IN, PERFORM AIR (M), (M), (H) ➞ ↗ + (ATK) + (S) ➞ ↓↘→↙← + (ATK)(ATK)

Notes	Damage
Optimal ender from forward TAC	—

FORWARD JUMP, INSTANT AIR (S) ➞ ↘ + (ATK) + (S), ↓ + (H), LAND, CR. (M), ST. (H), (S) ➞ FORWARD SUPER JUMP, AIR (M), (M), (L), (H) ➞ (ATK) + (S) ➞ ↓↘→↙← + (ATK)(ATK)

Notes	Damage
Combo from instant overhead air (S) on large characters	648,100

CR. (L), CR. (M), ST. (H), (S) ➞ FORWARD SUPER JUMP, AIR (M), (M), (H) ➞ (ATK) + (S) ➞ ↓↘→↙← + (ATK)(ATK), ✕, ↓ + (H), LAND, ST. (H), (S) ➞ FORWARD SUPER JUMP, AIR (H) ➞ (ATK) + (S) ➞ ↓↘→↙← + (ATK)(ATK)

Notes	Damage
1 million damage combo with level 1 X-Factor	1,026,900

ST. (M), CR. (M), ST. (H), (S) ➞ FORWARD SUPER JUMP, AIR (M), (M), (H) ➞ (ATK) + (S), ↓ + (H), LAND, ST. (H), (S) ➞ FORWARD SUPER JUMP, AIR (M), (M), (H), (S), LAND, CALL DANTE—β, ↘ + (M), {→↘↓ + (L) (3 HITS) ➞ ↓↘→↙← + (ATK)(ATK) } X 5

Notes	Damage
The Fatal Claw loop! When the opposing character soars over Wolverine after juggling with →↘↓ + (L) (must hit three times) ➞ ↓↘→↙← + (ATK)(ATK), reverse the command for the follow-up Tornado Claw to compensate. If Fatal Claw hits as high as possible without sacrificing hits, you'll recover in time to juggle with repeated Tornado and Fatal Claws until your meter is depleted	800,000~1,400,000

SALVAGING A BERSERKER CHARGE

If you attack with Berserker Slash and it is guarded, canceling into Berserker Charge leaves you at a +7 frame advantage at a relatively close distance. This also applies if your opponent activates advancing guard before the Berserker Charge super flash! From here, you have three major options:

Dash forward and attack with crouching (L). This beats all attempts from the opposing player to stick out any ground normal attacks. Jumping away helps avoid this.

If Berserker Slash to Berserker Charge is guarded, use your +7 frame advantage to try to salvage the mix-up!

Immediately performing Berserker Slash M crosses up opposing players who sit there and guard low. It also crosses up opponents attempting to jump away. If you hit an opponent jumping away with Berserker Slash M, the speed bonus from Berserker Charge allows you to dash forward and get a full juggle combo. To combo against a grounded opponent, call a crossover assist before performing Berserker Slash M.
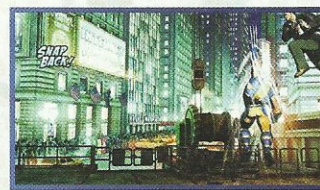
If you think your challenger is going to jump and block in the opposite direction, counter with an immediate Berserker Slash L. This also leads to a full combo if it hit.

If your opponent uses advancing guard after the super flash, the situation changes a bit. The additional guardstun gives you enough time to dash forward and hit them with crouching (L) before they can even jump away. However, advancing guard in this situation pushes Wolverine back a very miniscule distance; not enough to cross up with Berserker Slash M. If you want to cross up in this situation, you'll have to dash forward and use Berserker Slash L.

CHINATOWN MIX-UP

When a new character is coming in, Wolverine has a nearly invisible mix-up using upwards Drill Claw!

When a new character enters the playing field, you have an incredibly simple and effective mix-up at your disposal. Simply run directly under your foe and attack with upwards Drill Claw while the opposing character is coming in. The timing of the Drill Claw determines whether the attack must be guarded in the cross-up direction or not, but it's impossible to visibly distinguish!

After the Drill Claw, call your crossover assist and use Diving Kick. If the Drill Claw hits, you can convert into a full combo. If the Drill Claw is guarded, your opponent then gets pinned in place by the Diving Kick and the crossover assist. Mix your challenger up with Berserker Slash, crouching (L), or instant overhead (L).

Best of all, this Drill Claw mix-up beats nearly all attempts by the opposing player to press buttons; the Drill Claw beats all normal aerial attacks on the way in, and it also cleanly hits attempts to airdash or fly away.

WOLVERINE

X-23

"I... I AM NOT A WEAPON!"

Bio

REAL NAME
Laura Kinney

OCCUPATION
Adventurer

ABILITIES
Due to her extensive training as a top-secret operative, X-23 is a master of multiple forms of martial arts, and is an expert in assassination techniques.

WEAPONS
Two claws in each hand and one in each foot, all made from virtually indestructible adamantium, which she can use freely.

PROFILE
Cloned from a damaged Wolverine gene sample, X-23 was created for one reason: to be the perfect killing machine. For years, she proved herself a notable assassin, though a series of tragedies eventually led her to Wolverine and the X-Men, with whom she now seeks to turn her life around.
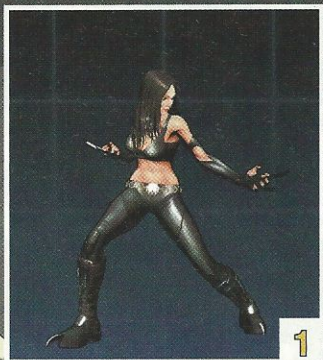
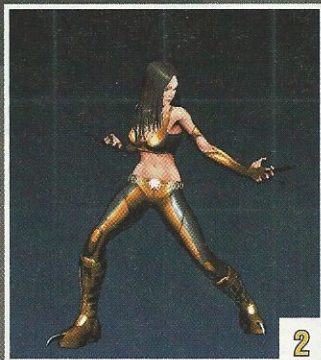### FIRST APPEARANCE
NYX #3 (2004)

POWER GRID

2	INTELLIGENCE
2	STRENGTH
3	SPEED
4	STAMINA
1	ENERGY PROJECTION
6	FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

1

2

3

4

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DLC
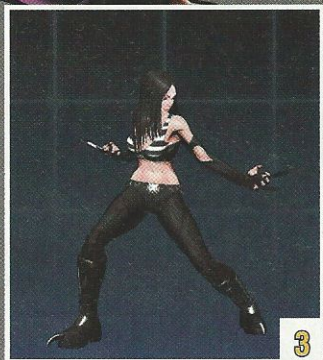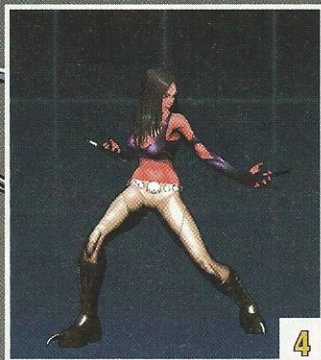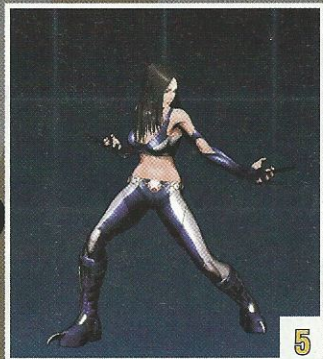
Overview

Vitality	830,000
Chain Combo Archetype	Hunter Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	120%	120%
Level 2 (2 teammates remaining)	140%	130%
Level 3 (1 teammate remaining)	160%	140%

X-23 is a melee character: her effectiveness is heightened at close range. She benefits greatly from the help of crossover assists, so she is best placed first or second on a team. Your main goal with X-23 is to get her close, with the secondary goal of cornering her opponent. Why is this effective?

- **X-23 has few options from fullscreen. The majority of her damage will be scored at point-blank range**

- **All of X-23's special moves move her forward, making it difficult for her rivals to push her away with advancing guard**

- **Mirage Feint M and Decapitating Slice become particularly deadly against a cornered adversary**

How can these goals be achieved?

- **Using a crossover assist to cover Neck Slice, Ankle Slice, and Mirage Feint**

- **Approaching from the sky with Talon Attack and ↓ + Ⓗ**

- **Canceling attacks with Mirage Feint and Neck Slice to stay within close range**

TUNING SINCE ORIGINAL MVC3

X-23 gains the ability to cancel Crescent Scythe and Mirage Feint into Talon Attack, increasing her offensive options. In return, her vitality has been decreased from 880,000 to 830,000. The rate at which X-23's air basic attacks decay hitstun is increased, reducing the number of rejump loops you can attempt with her, thus slightly reducing her damage output and meter gain. Damage has been added to Rage Trigger (with mashing) and Silent Kill, somewhat compensating for this change.

- Vitality decreased from 880,000 to 830,000

- Can cancel into Talon Attack from any aerial special move

- Rage Trigger is mashable

- Silent Kill 100,000 damage increase

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing Ⓛ	1	40,000	320	4	3	11	-1	-1	Chains into standing and crouching Ⓛ
2	Standing Ⓜ	2	54,000	480	5	2(2)3	19	-4	-5	—
3	Standing Ⓗ	1	68,000	544	9	4	21	+1	-3	Knocks down
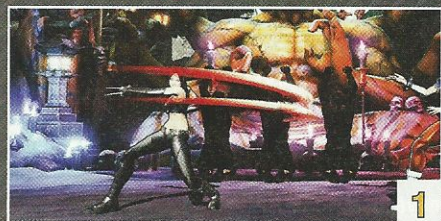
Crouching Basic Attacks

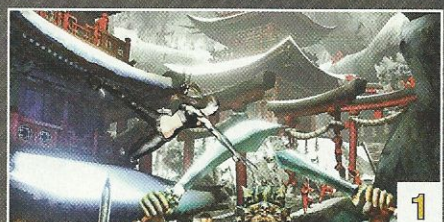| Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching Ⓛ	1	35,000	280	5	3	13	-3	-3	Low attack, chains into standing and crouching Ⓛ
2	Crouching Ⓜ	2	50,400	448	6	7	16	-2	-3	Low attack
3	Crouching Ⓗ	1	63,000	504	10	4	20	—	-2	Low attack, knocks down

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Ⓢ (while standing or crouching)	1	80,000	640	8	4	27	—	-9	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air Ⓛ	1	40,000	320	4	3	16	+9	+9	Overhead attack
2	Air Ⓜ	1	50,000	400	6	3	22	+16	+15	Overhead attack
3	Air Ⓗ	1	70,000	560	11	3	22	+18	+17	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air Ⓢ causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air Ⓢ behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus Ⓢ, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.
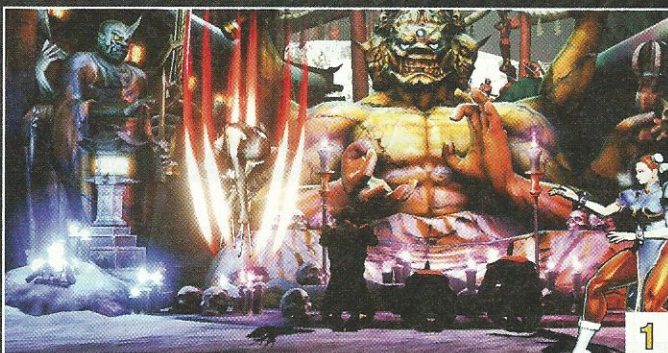
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air Ⓢ	1	70,000	560	11	3	22	+18	+14	Causes hard knockdown if used in launcher combo
2	Air ⬆ + Ⓢ (during launcher combo)	1	45,000	360	11	4	Until grounded	—	—	Tags in next available ally while lofting opponent upward
3	Air ➡ or ⬅ + Ⓢ (during launcher combo)	1	35,000	280	11	5	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ⬇ + Ⓢ (during launcher combo)	1	45,000	360	11	4	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.
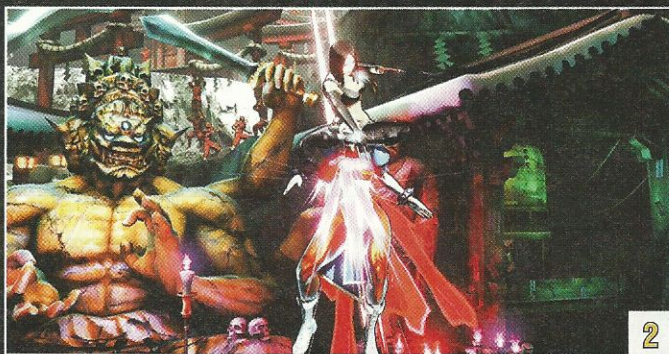
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Falling Claw	(in air) ⬇ + Ⓗ	1	68,000	544	8	Until grounded	10	+7	+6	Cancelable into TAC attack or ⬇ ↙ ➡ + ⒶⓉⓀ

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + Ⓗ (ground)	3	80,000	800	1	1	Hard knockdown
	⬅ + Ⓗ (ground)	3	80,000	800	1	1	Hard knockdown
2	➡ + Ⓗ (air)	3	80,000	800	1	1	Hard knockdown
	⬅ + Ⓗ (air)	3	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	X-23—α	Rage Trigger	Neck Slice	1	80,000	640	42	7	119	79	—
2	X-23—β	Rage Trigger	Ankle Slice	1	80,000	640	44	4	114	84	Low attack, OTG-capable
3	X-23—γ	Rage Trigger	Crescent Scythe H	3	108,300	960	29	9	154	124	Knocks down

X-23—α Neck Slice is a standard attack with no special properties. X-23—β Ankle Slice is one of the few crossover assists that must be guarded low, making it useful to complement rushdown or for unguardable setups. This crossover assist is OTG-capable, as well, making it useful for any character to extend combos. However, it does not have invincibility, decreasing its usefulness. X-23—γ Crescent Scythe has a large hitbox but does has a very small window of invincibility when used as a crossover counter. If you are guarding an attack at close range, you can bring in X-23 via crossover counter, and X-23—γ will beat out any opposing attack (unless it happens to be more invincible than Crescent Scythe!). You can then proceed to cancel Crescent Scythe's recovery with Talon Attack L into a combo.
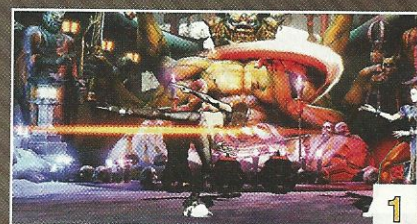
Overall, calling X-23 as a crossover assist should be kept to a minimum due to her low vitality.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓ ↘ → + P1+P2	1	50,000	500 - (-1 hyper meter bar)	2	4	21	—	-3

Notes
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Neck Slice (can be charged)	↓ ↘ → + L	1~3	85,000~ 135,400	680~ 1200	18~37	9~12	14~11	0~+30	-1~0	Charged version staggers, charged version causes spinning knockdown if it hits aerial adversary
2	Ankle Slice (can be charged)	↓ ↘ → + M	1~3	85,000~ 135,400	680~ 1200	20~39	4~7	22~19	-3~+27	-4~-3	Low attack, charged version staggers and is OTG-capable
3	Decapitating Slice (can be charged)	↓ ↘ → + H	3	120,000	1200	26~45	8	23	—	—	Throw, knocks down, charged version has increased range
4	Talon Attack L	(in air) ↓ ↘ → + L	1	90,000	720	15	Until grounded	11	+10	+9	Hard knockdown when used in air combo after S launcher, can be canceled into from any aerial special move
5	Talon Attack M	(in air) ↓ ↘ → + M	1	90,000	720	15	13	13	-3	-4	Can be canceled into from any aerial special move
6	Talon Attack H	(in air) ↓ ↘ → + H	1	90,000	720	15	13	13	-3	-4	Can be canceled into from any aerial special move
7	Crescent Scythe L (in air OK)	→ ↓ ↘ + L	1	85,000	680	5	8	33 (in air – until grounded)	+1	-19	Knocks down
7	Crescent Scythe M (in air OK)	→ ↓ ↘ + M	2	104,500	880	5	11	40 (in air – until grounded)	-5	-25	Knocks down
7	Crescent Scythe H (in air OK)	→ ↓ ↘ + H	3	119,200	1056	5	12	59 (in air – until grounded)	-23	-46	Knocks down
8	Mirage Feint L (can be charged)	↓ ↙ ← + L	—	—	—	3	—	14	—	—	Charging state starts on frame 4 if button is held, pressing S during charge cancels feint
9	Mirage Feint M (can be charged)	↓ ↙ ← + M	—	—	—	3	—	25	—	—	Charging state starts on frame 4 if button is held, pressing S during charge cancels feint
10	Mirage Feint H (can be charged)	↓ ↙ ← + H	—	—	—	6	—	7	—	—	Can use air attacks during active frames, charging state starts on frame 7 if button is held, pressing S during charge cancels feint

Neck Slice: X-23 launches forward with a slice attack. If L is held down, you can charge Neck Slice for added damage, hitstun, and range. An uncharged Neck Slice reaches halfway across the screen, while a fully charged Neck Slice covers three-quarters of a screen's distance, making it a great way to get close. A successfully connected Neck Slice cannot be followed by basic attacks for a combo, but you can hit-confirm into Rage Trigger for decent damage. More importantly, a successful Neck Slice puts X-23 right where she wants to be—right next to her opponent. Neck Slice can be punished with a throw if guarded, so it is important to use this attack in tandem with a crossover assist to make it safe. A fully charged Neck Slice causes a stagger if connected, allowing for a combo opportunity. A charged Neck Slice also causes a hard knockdown on aerial rivals. Even though a charged Neck Slice can still be punished by a throw, you have enough time to have X-23 jump away from a throw attempt. Jump away from the throw attempt, and then counter with an air ↓ + H or Talon Attack L.

Ankle Slice: Ankle Slice is a low-hitting version of Neck Slice. A fully charged Ankle Slice is OTG-capable, making it a staple in X-23's combos. A charged Ankle Slice causes opponents to stagger, leaving them open for a full combo. Ankle Slice suffers from the same punishment options as Neck Slice, so it is best used either in combos or while covering with a crossover assist. You can cancel into Rage Trigger for decent damage if Ankle Slice connects.

Decapitating Slice: X-23 leaps forward for an unguardable throw. The throw can be countered by interrupting it with a quick attack or jumping away, so this attack is best used after your competitor has been conditioned to guard. Throws do not work on opponents who are in hitstun or guardstun, but Decapitating Slice has enough startup and range to allow any hitstun or guardstun to pass if canceled from a basic attack. If your adversary is not vigilant with advancing guard, you can use this technique to score free damage. Because of Decapitating Slice's horizontal range, your opponent's advancing guard will not push X-23 away far enough out to avoid Decapitating Slice in the corner.

Talon Attack: Talon Attack is a flying kick that serves as X-23's main way of manipulating her aerial movement. Talon Attack L travels downward at an angle and can only be punished if guarded in the air. Talon Attack M flies straight, covering a large amount of horizontal distance. Talon Attack H sends X-23 flying upward at an angle, making it great for escaping corners. Talon Attack M and H recover in the air, so it is possible to attack or guard after recovering. Talon Attack L is commonly used as a combo ender and has the same hard knockdown property as air Ⓢ if used after first launching an opponent. Note that all versions of Talon Attack can be canceled into from Crescent Scythe at any time. Also, you may only use Talon Attack once in the air.

Talon Attack L

Talon Attack M

Talon Attack H

Mirage Feint L

Mirage Feint M

Mirage Feint H

Crescent Scythe: X-23 flips forward with a crescent-shaped slice attack. The range and damage of Crescent Scythe differ depending on the button used, with Ⓗ being the strongest. This attack has no invincibility, so you must perform it early if used as an anti-air attack.

A whiffed or guarded Crescent Scythe leaves X-23 wide open for punishment. However, you can mitigate this by canceling into any version of Talon Attack. Stop foes who are approaching from the sky with Crescent Scythe H, then cancel into Talon Attack L or M to reverse their momentum!

Mirage Feint: Mirage Feint is a quick hop that you can employ for movement or set-ups. Mirage Feint L is a small hop and can be canceled from a guarded basic attack (such as standing Ⓗ) to stay close. Mirage Feint M travels the farthest of the three and can pass through opponents for a cross-up (this works in the corner, as well). Mirage Feint H is different because X-23 performs a small jump instead. During this jump, air basic attacks and special moves are available.

You can charge all three versions of Mirage Feint with their corresponding ⒶⓉⓀ button. The feint can be charged indefinitely, though a charged Mirage Feint has no special properties. While charging, the move can be canceled altogether by pressing Ⓢ. Take advantage of this option to cut down the recovery time of basic attacks (see the Advanced Tactics section for more details).

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Rage Trigger	⬇↙⬅→ + ⒶⓉⓀ ⒶⓉⓀ	13–26	245,400– 294,600	13+2	16(13)24 (10)10	44	-12	-29	Frames 1-19 invincible, can be mashed for additional hits
2	Weapon X Prime	→⬇↘ + ⒶⓉⓀ ⒶⓉⓀ	14	280,900	24+1	33	38	—	-50	Frames 6-64 invincible
3	Silent Kill (Level 3 Hyper Combo)	⬇↙⬅ + ⒶⓉⓀ ⒶⓉⓀ	2	400,000	20+9	290	—	—	—	Frames 6-29 invincible, X-23 becomes invisible upon activation, pressing Ⓢ when near the opposing character activates special unblockable attack and ends Silent Killer

14 HITS!

Rage Trigger: Rage Trigger is combo-friendly and is X-23's main way of ending combos. It has a short period of invulnerability for blowing through close range attacks. Rage Trigger is extremely unsafe if guarded, so save its use for combos or reversals.

Weapon X Prime: If successfully connected, X-23 performs a barrage of melee attacks for a soft knockdown. Weapon X Prime is not as usable in combos as Rage Trigger because of its startup time. However, it has a considerably longer window of invincibility than Rage Trigger, and you can use it to counter projectile hyper combos from fullscreen. Utilize the move to THC to and from the other characters on your team and also to counter hyper combos at a distance.
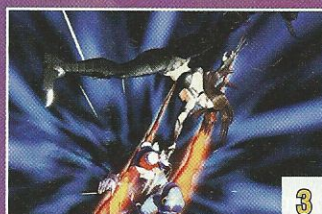
Silent Kill: Upon activation, X-23 becomes invisible and has access to an unguardable cinematic attack performed by pressing Ⓢ. X-23 reappears either when the timer runs out or after successfully connecting the unguardable attack. Although she becomes extremely difficult to deal with, X-23 is not invulnerable while invisible; don't become careless after activation!

The unguardable Ⓢ attack is not considered a throw, so it can be connected on opponents who are in hitstun or guardstun. This allows you to perform standing Ⓗ ⓒⓐⓝⓒⓔⓛ Ⓢ for unavoidable damage. Competitors must either fight blindly or run away during the duration of Silent Kill. If your rival does manage to escape initially, remember that X-23 has full access to all her attacks and crossover assists while invisible.

Battle Plan

Mirage Feint M covers nearly half the screen horizontally. Use it with the help of a crossover assist to approach.

Your main goal when using X-23 is to get her close to her attacker. She has no way of dealing damage from across the screen, so all effort should be put into getting X-23 into striking range. Once she is at mid to close range, X-23's hand-to-hand prowess shines!

You can have X-23 approach her foes in several different ways. The main way to approach is with a frontal assault utilizing X-23's "Slice" special moves. Neck Slice and Ankle Slice cover half a screen's distance uncharged, and they cover almost the entirety of the screen when fully charged. Neck Slice has a large hitbox and can be covered with a crossover assist to push forward safely. A fully charged Neck Slice is better to use if possible because of its increased range and hitstun. Charging Neck Slice has quite a bit of startup, so use a crossover assist to protect X-23 before attempting it. As your rivals become conditioned to dealing with Neck Slice, you can then mix up between Ankle Slice and Decapitating Slice to keep your opposition guessing. If the opposing character is not vigilant with advancing guard or low guarding, use Ankle Slice and Decapitating Slice for a possible combo opening while pushing the opposing character into the corner.

Mirage Feint is also a great way to close the distance between X-23 and her competitor. Mirage Feint M covers more ground than her forward dash and rivals it in speed, as well. Cover your advance with a crossover assist, then perform Mirage Feint M to get X-23 near the opponent. Mirage Feint L only hops a short distance, but you can use its short recovery time to lead into a Mirage Feint M, which then puts X-23 in attacking range. Mirage Feint H doesn't cover as much ground as Mirage Feint M, but it allows a crossover assist call while X-23 is in the air. Instead of performing Mirage Feint L to Mirage Feint M, try performing Mirage Feint L to Mirage Feint H with a crossover assist during the jump to keep X-23's mobility from being too obvious.

In addition, the short hop of Mirage Feint can be canceled into Talon Attack to travel even farther. You can surprise your challenger by performing a Mirage Feint L or M, canceling into Talon Attack M, then coming out of the Talon Attack with air H for a heavily offensive approach. You can also use this for a tricky cross-up with Mirage Feint M. After crossing an opponent up with Mirage Feint M, immediately perform Talon Attack L for a quick dive attack from behind!

You can also utilize X-23's Talon Attack to have her approach from the sky. All versions of Talon Attack propel X-23 forward, with Talon Attack M and H traveling particularly far. This makes it possible for X-23 to approach at unusual angles. For example, you can follow a Talon Attack M or H with ▽ + H upon recovering to have X-23 drop directly on top of her adversaries. You can also simply attack with air S after a Talon Attack M or H for a combo attempt. If you think your opponent is ready for an aerial assault, you can opt to guard after a Talon Attack M or H to avoid retaliation. If you have a long range crossover assist, you can call it, then quickly jump and perform Talon Attack M or H. Doing this at high altitudes is sneaky because your rival won't be able to see the crossover assist since the screen will be focused on X-23 flying in the air and not at the action on the ground! At mid range, you can use Talon Attack L not only as an offensive means of approach, but as a great way to punish projectiles, as well.

Cornered opponents are not safe from a Mirage Feint M cross-up!

Once close, you can utilize the speed of X-23's standing and crouching L to mount an offense. Guarded attack strings can be canceled into Mirage Feint, Ankle Slice, or Decapitating Slice depending on how your competitor behaves. If your foe is content in guarding X-23's onslaught, call a crossover assist during a guarded attack string, then cancel into Mirage Feint M for a cross-up while your teammate attacks from behind. You can also take advantage of an overly defensive opponent by opening them up with Decapitating Slice. To combat advancing guard, use Mirage Feint and Neck Slice to move back into position. Mix this up with Ankle Slice to check their low guard. Mirage Feint H becomes a threat at close range, as well. You can cancel your basic attacks into Mirage Feint H, then continue the assault with air attacks that must be guarded high. You can also cancel Mirage Feint H into Talon Attack L to continue the pressure.

Once cornered, enemies must deal with even more shenanigans! Mirage Feint M always crosses up cornered opponents, so they must then worry about guarding left or right in addition to the high/low mix-up produced by Ankle Slice and Mirage Feint H. Cornered challengers also fall victim to Decapitating Slice much easier, since advancing guard does not create enough distance for the opposing character to avoid the throw. Counter attempts at advancing guard with Neck Slice or Mirage Feint to keep your rival cornered. If you have an assist that locks the opponent down for an extended period of time, the corner is a great time to utilize it to set up Silent Kill.

COMBO USAGE

I. CR. (L), (L), ST. (H) [CANCEL]▷ ↓ ↙ ← ✛ (H), AIR (M), (H), LAND, FORWARD JUMP, AIR (M), (M), (H), (S) [CANCEL]▷ ↓ ↘ → ✛ (L), LAND, ST. (M) (2 HITS), (S) [CANCEL]▷ FORWARD SUPER JUMP, AIR (M), (M), (H), ↓ ↘ → (H) [CANCEL]▷ → ↓ ↘ ✛ (L) [CANCEL]▷ ↓ ↘ → ✛ (L), LAND, ↓ ↘ → ✛ (M) (CHARGE) [CANCEL]▷ ↓ ↘ → ✛ (ATK)(ATK) (MASH (ATK))

604,500 damage, 8% meter gain

This is X-23's standard bread and butter combo. This combo has trouble working against smaller character like Rocket Raccoon, in which case, you should perform st. (H) [CANCEL]▷ ↓ ↙ ← (H), air (M), (H), land, st. (H) [CANCEL]▷ ↓ ↙ ← (H), air (M), (H) [CANCEL]▷ ↓ ↘ → (L), land, st. (M) (2 hits), (S) into the remainder of the launch combo.

II. ↓ ↘ → ✛ (H), ST. (H) [CANCEL]▷ ↓ ↙ ← ✛ (H), AIR (M), (H), LAND, FORWARD JUMP, AIR (M), (M), (H), (S) [CANCEL]▷ ↓ ↘ → ✛ (L), LAND, ST. (M) (2 HITS), (S) [CANCEL]▷ FORWARD SUPER JUMP, AIR (M), (M), (H), ↓ ↘ → (H) [CANCEL]▷ → ↓ ↘ ✛ (L) [CANCEL]▷ ↓ ↘ → ✛ (L), LAND, ↓ ↘ → ✛ (M) (CHARGE) [CANCEL]▷ ↓ ↘ → ✛ (ATK)(ATK) (MASH (ATK))

577,300 damage, 15% meter gain

This combo is similar to **Combo I**, but it starts with Decapitating Slice. If you are having problems linking st. (H) after ↓ ↘ → ✛ (H), st. (M) gives a few extra frames of leniency to juggle properly.

III. FRONT OR BACK AIR THROW, LAND, (ATK)(ATK) (FORWARD DASH), ↓ ↘ → ✛ (M) (CHARGE) [CANCEL]▷ ↓ ↘ → ✛ (ATK)(ATK) (MASH (ATK))

345,900 damage, 80% meter loss

It's best to use (ATK)(ATK) to forward dash in this situation instead of → → to avoid an accidental → ↓ ↘ motion when attempting the ↓ ↘ → ✛ (M).

IV. (WHILE ENEMY IS AIRBORNE) FORWARD JUMP, AIR (L), (M), (H) [CANCEL]▷ → ↓ ↘ ✛ (L) [CANCEL]▷ ↓ ↘ → ✛ (L), LAND, ST. (M) (2 HITS), (S) [CANCEL]▷ FORWARD SUPER JUMP, AIR (M), (M), (H), ↓ ↘ → (H) [CANCEL]▷ → ↓ ↘ ✛ (L) [CANCEL]▷ ↓ ↘ → ✛ (L), LAND, ↓ ↘ → ✛ (M) (CHARGE [CANCEL]▷ ↓ ↘ → ✛ (ATK)(ATK) (MASH (ATK))

601,600 damage, 17% meter loss

This combo is good to use in air-to-air situations. When a new character is incoming after a knock out, use air (L) to interrupt their attack and go straight into this combo.

V. CR. Ⓛ, ST. Ⓜ (2 HITS), CR. Ⓜ (2 HITS) ▦ ST. Ⓜ (2 HITS), Ⓗ ▷ ↓ ↙ ← ✛ Ⓗ, AIR Ⓜ, Ⓗ, LAND, FORWARD JUMP, AIR Ⓜ, Ⓗ, Ⓢ, LAND, FORWARD JUMP, AIR Ⓜ, Ⓗ, Ⓢ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ, LAND, Ⓢ ꜀ᴀɴᴄᴇʟ꜁ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, ↓ ✛ Ⓗ ꜀ᴀɴᴄᴇʟ꜁ → ↓ ↘ ✛ Ⓛ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ, LAND, ↓ ↘ → ✛ Ⓜ (CHARGE) ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ ⒶᴛᴋⒶᴛᴋ (MASH Ⓐᴛᴋ)

897,800–1,162,100 damage, 47~92% meter gain

X-Factor allows for an extended bread and butter combo with an extra re-jump. If you're looking for a guaranteed K.O. and still have X-Factor available, this should be your go-to combo. X-23 becomes much quicker in X-Factor, so you should adjust your inputs accordingly.

ADVANCED TACTICS

MIRAGE FEINT CANCEL

You can charge all three versions of Mirage Feint by holding down the button used to perform it. This charge can be canceled at any time by pressing Ⓢ. With this, you can cancel the recovery of basic attacks by canceling them into Mirage Feint, then quickly press Ⓢ to cancel the Mirage Feint. For example, you can perform a Mirage Feint cancel with standing Ⓗ ▷ ↓ ↙ ← ✛ Ⓜ. Once Ⓜ is pressed for the Mirage Feint, hold it down and press Ⓢ immediately afterward, almost simultaneously.

If performed correctly, the recovery time of the basic attack used is reduced drastically, and it even grants heavy frame advantage if used with Ⓜ and Ⓗ attacks. It is possible to loop standing Ⓛ, Ⓜ, Ⓗ several times by Mirage Feint canceling Ⓗ, which is normally not possible.

SILENT, BUT DEADLY

Hold your opponent in place with a crossover assist, then perform the unguardable Silent Kill attack with Ⓢ!

Because Silent Kill is an unguardable attack and not a throw, you can perform various set-ups on cornered foes that are virtually inescapable. Lockdown-heavy crossover assists such as Amaterasu—β Cold Star or Doctor Strange—β Eye of Aggamato can be used to hold your challengers in place for the unguardable attack. Attacks that linger onscreen even if the original character is no longer in play (such as Trish's Round Harvest or Phoenix's TK Trap) can be used to keep adversaries from escaping Silent Kill, as well. This is especially useful after a K.O. when a new character is coming in; foes will fall haplessly into X-23's clutches! If meter isn't an issue, you can follow Silent Kill with a combo to guarantee a K.O. Use this to turn the tides in battle!

COMBO APPENDIX

GENERAL EXECUTION TIPS

When performing → ↓ ↘ ✛ Ⓛ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ during air combos, delay the ↓ ↘ → ✛ Ⓛ for optimal positioning

(AFTER TAC) AIR Ⓜ, Ⓗ ꜀ᴀɴᴄᴇʟ꜁ → ↓ ↘ ✛ Ⓗ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ, LAND, ↓ ↘ → ✛ Ⓜ (CHARGE) ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ ⒶᴛᴋⒶᴛᴋ (MASH Ⓐᴛᴋ)

Notes	Damage
⇧ + Ⓢ or ⇨ + Ⓢ or ⇩ + Ⓢ TAC to X-23	Varies based on damage scaling

(AFTER TAC) AIR Ⓜ, Ⓗ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓜ, LAND, ↓ ↘ → ✛ Ⓜ (CHARGE) ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ ⒶᴛᴋⒶᴛᴋ (MASH Ⓐᴛᴋ)

Notes	Damage
Requires corner, ⇧ + Ⓢ or ⇩ + Ⓢ TAC to X-23	Varies based on damage scaling

CR. Ⓛ, Ⓛ, ST. Ⓗ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↙ ← ✛ Ⓗ, AIR Ⓜ, Ⓗ, LAND, FORWARD JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ, LAND, ST. Ⓜ (2 HITS), Ⓢ ꜀ᴀɴᴄᴇʟ꜁ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, ↓ ✛ Ⓗ ꜀ᴀɴᴄᴇʟ꜁ → ↓ ↘ ✛ Ⓗ ▷ ↓ ↘ → ✛ Ⓛ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ, LAND, CALL WESKER—β, ↓ ↘ → ✛ Ⓛ (CHARGE), Ⓢ ꜀ᴀɴᴄᴇʟ꜁ FORWARD SUPER JUMP, AIR Ⓗ ꜀ᴀɴᴄᴇʟ꜁ → ↓ ↘ ✛ Ⓗ ▷ ↓ ↘ → ✛ Ⓐᴛᴋ, LAND, ↓ ↘ → ✛ Ⓜ (CHARGE) ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ ⒶᴛᴋⒶᴛᴋ (MASH Ⓐᴛᴋ)

Notes	Damage
An assist combo that illustrates a method of increasing X-23's damage output and meter gain	708,600 damage, 52% meter gain

↓ ↘ → ✛ Ⓛ (CHARGE), FORWARD JUMP, AIR ↓ ✛ Ⓗ, LAND, ST. Ⓛ, Ⓛ, Ⓗ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↙ ← ✛ Ⓗ, AIR Ⓜ, Ⓗ, LAND, FORWARD JUMP, AIR Ⓜ, Ⓗ, CR. Ⓢ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ, LAND, ST. Ⓜ (2 HITS), Ⓢ ꜀ᴀɴᴄᴇʟ꜁ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, ↓ ✛ Ⓗ ꜀ᴀɴᴄᴇʟ꜁ → ↓ ↘ ✛ Ⓗ ▷ ↓ ↘ → ✛ Ⓛ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ, LAND, CALL WESKER—β, ↓ ↘ → ✛ Ⓛ (CHARGE), Ⓢ ꜀ᴀɴᴄᴇʟ꜁ FORWARD SUPER JUMP, AIR Ⓗ ꜀ᴀɴᴄᴇʟ꜁ → ↓ ↘ ✛ Ⓗ ▷ ↓ ↘ → ✛ Ⓐᴛᴋ, LAND, ↓ ↘ → ✛ Ⓜ (CHARGE) ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ ⒶᴛᴋⒶᴛᴋ (MASH Ⓐᴛᴋ)

Notes	Damage
—	650,900 damage, 23% meter gain

↓ ↘ → ✛ ⒶᴛᴋⒶᴛᴋ, Ⓢ, LAND, FORWARD DASH, ST. Ⓛ, Ⓜ (2 HITS), Ⓗ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↙ ← ✛ Ⓗ, AIR Ⓜ, Ⓗ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ, LAND, ST. Ⓜ (2 HITS), Ⓢ ꜀ᴀɴᴄᴇʟ꜁ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, ↓ ✛ Ⓗ ꜀ᴀɴᴄᴇʟ꜁ → ↓ ↘ ✛ Ⓗ ▷ ↓ ↘ → ✛ Ⓛ ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ Ⓛ, LAND, ↓ ↘ → ✛ Ⓜ (CHARGE) ꜀ᴀɴᴄᴇʟ꜁ ↓ ↘ → ✛ ⒶᴛᴋⒶᴛᴋ (MASH Ⓐᴛᴋ)

Notes	Damage
Requires corner. After landing from Silent Kill, you must dash forward st. Ⓛ immediately for the juggle. You may instead call an OTG assist after recovering from Silent Kill to make this combo easier and to make it viable midscreen	858,900 damage, 319% meter loss

ACTIVATE LEVEL 2 OR 3 X-FACTOR, [↓ ↘ → ✛ Ⓛ (CHARGE), ↓ ↘ → ✛ Ⓛ (CHARGE)] X ∞

Notes	Damage
Once the first hit connects, you may repeat this loop indefinitely until X-Factor expires	Damage varies depending on the number of loops performed

AKUMA

"MY SKILLS ARE UNPARALLELED!"

Bio

REAL NAME

Akuma

OCCUPATION

Fighter

ABILITIES

While his basic fighting style is based on Ansatsuken, same as Ryu, he has mastered his own style known as "Satsui no Hadou."
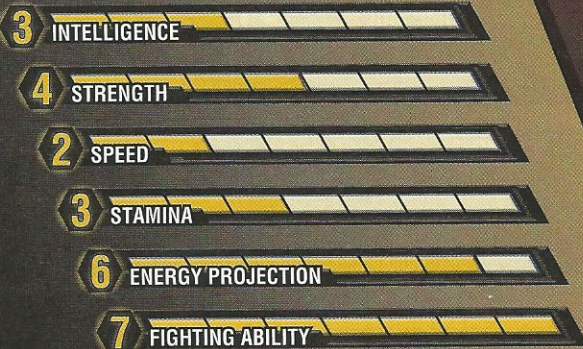
WEAPONS

None

PROFILE

A fighter who took on the name of "Master of the Fist." He seeks a true battle to the death with Ryu, and to make him into a worthy opponent, he tries to lead Ryu down the path of the "Satsui no Hadou."

FIRST APPEARANCE

Super Street Fighter II Turbo (1994)

POWER GRID

- **3** INTELLIGENCE
- **4** STRENGTH
- **2** SPEED
- **3** STAMINA
- **6** ENERGY PROJECTION
- **7** FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.
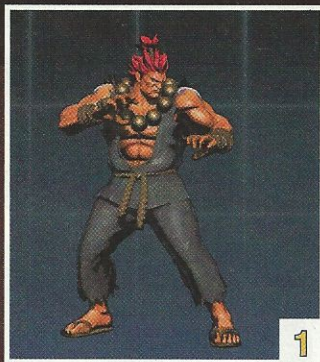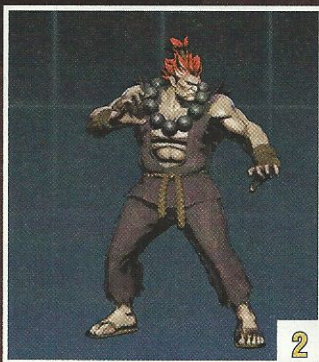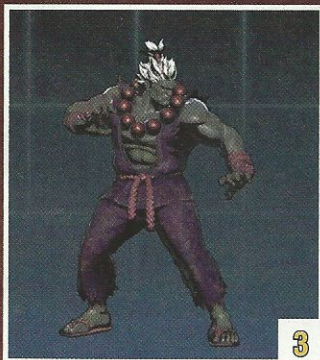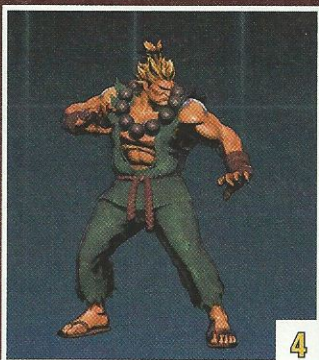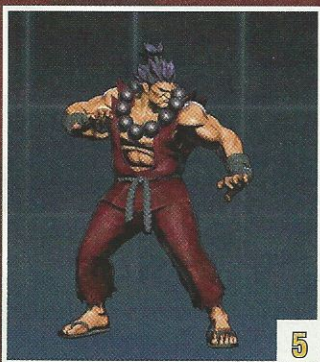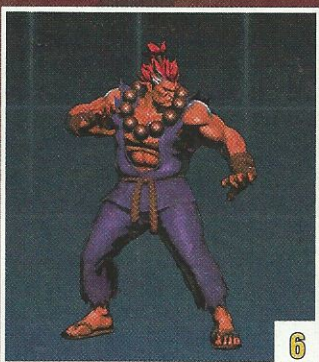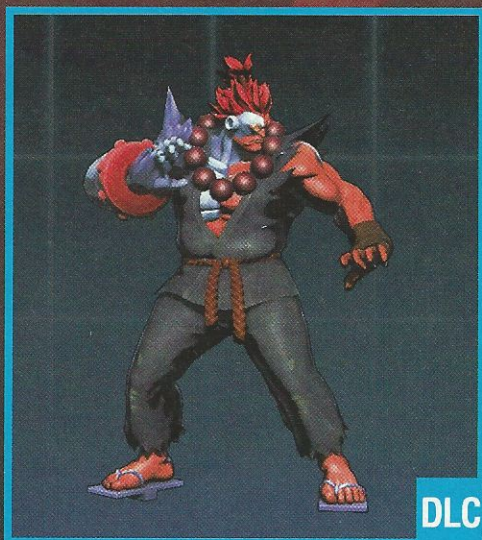
Overview

Vitality	750,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	132.5%	107.5%
Level 2 (2 teammates remaining)	155%	115%
Level 3 (1 teammate remaining)	177.5%	122.5%

While Akuma is a fairly powerful point character, his amazing Tatsumaki Zankukyaku assist lets him really shine as a dedicated assist character. As an assist character, Akuma can power through projectile walls, enhance offense, and change the flow of a round in an instant.

But, as a dedicated assist character, what happens to Akuma when he's on his own? There will no doubt be situations in which Akuma has to fight for himself, so it's necessary to learn where and how Akuma is effective as a point character and how to best take advantage of his abilities.

Akuma's greatest strengths lie in his strong up-close game. When in close while using Akuma, you can easily mix your opponent up by:

- Using Akuma's Zugaihasatsu overhead to hit the opposing character and chain straight into combo
- Dashing in with crouching L to hit an adversary afraid of Zugaihasatsu
- Throwing a blocking competitor and continuing to combo with Hyakki Gojin or Tenma-Gozanku Ungyo
- Crossing your target up by calling an assist, then teleporting or using aerial Tatsumaki Zankukyaku

How can you get Akuma close to his foe?

- Advancing by using Zanku Hadoken and Hyakki Goho
- Forcing him through projectiles with Tatsumaki Zankukyaku H
- Super jumping and using a mix of Zanku Hadoken and Tenmakujinkyaku
- Jumping forward with option select air (H) ✛ Tatsumaki Zankukyaku L to stop jumping opponents
- Using his wavedash to speedily approach a grounded attacker

When getting close is impossible for Akuma, he can still deal considerable damage to both characters as an assist using Messatsu-Gohado Ungyo and Tenma-Gozanku Ungyo. The damage on these beam hyper combos adds up quickly and the combos are fast and easy to connect, and they can be used on reaction to fullscreen projectiles. When Akuma has meter, he can force opponents to play passively and safely, since the Ungyo hyper combos can destroy assists. Akuma can also evade the opposing character's attacks and quickly punish with a Tenma-Gohado Ungyo, giving Akuma a threat you can use to advance on your adversary's position.

TUNING SINCE ORIGINAL MVC3

Akuma's main role was as the primary crossover assist on most teams. In *Ultimate MvC3*, the Tatsumaki Zankukyaku assist now functions the same as the special move normally does, inflicting much less hitstun. It is still a top-class assist, however, except you need to react quickly to successfully combo off a hit. Akuma was given a great new tool in that Hyakkishu and all of its follow-ups can now be performed in the air, giving Akuma additional aerial mobility and combo options, particularly from air throws.

- Vitality down to 750,000 from 800,000
- Tatsumaki Zankukyaku crossover assist causes less hitstun; now is identical to the normal version of Tatsumaki Zankukyaku M
- Hyakkishu can now be performed in air
- Tatsumaki Zankukyaku L now inflicts slightly less hitstun
- Messatsu-Gohado Agyo can now be mashed for additional damage
- Messatsu-Gohado Ungyo can now be mashed for additional damage
- Tenma-Gozanku Agyo can now be mashed for additional damage
- Tenma-Gozanku Ungyo can now be mashed for additional damage
- Raging Demon can now be mashed for additional damage

DLC

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing Ⓛ	1	53,000	424	6	3	6	+6	+5	Chains into Ⓛ attacks
2	Standing Ⓜ	2	72,000	640	9	5	14	+4	+2	—
3	Standing Ⓗ	1	88,000	704	8	4	18	+3	+1	—

Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching Ⓛ	1	48,000	384	5	2	11	+2	+1	Low attack, chains into Ⓛ attacks
2	Crouching Ⓜ	1	75,000	600	6	3	14	+3	+1	—
3	Crouching Ⓗ	1	85,000	680	8	4	25	—	-6	Low attack, knocks down

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Ⓢ (while standing or crouching)	1	90,000	720	7	3	21	—	-1	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air Ⓛ	1	53,000	424	8	9	7	+9	+8	Overhead attack
2	Air Ⓜ	1	70,000	560	10	3	19	+14	+12	Overhead attack
3	Air Ⓗ	1	88,000	704	10	3	23	+15	+13	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air S causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air S behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus S, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.
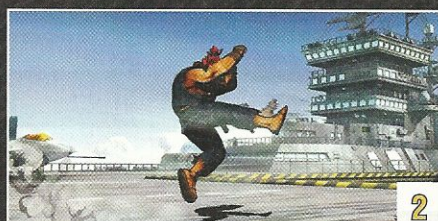
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air S	1	90,000	720	8	4	16	+17	+15	Causes hard knockdown if used in launcher combo
2	Air ↗ + S (during launcher combo)	1	60,000	480	10	4	Until grounded	—	—	Tags in next available ally while lofting opponent upward
3	Air ➡ or ⬅ + S (during launcher combo)	1	50,000	400	10	3	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter from foe
4	Air ⬇ + S (during launcher combo)	1	50,000	400	9	4	15	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.
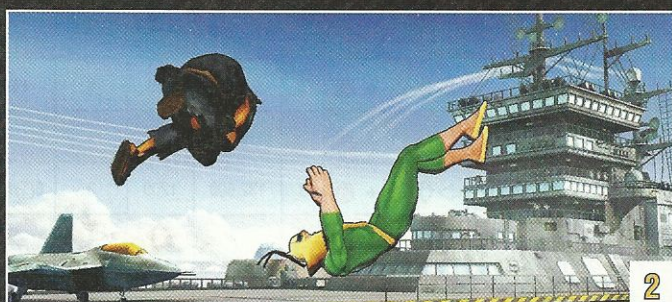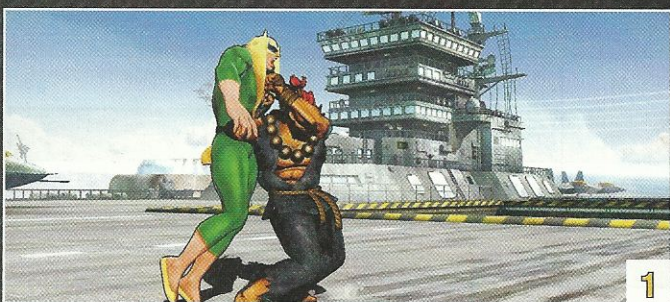
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Zugaihasatsu	➡ + M	2	81,000	720	21	4	19	-1	-3	Overhead attack, causes ground bounce against airborne adversary
2	Senpukyaku	➡ + H	1	100,000	800	18	5	16	+10	+2	Knocks down rival
3	Tenmakujinkyaku	(in air) ⬇ + M	1	80,000	640	14	Until grounded	8	+11	+9	Not special- or hyper combo-cancelable

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + H (ground)	1	80,000	800	1	1	Hard knockdown
	⬅ + H (ground)	1	80,000	800	1	1	Hard knockdown
2	➡ + H (air)	1	80,000	800	1	1	Hard knockdown
	⬅ + H (air)	1	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	Crossover Combination Hyper Combo [P1+P2]	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Akuma —α	Messatsu-Gohado Agyo	Gohadoken M	1	90,000	720	38	—	141	111	Projectile has 5 low priority durability points
2	Akuma —β	Messatsu-Goshoryu	Tatsumaki Zankyaku M	3	132,600	1200	32	17(6)6	110	80	Knocks down opponent, destroys low and medium priority projectiles during active frames
3	Akuma —γ	Messatsu-Gohado Agyo	Hyakkishu, Hyakki Gojin	1	90,000		59	11	93	63	Overhead attack, ground bounces airborne competitor, OTG-capable

Akuma—α Gohadoken has the same properties as Akuma's Gohadoken M, which makes it a decent projectile assist. While it isn't as useful as Doctor Doom —α or Arthur —β for offensive characters, it can add some additional firepower to a pure projectile team.

Akuma—β Tatsumaki Zankukyaku is Akuma's stand-out assist and is one of the best assists in the game because it performs numerous functions: it hits in front and behind, almost every character can use it to extend combos, it only hits three times (lessening damage scaling), it hits for a long time (making it useful in mix-ups), it keeps opponents in guardstun long enough for you to perform a high-low mix-up, and it completely destroys projectiles! This assist is the primary reason to use Akuma, as it makes virtually every team better.

Akuma—γ Hyakki Gojin is one of the only overhead assists in the game and can be used to create mix-ups that are completely unblockable! Unfortunately, Hyakki Gojin takes a long time to come out, so you'll need considerable time to perform this mix-up without endangering Akuma. It's very possible to build a team that can fully utilize this assist, but this requires some experimentation.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇↘➡ + P1 or P2	1	50,000	500 - (-1 hyper meter bar)	2	4	18	—	+1

Notes
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Gohadoken L	⬇↘➡ + L	1	90,000	720	14	—	28	-4	-6	Projectile has 5 low priority durability points
	Gohadoken M	⬇↘➡ + M	1	90,000	720	14	—	31	-7	-9	Projectile has 5 low priority durability points
	Gohadoken H	⬇↘➡ + H	1	90,000	720	14	—	34	-10	-12	Projectile has 5 low priority durability points
2	Zanku Hadoken L	(in air) ⬇↘➡ + L	1	90,000	720	10	—	35	+11	+10	Projectile has 5 low priority durability points, if Akuma lands while still in recovery, then add 6 frames of ground recovery
	Zanku Hadoken M	(in air) ⬇↘➡ + M	1	90,000	720	10	—	40	+11	+10	Projectile has 5 low priority durability points, if Akuma lands while still in recovery, then add 6 frames of ground recovery
	Zanku Hadoken H	(in air) ⬇↘➡ + H	1	90,000	720	10	—	45	+11	+10	Projectile has 5 low priority durability points, if Akuma lands while still in recovery, then add 6 frames of ground recovery
3	Goshoryuken L	➡⬇↘ + L	1	90,000	720	6	14	24	-2	-15	Invincible from frames 1-6, airborne from frame 7, knocks down opponent
	Goshoryuken M	➡⬇↘ + M	2	118,000	1000	4	5(1)10	30	-4	-23	Invincible from frames 1-7, airborne from frame 5, knocks down foe
	Goshoryuken H	➡⬇↘ + H	3	132,600	1200	3	6(1)10	44	-18	-36	Invincible from frames 1-10, airborne from frame 5, knocks down adversary
4	Tatsumaki Zankyaku L	⬇↙⬅ + L	1	110,000	880	8	7	18	—	-1	Knocks down rival, destroys low and medium priority projectiles during active frames, airborne from frame 8
	Tatsumaki Zankukyaku M	⬇↙⬅ + M	3	132,600	1200	8	17(6)6	14	+11	+3	Knocks down competitor, destroys low and medium priority projectiles during active frames, airborne from frame 8
	Tatsumaki Zankukyaku H	⬇↙⬅ + H	5	166,200	1680	8	41(6)6	16	+9	+1	Knocks down target, destroys low and medium priority projectiles during active frames, airborne from frame 8

Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
5	Air Tatsumaki Zankukyaku L (in air OK)	(in air) ↓↘→⬅ + L	1	110,000	880	5	28	Until grounded, 6 frames of landing recovery	+13	+12	Destroys low and medium priority projectiles during active frames
	Air Tatsumaki Zankukyaku M (in air OK)	(in air) ↓↘→⬅ + M	3	124,000	1120	5	18(4)6	Until grounded, 6 frames of landing recovery	+13	+12	Destroys low and medium priority projectiles during active frames
	Air Tatsumaki Zankukyaku H (in air OK)	(in air) ↓↘→⬅ + H	5	159,600	1600	5	42(4)6	Until grounded, 6 frames of landing recovery	+13	+12	Destroys low and medium priority projectiles during active frames
6	Hyakkishu L (in air OK)	⬅↓↙ + L	—	—	—	—	—	37/Until grounded	—	—	Airborne from frame 1, Hyakkishu attacks can be performed from frame 14 on
	Hyakkishu M (in air OK)	⬅↓↙ + M	—	—	—	—	—	42/Until grounded	—	—	Airborne from frame 1, Hyakkishu attacks can be performed from frame 14 on
	Hyakkishu H (in air OK)	⬅↓↙ + H	—	—	—	—	—	53/Until grounded	—	—	Airborne from frame 1, Hyakkishu attacks can be performed from frame 14 on
7	Hyakki Gosho	(during Hyakkishu) L	1	100,000	800	9	4	15	—	+…12	Overhead attack, ground bounces foe
8	Hyakki Gojin	(during Hyakkishu) M	1	90,000	720	14	Until grounded	8	+…13	+…11	Overhead attack, ground bounces airborne adversaries, OTG-capable
9	Hyakki Goho	(during Hyakkishu) H	1	90,000	720	10	—	Until grounded	—	—	Projectile has 5 low priority durability points, automatically aligns with rival
10	Ashura Senku	→↓↘→ or ⬅↓↙ + S	—	—	—	14	—	20	—	—	Invincible from frames 14-30

Gohadoken: Akuma's ground projectile is best used from fullscreen range because its slow recovery leaves Akuma vulnerable, allowing opponents who jump over the projectile to deal big damage.

Depending on the button pressed, Gohadoken travels across the screen at different speeds: L is the slowest, and H is the fastest. Each version of Gohadoken deals the same damage and inflicts 27,000 damage if guarded, which is nice for free chip damage. If an adversary is forced to block a Gohadoken, another can be thrown fairly safely, unless your competitor can hyper combo through it.

You should avoid trying to win a long range firefight with Gohadoken, since it only has 5 low priority durability points, which many long range characters can easily overpower. Extra care should be taken when throwing Gohadokens against characters with teleports because the long recovery of the projectile leaves Akuma vulnerable to characters who can quickly get behind him.

If a Gohadoken hits, you can easily tack on some extra damage by immediately hyper combo canceling into a Messatsu-Gohado combo from anywhere on the screen for free damage!
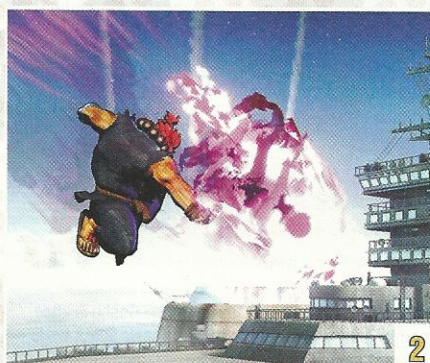

Zanku Hadoken: The aerial version of Gohadoken is an angled projectile aimed down toward the ground and is Akuma's go-to move for approaching distant opponents. The button pressed determines where the projectile is aimed: the L version is aimed almost completely downwards, while the H version travels nearly across the screen. The M version is best utilized when Akuma is super jumping, as it goes far enough to hit the opposing character from that height and is also angled so that it can block jumping competitors.

You should use these moves when normal jumping forward toward most adversaries. Against foes with a quick projectile that can nullify Zanku Hadoken, like Magneto and Arthur, you should have Akuma super jump and fire a Zanku Hadoken, and then follow it up with an aerial Hyakkishu into Hyakki Goho, or a Tenmakujinkyaku if you think your challenger is going to try to dash under Akuma. Note that the stronger versions of Zanku Hadoken have more recovery, which can leave Akuma vulnerable during a super jump if thrown at the wrong time. Generally, throw the projectile immediately after beginning a super jump.

Akuma can only throw one Zanku Hadoken per jump, even after one has recovered during a super jump. Akuma can act again after Zanku Hadoken has recovered, however, so follow up with a Hyakkishu move, Tenmakujinkyaku, or an aerial Tatsumaki Zankukyaku.


Goshoryuken: This variation on the classic "dragon punch" gives Akuma a valuable invincible attack that costs no meter, which you can use to interrupt your opponent's offense. Goshoryuken L is only invincible during its 6 frame startup time, while Goshoryuken M & H remain invincible well past their startup frames, with 7 and 10 frames of invincibility, respectively. Goshoryuken M has a startup time of only 4 frames, which is fairly fast, but Goshoryuken H has an amazingly quick startup time of only 3 frames, making it one of the fastest striking moves in the game and allowing it to punish any move that is -3 or greater!

If Akuma has meter, you can hyper combo cancel Goshoryuken H on the second hit into Tenma-Gozanku Agyo or Ungyo to make it completely safe, giving him an invincible attack that is very difficult for your foes to punish! If your opponent blocks the Goshoryuken, then the hyper combo cancels the recovery period, making Akuma safe; if your adversary is hit, the two attacks combo together, giving Akuma solid damage off a safe and invincible move!

Tatsumaki Zankukyaku: This spinning attack doesn't just go through projectiles; it destroys them! Starting from frame 8 and during all active frames, all projectiles that hit Akuma are completely destroyed, allowing Akuma to slice through zoning attacks in an instant!

Tatsumaki Zankukyaku L is safe if guarded to everything but 1 frame command throws and deals 33,000 points of chip damage, making it a powerful pressure tool against opponents, especially when they are in the corner. It's also Akuma's single most damaging attack, so you should use it in combos whenever possible. Tatsumaki Zankukyaku M & H give frame advantage if guarded, but your adversary can punish them by using advancing guard against the second-to-last hit, so be careful when using those moves from midscreen.

If Tatsumaki Zankukyaku M or H hit the target while the opposing character was in the corner, you can immediately go into a combo by hitting the S launcher; the move gives you ample time to verify that the attack hits, then confirm into Akuma's basic aerial combo. Against many characters, you can have Akuma combo into S from midscreen!
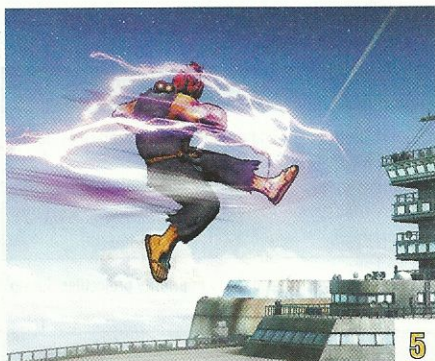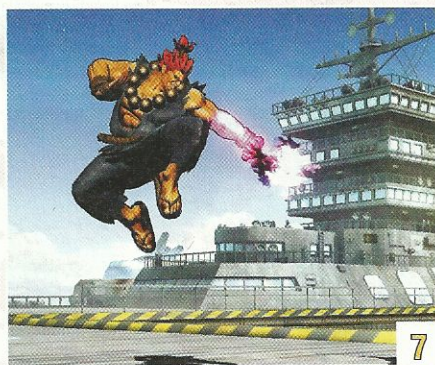
Air Tatsumaki Zankukyaku: The aerial version of Akuma's powerful Tatsumaki Zankukyaku allows Akuma to easily control space in the air, and it hits on both sides of Akuma, making it an excellent cross-up! Aerial Tatsumaki Zankukyaku also destroys projectiles only 5 frames after you perform the attack, making it an excellent tool for approaching zoning characters.

Like the ground version, air Tatsumaki Zankukyaku L deals 110,000 points of damage, making it the most damaging single hit attack that Akuma has, so use it in combos whenever possible.

After performing air Tatsumaki Zankukyaku, Akuma is completely vulnerable until he lands or hyper combo cancels into Tenma-Gozanku Agyo or Ungyo. So when normal jumping at an opponent, use air Tatsumaki Zankukyaku L, and use air Tatsumaki Zankukyaku H when super jumping to make sure Akuma's safety is ensured until he hits the ground.

Hyakkishu: When you perform this attack, Akuma jumps into the air and is granted access to the three powerful Hyakki attacks. Hyakkishu is primarily a tool to assist Akuma's offense, as he quickly moves forward and at any time can use one of the Hyakki attacks to attack opponents. Hyakkishu can now be performed in the air, which gives Akuma a semi-double jump, as well as the ability to throw two projectiles during a single jump.
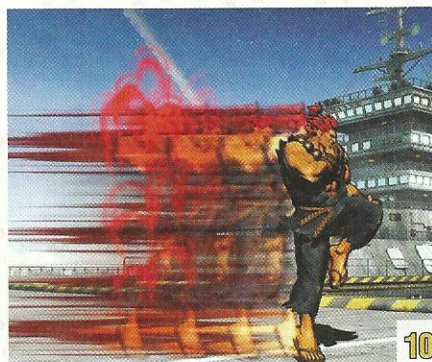

Hyakkishu L only travels a short distance and is lower than a normal jump. The M version is essentially the same as his normal jump, while the Hyakkishu H travels across half the screen and goes very high, but not quite as high as a super jump. Primarily, you'll want to use Hyakkishu L in close-range situations, and employ Hyakkishu H to advance against zoning characters.

In the air, each Hyakkishu attack travels about half as far and high as the ground versions. As such, air Hyakkishu L barely moves upward at all! When canceled from a jumping attack, the Hyakkishu jump is barely off the ground. Consequently, you can use it in tricky double overhead attacks and can even create entirely unblockable situations with low-hitting crossover assists!

Unlike a normal jump, once Hyakkishu has sent Akuma into the air, he cannot guard and can only perform one of the Hyakki attacks or Tenma-Gozanku Agyo or Ungyo, so be careful when using it in situations where the opposing character can hit Akuma.

Hyakki Gosho: One of the three attacks that can only be performed during Hyakkishu, Hyakki Gosho is a short-range overhead punch that ground bounces the target on hit. Of the three Hyakkishu attacks, Hyakki Gosho is the least useful outside of combos because it has very limited range and few active frames.

Hyakki Gosho is most useful in combos, where you can use it to ground bounce your competitor. Outside of combos, the best way to use Hyakki Gosho is after an adversary is forced to block a normal jump attack—perform an air basic attack while calling a crossover assist, then cancel the jump attack into Hyakkishu L then Hyakki Gosho. This lets you keep up pressure while performing low-risk mix-ups. Hyakki Gosho is safe on block, allowing you to keep up your offense without risk of punishment!

Hyakki Gojin: This Hyakkishu attack is an energy-infused dive kick that, unlike Tenmakujinkyaku, is an overhead attack and allows you to combo into additional damage when it hits. Hyakki Gojin is best used in combination with super jumping and using Hyakki Goho; if you think your opponent is going to try to dash under Akuma, use Hyakki Gojin instead of Hyakki Goho to dive down and cut them off!

You can also use Hyakki Gojin to extend Akuma's combos, as it is OTG-capable and ground bounces when hitting a grounded foe. You can use this fullscreen and after an air throw, but if it hits your rival just before they're about to stand up, it causes the competitor to ground recover instead of ground bouncing. If this happens, use it as an opportunity to continue attacking your challenger; use the overhead Zugaihasatsu, or cross up your opponent by calling a crossover assist, then switching sides with Ashura Senku!

Hyakki Goho: This Hyakkishu attack allows Akuma to throw a fireball in the middle of Hyakkishu simply by pressing 🅗. This attack is a major part of Akuma's offense, since it lets him advance under the cover of an air projectile, and if the opposition is forced to block Hyakki Goho, Akuma is at frame advantage! Being a Hyakkishu move, you can alter your gameplan on the fly by using Hyakki Gojin against an adversary trying to dash under Akuma, or by using Hyakki Gosho against a competitor attempting to meet Akuma in the air.

This move is mostly identical to Zanku Hadoken; it inflicts 27,000 points of chip damage when blocked, and Akuma can only throw one per Hyakkishu. After Akuma throws the projectile, he cannot act until he hits the ground, putting him in great peril if your rival evades the projectile.

You can also employ this attack to create two midair projectiles, which can create enough of a wall to stop most characters from destroying Akuma's fireballs! Throw a Zanku Hadoken during a super jump, then perform air Hyakkishu and Hyakki Goho immediately after to rain down Hadokens on your opponent!

Ashura Senku: Akuma's teleport causes him to quickly move to the left or right, depending on which direction the command is performed. Ashura Senku isn't recommended as an escape tool; while it has only 4 frames of recovery, it has 14 frames of startup, making it easily thwarted when Akuma is on the ground.

When covered by an assist, Ashura Senku becomes a powerful mix-up tool because it allows Akuma to quickly travel through his opponent, making it difficult to see which side of his competitor Akuma is on! Ashura Senku can even travel through an adversary in the corner, and it is a great way to open up the target and land one of Akuma's huge damage combos.

Ashura Senku can be hyper combo canceled at any time, allowing Akuma to teleport close to his foe and then cancel into an inescapable Raging Demon!

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Messatsu-Gohado Agyo	⬇↙⬅➡ + ATK ATK	48~96	285,600~312,900	7+1	76	50	-18	-20	Can be mashed for additional damage, each projectile has 5 high priority durability points
2	Messatsu-Gohado Ungyo	⬇↙⬅➡ + ATK ATK, hold H (mash ATK after beam begins)	25~50	260,300~312,500	7+1	80	46	—	-34	Knocks down opponent, can be mashed for additional damage, beam durability: 25 frames x 1 high priority durability points
3	Tenma-Gozanku Agyo	(in air) ⬇↙⬅➡ + ATK ATK	48~96	285,600~342,900	7+2	76	16	-5	+3	Can be mashed for additional damage, each projectile has 5 high priority durability points
4	Tenma-Gozanku Ungyo	(in air) ⬇↙⬅➡ + ATK ATK, hold H (mash ATK after beam begins)	25~50	260,300~312,500	7+2	80	13	—	-1	Knocks down adversary, can be mashed for additional damage, OTG-capable, beam durability: 25 frames x 1 high priority durability points
5	Messatsu-Goshoryu	➡⬇↘ + ATK ATK	9	292,000	13+3	14(6)14(6)14	40	-4	-22	Invincible from frames 1-21, knocks down rival
6	Raging Demon (Level 3 Hyper Combo)	L L ➡ M H	15~30	465,000~510,000	5+0	40	4	—	—	Invincible from frames 1-39, throw attack, hard knockdown, can be mashed for additional hits

Messatsu-Gohado Agyo: During this hyper combo, Akuma unleashes a flurry of high priority projectiles angled up to cover most of the screen in front of him! While this hyper combo potentially deals more damage than the Ungyo version and can be mashed for an additional 27,300 damage on top, most of the projectiles miss the opposing character by flying over the foe's head or into the ground.

This hyper combo is useful outside of combos as an approach tool, since the projectiles stay on the screen after Akuma has finished throwing them, allowing him to move in on his competitor under the cover of this hyper combo. Advancing guard can negate the effectiveness of this technique, but it can be useful in a pinch, especially when Akuma doesn't have assists to help him cross the screen.

Messatsu-Gohado Ungyo: This hyper combo allows Akuma to shoot a fast, powerful high priority beam across the screen, damaging any adversaries caught in its path. This hyper combo starts up in only 8 frames, allowing Akuma to easily punish projectile-throwing rivals from fullscreen!

Whenever Akuma has meter, opponents should throw projectiles with caution, since Akuma players can easily cancel any move Akuma is performing into Messatsu-Gohado Ungyo and blast through any projectiles on the screen. You can also use this hyper to hit an assist from across the screen; if you see one come out, let this hyper rip! If it hits and Akuma has X-Factor available, cancel into X-Factor and fire off another Messatsu-Gohado Ungyo! This combo does up to 547,500 points of damage at level 1 X-Factor, and when this is combined with the damage bonus against assists, it can sometimes be enough for an instant K.O.!

Be wary of performing this hyper combo close to your opponent in situations where this hyper isn't guaranteed to hit, as it is -34 when guarded. Characters with fast, fullscreen moves like Magneto and Ryu can punish Akuma from fullscreen, but most characters will be able to punish it if they're close!

Tenma-Gozanku Agyo: The aerial version of Akuma's barrage of projectiles hyper is much more useful than the grounded version, because the spread of projectiles has a much higher chance of connecting with the opposing character and can be mashed for up to 57,300 additional points of damage! Generally, most projectiles will still miss your target, meaning that Tenma-Gozanku Ungyo is recommended in many situations.
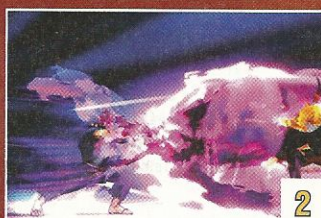
This hyper combo really shines in combos, however: Akuma can end an air combo with Tenma-Gozanku Agyo, then tack on an additional Messatsu-Gohado Ungyo or Tenma-Gozanku Ungyo after he lands! For more details on these combos, check the Combo Usage section.

You can also use Tenma-Gozanku Agyo as a close range pressure tool, as Akuma is left at +3 frame advantage after he makes an adversary block this move from up close: make an opponent guard the hyper combo, then perform an aerial mix-up with aerial Hyakkishu!

Tenma-Gozanku Ungyo: The aerial version of Akuma's beam hyper combo fires downwards at an angle and is OTG-capable, making it a very useful tool in Akuma's offense. It can also be mashed for an additional 52,200 points of damage, it does solid chip damage, and leaves Akuma at only a -1 frame disadvantage after it's over, making it completely safe! Since Tenma-Gozanku Ungyo only covers a small portion of the screen, characters with horizontally aimed projectile hyper combos like Taskmaster and Ryu can easily hit Akuma during the middle of the hyper combo, so take special care when playing against those characters.

Messatsu-Goshoryu: This hyper combo is invincible for 21 frames, making it an excellent way to avoid chip damage from a competitor's hyper combos. If an opponent is too close to Akuma when performing a raw hyper combo, immediately perform Messatsu-Goshoryu and blow through their attack. In combos on the ground, Messatsu-Goshoryu generally does less damage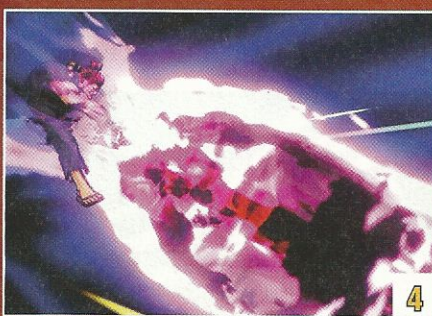 than Messatsu-Gohado Ungyo, and many of the hits whiff adversaries who are not on the ground or close to it. Additionally, the move will only fully connect during very specific THCs, making this hyper best used strictly as a counterattack.

Raging Demon: This level 3 hyper is an incredibly fast moving throw that can be mashed for an additional 45,000 damage, for a grand total of 510,000 damage! If you perform this hyper fairly close to your rival, the opposing character will be unable to escape, giving Akuma big guaranteed damage! Raging Demon is also invincible for 39 frames, so you can utilize it to blow through enemy attacks.

When performing this attack, make sure not to hit your opponent with an attack while entering the inputs; if your competitor is hit before Raging Demon is performed, they can easily jump away from the attack, rendering the attack useless. Raging Demon can also be used in THCs to catch blocking foes off guard: use an advancing hyper combo like Spencer's Bionic Arm to get close to the opponent, and at the last second, THC into Raging Demon for a gimmicky trick!

Battle Plan

Akuma's Tatsumaki Zankukyaku assist can completely negate projectiles, opening up space to start the attack!

Tatsumaki Zankukyaku can hit opponents from behind, effectively trapping your foe in the corner.

While Akuma can be a strong point character worth building a team around, he really shines on a team that takes advantage of his excellent Tatsumaki Zankukyaku assist. This assist maintains the properties of Akuma's Tatsumaki Zankukyaku M, which is already a powerful advancing tool in its own right!

Akuma—β's Tatsumaki Zankukyaku assist is versatile enough to be used in all stages of the game, from at long range to close up. From long range, calling Akuma at the right time can completely pierce through a zoning opponent's projectile attacks. Akuma isn't invincible when he comes out; even though his assist can destroy projectiles, if Akuma contacts a projectile attack before the attack comes out, he'll simply get hit and return to the bench. To use Akuma effectively, wait for a break in your competitor's zoning; every zoning character has a gap in their projectiles at some point. If Akuma is safely out and performing Tatsumaki Zankukyaku, your adversary can only hit Akuma with a projectile hyper combo, allowing your point character to dash in and close the distance.

Akuma should be called very carefully against characters like Taskmaster and Ryu who can cancel their projectiles immediately into their long range hyper combos. Tatsumaki Zankukyaku will only destroy low and medium priority projectiles, so characters who can quickly hyper combo cancel into projectile hyper combos can seriously damage Akuma. Akuma only has 750,000 health, making him one of the most fragile characters; an errant assist call can potentially get him eliminated in one combo.

At mid range, you can use Akuma's assist to simply take up most of the screen, since it stays on the screen for a long time and hits both in front of and behind Akuma. Characters attempting to jump over Akuma generally get hit in the back by Tatsumaki Zankukyaku, which allows nearly every character to land a huge combo. Also, if an opponent is forced to guard Akuma, he creates a golden opportunity for you to immediately launch an offensive; the three hits of Tatsumaki Zankukyaku place your rival in a surprisingly long amount of guardstun, during which advancing guard is ineffective. Capitalize on this by dashing in and using any mix-up attacks your character may have, such as overheads or cross-ups!

The Tatsumaki Zankukyaku is even more effective when directly integrated into a mix-up. Calling Akuma—β first, then using a quick side-switching special move like teleports or Wolverine's Berserker Slash can be a nightmare for the opposing player to defend against: Akuma makes contact with the enemy immediately after your point character has switched sides, scoring a hit unless your opponent was guarding in the opposite direction! Akuma then proceeds to hit three times with Tatsumaki Zankukyaku, giving you plenty of time to capitalize with a juggle combo. Akuma—β's assist is also great for turning quick overhead attacks into combo opportunities, but this is more difficult midscreen, because Akuma often carries your rival's character a long distance away.

You can also use Akuma's Tatsumaki Zankukyaku assist to extend many characters' combos, since it hits for a long time, letting you combo from things that normally have too much recovery, like Wolverine's Berserker Slash and Zero's Sentsuizan. The assist also only hits three times, which lessens the damage and hitstun scaling incurred by successive attacks!

Akuma can keep the pressure on by jumping over projectiles and firing one of his own!

Throw a Zanku Hadoken while super jumping, then immediately perform Tenmakujinkyaku to quickly approach fullscreen opponents!

When you are forced to fight with Akuma, you should try to get him in close as quickly as possible. Stuck in a long range firefight, Akuma doesn't have the arsenal he needs to compete against more dedicated projectile throwers, and most characters can quickly close the distance against him and put him on the defensive. Gohadoken only has 5 low priority durability points, which is only useful against characters who can't overpower them, like Rocket Raccoon or Zero, as well as against characters without advanced movement options, such as Haggar and Frank West. The recovery on Gohadoken is fairly long, however, making it easy for characters to slowly put Akuma on the defensive by jumping over them. If Akuma is forced into a firefight, try to catch your adversary and their assist on screen at the same time with the Messatsu-Gohado Ungyo beam hyper combo; chances are you can catch both of them at the same time, inflicting massive damage to the assist. Even if it doesn't K.O. the assist, it'll do considerable damage, which should keep them on the bench for long enough that they won't be a problem for a few precious seconds.

If you must play Akuma on point, try to pair him up with a crossover assist with slow-moving projectiles: Sentinel—α, Rocket Raccoon—α, or Arthur—β are all great choices. These types of assists not only bolster Akuma's long range game, they also function as covering fire to allow Akuma to quickly close the distance and place his foe in long enough guardstun to set up easy mix-ups. Characters with fullscreen hyper combos make good partners for Akuma in general: he will often be hitting with beam hyper combos from fullscreen, and these characters can be used in THCs for extra assist-destroying potential.

In most situations, Zanku Hadoken and Hyakki Goho prove more useful than Akuma's ground projectile, as it allows him to remain mobile while tossing fireballs. Having Akuma jump forward while tossing projectiles is a great way to safely gain distance on your opponent; the fireballs effectively act as a shield from the front, making this difficult for foes to stop by conventional means. From farther away, you can advance a much longer distance by using Hyakkishu H immediately followed by Hyakki Goho. Making contact with a projectile leaves Akuma with a huge amount of frame advantage; if Akuma is close enough, you'll be able to immediately dash in and perform a mix-up, or start a combo if the fireball hits the opposing character! When attacking your challenger with aerial projectiles, be sure to use the proper versions of the attacks so as to not toss a fireball behind the opponent; Akuma is vulnerable after an aerial projectile all the way until he reaches the ground, allowing for an easy combo for your adversary. To help mitigate this, play it safe and use weaker versions of Zanku Hadoken or Hyakkishu. This can still be thwarted if your foe dashes forward unexpectedly, moving clear under both Akuma and his projectile and leaving him open for a combo. To prevent this, use Tenmakujinkyaku or Hyakki Gojin: Akuma abruptly dives straight down onto his rival and cuts them off, allowing for a big combo!

Some characters with high-powered projectile attacks can make it very difficult for you to have Akuma bully his way in with aerial projectiles. Against these characters, try changing the angle of your approach: super jump forward and use Zanku Hadoken L on the way up to cover your descent. This tactic completely bypasses any ground control your competitor possesses and forces them to change up their game. The Zanku Hadoken will also have recovered well before Akuma lands, allowing you to perform a Tatsumaki Zankukyaku L on the way down to hit opponents trying to dash under Akuma. This tactic still allows your rival to get away from the corner by dashing under Akuma, so you'll want to omit the aerial projectile and drop down with Tenmakujinkyaku at times.

Once Akuma has reached midscreen, you can start mixing in aerial Tatsumaki Zankukyaku along with Zanku Hadoken; normal jump forward and press ⇨ + Ⓗ + P1 or P2 to simultaneously perform an air throw attempt, an air Ⓗ basic attack, and a crossover assist. Immediately after the kick extends, cancel into air Tatsumaki Zankukyaku H to complete the option-select: you'll get an air throw if your opponent is near and a combo if air Ⓗ hits your rival out of a jump. Grounded competitors are then typically forced to guard the Tatsumaki Zankukyaku, then the crossover assist. This allows you to quickly have Akuma dash in and perform a mix-up! Even better, when this tactic is used from up close, the Tatsumaki Zankukyaku crosses up your challenger!
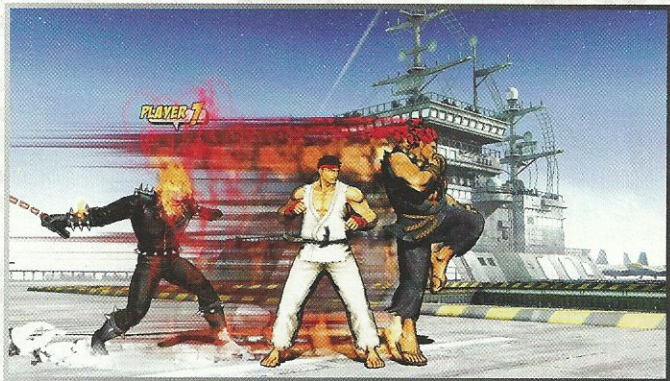
Akuma can teleport behind his opponent while calling an assist to create a cross-up that is very difficult for foes to block.

You can use Aerial Hyakkishu very low to the ground, and when combined with a low-hitting crossover assist, you can set up completely unblockable situations!

If you can manage to get Akuma up close to his opponent, there are many tools you can use to have Akuma mix up his rival and open them up for huge damage. His easiest mix-up involves using his quick Zugaihasatsu overhead, which hits twice and chains directly into the Ⓢ launcher for a combo. While the Ⓢ launcher is completely safe if guarded, an opponent using advancing guard against Zugaihasatsu causes the launcher to completely whiff, leaving Akuma wide open. To prevent this, simply verify that the two hits of the overhead are hitting before you chain into Ⓢ! If Zugaihasatsu is blocked, cancel into Tatsumaki Zankukyaku M. It's +3 advantage on block, and you can utilize it to keep pressure on your adversary. You can also tack on an Ⓢ launcher against any character if it hits in the corner!

A competitor making use of advancing guard can easily put a stop to Akuma's offense, forcing you to begin the approach process over from the beginning. To defeat advancing guard, use delayed crouching Ⓛ attacks spaced farther apart than what you may be accustomed to; opponents trying to use advancing guard against single Ⓛ attacks will likely mistime it, instead getting a crouching Ⓗ attack. This then gets counterhit by your crouching Ⓛ attacks, allowing you to convert into Akuma's massively damaging combos.

By using Akuma's Ashura Senku while calling an assist, Akuma can quickly cross up his opponent, opening them up for a combo. Use any assist that covers the ground horizontally, including assists that Akuma can use to close distance like Doctor Doom's Plasma Beam and Rocket Raccoon's Spitfire Twice! Simply call the assist before performing Ashura Senku; if it hits, you can easily convert the assist's hit into a juggle combo, and if it's blocked, Akuma generally remains covered by the assist with frame advantage, allowing you to keep up your offense. If blocked, try to slip in Zugaihasatsu while your competitor is blocking the assist! Ashura Senku has considerable startup and is vulnerable for 14 frames before Akuma teleports through his target, and it only travels across half the screen, so make sure your adversary isn't in position to hit Akuma out of Ashura Senku's startup.

To counter opponents trying to jump away from your offense, use the aforementioned air ⇨ + Ⓗ + P1 or P2 CANCEL ⇨ Tatsumaki Zankukyaku H option select: scoring an air throw in this manner is great, but a wrong guess still results in a cross-up situation that also forces your foe to guard your assist. Proceed to go right into another mix-up!

If your rival is intent on staying on the ground, jump forward and attack with a late air Ⓢ canceled into air Hyakkishu L, then use Hyakki Gosho. The L version of air Hyakkishu causes Akuma to perform a very short hop, allowing you to perform a very quick double overhead! If combined with Wesker's low-hitting assist Samurai Edge (Lower Short), you can create a very quick completely unblockable setup with Akuma! Simply call Wesker the same time Ⓢ is pressed, then cancel into Hyakkishu L to open up any grounded foe.

"I SEEK THE ULTIMATE POWER! I WILL NOT BE STOPPED BY MERE MORTALS!"

COMBO USAGE

I. CR. (L), ST. (H), → + (H), DASH, CR. (M), ST. (H), (S) CANCEL> SUPER JUMP, AIR (M), (M), (H), (S), ← ↓ ↙ + (ATK) CANCEL> (DURING HYAKKISHU) (M), DASH, CR. (H), (S) CANCEL> SUPER JUMP, AIR (M), (M), (H) CANCEL> AIR ↓ ↙ ← + (L) CANCEL> ↓ ↘ → + (ATK)(ATK) (HOLD (H)) MASH (ATK)

706,700 damage, 12% meter gain

After the first launcher, stagger the timing of the air (M) (M) (H), (S) chain to make sure Akuma lands shortly after the opponent. This gives you more time to hit with the Hyakki Gojin. Performing Hyakkishu in the air makes it significantly easier to ground bounce your adversary in time.

You'll need to be able to judge the distance after inflicting the hard knockdown— in the corner, Hyakkishu L works all the time, but at midscreen, you'll generally need to use Hyakkishu M, which involves stricter timing. If the Hyakki Gojin hits too late, Akuma does not ground bounce the opposing character.

II. (CORNER REQUIRED) CR. (L), ST. (H), → + (H), CR. (M), ST. (H), → + (H) CANCEL> ↓ ↙ ← + (L) CANCEL> CR. (M), CR. (H), (S) CANCEL> SUPER JUMP, AIR (M), (M), (H), (S), ← ↓ ↙ + (L) CANCEL> (DURING HYAKKISHU) (M), CR. (H), (S) CANCEL> SUPER JUMP, AIR (H) CANCEL> ↓ ↙ ← + (L) CANCEL> ↓ ↘ → + (ATK)(ATK) (HOLD (H)) MASH (ATK)

746,400 damage, 31% meter gain

This combo adds more hits in the corner, but it is slightly more difficult. Cancel the second Senpukyaku into Tatsumaki Zankukyaku as quickly as possible to give yourself enough time to juggle the crouching (M) attack.

III. → + (M), (S) CANCEL> SUPER JUMP, AIR (M), (M), (H), (S), ← ↓ ↙ + (H) CANCEL> (DURING HYAKKISHU) (M), DASH, CR. (H), (S) CANCEL> SUPER JUMP, AIR (M), (M), (H) CANCEL> ↓ ↙ ← + (L) CANCEL> ↓ ↘ → + (ATK)(ATK) (HOLD (H)) MASH (ATK)

631,600 damage, 12% meter loss

This combo hits directly off Akuma's Zugaihasatsu overhead.

Zugaihasatsu chains directly into the (S) launcher and is two hits, giving you ample time to verify that the overhead is hitting before you go chain into the launcher.

IV. BACKWARDS OR FORWARDS AIR THROW, AIR ← ↓ ↙ + (L) CANCEL> (DURING HYAKKISHU) (M), DASH, CR. (M), CR. (H), → + (H), (S) CANCEL> SUPER JUMP, AIR (M), (M), (H), (S), ← ↓ ↙ + (L) CANCEL> (DURING HYAKKISHU) (M)

264,900 damage, 67% meter gain

This combo costs no meter, so you should use it whenever Akuma needs to conserve or build meters for other characters on his team.

Any Akuma combo can be ended with a second OTG Hyakki Gojin to conserve meter. You can add a hyper combo to this combo by replacing the final (S) with air Tatsumaki Zankukyaku L into Tenma-Gozanku Ungyo, for a total of 465,200 points of damage but a 38% loss in meter.

Ending the combo with Hyakki Gojin causes your opponent to instantly ground recover, giving you a chance to mix your rival up and catch them off guard with Zugaihasatsu or an Ashura Senku with assist cross-up!

V. CR. (L), ST. (H), → + (H), DASH, CR. (M), ST. (H), (S) CANCEL> SUPER JUMP, AIR (M), (M), (H), (S), ← ↓ ↙ + (ATK) CANCEL> (DURING HYAKKISHU) (M), DASH, CR. (H), (S) CANCEL> SUPER JUMP, AIR (M), (M), (H) CANCEL> AIR ↓ ↙ ← + (L) CANCEL> ↓ ↘ → + (ATK)(ATK) MASH (ATK), AIR ↓ ↘ → + (H), LAND ↓ ↘ → + (ATK)(ATK) (HOLD (H)) MASH (ATK)

879,100 damage, 75% meter loss

This combo uses two hyper combos and does incredible damage, enough to knock out many characters in the game without the use of an assist!

This combo won't work if your opponent is in the corner after the Hyakki Gojin OTG, or if Akuma is just outside of the corner. To get your adversary out of the corner, perform Hyakkishu immediately after landing; Akuma hits the target with Hyakki Gojin and then lands on the other side of his foe, letting you finish the combo.

If Hyakki Gojin doesn't switch sides with the opposing character, you must perform a slightly different combo, which can be found in the Combo Appendix.

ADVANCED TACTICS

WHO NEEDS FRIENDS, ANYWAY?

To turn the tables, look for opportunities to blast both the point and assist character with Messatsu-Gohado Ungyo, then activate X-Factor and do it again!

While Akuma—β is a very powerful assist, that also means he's going to be in situations where he'll have to fight by himself with no crossover assists once his teammates are gone. Unless you have a guaranteed chance to knock out a character with a combo, it's generally best to save X-Factor until Akuma's by himself; if the only way to save a character is by activating level 2 X-Factor to avoid chip damage, it's probably best to let that character get knocked out so Akuma can use X-Factor level 3 by himself.

Once Akuma is in X-Factor, you should use Tatsumaki Zankukyaku L fairly liberally, as it's incredibly fast, completely safe on block, inflicts 58,500 points of chip damage, and can lead to massive damage on hit. Tatsumaki Zankukyaku L combos into itself at X-Factor level 3, allowing you to connect up to eight in a single combo for 1,111,600 points of damage, which is enough to take out almost every character in the game! Against Thor, Haggar, Tron, and Nemesis T-Type, cancel the eighth Tatsumaki Zankukyaku L into Tenma-Gozanku Agyo to finish them off, dealing a total of 1,503,500 damage!

Once you've scared your challenger into blocking Tatsumaki Zankukyaku, look for a chance to dash in and throw out Zugaihasatsu, which is incredibly fast at X-Factor level 3 and can lead into an instant-knockout combo!

It's very common for your opponent to try to jump away in the face of an angry level 3 X-Factor Akuma. Be ready to switch it up and go for an air throw by using option-select air ⮕ + Ⓗ canceled into Tatsumaki Zankukyaku H!

If chasing down your rival is proving difficult, you may want to simply try to chip them into oblivion with multiple beam hyper combos; during X-Factor level 3, each beam hyper combo guarded results in 285,700 points of damage! Just be sure not to get punished; if your adversary's character is capable of punishing the ground version of the beam, you'll have to stick with the aerial version.

It's best to hold off on activating X-Factor as long as possible and look for a chance to connect with Messatsu-Gohado Ungyo. If it hits, or hits an assist, activate and then throw out another Messatsu-Gohadou Ungyo, which will be a combo against both your opponent's point character and their assist. This deals 598,000 damage to the point character and 898,500 damage to the assist; enough to instantly knock out most assists!

UNLEASH THE POWER OF THE RAGING DEMON!

Akuma's Raging Demon level 3 hyper combo is a throw that moves forward, and if performed close to an opposing character who isn't in the air, it cannot be avoided once the hyper combo has been performed. Properly used, it can be extremely effective not only as a throw, but also as a mix-up tool!

Raging Demon is completely invulnerable for 39 frames and

Raging Demon is completely invincible for 39 frames, allowing Akuma to blow through many attacks in the game!

travels across almost the entire screen, allowing it to beat nearly any move on the ground, including long range attacks like Doctor Doom's Plasma Beam and Magneto's Electromagnetic Disruptor!

When playing with Akuma and his teammates, you can also set up Raging Demon in several ways that are guaranteed to catch an adversary off guard the first time they see it. You can even create inescapable set-ups using THC: perform a hyper combo that moves directly to your competitor, like Spencer's Bionic Arm; if your rival blocks it, wait a moment, then THC into an inescapable Raging Demon! If your opponent avoids a hyper combo like Ryu's Shinku Hadoken, cancel into Raging Demon and punish the target for trying to punish you!

Since Akuma can hyper combo cancel his Ashura Senku, you can have him teleport through his challenger and then hyper combo cancel to an inescapable Raging Demon. This is great to use against new characters entering the playing field!

A flashy way to land a Raging Demon is to hyper combo cancel the startup frames of Zugaihasatsu: chain basic attacks into the overhead, then quickly input the Raging Demon command before the Zugaihatsu hits your rival. This is for style points more than anything; performing chains of basic attacks gets you pushed away by advancing guard more often than not.

After hitting Raging Demon, Akuma is left at extreme frame advantage. As long as you can guess the direction your adversary will ground recover, you can immediately follow the Raging Demon with an easy mix-up: dash in the direction of your foe, call a crossover assist, then immediately perform Ashura Senku to cross up, Zugaihasatsu to hit overhead, or crouching Ⓛ to hit low.

COMBO APPENDIX

GENERAL EXECUTION TIPS

- Perform OTG Hyakki Gojin as fast as possible to combo.
- When performing Raging Demon, be sure not to press Ⓜ before ⮕; perform the motion slowly and deliberately
- OTG Hyakki Gojin in the corner will switch sides unless you backdash before inputting Hyakkishu

CR. Ⓛ, ST. Ⓗ, ⮕ + Ⓗ, DASH, CR. Ⓜ, ST. Ⓗ, Ⓢ ᴄᴀɴᴄᴇʟ▸ SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, ⬅⬇↙ + ᴀᴛᴋ ᴄᴀɴᴄᴇʟ▸ (DURING HYAKKISHU) Ⓜ, DASH, CR. Ⓗ, Ⓢ ᴄᴀɴᴄᴇʟ▸ SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ ᴄᴀɴᴄᴇʟ▸ AIR ⬇↘⬅ + Ⓛ ᴄᴀɴᴄᴇʟ▸ ⬇↘⮕ + ᴀᴛᴋ ᴀᴛᴋ MASH ᴀᴛᴋ, Ⓢ, LAND, AIR ⬇↘⮕ + ᴀᴛᴋ ᴀᴛᴋ (HOLD Ⓗ) MASH ᴀᴛᴋ

Notes	Damage
Akuma two hyper combo corner variation. Ⓢ must be pressed immediately after the first hyper is performed. OTG with second hyper combo!	870,600

(CORNER REQUIRED) CR. Ⓛ, ST. Ⓗ, ⮕ + Ⓗ, ⬅⬇↙ + Ⓛ ᴄᴀɴᴄᴇʟ▸ (DURING HYAKKISHU) Ⓛ, {JUMP Ⓜ, Ⓗ, Ⓢ ᴄᴀɴᴄᴇʟ▸ AIR ⬇↘⬅ + Ⓛ ᴄᴀɴᴄᴇʟ▸} X 2, JUMP Ⓜ, Ⓗ, Ⓢ ᴄᴀɴᴄᴇʟ▸ AIR ⬇↙⬅ + Ⓛ, LAND Ⓢ ᴄᴀɴᴄᴇʟ▸ SUPER JUMP, AIR Ⓜ, Ⓗ ᴄᴀɴᴄᴇʟ▸ AIR ⬇↘⬅ + Ⓛ ᴄᴀɴᴄᴇʟ▸ AIR ⬇↘⮕ + ᴀᴛᴋ MASH ᴀᴛᴋ, Ⓢ, LAND, AIR ⬇↘⮕ + ᴀᴛᴋ ᴀᴛᴋ (HOLD Ⓗ) MASH ᴀᴛᴋ

Notes	Damage
Outside of the corner, start with cr. Ⓛ, st. Ⓜ, repeat the rest of the combo	975,700

(X-FACTOR 3) {⬇↘⮕ + Ⓛ} X 7, ⬇↘⬅ + Ⓛ ᴄᴀɴᴄᴇʟ▸ ⬇↘⮕ + ᴀᴛᴋ ᴀᴛᴋ MASH ᴀᴛᴋ

Notes	Damage
Without hyper combo, deals 1,111,600 damage; add on hyper to knock out characters with more health than that	1,503,500

AMATERASU

"NO TIME TO LICK YOUR WOUNDS, AMMY. WE HAVE TO FIND OROCHI!"

Bio

REAL NAME

Amaterasu Okami

OCCUPATION

Sun God

ABILITIES

Amaterasu is able to perform 13 types of miracles with the Celestial Brush. She also wields three divine weapons.

WEAPONS

Amaterasu employs three divine weapons: the Thunder Edge, the Devout Beads, and the Solar Flare. Each weapon possesses unique attributes, giving Amaterasu a variety of options in battle.

PROFILE

100 years ago, Amaterasu sealed away True Orochi but lost her physical form due to injuries sustained in battle. Her spirit was contained within a statue, and she was later resurrected, although without her Celestial Brush powers. She began a journey to restore beauty to Nippon while regaining her powers. To the average person, she appears as an ordinary wolf.
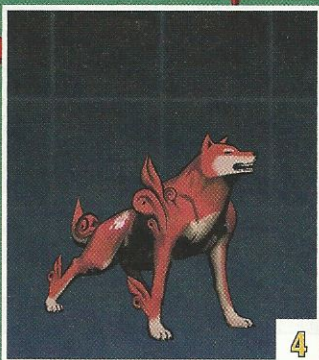
FIRST APPEARANCE

Okami (2006)

POWER GRID

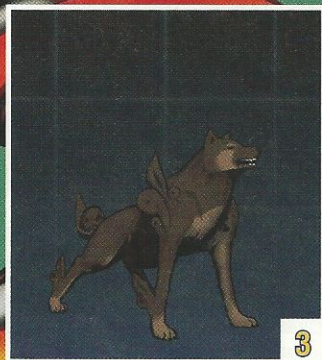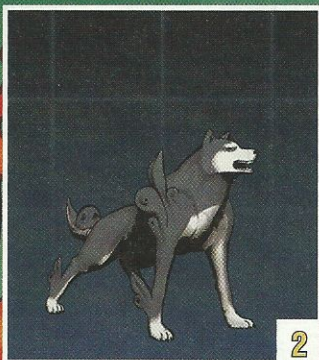|		
7	INTELLIGENCE	
1	STRENGTH	
3	SPEED	
3	STAMINA	
6	ENERGY PROJECTION	
5	FIGHTING ABILITY	

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

1

2

3

4

5

6

DLC
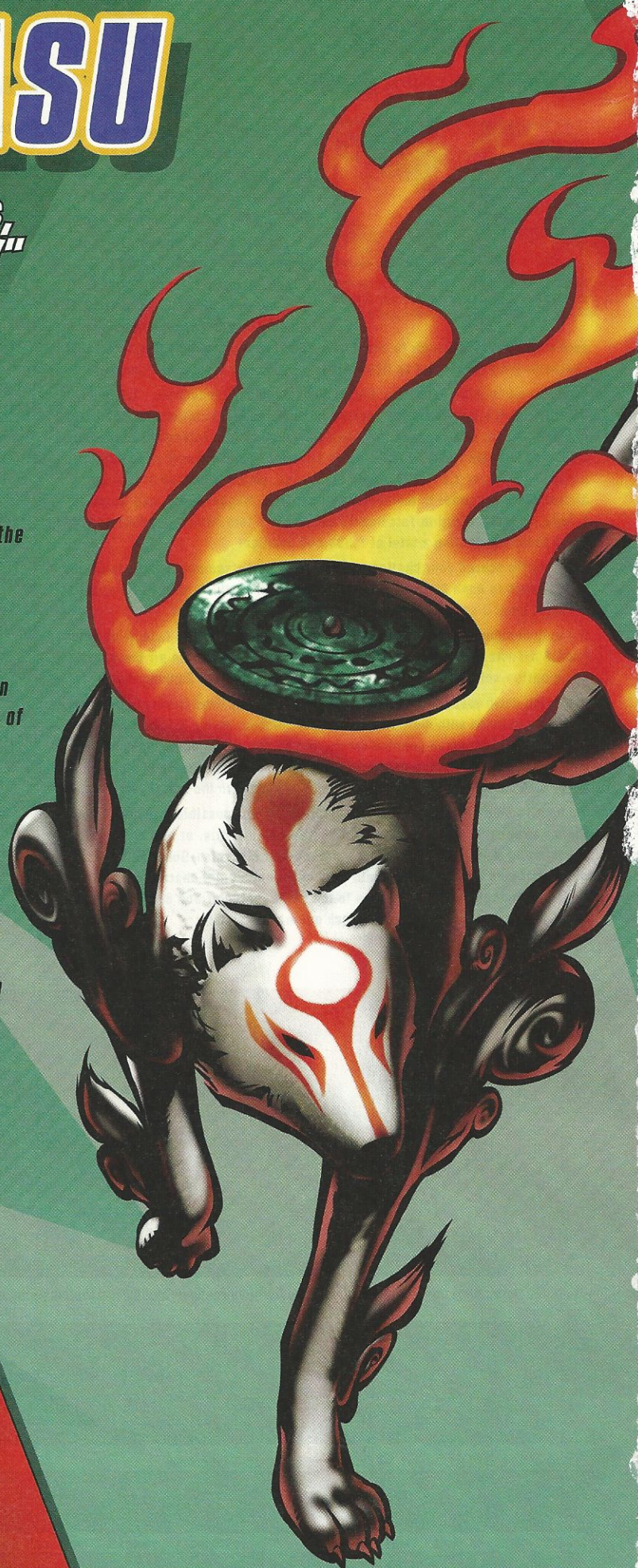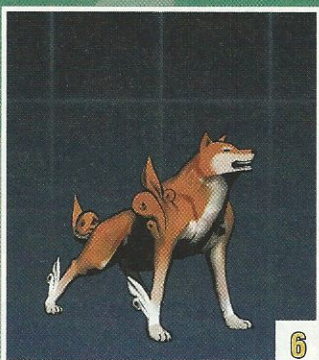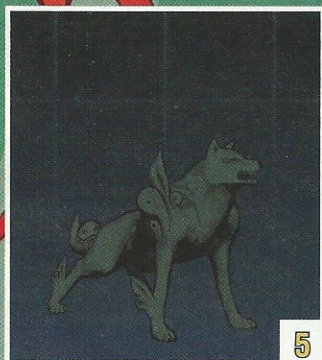
Overview

Vitality	800,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	120%	120%
Level 2 (2 teammates remaining)	140%	130%
Level 3 (1 teammate remaining)	160%	140%

Amaterasu is a versatile character who can adapt to any situation on the fly. She is a power-house on both offense and defense, and she can effectively run away from danger, as well! Ultimately, your goal with Amaterasu is to push your competitor into the corner. Amaterasu benefits from a cornered opponent because:

- The pressure that Amaterasu can put on her rivals during Solar Flare mode is even more difficult to deal with when they are in the corner
- She has extended combo potential in the corner
- Her airdash covers a lengthy distance, making it easier to move back in after being pushed out with advancing guard

You can achieve this goal by:

- Pushing opposing characters into the corner with offensive pressure stemming from standing Ⓜ
- Keeping her offense going by using her airdash
- Using Thunder Edge L and her various versions of air Ⓗ to force adversaries into the corner

TUNING SINCE ORIGINAL MVC3

Amaterasu can no longer guard during her airdash. Competitors can be more prepared, knowing she doesn't have an option besides attacking. This should encourage Amaterasu players to be more measured, and less reckless, feinting airdashes often by jumping at full screen, airdashing, then immediately falling to earth with air Ⓗ. This places the vine graphic over the screen, the visual signal an Ammy airdash is coming, but she'll still be at full screen. The more often you do this, the more often you'll actually get to airdash in when you don't fake it. In addition, the hitstun on her attacks have been reduced overall. Some of her old combos no longer work properly as a result, such as Thunder Edge instant overhead air Ⓛ to ↘ + Ⓗ. Amaterasu also receives an indirect buff; since X-Factor now provides her a speed boost!

- Amaterasu can now use Weapon Change in the air.
- Amaterasu is now unable to block during the duration of her airdash.
- Standing Ⓛ is now -1 frame advantage on hit/block from +1/0
- Standing Ⓜ is now -1 frame advantage on hit/block from +1/-1.
- Standing Ⓗ (Solar Flare) is now +2 frame advantage on hit from +4.
- Standing Ⓗ (Thunder Edge) is now +1 frame advantage on hit from +3.
- Standing Ⓗ (Devout Beads) is now -9 frame advantage on hit from -7.
- Crouching Ⓛ is now -2 frame advantage on hit/block from 0/-1.
- Crouching Ⓜ has 3 more active frames and 3 less recovery frames.
- Crouching Ⓜ is now -1 frame advantage on hit from +1.
- Power Slash is now +6 frame advantage on hit from +8.
- Hitstun on air ↘ + Ⓗ has been reduced; canceling into Glaive Chop on a grounded opponent will no longer combo.

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	30,000	240	3	2	11	-1	-1	—
2	Standing M	1	50,000	400	6	6	12	-1	-1	—
3	(With Solar Flare) Standing H	1	60,000	480	8	4	16	+2	+2	Jump- cancelable
4	(With Thunder Edge) Standing H	1	80,000	640	13	4	17	+1	+1	—
5	(With Devout Beads) Standing H	4	79,500	800	15	4	30	-9	-9	—

Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	28,000	224	4	2	12	-2	-2	Low attack
2	Crouching M	1	50,000	400	7	6	12	-1	-1	Low attack
3	(With Solar Flare) Crouching H	1	60,000	480	9	4	16	—	+2	Low attack, knocks down, jump- cancelable
4	(With Thunder Edge) Crouching H	1	80,000	640	13	4	19	—	-1	Low attack, knocks down
5	(With Devout Beads) Crouching H	4	79,500	800	13	4	26	—	-5	Low attack, knocks down

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	70,000	560	7	6	18	—	-2	Launcher, not special- or hyper combo- cancelable
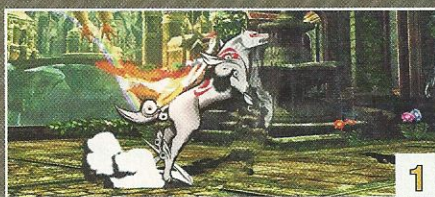
Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	35,000	280	4	4	14	+8	+8	Overhead attack
2	Air M	1	48,000	384	7	3	20	+13	+13	Overhead attack
3	(With Solar Flare) Air H	1	60,000	480	9	5	20	+17	+17	Overhead attack
4	(With Thunder Edge) Air H	1	90,000	720	17	4	17	+17	+17	Overhead attack
4	(With Thunder Edge) hold air H	1	110,000	880	36	4	17	—	+17	Overhead attack, , can cause multiple ground bounces in one combo
5	(With Devout Beads) Air H	4	79,500	800	18	5	18	+17	+17	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air S causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air S behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus S, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air S	1	70,000	560	11	3	22	+14	+14	Knocks down, causes hard knockdown if used in launcher combo
2	Air ↗ + S (during launcher combo)	2	105,00	880	13	—	Until grounded	—	—	Tags in next available ally while lofting opponent upward, projectile has 10 durability points and lasts for 30 frames
2	Air ➡ or ⬅ + S (during launcher combo)	2	95,000	800	13	—	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe, projectile has 10 durability points and lasts for 30 frames
2	Air ⬇ + S (during launcher combo)	2	95,000	800	13	—	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar, projectile has 10 durability points and lasts for 30 frames

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Reflector Chain Combo Ichi	(With Solar Flare) ➡ + H	1	60,000	480	12	4	18	0	0	Chains into S
1	Reflector Chain Combo Ni	(during Reflector Chain Combo Ichi on contact) ➡ + H	1	60,000	480	12	4	19	-1	-1	Chains into S
1	Reflector Chain Combo San	(during Reflector Chain Combo Ni on contact) ➡ + H	1	60,000	480	12	4	19	-1	-1	Chains into S
1	Reflector Chain Combo Shi	(during Reflector Chain Combo San on contact) ➡ + H	1	60,000	480	12	4	20	-2	-2	Chains into S
1	Solar Flare Attack	(during Reflector Chain Combo Shi on contact) ➡ + H	1	60,000	480	12	4	21	-3	-3	Chains into S
2	Glaive Chain Combo Ichi (can be charged)	(With Thunder Edge) ➡ + H	1	80,000/ 100,000	640/ 800	14/47	5	18/17	-1/+28	-1/0	Staggers when fully charged
2	Glaive Chain Combo Ni (can be charged)	(during Glaive Chain Combo Ichi on contact) ➡ + H	1	80,000/ 100,000	640/l 800	15/47	5	17	0/+25	0	Staggers when fully charged
2	Glaive Chain Combo San (can be charged)	(during Glaive Chain Combo Ni on contact) ➡ + H	1	80,000/ 100,000	640/ 800	15/47	5	17	0/+25	00	Staggers when fully charged
2	Thunder Edge Slash (can be charged)	(during Glaive Chain Combo San on contact) ➡ + H	1	80,000/ 100,000	640/ 800	15/47	5	18	—	-1	Knocks down, staggers when fully charged
3	Rosary Chain Combo Ichi	(With Devout Beads) ➡ + H	4	79,500	800	17	5	27	-4	-11	—
3	Rosary Chain Combo Ni	(during Rosary Chain Combo Ichi on contact) ➡ + H	4	79,500	800	17	5	21	+2	-5	—
3	Rosary Chain Combo San	(during Rosary Chain Combo Ni on contact) ➡ + H	4	79,500	800	17	5	21	+2	-5	—
3	Rosary Chain Combo Shi	(during Rosary Chain Combo San on contact) ➡ + H	4	79,500	800	17	5	22	+1	-6	—
3	Devout Beads Whip	(during Rosary Chain Combo Shi on contact) ➡ + H	4	79,500	800	17	5	23	—	-7	Knocks down
4	Thunder Edge Stab (can be charged)	(With Thunder Edge, in air) ↖ + H	1	90,000/ 120,000	720/960	11/43	Until contact with ground	43	-22/+6	-22	Staggers when fully charged, can be canceled into aerial special attacks

Attack Set continued

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	⇨ + H (ground)	2	80,000	800	1	1	Hard knockdown
	⇦ + H (ground)	2	80,000	800	1	1	Hard knockdown
2	⇨ + H (air)	2	80,000	800	1	1	Hard knockdown
	⇦ + H (air)	2	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Amaterasu—α	Okami Shuffle	Solar Flare	—	—	—	31	24	96	66	Nullifies certain beam attacks, reflects low priority projectiles
2	Amaterasu—β	Okami Shuffle	Cold Star	8	113,600	1280	42	8(9)43	125	95	Each projectile has 1 low priority durability point
3	Amaterasu—γ	Okami Shuffle	Bloom	—	—	3000	25	—	180	150	—

Amaterasu's vitality is below average, so special care must be taken when using her crossover assists. Amaterasu—α Solar Flare's usefulness as a crossover assist is diminished because Amaterasu appears behind the point character rather than the front. Amaterasu—γ Bloom is a rare crossover assist type that grants a boost of 30% hyper combo gauge bar every time it is used. It can be useful on teams that can effectively utilize hyper combo meter, but its speed leaves something to be desired compared to the similar Morrigan—γ. Amaterasu—β Cold Star is by far her most useful crossover assist. Amaterasu performs Cold Star H when summoned, making it more difficult to punish than her other two crossover assist choices. It also pins her competitor down for an extended period of time, leaving the adversary vulnerable to whatever mix-ups her teammates might have at their disposal.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⇩⇙⇦⇨ + P1 or P2	1	50,000	500 (-1 hyper meter bar)	2	6	12	—	+4

Notes
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Head Charge L	(in air) ⇩⇘⇨ + L	1	70,000	560	13	15	13	-6	-6	—
2	Head Charge M	(in air) ⇩⇘⇨ + M	1	70,000	560	13	15	13	-6	-6	—
3	Head Charge H	(in air) ⇩⇘⇨ + H	1	70,000	560	18	Until hit or grounded	50	—	-7	Causes ground bounce
4, 5, 6	Power Slash	⇩⇘⇦ + ATK	1	80,000	640	10	—	25	+6	+6	On contact with foe or hostile projectile, produces a projectile with 4 low priority durability points

Special Moves continued

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
7	Weapon Change	⬇⬇ + (ATK) (in air OK)	—	—	—	10	—	—	—	—	The strength used determines what weapon you change to: L for Solar Flare, M for Thunder Edge, and H for Devout Beads
8	Fireworks	(With Solar Flare) ➡⬇↘ + L or M	—	150,000	1500	6	15	7	—	—	The M version shifts into a counter throw if a high attack makes contact with the shield, the L version counters low attacks, holding the button increases its counter duration, hard knockdown
9	Solar Flare	(With Solar Flare) ➡⬇↘ + H	1	—	—	4	17	7	—	—	Nullifies certain beam attacks, reflects low priority projectiles
10, 11, 12	Thunder Edge (Can be charged)	⬇↙⬅ + (ATK)	1	100,000/ 150,000	800/ 1200	12/33	6/11	20/16	+1/—	-1/+1	Knocks down when fully charged
13	Glaive Chop	(in air, with Thunder Edge) ⬇↙⬅ + S	8	88,600	1120	21	Until hit or grounded + 8	31	+8	-14	This attack contains 12 projectile points, resets the 1 ground bounce per combo rule
14	Cold Star L	(With Devout Beads) ⬇↙⬅ + L	1~8	20,000 per projectile	160 per projectile	13	1~101	22~32	-1~-11	-1~-11	Each projectile has 1 low priority durability point
15	Cold Star M	(With Devout Beads) ⬇↙⬅ + M	1~8	20,000 per projectile	160 per projectile	13	1~96	22~35	-1~-14	-1~-14	Each projectile has 1 low priority durability point
16	Cold Star H	(With Devout Beads) ⬇↙⬅ + H	1~8	20,000 per projectile	160 per projectile	18	1~92	33	-12	-12	Each projectile has 1 low priority durability point

Head Charge: An aerial attack where Amaterasu charges in one of three directions. The L, M, and H versions of this attack travel ↗, ➡, and ⬇, respectively. Use Head Charge L and M as a means of offensive approach. You can also use Head Charge L to make Amaterasu run away from her adversaries by Head Charging to the top of the playing field. This is great for waiting out temporary power-ups such as X-Factor or Ryu's Hado Kakusei. Head Charge H causes a ground bounce on hit and is useful for extending combos. Head Charge can be used a maximum of three times in the air. Like Power Slash, Head Charge is usable in all three of Amaterasu's attack modes.

Head Charge L **1**

Head Charge M **2**

Head Charge H **3**

Power Slash: A floating projectile materializes in front of Amaterasu. The strength of the button used determines the position where the paper appears. Appearing directly in front of her, Power Slash L serves as a mid-range attack that Amaterasu players can use both offensively and defensively. If connected at this range, you can follow Power Slash L with standing M for a combo.

Power Slash L **4**
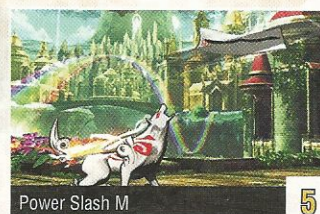
Power Slash M **5**

Power Slash H **6**

The M and H versions of Power Slash appear higher than the L version and should be primarily used for defensive measures. Attackers jumping in on Amaterasu can be deterred with Power Slash M, while foes dropping down directly above her head are stopped by Power Slash H. These two versions of Power Slash stay on screen for a long period of time because of their slow downward descent. Therefore, Amaterasu players can use them as a trap of sorts for opposing characters trying to get into striking distance. Used like this, Power Slash H is especially useful for covering tag-outs; put it onscreen, then simply use a crossover attack to bring in another character. If your opponent tries to retaliate, the paper will probably protect you. Because of its quick startup and recovery, you can use Power Slash quite liberally without much risk. This attack is usable in all three of Amaterasu's attack modes.

7

Weapon Change: You can change Amaterasu's mode of attack by inputting ⬇⬇ + (ATK). Weapon Change M is used to switch to Thunder Edge, while the H version changes to Devout Beads. Amaterasu's default mode, Solar Flare, can be changed into from the other two modes with ⬇⬇ + L. Weapon Change is extremely fast and can even be used in the middle of combos, followed by a standing M to continue the combo. Using Weapon Switch in the air causes Amaterasu to hover briefly to switch weapons, stopping any forward or backward aerial momentum. Note that this action counts toward Amaterasu's maximum of three special moves in the air. Even though Weapon Change is relatively safe, performing Power Slash M or H first to put a paper out for cover further decreases Ammy's vulnerability.

Being able to use Weapon Change in midair opens new possibilities for feints and transitions to aggression. She's free at act in midair after a Weapon Change; you can fake an airdash and then change weapons by jumping, airdashing, then immediately using weapon change. This could be used to fake an incoming airdash while simultaneously changing to Devout Beads for a stronger long range position, for example. On the other hand, you can also just jump, Weapon Change, then see what the opponent does. Since you didn't use your airdash yet in this case, you can come out of the midair Weapon Change by airdashing forward with an attack. In this way, you can shift to offense with terrific aerial attacks like Thunder Edge air H even if Ammy left the ground in a different attack mode!

8

Fireworks: Available only in Solar Flare mode, Fireworks acts as a counter to physical attacks. Once the ➡⬇↘ + L or M input is performed, the attack button used may be held down to keep the shield out indefinitely. If an attack comes into contact with the shield, Amaterasu instantly grabs her opponent for an aerial slam into a hard knockdown. You can then follow this slam with a combo by immediately performing Weapon Change M, airdashing forward, then performing air ↙ + H (cancel)➡ ⬇↙➡ + S. You can then cancel the Glaive Chop into Okami Shuffle, or continue the combo with standing M, S for an air combo. Fireworks L catches high and mid attacks, whereas the M version counters low attacks. While both versions of Fireworks are able to counter special moves, they have no effect on hyper combos.

Solar Flare: Amaterasu puts up a green shield that reflects projectiles. Certain projectiles, such as beams, are not reflected but instead nullified completely. Solar Flare is ineffective against hyper combo projectiles. You can generate the shield indefinitely by holding down ⓗ. This move alone forces projectile-centric characters to deal with Amaterasu differently than other characters, since she can just roll her puppy-dog eyes at her foe and keep Solar Flare going, then start using Cold Star to shoot right back at them when they're hesitant.

 9

 Thunder Edge L 10

 Thunder Edge M 11

 Thunder Edge H 12

Thunder Edge: Exclusive to Thunder Edge mode, Amaterasu charges forward with a glaive attack of the same name. Thunder Edge L is a straightforward attack that is used for combos and offensive pressure. The farther away it is used, the more frame advantage you get, increasing combo potential. Thunder Edge M travels at an upward diagonal angle and recovers in the air, making it possible to continue with air attacks. Thunder Edge H strikes straight up and is used as a defensive maneuver against opponents falling on top of Amaterasu's head. You can easily cancel Thunder Edge M and H into Okami Shuffle in order to maximize damage.

You can charge all three versions of Thunder Edge by holding down the ⓐⓣⓚ button used to perform the move. A fully charged Thunder Edge causes increased damage and hitstun. Because of the increased hitstun produced, it is possible to juggle off a charged Thunder Edge. If you think the opposing player might interrupt your attempt at a fully charged Thunder Edge, you can always release it early as a surprise attack!

Glaive Chop: An aerial attack only available during Thunder Edge mode, Glaive Chop comes straight down with a devastating chop. The impact of the blow also produces a bolt of thunder, and both strikes inflict damage on enemies. Glaive Chop perfectly complements an OTG ↙ + ⓗ for a ground bounce. If used early in a combo, it can be followed with standing Ⓜ, Ⓢ. In combos where hit decay has already taken its course, Glaive Chop is best canceled into Okami Shuffle.

This is a terrific move, and it makes Amaterasu's self-OTG combos possible, but don't rely on it too frequently as an attack in an of itself, because it's unsafe if guarded. Be ready to hyper cancel into Okami Shuffle to protect Ammy if the opponent is ready to retaliate.

 13

 Cold Star L 14

 Cold Star M 15

 Cold Star H 16

Cold Star: Amaterasu fires an icy projectile that quickly travels the length of the screen. Pressing the attack button additional times allows you fire up to eight shots as a rapid stream or as delayed shots. Firing a single shot results in considerably faster recovery compared to when more are added. Each individual ice projectile has only a single low priority durability point. Cold Star L shoots straight ahead and is used as a long range attack. Cold Star M shoots at a 45-degree angle diagonally, blasting enemies out of the sky. Cold Star H is unique because it causes Amaterasu to slightly jump up before shooting diagonally toward the ground. Use this move in a firefight to hop over your target's projectiles while shooting some of your own.

If Cold Star connects anywhere besides maximum distance, you can cancel into Okami Shuffle for added damage. When doing this, it is important to cancel into the hyper combo early, since the window to combo Okami Shuffle is relatively small. After Okami Shuffle, harass your adversary further with Cold Star L as they recover from their knockdown for added chip damage.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Okami Shuffle (in air OK)	⬇↙➡ + ⓐⓣⓚⓐⓣⓚ	1 + 35 + 18 + 1	70,000 + 10,000 x 35 + 7,000 x 18 + 80,000	18+4	184	4	—	+1	First projectile has 10 high priority durability points, second set of projectiles have 3 high priority durability points each, third set of projectiles have 5 high priority durability points each, last projectile has 5 high priority durability points, causes hard knockdown
2	Vale of Mist (in air OK)	⬇↘⬅ + ⓐⓣⓚⓐⓣⓚ	—	—	20+1	—	27	—	—	Slows your opponent's movement speed by 33%, slow duration lasts 300 frames
3	Divine Instruments (level 3 hyper combo)	➡⬇↘ + ⓐⓣⓚⓐⓣⓚ	25	400,000	8+2	15	35	—	-28	Frames 1-19 invincible, knocks down, Amaterasu ends in Thunder Edge mode

 1

Okami Shuffle: With its quick startup and various applications, Okami Shuffle is Amaterasu's most practical hyper combo. The duration of the hyper combo is actually that of four phases—Amaterasu starts with a fiery blast, follows with a hail of ice, continues with a lightning storm, and finishes with a bolt of thunder. Each phase has a slight pause in between, so opposing characters defending are not in true guardstun. Also note that Okami Shuffle's hitbox and range is determined by the position of the screen, not the position of Amaterasu: the center of the screen is where Okami Shuffle appears, even if Amaterasu is not on the screen upon activation.

You can use Okami Shuffle in a variety of situations, making it Amaterasu's "go to" hyper combo. Rely on this move for ending combos, THCs (both from and into), punishing foes at long distances (including super jump height), and punishing crossover assists. It is even useful when used as part of a crossover combination because of its long duration. Your point character can often be controlled long before Okami Shuffle has ended, making it possible to OTG off the hard knockdown that the last phase causes.

Though Okami Shuffle is relatively safe when guarded, many characters can punish Amaterasu between the varying phases. The space behind Amaterasu is safe for opponents during the hyper combo, so characters with a teleport can easily punish her by teleporting behind her between the first two phases. A guarded Okami Shuffle at close to medium range is also punishable by dashing forward and air throwing Amaterasu between phases. Other characters can punish Amaterasu depending on their hyper combos, so it is best to not use this hyper combo randomly.

 2

Vale of Mist: Amaterasu slows all adversaries down for a short period of time while her own speed is unaffected. Because of the extended hit stun this creates, you can perform certain special combos that are only available during this hyper. An advanced technique to use is to perform a combo ending in Power Slash L ⬅▷ Vale of Mist into a THC of your choice. The next teammate coming in then reaps the benefits of Vale of Mist. Experiment with various THCs to perform otherwise impossible combos!

 3

Divine Instruments: Amaterasu's level 3 hyper combo, Divine Instruments makes for high, unscaled damage at the end of long combos. It also sports a sizable window of invulnerability, making it ideal for blowing through an opposing character's offense.

Battle Plan

Make use of all three of Amaterasu's weapon changes for maximum effectiveness.

Power Slash can be used in any of Amaterasu's three modes.

Amaterasu's main strength is her versatility; she can fight effectively in close, from afar, in the air, or on the ground, and she can switch from offense to defense seamlessly. Some of her best attacks, such as standing/crouching M and Power Slash, are usable in all three of her attack modes. All attack modes also have access to her unique three-way airdash that can travel forward, up-forward and down-forward. Combined with Head Charge, this gives Amaterasu strong mobility options in all three modes. Though it is possible to rack some wins using only one attack mode, Amaterasu's true potential is unlocked by utilizing different attack modes depending on the situation and character match-up.

Solar Flare: Solar Flare mode is best used for close-quarters combat. This stance has the combo-friendly ⇨ + H attacks, as the other modes do not allow a launch after successful H chains, nor are they special or hyper-cancelable. Solar Flare mode ⇨ + H combo chains cause a substantial amount of hit and blockstun and build a good amount of hyper combo meter, and the first H is jump-cancelable to help with mix-ups and offensive strings. Another strength of the Solar Flare mode is the air H chain: Ammy can airdash and press H repeatedly when above the opponent's head. Depending on the timing this may cross up the opponent's character, and will typically break any airthrow attempts your adversary may try to stop the airdash. The speed of Amaterasu's crouching L and the range/priority of her standing M further complement the short-range style of Solar Flare mode.

Air H is a great attack and should be your main aerial threat in Solar Flare mode. Air H should always be performed with an input of ⇨ + H to option select an air throw. If air H connects or is guarded, continue with another air H one or two before landing. If you are in range for a throw, the ⇨ + H input ensures the throw will be performed. Follow this with a forward ground dash into standing M or Okami Shuffle if the air throw is performed at a high altitude.

By adding Fireworks to the equation, Amaterasu becomes a close-quarters monster. The true power of Fireworks is not the counter itself, but the hesitation that it produces in adversaries. By countering an enemy attack only once or even just showing the opponent Fireworks, competitors start thinking twice about attacking Amaterasu. In situations where a rival decides to stop their attack because Fireworks is being performed, take

Threaten opponents with Fireworks… then surprise them with an attack or throw!

advantage of Fireworks' fast recovery time to let go of the counter and mix it up between crouching L or a throw.

Thunder Edge: Thunder Edge mode boasts increased range over Solar Flare mode, as well as a wider variety of special attacks to utilize. Though Thunder Edge mode's ⇨ + H chain attacks are not cancelable like Solar Flare mode's, Thunder Edge mode's standing H is special move-cancelable and has huge priority and range. Also, you can charge each attack of Amaterasu's ⇨ + H glaive attacks by holding down H for increased damage and hitstun. Air H can also be charged, causing a ground bounce for extended

Take advantage of the huge range of Thunder Edge mode standing H.

combos. Charging air H fully also causes Amaterasu to stop moving in midair briefly, and this is a basic attack, and thus doesn't count against Amaterasu's air specials. By combining your actions here, Amaterasu can stay

in the air for a very long time. This can be terrific if you want to burn some time safely while your opponent's X-Factor or their hyper combo power-up state dwindles away, for example. Super jump, charge air H fully, airdash up-forward, charge air H again, then perform Head Charge L upward x3, then charge air H AGAIN! All told, Amaterasu can hang at the top of the screen longer than anyone else.

Thunder Edge mode is far from a runaway stance, though. Combining air ↘ + H, air charged H, and Glaive Chop with airdashes and Head Charges, Amaterasu's air mobility can be made unpredictable for your opponent. Both aerial ↘ + H and air charged H are special move-cancelable, granting even more control of the skies. You can stall at high altitudes using special attacks, then surprise enemies with a sudden ↘ + H. Air ↘ + H is great for offensive pressure; though it has a great deal of recovery, this can be mitigated though the use of special move cancels. If the dive attack hits, cancel into Head Charge H into a combo. If guarded, cancel into Head Charge M (which can then be followed by air L) or an aerial Weapon Change to avoid punishment. Finally, Thunder Edge H out of an airdash is worth mentioning as one of the game's best air-to-ground attacks, bar none. It has huge range, the glaive itself is invincible, it can be made to strike in front of or behind opponents ambiguously by using it just as Amaterasu passes over them during an airdash, and on a successful hit it leads directly into the damaging **Combo II**. Because of this, although she loses Fireworks in Thunder Edge mode, Ammy is at her strongest on offense when wielding the giant blue glaive. Thunder Edge air H is also excellent defensively, and can be used from far away to preemptively control the space your enemy wants to be in.

Amaterasu gains added air mobility during Thunder Edge mode with attacks like air ↘ + H.

Devout Beads: Amaterasu fights at a distance during Devout Beads mode. With its whip attacks and Cold Star, Devout Beads mode has the longest reach of the three modes. The three variations of Amaterasu's grounded whip attacks all have different ranges and properties. Standing H covers the largest area of space and can be followed with crouching H for a

Attack from a distance with Devout Beads mode.

knockdown. Use this to cover the area in front of Amaterasu, as well as the area above her in which attackers may come in jumping or airdashing. Crouching H is a far-reaching low attack used to surprise opponents by checking their low guard, though it cannot be followed by any attacks. ⇨ + H commands the least amount of space control but attacks for a whopping 20 hits when all five whip attacks are connected. Though it is not cancelable, the hitstun is consistent enough to simultaneously call an assist for extra damage.

Learn the different ranges and uses of Amaterasu's Devout Beads whip attacks. Devout Beads mode is ideal for keeping out heavy-hitting brawlers, or for sitting on a life lead. At maximum range, you can keep opposing characters out of range by predicting their movements and countering with the appropriate version of Cold Star. If competitors get

Learn the different ranges and uses of Amaterasu's Devout Beads whip attacks.

too close for comfort, use the whip attacks in conjunction with Power Slash and crossover assists to push your foe back out. This is also a good opportunity to use Power Slash as a means to cover a Weapon Change to Solar Flare mode, which is more suitable for up-close combat. The huge hitbox on Amaterasu's air H during Devout Beads mode can be abused by using it while jumping backwards for a quick retreat.

"GOOD JOB, AMMY! I KNEW YOU COULD DO IT! LET'S GET BACK TO KAMIKI VILLAGE!"

COMBO USAGE

I. SOLAR FLARE CR. (L), ST. (M), (H) CANCEL → + (H)(H)(H)(H)(S) CANCEL → FORWARD SUPER JUMP, AIR (M), (M), (H), (H), (H) CANCEL →
↓ ↘ → + (H), LAND, ST. (M), (S) CANCEL → FORWARD SUPER JUMP, (M), (H), (H), (H), (S)

378,800 damage, 102% meter gain

Your go-to bread and butter during Solar Flare mode, this combo is easy to perform and nets a good amount of damage and hyper meter. After the second (S) input, you can opt to super jump cancel into Okami Shuffle by canceling the launcher with a tiger knee motion of ↓ ↘ → ↗ + (ATK)(ATK). Ending with Okami Shuffle instead of the relaunch deals around 522,500 damage at a net cost of 22% meter loss.

II. THUNDER EDGE CR. (L), (M), (H) CANCEL ↓ ↘ → + (L), ST. (L), (M), (H) CANCEL ↓ ↘ → + (L), ST. (M) CANCEL → (S) CANCEL →
FORWARD SUPER JUMP, AIR (M), (M), (S), ↘ + (H) OTG CANCEL → ↓ ↘ → + (S) (2 HITS) CANCEL → ↓ ↘ → + (ATK)(ATK)

~573,500 damage, 20% meter loss

This is Amaterasu's main bread and butter combo in Thunder Edge mode. Learning the timing on linking attacks after ↓ ↘ → + (L) is paramount to this combo. Don't rush; you have more time than you think! In addition, sometimes you will end up on the other side of the opponent after air ↘ + (H) depending on the overall timing and positioning during the combo. To mitigate confusion, keep in mind you have a lot of time to cancel the ↘ + (H) into ↓ ↘ → + (S), so use that time to adjust if you have unexpectedly switched sides mid-combo.

III. DEVOUT BEADS CR. (L), ST. (M), (S), FORWARD SUPER JUMP, AIR (H) (4 HITS) CANCEL → ↓ ↘ → + (H), AIR (H) (4 HITS),
LAND, ST. (M), (S) CANCEL → ↓ ↘ ↗ + (ATK)(ATK)

~458,900 damage, 57% meter loss

This can be your go-to combo in Devout Beads mode. It is a fairly simple combo for a decent amount of damage. Delay the falling air (H) so that the st. (M) will properly connect, and then super jump cancel the (S) launcher into Okami Shuffle with either a tiger knee motion, or (with "auto super jump" set to ON in options) just hold (S) after the launcher, and perform Okami Shuffle quickly while holding (S) (but before the super jump actually happens)

ADVANCED TACTICS

OH MY GODDESS: SQUARE JUMPS

Solar Flare mode air (H) makes for tricky cross ups when used during a forward air dash.

Take enemies by surprise with the range of Thunder Edge mode air (H).

Players can use Amaterasu's airdash offensively via square jumps. In Solar Flare mode, perform a normal jump, airdash, and quickly do an air (L), (M) for an overhead attack. If the airdash is allowed to travel a short moment longer, you can achieve a tricky cross-up with square jump air (H). In Thunder Edge mode, super jumping airdash (H) can be a very ambiguous cross-up because of its exaggerated hitbox. You can also square jump in place with Thunder Edge mode air (H) as a defensive tool to protect from frontal assaults. Devout Beads mode square jump air (H) can be used both offensively and defensively, since its range is similar to Thunder Edge mode's air (H).

HOWL AT THE MOON: INSTANT OVERHEAD
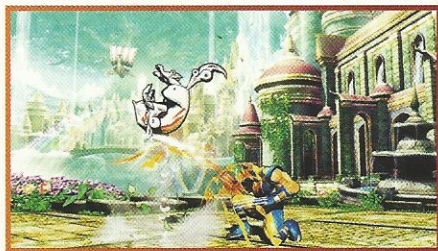
Perform an air (L) immediately after leaving the ground from a normal jump for an instant overhead.

During X-Factor or Vale of Mist, Amaterasu can perform a deadly instant overhead attack in Thunder Edge mode. At close range, perform an air (L) immediately after leaving the ground to hit a crouching opponent. This can then be followed with air ↘ + (H) CANCEL → Glaive Chop, then either Okami Shuffle or standing (M), (S) to an air combo. Once your rivals are conditioned to this maneuver, mix it up by faking the instant overhead and attacking with crouching (L) instead. Both attacks are too fast to react to, forcing competitors to make a 50/50 guess to successfully guard.

Alternatively, you can attack your opponent with an instant overhead air (L), then immediately cancel that into X-Factor to hit your opponent with a surprise combo. This is a fairly big gamble, however; there's no way to verify if the opponent's character got hit by the air (L) before canceling into X-Factor.

IV. SOLAR FLARE CR. (M), ST. (H), CR. (H) CANCEL→ ↓↘→ + (M), THUNDER EDGE ST. (M), (H) CANCEL→ ↓↘→ + (L), ST. (M), (H) CANCEL→ ↓↘→ + (L), ST. (M), (S) CANCEL→ FORWARD SUPER JUMP, AIR (M), (M), (S), ↘ + (H) OTG CANCEL→ ↓↘→ + (S)

598,700 damage, 12% meter loss

At mid range, cr. (M) and st. (M) will be your combo starters of choice due to their extended range over cr. (L). If the cr. (M) attack is guarded, you can continue with → + (H)(H)(H)(H)(H) instead to keep the pressure on.

V. FORWARD THROW OR LOW ALTITUDE FORWARD AIR THROW, (SOLAR FLARE DASH FORWARD (M), (S) CANCEL→ FORWARD SUPER JUMP, AIR (M), (M), (H), (H), (H) CANCEL→ ↓↘→ + (H), LAND, (S) CANCEL→ SUPER JUMP, AIR (M), (H), (H), (H), (S)) OR (THUNDER EDGE DASH FORWARD (M), (S) CANCEL→ SUPER JUMP, AIR (M), (M), (S), ↘ + (H) OTG CANCEL→ ↓↘→ + (S) CANCEL→ ↓↘→ + (ATK)(ATK))

224,100 damage, 74% meter gain OR 381,800 damage, 54% meter loss

This is an important combo to master as forward throws are easy to mix-up into during Amaterasu's offense. You are going to be hitting → + (H) a lot of the time in any position anyway, after all. As soon as the cinematic for the throw ends, get the dash input ready and hit with the st. (M) a moment before the enemy hits the ground. The forward-lunging hitbox of st. (M) makes the timing on the beginning of this combo forgiving.

VI. FORWARD OR BACKWARDS AIR THROW, ↓↘→ + (ATK)(ATK)

22 hits, 324,800 damage, 92% meter loss

Any air throw, front or back, can be followed by an aerial Okami Shuffle. Forward air throws cannot always be followed with a dash forward st. (M) due to altitude, so Okami Shuffle can always be used as a consistent follow up. The faster the ↓↘→ + (ATK)(ATK) is performed after the throw cinematic has ended, the more likely the Okami Shuffle is to connect.

VII. SOLAR FLARE →↓↘ + (L) VS. A JUMPING ATTACK (OR →↓↘ + (M) VS. A LOW ATTACK), AIRDASH, ↓↓ + (M), AIR ↘ + (H) OTG CANCEL→ ↓↘→ + (S), ST. (M), (S) CANCEL→ ↓↘→↗ + (ATK)(ATK)

511,300 damage, 61% meter loss

A successfully landed Fireworks L or M has a long window of opportunity afterwards for a combo. For easy, guaranteed damage, you can go straight into ↓↘→ + (ATK)(ATK) immediately after Fireworks as well. The ↘ + (H) dive can be fully charged for extra damage.

COMBO APPENDIX

GENERAL EXECUTION TIPS

When performing air combos with Amaterasu, input attack commands as fast as possible for the best results.

AIR (L), ↘ + (H) CANCEL→ ↓↘→ + (S), ST. (M), (S), SUPER JUMP, AIR (M), (M), (S), ↘ + (H) OTG CANCEL→ ↓↘→ + (S) CANCEL→ ↓↘→ + (ATK)(ATK)

Notes	Damage
Instant overhead setup during Vale of Mist or X-Factor.	441,200 damage, 18% meter loss

CR. (L), (M), (H) CANCEL→ ↓↘→ + (L), ↓↘→ + (L), ↓↘→ + (L), ↓↘→ + (L), ↓↘→ + (L), ↓↘→ + (L), (S), AIR (S), ↘ + (H) OTG CANCEL→ ↓↘→ + (ATK)(ATK)

Notes	Damage
Requires Vale of Mist and Thunder Edge mode. If mid-screen, reverse the motion for the 2nd through 6th loops of Thunder Edge, since you will be continually crossing the opponent up.	716,300 damage, 0% meter gain

CR. (L), (M), ST. (H), → + (H)(H)(H)(H)(H), (S), FORWARD SUPER JUMP, AIR (M), (H) CANCEL→ ↓↓ + (M), AIR (M), (S), LAND, FORWARD JUMP, ↘ + (H) CANCEL→ ↓↘→ + (ATK)(ATK)

Notes	Damage
Air combo involving Weapon Change.	509,900, 27% meter gain

CR. (L), (M), ST. (H), → + (H)(H)(H)(H)(H), (S), FORWARD SUPER JUMP, AIR (M), (M), (H), (H), (H) CANCEL→ ↓↘→ + (H), LAND, ST. (H) CANCEL→ →↓↘ + (ATK)(ATK)

Notes	Damage
Involves lv.3 hyper combo	769,100, 227% meter loss

ARTHUR

"YOU HAVE THE AIR... OF A DEMON!"

Bio

REAL NAME

Arthur

OCCUPATION

Knight

ABILITIES

Can rapidly hurl spears, swords, etc. toward his enemies. When wearing gold armor, he gains the ability to use magic.

WEAPONS

His inventory includes large lances, swords, fire bottles, bombs, boomerang scythes, the Swallow Blade, vine whips, etc.

PROFILE

The legendary knight who jumped into the demon world all by himself to save the princess who had been kidnapped by Satan. While best known for his dauntless courage in the face of terrifying monsters and life-threatening traps, he also enjoys wearing strawberry-print boxer shorts. Though he looks like an old man, he's really only 28 years old.

FIRST APPEARANCE

Ghosts 'n Goblins (1985)

POWER GRID

2	INTELLIGENCE
2	STRENGTH
2	SPEED
1	STAMINA
1	ENERGY PROJECTION
4	FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.
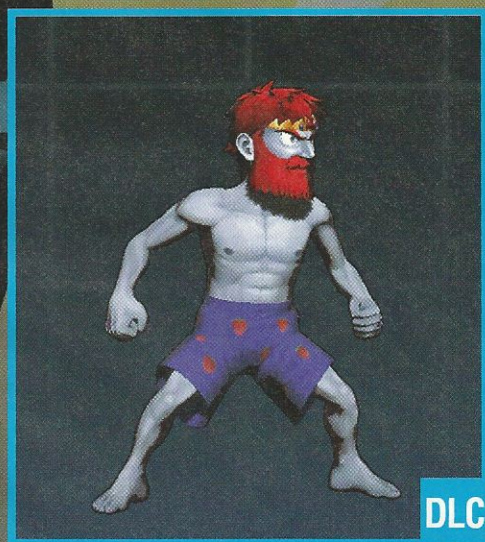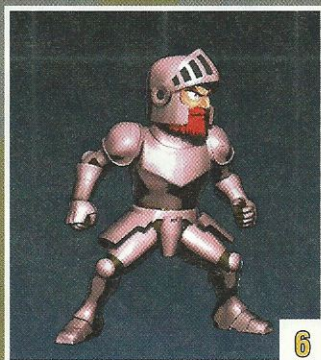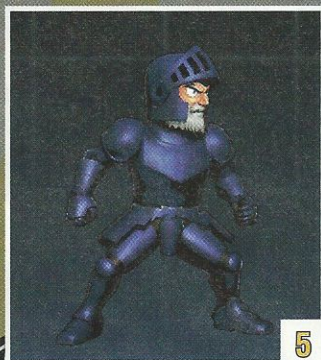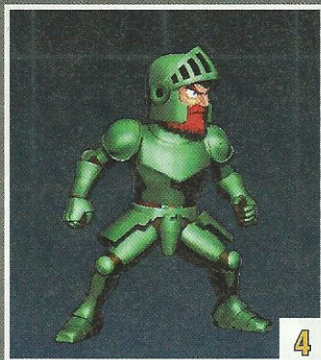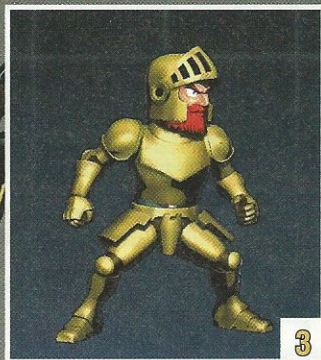
Overview

Vitality	850,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	125%	115%
Level 2 (2 teammates remaining)	145%	125%
Level 3 (1 teammate remaining)	165%	135%

Your goal with Arthur is to keep attacking opponents far across the screen.

Why do you want to keep your adversaries far away while playing as Arthur?

- Arthur's huge assortment of projectile attacks are very effective at controlling the entire area of the screen below super jump height
- Projectiles that hit the target can be canceled into Goddess' Bracelet for a strong reactionary combo from fullscreen
- Each successful attempt to keep your competitor away builds a lot of hyper combo gauge, which fuels Arthur's powerful For The Princess hyper combo
- Arthur's close range defense leaves much to be desired, and it often forces you take a large risk to reestablish control of the match

How does one keep opposing characters away using Arthur?

- Jumping and using Air Dagger Toss, then immediately landing and using Lance Toss to cover the entire vertical height of the screen
- Using a long range crossover assist to bolster Arthur's control over the ground
- Reacting to super jumps with either air throws or by forcing your adversary to land into Air Dagger Toss again
- Staying out of the corner by occasionally pushing toward your opponent with projectiles, or by super jumping over the opposing character when the opportunity presents itself

Arthur has a secondary goal that comes into play when the primary goal isn't working: establish point-blank range!

As a slow and immobile projectile character, why would Arthur want to be close to his rival?

- Arthur's new and improved air Ⓢ gives him access to an easy instant overhead that leads into a combo
- Instant overheads can be mixed up with a low-hitting crouching Ⓛ or Ⓜ, creating a mix-up that is impossible for opponents to react to
- This mix-up gives Arthur a way to force large amounts of damage onto the opposing character, creating comebacks
- Some zoning characters with several aerial projectile attacks give Arthur an inordinate amount of trouble from long range; switching it up and going after these characters is often a better option

If he's slow and immobile, how do you achieve point-blank range with Arthur?

- Using the Ⓢ-canceled Air Scatter Crossbow technique to cover a large distance quickly
- Jumping forward and using Air Fire Bottle Toss
- While keeping an attacking opponent at bay, unexpectedly super jumping forward and attack with air Ⓢ
- In Golden Armor state, super jumping forward and use Air Scatter Crossbow

TUNING SINCE ORIGINAL MVC3

Not a lot of changes were made to Arthur in *Ultimate Marvel vs. Capcom 3*. However, one simple improvement drastically changes Arthur's game: air Ⓢ now immediately causes Arthur to drop down from his jump. This gives him a huge offensive option with the threat of lightning-fast instant overheads that lead into full combos, and it also greatly improves his mobility!

- Health increased from 800k to 850k
- Air Ⓢ is now OTG-capable
- Air Ⓢ causes Arthur to drop down instantly
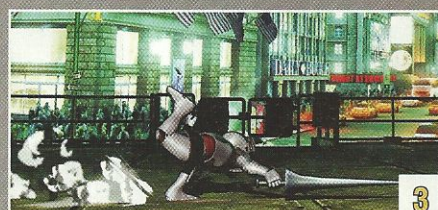- Extra hit of flame on Fire Bottle Toss

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	30,000	240	6	3	11	0	-1	Chain-cancelable into L attacks
2	Standing M	1	48,000	384	12	3	23	-5	-7	Has autoguard property versus mid/high attacks throughout active frames
3	Standing H	1	65,000	520	14	5	22	-3	-5	—
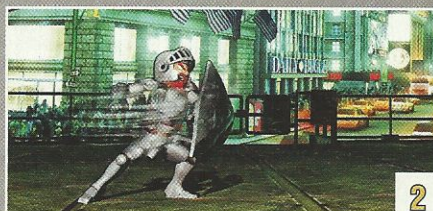
Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	28,000	224	7	2	12	0	-1	Chain-cancelable into L attacks
2	Crouching M	1	45,000	360	10	3	22	-4	-6	Low attack
3	Crouching H	1	63,000	504	15	4	24	—	-6	Low attack, knocks down

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	70,000	560	9	4	31	—	-13	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	30,000	240	7	9	10	+9	+7	Overhead attack
2	Air M	1	47,000	376	9	3	22	+16	+13	Overhead attack
3	Air H	1	63,000	504	11	5	20	+16	+14	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air **S** causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air **S** behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus **S**, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.
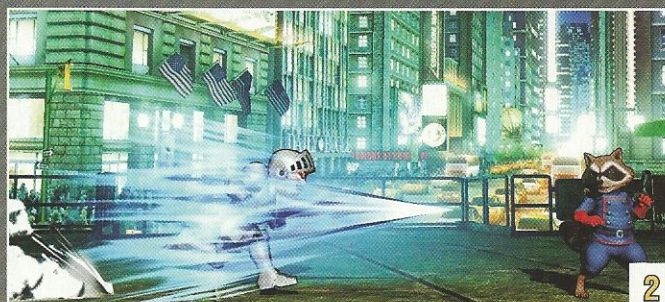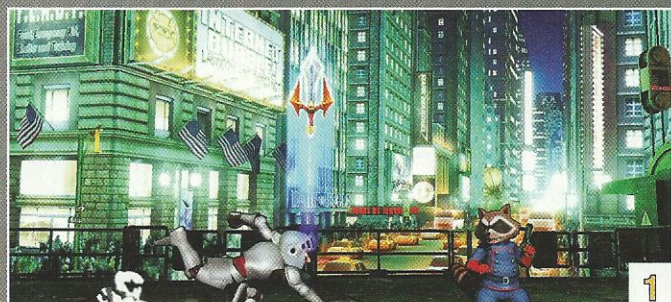
Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air **S**	1	65,000	520	12	Until grounded	5	+9	+7	OTG-capable, causes hard knockdown if used in launcher combo
2	Air ⬆ + **S** (during launcher combo)	1	60,00	480	10	4	Until grounded	—	—	Tags in next available ally while lofting opponent upward
3	Air ➡ or ⬅ + **S** (during launcher combo)	1	50,000	400	11	3	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from opposing character
4	Air ⬇ + **S** (during launcher combo)	1	50,000	400 + 10,000	12	Until grounded	5	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

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Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain into a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.
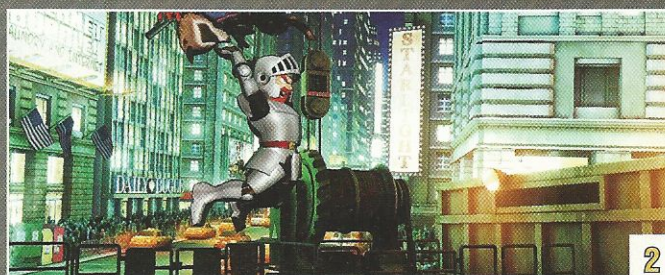
Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Cross Sword	⬅ + **H**	1	70,000	560	26	—	24	-1	-3	Not special- or hyper combo- cancelable, projectile disappears if Arthur gets hit, projectile has 5 low priority durability points
2	Lance Charge	➡ + **H**	1	70,000	560	20	11	15	-2	-4	—

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Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + **H** (ground)	1	80,000	800	1	1	Hard knockdown
	⬅ + **H** (ground)	1	80,000	800	1	1	Hard knockdown
2	➡ + **H** (air)	1	80,000	800	1	1	Hard knockdown
	⬅ + **H** (air)	1	80,000	800	1	1	Hard knockdown

FIRST ATTACK!
1

2

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Arthur—α	Goddess' Bracelet	Heavenly Slash	1	80,000/ 110,000	640/880	31	8	134	104	Knocks down, causes spinning knockdown during Golden Armor state
2	Arthur—β	Goddess' Bracelet	Dagger Toss	3	108,300/ 149,000	960/1320	34	21	125	95	Creates 3 projectiles, each with 3 low durability points, each projectile has 5 low durability points during Golden Armor state and pierces through opponents
3	Arthur—γ	Goddess' Bracelet	Fire Bottle Toss	1~6/ 1~7	40,000~93,500/ 40,000~132,500	320~960/ 320~1376	44	—	128	98	OTG-capable, bottle staggers a rival, bottle has 5 low priority durability points, each hit of flame has 1 low priority durability point. During Golden Armor state, bottle has 2 frames x 5 low priority durability points, each hit of flame has 3 low priority durability points
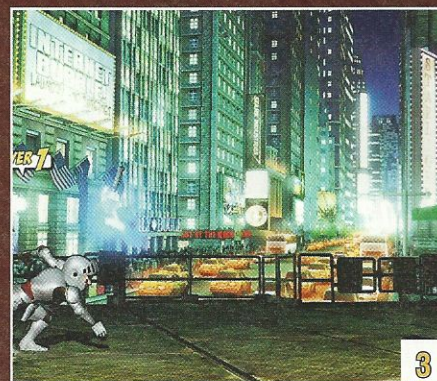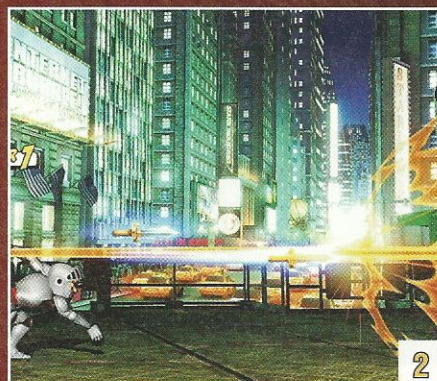
Arthur's crossover assist attacks are exceptional, and this factor alone is reason enough to put Arthur on a team! While Dagger Toss and Fire Bottle Toss are strong assists on their own, they have the potential to become game-changing; it's possible for Arthur to permanently stay in Golden Armor state as an assist character! To accomplish this, activate the Golden Armor hyper combo while Arthur is the point character, then simply tag him out to a teammate any way you like. The 20-second timer before Golden Armor state freezes until Arthur becomes the point character again!

Depending on your team, getting Golden Armor Arthur assist might even be your first goal.

Arthur—β's Dagger Toss is the most well-rounded of the three assist types, and it is a big asset to any team. The three daggers add up to 9 combined projectile durability points to help deal with zoning characters, they don't excessively scale combos because they are only three hits, and they remain an active fullscreen threat for a long time!

While in Golden Armor state, the Dagger Toss assist becomes ridiculous: 15 combined projectile durability points is enough to beat the output of most zoning characters in addition to their own crossover assists! Even better, the daggers continue to travel even after hitting an opponent; they'll hit both the point and the assist character!

Arthur—γ's Fire Bottle Toss is also amazing, but it is a little bit more specialized than Dagger Toss: the flames are much slower and have less range but place your target in a huge amount of guardstun. This assist is more suited for offensive characters who don't have an inordinate amount of trouble closing the distance with their opponents. Unfortunately, you'll have to take care not to be too close to the opposing character when using this assist; directly hitting with the bottle prevents the flames from appearing.

In Golden Armor state, the Fire Bottle Toss assist no longer has that weakness; you can directly hit your adversary with the bottle and still reap the benefits of the wall of flames. The increased amount of flames of the Golden Armor version remains an active threat for such a long time that the flames essentially give you complete control over the next several moments in the fight!
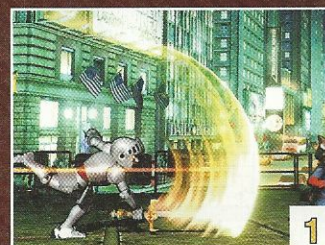
Compared to the other two assists, Arthur—α's Heavenly Slash is much more difficult to use effectively. The Golden Armor version places your competitor in a tremendous amount of hitstun that is great for combos but is much too specialized in use when compared to the other two assists.

Snap Back

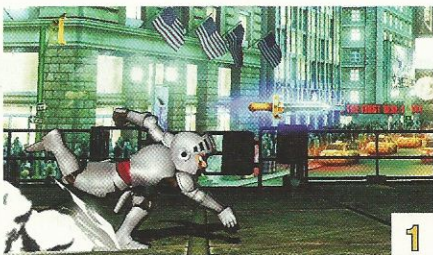| Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⇩ ⇘ ⇨ + P1 or P2	1	50,000	500 - (-1 hyper meter bar)	2	5	22	—	-5
Notes									
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds.									

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Dagger Toss	↓↘→ + L	1~3	40,000~108,300/55,000~149,000	320~960/440~1320	10	—	28~32	-2~6	-4~8	Pressing L during the recovery period cancels into another Dagger Toss, up to two times, each dagger has 3 low priority durability points. During Golden Armor state, each dagger has 5 low priority durability points and pierces through opponents
2	Lance Toss	↓↘→ + M	1~2/1	60,000~114,000/130,000	480~960/1040	13	—	28~32	0~-4	-2~6	Pressing M during the recovery period cancels into another Lance Toss, can only be canceled once, each lance has 5 low priority durability points. During Golden Armor state, only one lance can be thrown. Staggers on counterhit, projectile has 10 medium priority durability points and pierces through adversaries
3	Scatter Crossbow	↓↘→ + H	2/3	95,000/108,300	800/960	15	—	33/32	-9	-11	Each projectile has 3 low priority durability points. During Golden Armor state, 3 projectiles are fired with homing ability, with 5 low priority durability points each
4	Air Dagger Toss	(in air) ↓↘→ + L	1~3	40,000~108,300/55,000~149,000	320~960/440~1320	10	—	32	+23	+21	Pressing L during the recovery period cancels into another Dagger Toss, up to two times, each dagger has 3 low priority durability points. During Golden Armor state, each dagger has 5 low priority durability points and pierces through rivals
5	Air Lance Toss	(in air) ↓↘→ + M	1~2/1	60,000~114,000/130,000	480~960/1040	13	—	32	+25	+23	Pressing M during the recovery period cancels into another Lance Toss, can only be canceled once, each lance has 5 low priority durability points. During Golden Armor state, only one lance can be thrown. Staggers on counterhit, projectile has 10 medium durability points and pierces through competitors
6	Air Scatter Crossbow	(in air) ↓↘→ + H	2/3	95,000/108,300	800/960	15	—	30/until grounded, 1 frame ground recovery	+20	+18	Each projectile has 3 low priority durability points. During Golden Armor state, 3 projectiles are fired with homing ability, with 5 low priority durability points each
7	Shield Deflect	→↓↘ + L	—	—	—	5	26	15	—	—	Nullifies all projectiles, counters low/mid attacks, staggers foe
8	Heavenly Slash	→↓↘ + M	1	90,000/120,000	720/960	7	8	41	-18	-27	Knocks down, causes spinning knockdown during Golden Armor, invulnerable first 14 frames
9	Hellbound Slash	→↓↘ + H	2	104,000/132,000	880/1120	15	5(18)6	28	—	-11	First hit knocks down opponent, second hit causes hard knockdown, causes ground bounce during Golden Armor state
10	Fire Bottle Toss	↓↙← + L	1/6/8	40,000/93,500/143,000	320/960/1552	20	—	35	+15	-14	OTG-capable, bottle staggers foe, bottle has 5 low priority durability points, each hit of flames has 1 low priority durability point. During Golden Armor state, bottle has 2 frames x 5 low priority durability points, each hit of flame has 3 low priority durability points
11	Ax Toss	↓↙← + M	1/3	100,000/135,400	800/1200	20	—	38	-5	-7	Staggers opponent on counterhit, projectile has 10 low priority durability points. During Golden Armor state, all hits stagger foe, projectile has 3 frames x 3 medium priority durability points and pierces through adversaries
12	Scythe Toss	↓↙← + H	2/4	95,000/85,900	800/800	20	50	40	+2	-1	Scythe is in play for 50 frames, has 3 low priority durability points. During Golden Armor state, projectile has 5 low priority durability points
13	Air Fire Bottle Toss	(in air) ↓↙← + L	1/6/8	40,000/93,500/143,000	320/960/1552	20	—	Until grounded, 11 frames of grounded recovery	+38	+8	OTG-capable, bottle staggers the opponent, bottle has 5 low priority durability points, each hit of flame has 1 low priority durability point. During Golden Armor state, bottle has 2 frames x 5 low priority durability points, each hit of flame has 3 low priority durability points
14	Air Ax Toss	(in air) ↓↙← + M	1/3	100,000/135,400	800/1200	20	—	Until grounded, 11 frames of grounded recovery	+22	+20	Staggers opponent on counterhit, projectile has 10 low priority durability points. During Golden Armor state, all hits stagger opponent, projectile has 3 frames x 3 medium priority durability points and pierces through opposing characters
15	Air Scythe Toss	(in air) ↓↙← + H	2/4	95,000/85,900	800/800	20	—	Until grounded, 11 frames of grounded recovery	+28	+27	Scythe is in play for 50 frames, has 3 low priority durability points. During Golden Armor state, projectile has 5 low priority durability points

1

Dagger Toss: Arthur throws a single dagger with 3 low priority durability points. Tapping Ⓛ again cancels Dagger Toss into a second one, and you can perform this move up to two additional times for three daggers total.

Dagger Toss travels slower and pushes back the opposing character a shorter distance than Lance Toss. They also both inflict the same amount of total chip damage, making Lance Toss the preferred projectile on the ground.

The Golden Armor version of Dagger Toss is a whole lot better: each dagger has 5 low priority durability points, substantially more damage, and pierces through opponents to hit assist characters, as well. Even so, you'll generally want to use the Golden Armor version of Lance Toss on the ground instead.

Lance Toss: Lance Toss fires a lance with 5 low priority durability points. Like Dagger Toss, tapping Ⓜ again cancels Lance Toss into a second one. Only two lances can be thrown in this way.

2

On the ground, Lance Toss is generally superior to Dagger Toss. The lances travel faster across the screen, are more damaging, push your rival back farther, and cause longer guardstun.

Lance Toss is generally used immediately following an air projectile like Air Dagger Toss. This creates a solid wall of projectiles that covers the entire screen below super jump height. After your competitor guards the lances, immediately use Lance Toss again if you think your foe will attempt to dash forward.

The Golden Armor version of Lance Toss becomes a single flaming projectile with 10 medium priority durability points, destroying essentially all non-hyper combo projectiles. This gives you a huge advantage in nearly any long-range firefight that takes place on the ground!

The Golden Armor lance staggers the opposing player's character if it counterhits, and it also pierces through both the point and assist characters. The Golden Armor lance causes an enormous amount of guardstun, and in higher levels of X-Factor, the lance can singlehandedly keep your adversary in guardstun forever until they use advancing guard!

Scatter Crossbow: The Scatter Crossbow fires two low priority bolts upward at a slight angle and fills a very specialized role. It's best used when you think your opponent is going to jump at medium range and when you don't have enough time to jump back and throw daggers. If you guess incorrectly and your foe didn't jump at that medium range, quickly cancel into Goddess' Bracelet to prevent getting hit by a combo.

3

The Golden Armor version of Scatter Crossbow fires three projectiles with homing capabilities, making it an awesome tool. This gives you a great way to deal with pesky rivals firing projectiles down at super jump height!

Unfortunately, you won't be able to just repeatedly fire the homing bolts until Golden Armor expires: the homing bolts have a maximum turning radius and won't always be able to follow opposing characters who get around them.

Air Dagger Toss: Air Dagger Toss is the foundation of Arthur's zoning defense against opponents attempting to get close. It covers the entire "normal jump area" of the screen and recovers instantly on the ground, allowing Arthur to immediately follow it up with ground projectiles. Air Dagger Toss and ground Lance Toss combine to make up Arthur's "wall" tactic: causing large amounts of chip damage while limiting an encroaching player's options.

4

There's a proper timing for using Air Dagger Toss: start throwing daggers just before Arthur hits the peak of the jump. This creates an airtight wall of daggers that your competitor cannot jump between.

5

Air Lance Toss: Air Lance Toss is primarily used against other zoning characters who can fire projectiles downward from the air. Without Golden Armor, Arthur cannot aim projectiles up at opponents; Scatter Crossbow's angle isn't steep enough. Super jump up, and toss a lance their way!

Air Scatter Crossbow: Arthur's main air-to-ground projectile, Air Scatter Crossbow fires downward at a slight angle that's handy for fullscreen fighting; jump over your target's projectiles and fire some crossbow bolts back at them!

6

Combined with Arthur's new Ⓢ-canceling technique, Air Scatter Crossbow should be employed as Arthur's primary tool to quickly close the distance in on his opponent and begin attacking; see the Battle Plan section for details.

The Golden Armor version of Air Scatter Crossbow does not recover until Arthur lands back on the ground. While super jumping forward and using Air Scatter Crossbow is a great way to close the distance against his rival, be aware that it leaves Arthur completely open to any sort of counterattacks that nullify projectiles.
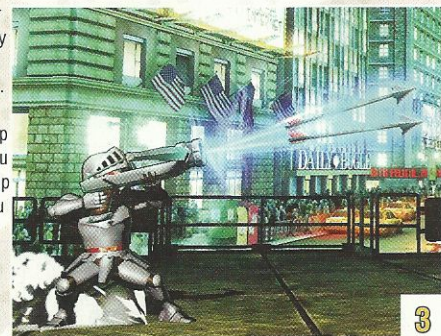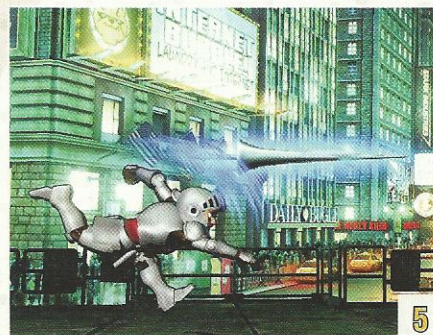
Shield Deflect: An odd special attack, Shield Deflect is a counter-type move that counters all attacks besides overheads; if timed well, Arthur deflects an attack with the shield and places his opponent in a stagger state for a combo. Arthur doesn't actually attack his adversary when the counter is triggered. The five frame startup time makes Shield Deflect difficult to use effectively, but the high reward on a successful counter can sometimes be worth the risk.

7

Due to the long recovery period of Shield Deflect, converting a successful counter into a combo can sometimes be difficult. If it seems impossible at the range you're currently in, you may want to think about simply hyper combo canceling directly into Goddess' Bracelet.

Shield Deflect has a strange quirk: Arthur has no vulnerable hitboxes behind the shield at all during the counter, making it effective against certain cross-up mix-ups like Wolverine's Berserker Slash.

Shield Deflect also nullifies projectiles, but the usefulness of this is extremely situational. In circumstances where an unavoidable projectile is coming toward Arthur, try using Shield Deflect to avoid chip damage. Shield Deflect does not nullify any hyper combo projectiles, however. There is no difference in the Golden Armor version of Shield Deflect.

"SEND FORTH THE HORDES!"

Heavenly Slash: A fairly quick slash that covers a large area, Heavenly Slash can sometimes be used as an anti-air attack. However, it is incredibly unsafe if guarded from the air or ground, and it also results in low reward if it successfully hits your foe.

The Golden Armor version of Heavenly Slash always causes soft knockdown and is unaffected by hitstun scaling. This allows you to perform a loop combo with level 2 or 3 X-Factor that can K.O. any character!
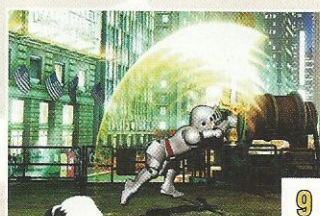
Hellbound Slash: Hellbound Slash is Arthur's primary combo extender, causing a hard knockdown on the second hit. From there, you can continue your combo with the OTG-capable Fire Bottle Toss, leading into more punishment.

This attack is very unsafe if guarded; be sure to visually verify that your normal attacks hit your rival before canceling into Hellbound Slash.

The Golden Armor version causes a ground bounce state instead of hard knockdown, which affects the composition of Arthur's combos.

Fire Bottle Toss: Arthur throws a bottle that creates an OTG-capable wall of flames when it hits the ground. The bottle causes a stagger state if it makes contact directly with an opponent, but it doesn't create the wall of flames. This property can sometimes get you into a lot of trouble if Arthur ends up hitting his adversary's crossover assist character!

The flames of the Fire Bottle Toss travel across the ground slowly and hit several times. This results in a large amount of guardstun for your opponent!

However, you'll generally only use the ground version of Fire Bottle Toss as an OTG-capable attack in combos; to actually attack with it and capitalize off of the long guardstun, you'll want to use the air version. New to *Ultimate Marvel vs. Capcom 3*: Fire Bottle Toss has a sixth hit of flames. This results in even more hitstun and guardstun!

The Golden Armor version of Fire Bottle Toss always hits the ground and creates flames regardless of whether or not it strikes the opposing character. The flames also travel much farther and produce more hits! However, the bottle itself is also thrown farther—this makes Arthur's OTG combo in the corner impossible because the bottle is thrown off of the screen.

Ax Toss: Arthur throws an ax with 10 low priority durability points that covers a large area of the screen. Ten durability points is a lot, but for that purpose, you'll want to use Lance Toss instead; while they both output the same amount of durability points, Lance Toss has a much faster startup speed.

Despite what it may look like, the ax actually isn't a huge disc flying across the screen. Instead, it's a smaller projectile spiraling forward at an odd trajectory; it's entirely possible for the ax to go over and around small crouching opponents. The game only allows one ax projectile in play at a time. This prevents Arthur from using an air Ax Toss directly followed by a ground Ax Toss.

The primary purpose of Ax Toss is to put a slow-moving projectile onto the screen that covers a lot of space. This is useful for timing purposes, such as after connecting with an Air Lance Toss at super jump height; everything else travels across the screen too quickly and passes under your competitor.

As opposed to the standard version of Ax Toss, the Golden Armor version actually is a large disc! The ax becomes a medium priority projectile that follows a much more predictable pattern, arcing upwards before dropping back down and travelling across the ground. Use this attack whenever your target gets within medium range to effectively shield yourself from all angles of attack.

Scythe Toss: Another projectile that is primarily used in combos, Scythe Toss pulls opponents toward Arthur if it hits, allowing for additional hits to be tacked on afterward. Strangely, Scythe Toss pushes adversaries very far away if guarded. This is unfortunate, since it would've allowed for a very easy set-up for Arthur's instant overhead attacks!

Most of Arthur's attacks are unsafe if guarded against a cornered opponent; verify that your competitor is guarding and cancel into Scythe Toss instead to reduce your frame disadvantage to a single frame.

Humorously, the Golden Armor version of Scythe Toss is actually inferior to the regular version! It doesn't improve upon anything of note, and its additional hits only cause more hitstun and damage scaling!

Air Fire Bottle Toss: A great offensive tool, use Fire Bottle Toss while jumping toward the opposing character to gain ground and trap the foe in guardstun. Do this unexpectedly during your zoning defense to keep from backing up into your own corner!

Something to be wary of: the thrown bottle is destroyed on contact with the opponent's character, preventing the flames from appearing. While this is generally fine when you hit the opposing point character, it becomes much more of a liability when you toss a bottle onto an enemy crossover assist: Arthur will be completely vulnerable in the air while the opposing point character is able to attack due to the lack flames. The Golden Armor version of Air Fire Bottle Toss eliminates this risk; the bottle will always hit the ground and create flame regardless of what's in its way.

Air Ax Toss: If used late while jumping forward, the air version of Ax Toss can be another tool for Arthur to gain ground on his opponent. If your rival jumps into an Air Ax Toss used in this way, you can sometimes convert that hit into a full juggle combo!

Since Air Ax Toss travels so slowly and covers a large area, it creates great cover for an S-canceled Air Scatter Crossbow to traverse the rest of the screen.

The Golden Armor Air Ax Toss is a little strange: the ax still does the upward parabolic arc, but it then travels forward in a straight line at the height it was thrown from. This essentially makes it an extremely slow horizontal projectile.

Air Scythe Toss: You can use the Air Scythe Toss as an odd combo starter when jumping toward an opponent at medium range; if it hits, the opposing character gets pulled in for an easy conversion into a full combo.

Unfortunately, there aren't a lot of situations where this move successfully hits, so generally stick with Air Fire Bottle Toss or Ⓢ-canceled Air Scatter Crossbow for your offensive needs.

SIR ARTHUR WILL SLAY THEM!"

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Goddess' Bracelet	↓↙←→ + ATK ATK	20-40	281,800-338,700	15 +1	112	5	+18	+16	Frames 1-10 invincible, can jump and double jump during active frames, each projectile has 2 high priority durability points, can be mashed for extra damage
2	Golden Armor	↓↘←← + ATK ATK	—	—	20 +2	—	—	—	—	Frames 1-20 invincible, upgrades Arthur's armor state one level, Golden Armor lasts for 1200 frames. Golden Armor cannot be activated while Arthur is already in Golden Armor state. After Golden Armor state expires, Arthur is immediately placed in a hard knockdown state, also in no-armor state
3	For the Princess	→↘↓↙ + ATK ATK	10	400,000	15 +5	150	70	—	-62	Frames 1-229 invincible, hard knockdown

Goddess' Bracelet: Goddess' Bracelet quickly fires 20 fireballs, recovering quickly enough to leave Arthur at a huge frame advantage. There's enough advantage to continue combos afterward, and you can even perform another Goddess' Bracelet from all the way across the screen!

Goddess' Bracelet also has a fair amount of invincibility during its startup frames, and you can use it in sticky defensive situations when your opponent is getting too close for comfort. However, it only pushes your rival backwards a very short distance if guarded; use the frame advantage to get more projectiles onto the screen and push your competitor away!

The most common use of Goddess' Bracelet is to hyper combo cancel ground Lance Toss hits on reaction to any stray hits for strong damage. You must fairly quickly for this to work, but it's generally safe to try. If it's guarded from far away, consider immediately tagging to another teammate across the screen; it's generally safe against all but the fastest attacks!

Arthur can jump and double jump while the fireballs are being thrown, allowing you to adjust on the fly to opponents that are being lifted too high. You can also mash for extra damage.

Golden Armor: The activation of Golden Armor has a large amount of invincibility, making it great to use for defensive purposes. It still has a small window of vulnerable recovery at the end, however, so you can't use it to prevent getting hit by hyper combos.

Activating Golden Armor upgrades Arthur's armor level by one. Arthur's armor hierarchy and their effects are as follows:

Level 1: No-armor state (receives 30% more damage)
Level 2: Regular Armor state (default)
Level 3: Golden Armor state (powers up all special attacks)

Being in Golden Armor state gives Arthur access to some incredibly powerful tools, such as powered-up versions of Lance Toss and Scatter Crossbow. See the appropriate attack descriptions for details.

Golden Armor state lasts for 20 seconds, after which Arthur immediately goes into hard knockdown in no-armor state. If the opposing player's character has access to strong OTG-capable options, this is like a ticking time bomb—try to get Arthur out of play before this happens!

Getting Arthur out of play while in Golden Armor state is actually a great strategic move, since it gives you access to Arthur's incredible Golden Armor crossover assists!

For the Princess: One of the best level 3 hyper combos in the game, For The Princess hits absolutely everything below super jump height, all while having a huge amount of invulnerability. This gives Arthur an awesome tool for catching both point and assist characters, generally resulting in a K.O. for both characters if you cancel into X-Factor!

While For The Princess has more than enough invincibility to be used defensively, it's incredibly unsafe if guarded. However, if canceled into X-Factor, the dragons continue attacking and keep your opponent in guardstun. Use this opportunity to pile on some free chip damage, threaten with an instant overhead, or safely tag in a teammate!

If For The Princess successfully hits your target, canceling into X-Factor allows for a damaging combo—you can do almost anything you want while the dragons are flying around and likely K.O. the opposing character! See the Combo Appendix section for details.

For the Princess is also OTG-capable, but using it in that manner is generally not an efficient use of hyper combo gauge bars. Using Fire Bottle Toss to Goddess' Bracelet is generally the better option.

Battle Plan

Keeping opponents away with Arthur largely centers around Arthur's "wall" tactic: jump into the air and use Air Dagger Toss, then immediately follow it up on the ground with Lance Toss. If performed correctly, you'll send a solid wall of projectiles toward your competitor with no gaps to jump between, and no ways to get around it besides super jumping or teleporting. If the opposing character doesn't avoid the wall, they're forced to guard at least two lances for good chip damage and hyper combo gauge gain. If your adversary gets hit by any of the projectiles, the lances generally hit, as well. Verify the hits, and then cancel into Goddess' Bracelet!

After every wall of projectiles, you can immediately jump back and repeat the sequence. However, opponents who immediately dash forward on the ground can gain a lot of distance and leave you in an uncomfortable position afterward. You have two main options to counter this: calling a crossover assist before throwing the daggers, or immediately using Lance Toss again.

If you do find yourself at an uncomfortable distance after a wall sequence, a good option is to suddenly attack your foe by super jumping toward them and dropping on them with air S. Regardless of whether it is guarded or not, you'll prolong the time it takes for your opponent to back you into the corner!

If you ever make an incorrect read and are at risk of the opposing player closing the distance, immediately cancel to Goddess' Bracelet to retain control of the match. While your opponent is guarding your options at your current distance and react accordingly. The massive frame advantage from Goddess' Bracelet gives you an opportunity to attack a nearby competitor with air S, or call a crossover assist and send another wave of projectiles.

Frustrated opponents typically super jump toward you in an attempt to get around your projectile defense. If you have plenty of room to spare before reaching the corner, counter this by simply jumping back and forcing your adversary to land in another wall of projectiles! Alternatively, you can try to get under your opponent to get away from the corner by using →+ H or super jumping forward and using air S. If you end up directly under your target, you can attempt an air throw, or an anti-air combo using the autoguard properties of standing M.

Arthur is very weak to teleports, especially opponent-relative ones. He has no great ways to deal with them other than to simply stop firing projectiles in anticipation, which in turn allows the opposing character to freely dash forward across the ground. If you do manage to read an incoming teleport, be sure to punish it as hard as possible with a full combo! If your opponent's teleport causes them to end up in the air, be ready to anti-air with standing M; it's very unlikely that your rival will emerge from the teleport without pressing any buttons. If your target manages to teleport while you're throwing projectiles on the ground, immediately cancel into Goddess' Bracelet to keep yourself safe from retaliation. Against characters with teleports, it's generally best to abandon the keepaway strategy; you'll have to either take the fight to them, or simply get Arthur out of the playing field.

Air Dagger Toss immediately followed by ground Lance Toss covers the entire screen below super jump height.

Verify that any ground Lance Toss hits into Goddess' Bracelet for easy damage!

While slow and difficult to time correctly, standing ⓜ has autoguard properties that allows you to effectively anti-air your opponents and continue into a full combo!

Opponents who skillfully use crossover assists can stick to Arthur for prolonged periods of time and prevent you from pushing them away with advancing guard. Counter this by using the invincible For The Princess attack to hit both characters!

If you find yourself up against the corner, or if you make an incorrect guess and let your competitor near, you'll have to make due with Arthur's comparatively weak in-close options. Your first choice should be to use the universal defensive options: advancing guard and air throws. Ideally, you'll able to simply use advancing guard to push your opponent away. With what little time you've just earned for yourself, your best option is generally to immediately take to the air with a super jump. This allows you to escape the corner, or you can drop onto your rival's head with air Ⓢ and attempt to regain momentum.

While air throws are generally the most consistent anti-air, Arthur has an interesting alternative option in his standing ⓜ: this attack can autoguard attacks once its active frames begin, allowing you to blow through aerial attacks and land a full combo! However, standing ⓜ is a sluggish 12 frames, making it difficult to time properly against all but the most predictable air attacks. When in doubt, simply air throw or guard instead!

The invincible Goddess' Bracelet and Golden Armor hyper combos are two more options available to you. If your adversary is right next to you whiffing an attack during your Golden Armor activation, capitalize with either an immediate throw or a combo standing from standing Ⓛ.

Another useful universal option is the crossover attack, or "random raw tag" as it is known within the competitive community. While incredibly unsafe if guarded, the invincibility and overhead properties of a crossover attack make it an option with a very high success rate. If you notice your competitor attempting to bait a crossover attack out by intentionally leaving holes in the offense and waiting to guard the crossover attack, that's your cue to super jump out of there! Alternatively, you can be aggressive and attempt to start a combo with a low-hitting attack while your opponent is expecting an overhead!

Opposing characters often stick to Arthur for prolonged periods of time by using crossover assists. While this generally prevents you from pushing them away using advancing guard, it also presents a great opportunity: using the invincible For The Princess level 3 hyper combo often hits both characters in these situations, giving you the possibility of knocking out both characters in one fell swoop if you activate X-Factor!

When fighting against other zoning characters, you will usually be able to win projectile clashes on the ground with Lance Toss.

Characters who can fire projectiles downward from super jump height are a big headache. Counter this by super jumping and meeting them in the air with a Lance Toss!

Fighting against other long range characters requires a different set of strategies. If the opposing character primarily fires projectiles from the ground, Arthur can generally win that battle simply by relying on Lance Toss and its 10 combined durability points. However, a few characters like Doctor Doom or Chris Redfield can out-produce Lance Toss with their own dominant projectiles. In these situations, you can regain the upper hand by having Arthur jump over their projectiles and fire Air Scatter Crossbow across the screen. Immediately follow up with a ground Lance Toss to tack on some additional chip damage. This creates a simple guessing game: to counter Air Scatter Crossbow, your adversary must wait before firing, plowing through the weak Scatter Crossbow bolts and hitting Arthur out of the air. If they are doing this, simply use Lance Toss during their period of hesitation; they won't have time to blow the lances with their projectiles anymore!

Opponents who can aim air projectiles downward from super jump height are much more difficult to deal with; Scatter Crossbow doesn't have a steep enough angle to reach opponents that high, and everything else Arthur has is purely horizontal. Against these characters, your best option is to super jump into the air with them and intercept them with Air Lance Toss.

Hitting a rival with a super jump Lance Toss from across the screen is essentially a pure guess that the opposing player will be in the air; if you're not confident, just throw a single lance instead of two. This allows Arthur to recover in the air with enough time to use Scatter Crossbow or Ax Toss on the way down from the super jump that your opponent must deal with.

Despite being a ticking time bomb, activating Golden Armor makes Arthur a much more formidable opponent in long range firefights; Lance Toss becomes a medium priority projectile, plowing through essentially all enemy shots and continuing on to hit both point and assist characters. Against characters who can fire projectiles downward from super jump height, Scatter Crossbow in Golden Armor state now homes in on the opponent's location to give Arthur a reliable way to hit adversaries at great heights.

Long range firefights typically involve the help of crossover assists, as well. This is another prime opportunity to catch both the opposing character's point and assist characters with For The Princess!

Still, there are going to be long range firefights that are simply too much of an uphill battle for Arthur to handle. In these cases, you'll have to fall back on a backup plan—get close to your rival and start some offense!

Air ⓜ can be used as an instant overhead against every character in the game. Chain into an air Ⓢ to be able to go into a full combo!
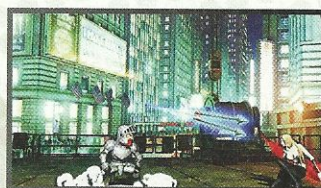
Super jump forward and press Ⓢ on the way up, then immediately cancel into an Air Scatter Crossbow to quickly close the distance on your target!

Mounting an offense with Arthur in original *Marvel vs. Capcom 3* was largely considered to be too impractical due to Arthur's lack of movement options: he has an incredibly slow walking speed, no ground dashes, no airdashes, and the slowest super jump in the game. However, his newly improved air Ⓢ goes a long way toward remedying his mobility issues—it causes Arthur to quickly drop down from his jump while still retaining his forward momentum.

The simplest way to take advantage of this is to super jump forward and press Ⓢ on the way up. Arthur then moves forward at about twice his normal rate of speed! If your opponent is within midscreen range of Arthur, super jumping and pressing Ⓢ allows you to begin your attack in a flash! Super jumping forward and pressing Ⓢ is generally the best way to approach adversaries who are at mid-range or closer.

A slightly less aggressive option against opponents at mid-range is to simply jump forward and use Air Fire Bottle Toss. The bottle shields Arthur from most defensive attacks, and the flames trap the opponent in guardstun for a long period of time. This is a great way to push your competitor back toward the corner.

Against rivals who are all the way across the screen, you can take advantage of Arthur's new Ⓢ-canceling technique. This is exactly what it sounds like: super jump forward, press Ⓢ on the way up, then immediately cancel air Ⓢ into a special attack like Air Scatter Crossbow! Using Ⓢ-canceled Scatter Crossbow, Arthur can quickly travel more than half of the screen's length while simultaneously hiding behind projectiles! If the projectiles make contact with his opponent, Arthur is left at a huge frame advantage, enough to link a ⇨+Ⓗ for a full combo if in range!

Ⓢ-canceling Air Fire Bottle Toss is another strong tactic. This attack allows Arthur to be on the ground and moving around while the bottle is still going up in the air! Since there is considerably more startup time on Fire Bottle Toss, you must super jump considerably higher to be able to properly Ⓢ-cancel this attack. Be sure to practice up in Training Mode!

If Arthur is in Golden Armor state, super jumping forward and immediately using Air Scatter Crossbow is a simple way to get across the entire screen. However, if your opponent's character has anything to nullify the crossbow bolts, you'll be a sitting duck; the Golden Armor version of Air Scatter Crossbow does not recover until Arthur lands on the ground.

Once you do manage to get near your target, you'll want to mix up the low-hitting crouching Ⓛ or ⓜ attacks with an instant overhead air ⓜ. Jumping and immediately pressing ⓜ functions as an incredibly fast overhead attack on every character in the game, including Rocket Raccoon! Chain the air ⓜ into air Ⓢ, then immediately cancel air Ⓢ into any air ⬇⬋⬌ special attack. None of these attacks actually has enough time to execute before Arthur touches the ground, but this strategy can cut the landing recovery frames of the air Ⓢ short. This allows you to land and get a full combo from an overhead ⓜ! The ability to land a full combo from instant overhead ⓜ without the help of crossover assists is a huge boost to Arthur's game in *Ultimate Marvel vs. Capcom 3*!

Simply jumping forward and pressing Ⓢ right away also works as an overhead with much fewer inputs required. However, air ⓜ has more range and is much less likely to get interrupted by your opponent; air Ⓢ can be performed so low that the opposing player can often interrupt it with crouching Ⓛ attacks! To mitigate this, you can super jump and immediately press Ⓢ instead, but that makes the overhead considerably slower. It also requires you to cancel into an air special attack to be able to continue with a combo.

COMBO USAGE

I. (MIDSCREEN REQUIRED, NOT GOLDEN ARMOR STATE) CR. (L), (M), ST. (H), →+(H) CANCEL→ ↓↘→+(L) OTG, ↓↙←+(H), →+(H), (S) CANCEL→ SUPER JUMP, AIR (M), (M), (H), (S), LAND, ↓↙←+(L) OTG→ ↓↘→+(ATK)(ATK), MASH (ATK), FORWARD JUMP, LAND, (S)

612,700 damage, 25% meter loss

Arthur's basic combos can dish out surprising damage for such a little guy! If the opening attacks are guarded, cancel any of the normal attacks into Dagger or Lance Toss to push your adversary away. If you're more concerned with staying near the enemy after a failed attack, add an additional crouching (L) to the beginning of this combo to give yourself a more flexible opening. This reduces overall combo damage slightly, but it gives you great offensive options: after guarding two crouching (L) attacks, you're still in range for an instant overhead air (M) (combo IV), a throw, or more crouching (L) attacks if your competitor is attempting to use advancing guard!

II. ↓↘→+(M) CANCEL→ (M) (SECOND LANCE TOSS) CANCEL→ ↓↘→+(ATK)(ATK), MASH (ATK), ↓↘→+(M) CANCEL→ ↓↘→+(ATK)(ATK), MASH (ATK)

635,800 damage, 185% meter loss

Opponents attempting to get around Arthur's walls of projectiles often end up getting hit by lances. If you're quick, you can visually confirm the lances hitting your rival before canceling into Goddess' Bracelet for a full combo from all the way across the screen! If the Goddess' Bracelet is guarded, you're still left at a very large frame advantage, so generally the only risk for trying is the loss of hyper combo gauge.

Linking two Goddess' Bracelet hyper combos together takes a bit of practice, especially with the Lance Toss in the middle! See the Advanced Tactics section for tips on how to master this useful combo.

III. (CORNER REQUIRED) CR. (L), (M), (H), →↓↘→+(H) CANCEL→ ↓↙←+(L) OTG, →↓↘→+(H), ↓↙←+(L) OTG, (S) CANCEL→ SUPER JUMP, AIR (M), (M), (H), (S), LAND, ↓↙←+(L) OTG→ ↓↘→+(ATK)(ATK), MASH (ATK), JUMP, LAND, (S)

568,700 damage, 35% meter loss

Arthur must perform different combos against cornered competitors due to most of the flames of Fire Bottle Toss travelling off of the screen. Unfortunately, his corner combo inflicts less damage than its midscreen variant.

COMBO APPENDIX

GENERAL EXECUTION TIPS

Whenever air (S) makes contact with the opposing character, cancel into a ↓↘→ special attack like Scatter Crossbow. The attack won't have time to come out, but it still removes all of the ground recovery of air (S) and makes it much easier to combo a crouching (L) afterwards.

When using Air Dagger Toss to keep adversaries away, start throwing the daggers just before the peak of Arthur's jump.

Wait until Arthur begins to go over the health bars before pressing (S) when performing an (S)-canceled Scatter Crossbow.

(GOLDEN ARMOR STATE) FORWARD JUMP, INSTANT AIR (M), (H) CANCEL→ ↓↘→+(H) (MISSES), LAND, CR. (L), (M), ST. (H), →+(H), (S) CANCEL→ FORWARD SUPER JUMP, AIR (M), (M), (H) CANCEL→ ↓↙←+(M), LAND, WALK BACK A STEP, (S) CANCEL→ FORWARD SUPER JUMP, AIR (M), (M), (H) CANCEL→ ↓↙←+(M), LAND, WALK BACK A STEP, (S) CANCEL→ FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, CALL DOCTOR DOOM— α, FORWARD JUMP, AIR (S), LAND, ↓↘→+(ATK)(ATK) (MASH), FORWARD JUMP

Notes	Damage
Instant overhead combo during Golden Armor state	701,800 damage, 77% meter loss

(HALF-SCREEN OR GREATER DISTANCE FROM OPPONENT, GOLDEN ARMOR STATE, X-FACTOR LEVEL 3) ↓↘→+(M) X6

Notes	Damage
Try to force your opponent to guard as many Golden Armor Lance Toss attacks as possible when Arthur has level 3 X-Factor activated. If one happens to hit, you get to take out one character with ease.	1,218,000 damage, 124% meter gain

(MIDSCREEN REQUIRED, GOLDEN ARMOR STATE, X-FACTOR LEVEL 2 OR 3) CR. (L), (M), ST. (H), →+(H) CANCEL→ →↓↘→+(M), (→↓↘→+(M)) X8

Notes	Damage
In level 2 X-Factor, juggling Arthur switches sides every fourth Heavenly Slash. In level 3 X-Factor, all characters switch sides after every two Heavenly Slashes	1,400,000 +damage, 200% +meter gain

(CORNER REQUIRED) CR. (L), ST. (M), (H), →+(H) CANCEL→ ↓↙←+(L), ST. (H) CANCEL→ ↘→+(H), ↓↙←+(L) OTG, ST. (H), (S) CANCEL→ SUPER JUMP, AIR (M) CANCEL→ DOUBLE JUMP, (M), (H), (S), LAND, ↓↙←+(L) OTG CANCEL→ ↓↘→+(ATK)(ATK), MASH (ATK), JUMP, LAND, (S)

Notes	Damage
Requires competitor to be fully flush against the corner, inflicts slightly more damage than Arthur's normal corner combo	587,900 damage, 29% meter loss

AS ARTHUR COMES IN: AIR (M), (H), (S), LAND, ↓↙←+(L) OTG CANCEL→ ↓↘→+ (ATK) MASH (ATK), FORWARD JUMP

Notes	Damage
TAC to Arthur with ↑ + (S) or ↓ + (S) or → + (S)	Varies due to damage scaling

→↓↘+(ATK)(ATK) CANCEL→ ✕✕, JUMP FORWARD, ↓↙←+(M), LAND, WALK FORWARD UNTIL NEAR OPPONENT, ST. (H) CANCEL→ →↓↘→+(H), ↓↙←+(L) OTG, ↓↙←+(H), →+(H), (S) CANCEL→ SUPER JUMP, AIR (H), (S), LAND ↓↙←+(L) OTG CANCEL→ ↓↘→+(ATK)(ATK), MASH (ATK), JUMP, LAND, (S)

Notes	Damage
Level 3 X-Factor combo starting from For The Princess	1,473,000, 7% meter gain

(GOLDEN ARMOR STATE) CR. (L), ST. (H), →+(H), (S) CANCEL→ FORWARD SUPER JUMP, AIR (M), (M), (H), (S) CANCEL→ ↓↙←+(M), LAND, WALK BACK A STEP, (S) CANCEL→ FORWARD SUPER JUMP, AIR (M), (M), (H), (S) CANCEL→ ↓↙←+(M), LAND, WALK BACK A STEP, (S) CANCEL→ FORWARD SUPER JUMP, AIR (M), (H), (S), LAND, →↓↘+(ATK)(ATK)

Notes	Damage
—	853,000

IV. (MIDSCREEN REQUIRED, NOT GOLDEN ARMOR STATE) FORWARD JUMP, INSTANT AIR Ⓜ Ⓗ ᴄᴀɴᴄᴇʟ ➤ ↓ ↘ → + Ⓗ (MISSES), LAND, CR. Ⓛ, Ⓜ, ST. Ⓗ, → + Ⓗ ᴄᴀɴᴄᴇʟ ➤ ↓ ↘ → + Ⓗ ↓ ↙ ← + Ⓛ OTG, ↓ ↘ → + Ⓗ, → + Ⓗ ᴄᴀɴᴄᴇʟ ➤ SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, ↓ ↙ ← + Ⓛ OTG ᴄᴀɴᴄᴇʟ ➤ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ, MASH ⒶⓉⓀ, FORWARD JUMP, LAND,

628,500 damage, 8% meter loss

This is an instant overhead combo that is the cornerstone of Arthur's offense. Perform air Ⓜ Ⓢ as soon as you leave the ground for the jump, then cancel into a whiffed Air Scatter Crossbow to eliminate the ground recovery frames of air Ⓢ. This gives you enough time to comfortably link a crouching Ⓛ and continue with the combo. You're left at a frame advantage even if the air Ⓜ is guarded, so stage a secondary offense by immediately attacking again with instant overhead air Ⓜ or the low-hitting crouching Ⓛ.

V. AIR THROW, CALL MAGNETO—α WHILE IN THE AIR, DOUBLE JUMP FORWARD, AIR Ⓢ, LAND, Ⓢ ᴄᴀɴᴄᴇʟ ➤ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND ↓ ↙ ← + Ⓛ ᴄᴀɴᴄᴇʟ ➤ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ, MASH ⒶⓉⓀ, FORWARD JUMP, FORWARD JUMP

501,800 damage, 41% meter loss

The new OTG-capable properties of air Ⓢ allow Arthur to convert air throws into combos much more reliably in *Ultimate Marvel vs. Capcom 3*. Once the air throw recovers, double jump forward while calling an assist, then attack with Ⓢ to OTG your adversary. If timed correctly, OTG Ⓢ knocks the opposing character into the assist and allow for an immediate Ⓢ launch when you land. While this combo uses Magneto—α as an example, almost any crossover assist that isn't particularly slow should work.

VI. (CORNER REQUIRED, GOLDEN ARMOR STATE) CR. Ⓛ, Ⓜ, ST. Ⓗ, → + Ⓗ, Ⓢ ᴄᴀɴᴄᴇʟ ➤ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ ᴄᴀɴᴄᴇʟ ➤ ↓ ↙ ← + Ⓜ, LAND, WALK BACK A STEP, Ⓢ ᴄᴀɴᴄᴇʟ ➤ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ ᴄᴀɴᴄᴇʟ ➤ ↓ ↙ ← + Ⓜ, LAND, WALK BACK A STEP, Ⓢ ᴄᴀɴᴄᴇʟ ➤ FORWARD SUPER JUMP, AIR Ⓜ, Ⓗ, Ⓢ, LAND, CALL OCTOR DOOM—α, FORWARD JUMP, AIR Ⓢ, LAND, ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ, MASH ⒶⓉⓀ, FORWARD JUMP

697,500 damage, 108% meter gain

In Golden Armor state, Arthur throws the bottle a bit farther when using Fire Bottle Toss. This actually makes it much less useful for corner combos, as the bottle simply flies clear off of the screen! To compensate for this, you'll need to use a crossover assist to help end your corner combos while in Golden Armor state. This example combo uses Doctor Doom—α, but many other crossover assists also work.

After hitting your target with air ↓ ↙ ← + Ⓜ, you must hold back after landing to move in front of the opposing character again, otherwise, the follow-up Ⓢ will miss or nick them in a manner that's impossible to follow up after. After the final knockdown with air Ⓢ, call Doctor Doom—α as soon as you land, wait a moment, and then jump and perform air Ⓢ for the OTG. Perform ↓ ↙ → + ⒶⓉⓀⒶⓉⓀ the second you land to ensure it hits right after Doom's beam.

ADVANCED TACTICS

BRACELETS FOR EVERYONE

Against an opponent on the ground, Arthur can link together an infinite number of Goddess' Bracelet hyper combos. This is an incredibly useful tool, as it allows for K.O. combos from all the way across the screen starting from a Lance Toss!

Arthur can link together as many as five Goddess' Bracelet hyper combos, but the timing is tricky.

However, the timing required to link Goddess' Bracelet hyper combos together takes some practicing. Here are some tricks to help you on your way:

Mash the P1 and P2 buttons together. This lets you get a crossover combination hyper combo as early as possible. If you only have one hyper combo gauge bar, or if Arthur is the only character left on your team, you'll link two Goddess' Bracelets together easily! Otherwise, you'll spend more hyper combo gauge bars in what is likely a very inefficient combo.

From fullscreen distance, the proper timing to start the next Goddess' Bracelet is exactly when the 17th fireball is hitting the opposing character. While the super flash cutscene of the Goddess' Bracelet is playing, look at the combo gauge in the HUD: add 17 to that, and time your next Goddess' Bracelet at precisely the point where the combo gauge reaches that number!

You can also mash Goddess' Bracelet for extra damage, which throws a bit of a wrench into the works. When mashed, Goddess' Bracelet is actually 40 hits instead of 20. This means that you should add 34 to the current combo as a reference point instead of 17. Make sure you're mashing well enough to actually get 34 hits in 17 fireballs, though!

SAVE THE LAST LANCE

It's a situation that's happened to almost all of us: the opposing player lands an early hit, activates X-Factor, and takes out your first character in a single combo. Sometimes you lose two characters in this way!

While Arthur's potential to score a comeback win is greatly increased in *Ultimate Marvel vs. Capcom 3* due to his air Ⓢ, he still can use a little help. If your competitor has used their X-Factor already, that help can come in the form of X-Factored, Golden Armored lances!

If your opponent has already used their X-Factor early in the match, level 3 X-Factor Arthur's Lance Toss can quickly decimate a whole team!

Golden Armor lances are an amazing projectile—they're fast, have medium priority against other projectiles, inflict good damage, can hit both the point and assist character, and cause a stagger state on counterhit! In level 3 X-Factor, they become ridiculous! If any Golden Armor lance hits the opponent from half-screen or farther, you can easily combo together up to five additional lances, knocking out any character! If your adversary happened to be calling a crossover assist, they get taken out, as well!

If your opponent guards a Golden Armor Lance Toss, throwing repeated lances actually keeps them infinitely stuck in guardstun. They can wiggle the controller all they want; their character will still be stuck on the ground guarding lances. Each lance guarded inflicts a whopping 78,000 chip damage during level 3 X-Factor, so it only takes seconds to take out a fully healthy character guarding lances.

There is only one way to escape the guardstun of Golden Armor lances: your competitor must use advancing guard as early as possible when guarding a lance and then attempt to jump away. If done properly, your opponent will advancing guard, jump and guard the next lance in the air, then be able cleanly jump over the third lance. The timing of the advancing guard isn't particularly easy, so opponents often guard several more lances than they have to before they escape.

When your rival does manage to escape, you'll want to bring them back to ground level so that you can toss more lances at them. The easiest way to go about this is to use the homing bolts of Scatter Crossbow; the only universal way to avoid this is to super jump up into the air. If the opposing character has air mobility options, send some more crossbow bolts up to force your opponent to use all their options quickly. From there, you'll want to time your next Lance Toss so that your adversary lands right into it. From there, you can go to town tossing lances again!
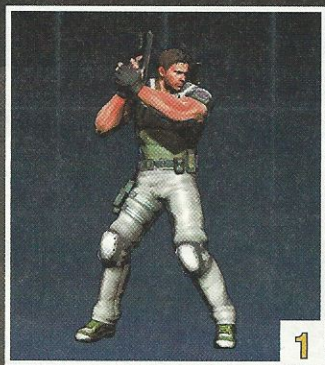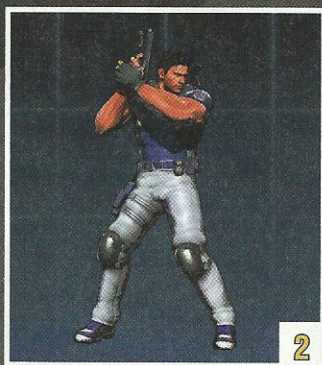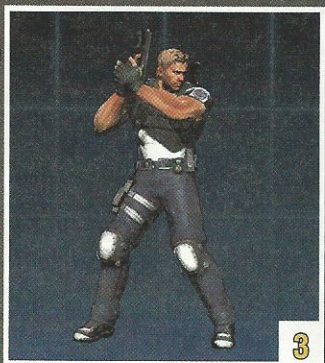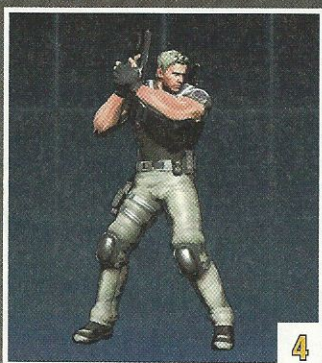
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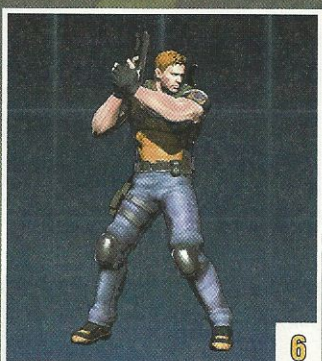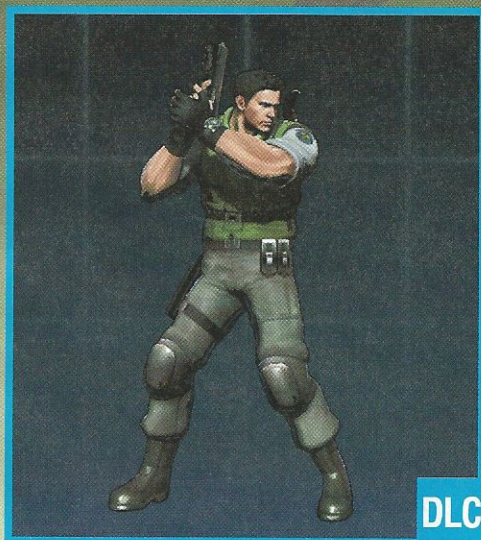
Overview

Vitality	1,100,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	140%	100%
Level 2 (2 teammates remaining)	165%	105%
Level 3 (1 teammate remaining)	190%	110%

Your objective with Chris is to safely inflict chip damage on your opponent.

- Gun Fire M and air Gun Fire L are two of the most damaging attacks in the game in terms of chip damage
- Air Gun Fire L inflicts a ton of chip damage while giving Chris huge frame advantage to work with
- Adversaries attempting to avoid chip damage usually set themselves up to get hit by an air throw, which Chris can easily convert into big damage
- Chris doesn't have many reliable ways to force damage onto his rival; chip damage is generally his best way to inflict any damage at all

How does Chris go about safely chipping the opposing character?

- Using Gun Fire M and long range crossover assists from across the screen
- Attacking with Air Gun Fire L when closer
- Staying out of trouble by liberally using Grenade Toss L whenever his target is within striking distance
- Winning long range firefights with the sheer power of Gun Fire H and the evasive capabilities of Prone Position

TUNING SINCE ORIGINAL MVC3

Chris received a host of improvements in *Ultimate Marvel vs. Capcom 3*, the most notable of which give him vastly improved combos. The OTG-capable crouching Ⓗ is now special and hyper combo-cancelable, which is great because Chris has no shortage of attacks that cause hard knockdown! Combine that with his newly improved Sweep Combo, which now properly hits juggled opponents, and the damage of Chris' combos suddenly reaches into the upper echelons of the game! These changes not only drastically increase Chris' damage output from clean hits, they also allow Chris to get major damage after throws, air throws, and even Gun Fire H from all the way across the screen!

- Chris' dash no longer has an 11 frame window where it cannot be canceled
- Low Shot (➡ + Ⓜ) is now special and hyper combo-cancelable
- Crouching Ⓗ is now special and hyper combo-cancelable
- Air Low Shot (air ⬇ + Ⓗ) is special and hyper combo-cancelable
- First hit of Combination Punch H is now subject to hitstun scaling
- Startup frames on Prone Position have decreased from 27 to 10
- Canceling Prone Position back to standing is much faster
- Recovery frames on Prone Shot are substantially reduced
- Sweep Combo second hit now causes hard knockdown if ground bounce has already been used, 13-20th hit are now OTG-capable
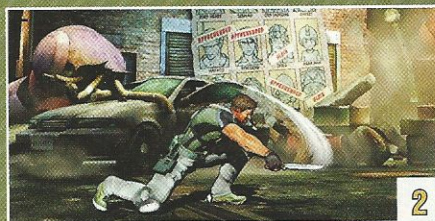
Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	48,000	384	6	3	11	-1	-2	—
2	Standing M	1	65,000	520	8	3	18	-3	-4	—
3	Standing H	1	80,000	640	10	3	21	-1	-2	—

Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	45,000	360	6	3	13	-3	-4	Low attack
2	Crouching M	1	80,000	640	8	3	18	-3	-4	Low attack
3	Crouching H	1	90,000	720	17	2	19	+2	+1	Low attack, OTG-capable, inflicts chip damage, shot has 3 low priority durability points

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	80,000	640	9	4	27	—	-9	Launcher, not special- or hyper combo-cancelable
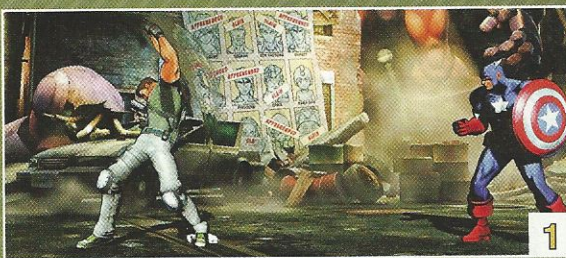
Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	50,000	400	5	5	19	+6	+5	Overhead attack
2	Air M	1	70,000	560	8	3	27	+12	+11	Overhead attack
3	Air H	1	90,000	720	10	3	26	+15	+14	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air Ⓢ causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air Ⓢ behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus Ⓢ, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air Ⓢ	1	85,000	680	10	4	32	+18	+16	Causes hard knockdown if used in launcher combo
2	Air ⇧ + Ⓢ (during launcher combo)	1	60,000	480	10	4	Until grounded	—	—	Tags in next available ally while lofting an opponent upward
3	Air ⇨ or ⇦ + Ⓢ (during launcher combo)	1	50,000	400	8	4	Until grounded	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from opposing character
4	Air ⇩ + Ⓢ (during launcher combo)	1	50,000	400 + 10,000	10	6	Until grounded	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Low Shot	⇨ + Ⓜ	1	90,000	720	15	4	22	-3	-4	OTG-capable, inflicts chip damage, shot has 3 low priority durability points
2	Stun Rod	⇨ + Ⓗ	1	90,000	720	15	3	25	-5	-6	Inflicts chip damage
3	Flamethrower	⇦ + Ⓗ	9 – 25	110,000 – 171,200	1296~ 3600	20	17	22	0	-1	Cannot be canceled into, inflicts chip damage, button can be held for extra hits, not special-cancelable
4	Air Low Shot	Air ⇩ + Ⓗ	1	90,000	720	15	—	Until landing	+19	+18	Inflicts chip damage, shot has 3 low priority durability points

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	⇨ + Ⓗ (ground)	1	80,000	800	1	1	Hard knockdown
	⇦ + Ⓗ (ground)	1	80,000	800	1	1	Hard knockdown
2	⇨ + Ⓗ (air)	2	80,000	800	1	1	Hard knockdown
	⇦ + Ⓗ (air)	2	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Chris—α	Sweep Combo	Combination Punch H	2	131,000	1120	34	2(16)2	134	104	Hard knockdown
2	Chris—β	Grenade Launcher	Gun Fire M	8	125,00	1408	49	—	114	84	Each projectile has 1 low priority durability point
3	Chris—γ	Grenade Launcher	Grenade Toss L	1	117,000	1040	39	—	119	89	Spinning knockdown, projectile has 1 low priority durability point
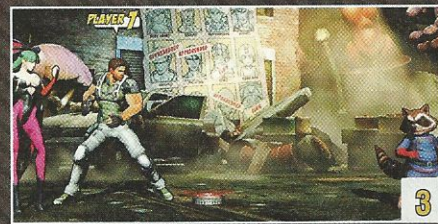
Chris—β's Gun Fire M is his best all-around assist, and it is an asset to any team. It's basically a beam assist! Use it to bolster any character's long range zoning, use it as cover fire for an offensive character, use it in cross-up set ups; just use it a lot!

Grenade Toss L is a much more specialized assist; while it has the obvious application of being used for extra defense with zoning characters, you can also use it as a great way to extend combos! Midscreen, you can use Chris——γ for a single damaging hit that places your rival in a ton of aerial hitstun. In the corner, you can call Chris——γ simultaneously while pressing Ⓢ. From there, you can do a full aerial series ending with air Ⓢ, spike your opponent onto the landmine, then land and continue with your combo of choice.

Since the first hit of Combination Punch H is now subject to hitstun scaling, Chris—α is not nearly as useful in combos as he used to be. You can still cause a hard knockdown if you use the assist early enough in a combo, but it's difficult to recommend Combination Punch H over Grenade Toss L for similar purposes.

However, using a crossover counter to Chris —α can be a very strong tactic: Chris comes in fully invincible all the way until the first hitting frame of Combination Punch H. If this hits, you can convert that hit into a damaging combo! Combination Punch H is very unsafe if guarded, however, so try to only use this tactic in situations where it's guaranteed to hit, such as when guarding a non-invincible melee hyper combo.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇ ↙ ➡ + P1 or P2	1	50,000	500 - (-1 hyper meter bar)	2	4	20	—	-2

Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Combination Punch L	⬇ ↘ ⬅ + Ⓛ	2	104,000	880	10	2(15)3	21	-1	-2	First hit staggers opponent
2	Body Blow	(During Combination Punch L) Ⓛ	1	50,000	400	12	3	26	-3	-4	—
3	Heavy Blow	(During Body Blow) Ⓜ	1	50,000	400	13	3	30	-5	-6	—
4	Payoff	(During Heavy Blow) Ⓗ	3		1080	15	3(18)3(17)4	21	—	-3	Second hit knocks down foe, third hit wall bounces
5	Combination Punch M	⬇ ↘ ⬅ + Ⓜ	2	122,000	1040	10	2(24)3	22	—	-3	First hit staggers rival, second hit knocks down, 4 frame gap on block between first and second hit
6	Magnum Combo	(During Combination Punch M) Ⓗ	1	150,000	1200	22	—	37	—	-12	Wall bounces opposing character, hard knockdown, shot has 10 low priority durability points
7	Combination Punch H	⬇ ↘ ⬅ + Ⓗ	2	131,000	1120	10	2(16)2	41	—	-20	Hard knockdown
8	Grenade Toss L	➡ ⬇ ↘ + Ⓛ	1	130,000	1040	17	—	30	—	-7	Explosion is OTG-capable, spinning knockdown, landmine is created on 15th frame, landmine explodes on contact or persists for 90 frames before detonating, landmine can be detonated by projectiles from either player and also detonates whenever Chris receives damage, explosion has 1 medium priority durability point
9	Grenade Toss M	➡ ⬇ ↘ + Ⓜ	1	150,000	1200	20	—	25	—	—	Grenade detonates after 90 frames, can bounce off of walls, can be detonated by projectiles and also detonates whenever Chris receives damage, causes spinning knockdown, is OTG-capable, explosion has 5 low priority durability points

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
10	Grenade Toss H	→↘↓↙ + H	1+5	130,000 + 61,300	1040 + 600	25	—	26	—	—	Grenade detonates after 120 frames, can bounce off of walls, can be detonated by projectiles and also detonates whenever Chris receives damage, explosion causes spinning knockdown, is OTG-capable, creates flame pool upon detonation, flame pool lasts for 120 frames, explosion has 1 medium durability point, fire pool has 5 flames with 1 low priority durability point
11	Gun Fire L	↓↙→ + L (in air OK)	10	129,900	1600	25	—	31	+7	+6	On counterhit, will stagger the foe if the first hit is a headshot. Each projectile has 1 low priority durability point
12	Gun Fire M	↓↙→ + M (in air OK)	8	125,000	1408	25	13	22	+1	0	Fires 8 shots, each projectile has 1 low priority durability point
13	Gun Fire H	↓↙→ + H (in air OK)	1	150,000	1200	22	—	34	—	-12	Wall bounces foe and causes hard knockdown, projectile has 10 low priority durability points
14	Air Gun Fire L	(in air) ↓↙→ + L	10	129,900	1600	25	—	30 (or until grounded, then 1 frame recovery)	+36	+35	On counterhit, will stagger the foe if the first hit is a headshot. Each projectile has 1 low priority durability point
15	Air Gun Fire M	(in air) ↓↙→ + M	8	125,000	1408	25	15	16 (or until grounded, then 1 frame recovery)	+21	+20	Fires 8 shots, each projectile has 1 low priority durability point
16	Air Gun Fire H	(in air) ↓↙→ + H	1	150,000	1200	22	—	37 (or until grounded, then 1 frame recovery)	—	+19	Causes ground bounce, projectile has 10 low priority durability points
17	Prone Position	↓↓ + H	—	—	—	10	—	5	—	—	Can move left or right while in Prone Position, exit Prone Position by tapping up on the controller
18	Prone Shot	(During Prone Position) H	1	90,000	720	15	—	9	—	—	Not hyper combo-cancelable, projectile has 3 low priority durability points

Combination Punch L: Two punches that cancel into Body Blow with specific timing, the first hit causes a stagger state on your opponent. You can take advantage of this to easily hyper combo cancel into Grenade Launcher, but there are better combos and better means to accomplish this.

There is a very lenient 10 frame window to successfully cancel into Body Blow. The window begins immediately after the second punch connects.

Combination Punch L carries a 2 frame disadvantage if guarded, and it is generally punishable by throws from your competitor. It is difficult to punish this consistently, however, so it is sometimes worth the risk to immediately jump straight up after a Combination Punch L is guarded; if your opponent doesn't time their throw attempt correctly, they instead get a standing H attack that probably misses completely. Come down with a jumping S into a full combo! You'll want to be sure that the opposing player is attempting a throw, however; most opponents do not know the frame disadvantage of Combination Punch L and instead try to hit you with a crouching L attack. While you can easily guard this, if you try to jump, you typically get hit instead.

Given that Combination Punch L leads to a host of follow-up hits, it's a little ironic that all of Chris' best combos do not utilize them. Usage of this attack is best kept for attempting to make guarded attack strings safer while inflicting a bit of chip damage.

Body Blow: Body Blow is the singular follow-up to Combination Punch L, carrying a 4 frame disadvantage but at a slightly farther distance compared to Combination Punch L. This usually leaves Chris at a distance that is safe from both throw attempts, but unfortunately, that is not always the case. Even still, not very many characters have attacks or command throws with a 4 frame start-up or less, so ending attack strings with Body Blow is generally safe.

Body Blow cancels into Heavy Blow, also with a lenient 10 frame window. This window begins immediately after Body Blow hits the target.


Heavy Blow: Unlike Combination Punch L and Body Blow, Heavy Blow is very unsafe if guarded. It cancels into Payoff with a much stricter timing window: 5 frames immediately after Body Blow connects. The timing is earlier than what is intuitive, however; if you have trouble successfully canceling, try pressing H a little earlier.

Payoff: The final attack of the Combination Punch L sequence causes wall bounce, is safe if guarded, and inflicts a lot of chip damage. However, all your adversary has to do is use advancing guard once, and Chris gets pushed halfway across the screen, punching air. This is incredibly unsafe!

Payoff is somewhat ironically named—it isn't exactly worth the time invested into learning the timing of this attack, given that Chris has many superior combo options.

Combination Punch M: Another punch series, the first hit of Combination Punch M causes a stagger state, and it is the preferred option to hyper combo cancel into Grenade Launcher. Both punches push your rival a fair distance away and leave Chris at a safe 3 frame disadvantage if guarded. However, there is a 4 frame window between the two punches; this allows your opponent enough time to jump into the air, guard the second punch while airborne, then immediately land and punish Chris with a full combo.

Combination Punch M can cancel into Magnum Combo with very specific timing: the timing window is 5 frames long, starting at 8 frames after the second punch connects. However, if you cancel into Magnum Combo on the last possible frame, it misses entirely!

Given Chris' new combo tools, Combination Punch M doesn't have much of a role in his gameplan. Chris has other more damaging combo options that cause far less hitstun scaling.

CHRIS
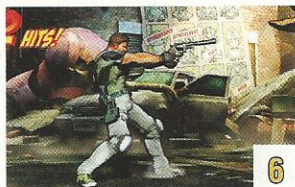
Magnum Combo: The follow-up to Combination Punch M causes wall bounce and a hard knockdown. Similar to Gun Fire H, it fires cleanly over the heads of most crouching adversaries, leaving Chris open for punishment.

Combination Punch H: Combination Punch H is another two-hit strike, only with no additional follow-up attacks. It causes a hard knockdown state and is an essential component of Chris' combos.

In *Ultimate Marvel vs. Capcom 3*, the first hit of Combination Punch H is now affected by hitstun scaling, allowing opponents to air recover between the first and second hits if performed late in a combo. This was clearly implemented to prevent ridiculous combo loops with the newly cancelable cr. H to Combination Punch H over and over!

Grenade Toss L: This is the cornerstone of Chris' defense; always try to have a landmine out whenever your competitor is closer than midscreen. The landmine explodes on contact, after 90 frames, or if Chris gets hit by the opposing character.

That last point is important—opponents hitting Chris up close detonate the landmine, generally blowing themselves up in the process. Chris can then juggle his rival and transition into a massive combo!

There are a few weaknesses to Grenade Toss L: adversaries with ranged attacks can safely hit Chris from afar and detonate the landmine. Characters with the ability to easily get behind Chris can also hit him without fear of the landmine. Lastly, it has a punishable 7 frame disadvantage if the initial mine placement is guarded.

Grenade Toss M: Chris throws a grenade that later explodes two-thirds of the distance across the screen. The grenade does not detonate on contact, but it still explodes if Chris gets hit, or if Chris manually shoots it with a projectile attack.

Grenade Toss M is usually used as a way to get an offensive threat onto the screen with the smallest time commitment—while Grenade Toss H and Gun Fire M are generally more effective, Grenade Toss M recovers more quickly.

Used creatively, you can also employ Grenade Toss M to set up throws! Use a crossover assist to pin your competitor in place while you toss a grenade under them. You'll have just enough time to wavedash forward and throw the opposing character before the grenade detonates, allowing for a big combo! If your target attempts to break the throw, jumping into the air causes them to get a standing H attack instead, which then promptly gets blasted by the grenade! Follow this technique up with a huge combo!
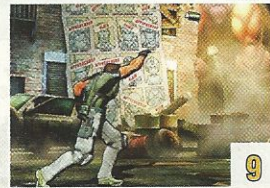
Grenade Toss H: Compared to Grenade Toss M, the H version has the following differences: it takes 30 frames longer to detonate, it both executes and recovers more slowly, and it leaves a giant pool of fire at the point of detonation!

Grenade Toss H is great against cornered opponents if you can manage to get your foe stuck in the flames, generally with the help of crossover assists or immediately after knocking out a character. If the opposing character gets stuck guarding in the pool of flames, they'll be at your mercy to guard several more special attacks, racking up a ton of chip damage.

Gun Fire L: The wide shotgun spread of Gun Fire L is primarily used preemptively from medium range to stop your adversary from jumping forward. Aside from having a landmine out, it's arguably Chris' strongest counter to airdashing opponents from afar.

You can use the spread fire of Gun Fire L to detonate Grenade Toss M or H, which is especially useful when canceled into from Low Shot (⇨ + M).

When used up close, most characters are still able to crouch directly under Gun Fire L and punish Chris, making this a poor choice to end guarded attack strings with.

Gun Fire L has the odd property of staggering your target if the first pellet that connects is both a counterhit and a headshot. This is exceedingly rare when using the ground version of Gun Fire L, especially given that its main role is to counter your opposition's attempts to jump forward.
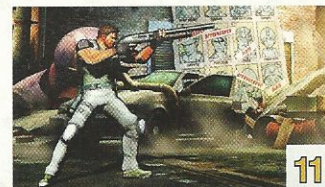
Gun Fire M: The main long range attacking option, Gun Fire M deals an impressive 52,800 points of chip damage. From across the screen, you'll want to force your adversary to guard this as often as possible. It also pushes the opposing character backward a large distance, making it great for ground control.

Gun Fire M has a total of 8 low priority durability points, certainly enough against most characters, but not great in firefights with other dedicated zoning characters. In long range matches, you'll want to match projectiles with Gun Fire H instead.

Gun Fire H: The magnum shot traverses the screen in an instant and has 10 low priority durability points, allowing Chris to simply power through most long range firefights. The bullet also pierces through both the opposing point and assist characters, knocking them both against the wall. This is a great opportunity to inflict massive damage on both characters!

If the magnum bullet hits, it causes a wall bounce and hard knockdown state, and Chris can convert that into a fullscreen combo for massive damage without even requiring hyper combo gauge!

Gun Fire H can be cleanly crouched under by most characters, so try to only use it in situations where it's guaranteed to hit your target.

Air Gun Fire L: Chris' go-to offensive tool, Air Gun Fire L inflicts a whopping 60,000 points of chip damage if all hits connect! Jumping shotguns recover immediately as Chris touches the ground, leaving him with a massive frame advantage of up to 38 frames. This gives you plenty of time to set up whatever you like: Grenade Toss H, a slow crossover assist like Sentinel—α, or even another jumping shotgun. If the shotgun hits the opposing character, you have all the time in the world to dash in and perform a combo. The combo's damage is massively scaled by the 10 hits of the shotgun, but it's still free damage and hyper combo gauge, and it carries your opponent all the way to the corner.

Since Chris is shielded by a mass of shotgun pellets, this attack is difficult for foes to counter without jumping directly over the blast. This opens your opposition up for air throw combos!

Like the ground version of Gun Fire L, the jumping version also has the chance to stagger opponents if you happen to get both a counterhit and a headshot. This is much more likely with the air version of Gun Fire L, however. When this happens, two jumping shotguns link together for a combo, allowing you plenty of time to visually verify the hits and dash forward for a full ground combo.

Air Gun Fire M: The aerial version of the machine-gun is OTG-capable, but given the new cancelable properties of cr. H and Low Shot, it isn't incredibly useful for that purpose anymore. When normal jumping, if you need an aerial projectile, it's generally preferable to use Air Gun Fire H, Air Low Shot, or Air Gun Fire L instead—there isn't enough time in a normal jump to fire all eight bullets.

However, super jumping forward and immediately using Air Gun Fire M is a strong tool for approaching your target. All eight bullets connect against a fullscreen opponent, and you'll still have enough time to fire an Air Low Shot before landing, adding up for some sizeable chip damage and a lot of frame advantage upon landing. This can easily be countered by foes wavedashing directly under Chris, however.

Air Gun Fire H: A strong all-around tool, the air version of the magnum shot inflicts 45,000 points of chip damage, causes a ground bounce state if hit, and is OTG-capable. This makes it great for combos in addition to general usage; if you manage to hit your opponent with Air Gun Fire H in a defensive situation, you can quickly convert that hit into a huge combo!

It's also good for fullscreen firefights: super jump straight up over your rival's projectiles and use Air Low Shot canceled into Air Gun Fire H for a quick damaging combo, or 72,000 points of chip damage if it is guarded.

As a general all-purpose tool, Air Gun Fire H does have some significant weaknesses when compared to Air Gun Fire L, however. The shotgun has a much wider spread of fire and also much more frame advantage if guarded. Air Gun Fire H maxes out at 20 frames of advantage compared to the 38-frame advantage of the air shotgun.
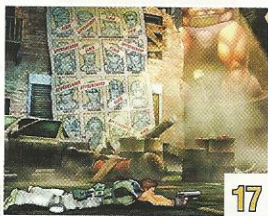
Prone Position: Activating Prone Position makes Chris go into his prone stance. From here, most projectiles pass harmlessly over him, while Chris can fire Prone Shot with impunity while calling crossover assists.

Prone Position absolutely dominates a large majority of the long range firefight matches in the game, since most characters don't have projectiles that they can angle downward far enough to hit Chris. These characters need to abandon the idea of a long range fight and approach Chris, something they typically aren't good at doing.

In *Ultimate Marvel vs. Capcom 3*, Prone Position has become significantly more useful: Chris can initiate and cancel out of Prone Position much more quickly. This makes it much less of a commitment to go into and out of the prone stance, and Chris becomes much less of a sitting duck when competitors do decide to move forward.

Prone Position also has another wackier use: see the Advanced Tactics section for details!

Prone Shot: Chris shoots at his target from Prone Position, causing chip damage while still going clear under most projectiles. Combined with a long range crossover assist, Prone Shot is incredibly difficult for most zoning characters to deal with.

Prone Shot received a marked improvement along with Prone Position in *Ultimate Marvel vs. Capcom 3*—the shot recovers much more quickly! This gives Chris a much more rapid rate of fire, and combined with the quick speed of canceling out of Prone Position, the ability to simply change tactics when the opposing player begins to make a move.

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Grenade Launcher	↓ ↘ → + ATK ATK	4	343,700	15+4	112	37	—	—	First hit incapacitates foe for 113 frames, does not incapacitate airborne foes, second hit causes spinning knockdown, third hit cause knockdown, fourth hit causes spinning knockdown, has homing capability, each projectile has 1 high priority durability point
2	Sweep Combo	→ ↓ ↘ + ATK ATK	22	290,400	10+2	4(10)3(27) 8(27)17(20) 7(43)20	53	—	-31	Second hit floor bounces foe, 21st and 22nd hits cause spinning knockdown
3	Satellite Laser (Level 3 Hyper Combo)	↓ ↙ ← + ATK ATK	27	445,500	35+1 (Lock On 14)	37	43	—	—	Invulnerable for (35+7) frames, creates a cursor to aim Satellite Laser, pressing any button fires, allows three shots within time limit, each shot is OTG-capable, time limit is 260 frames, each shot has 20 frames of startup

Grenade Launcher: Chris fires a single high priority grenade forward that freezes his opposition, then a homing grenade up into the air, finally followed by two more forward grenades. The homing grenade comes down last, effectively shielding Chris from all but invincible attacks and throws. This makes Grenade Launcher an effective tool for safely resetting the momentum in a match.

If the first freeze grenade hits Chris' target out of the air, it causes a hard knockdown, but the rest of the hyper combo does not connect in most situations. This makes its usage in juggle combos and THCs very limited. The homing grenade does do a good job of keeping Chris relatively safe, however. There are a few other ways to use this: using a THC immediately after Chris fires the homing grenade is a safe way to get Chris out of the game and another teammate in. Using a THC into Grenade Launcher is also a strong way to get another teammate out of the game.

While Grenade Launcher can indeed be used to win long range firefights, it's generally preferable to use Gun Fire H instead: fullscreen combos after a Gun Fire H hit actually lead to much more damage without costing a hyper combo gauge bar! Against a cornered opponent, you can hyper combo cancel into and link more hits after a Grenade Launcher, but it's a very meter-inefficient combo that inflicts barely more damage than a standard corner combo.

Sweep Combo: Sweep Combo sees a much more prominent role in *Ultimate Marvel vs. Capcom 3* as Chris' primary combo ender. The newly cancelable crouching **H** attack allows you to tack this onto any combo ending with a hard knockdown, and improvements to the Sweep Combo allow it to be used in combos where you've already used a ground bounce.

While the second hit of Sweep Combo still causes a ground bounce state in *Ultimate Marvel vs. Capcom 3*, it now also causes a hard knockdown state if a ground bounce has already been used. This causes the shotgun portion of the hyper combo to miss completely, but the newly OTG-capable machine-gun portion then picks your adversary back up to get hit by the rest of it!

Sweep Combo allows for easy THC opportunities afterward; your opponent is left slowly spinning in the air at ground level all the way until they hit the ground. Combined with Chris' new combo potential, a single hit leading into a Sweep Combo with a THC is enough to K.O. most characters!

Satellite Laser: A strange level 3 hyper combo, Satellite Laser allows you to move a cursor onscreen and direct up to three OTG-capable shots of unscaled damage. The startup speed of Satellite Laser is remarkably slow, so you'll need to hyper combo cancel it from strong attacks like Combination Punch H and Gun Fire H.

Holding a button down during the activation of Satellite Laser determines where the cursor initially appears. **L** puts the cursor in front of Chris, **M** places it halfway across the screen, **H** aims all the way across the screen, and not holding any button down at all causes the cursor to appear directly on top of Chris. This allows you to combo into Satellite Laser from anywhere on the screen! However, be sure not to press any other buttons until the Satellite Laser cutscene has finished; pressing buttons too early causes the cursor to show up on Chris!

Satellite Laser has a lot of invincibility, but most of it is used in its startup frames. It can generally only be used for this purpose to beat other hyper combos; everything else is simply too fast to react to.

Battle Plan

Try to chip your competitor from afar with Gun Fire M as much as possible, while using long range crossover assists to further pin them down.

If an encroaching opponent gets within striking range, try to have a landmine out at all times.

Gun Fire H has a high amount of durability points to win firefights with. It also leads to fullscreen combos!

The evasive properties of Prone Position give some characters fits; it forces them to either take to the air or to go on offense.

Most character matchups involve an opposing character trying to get close to Chris, while Chris is trying to force them to guard as many bullets as possible.

From afar, your gameplan revolves around Gun Fire M and long range crossover assists. Long range assists that remain active threats for a long period time are preferred, like Sentinel—α, Arthur—β, or even Ryu—β. These assists clog up the screen, are more difficult to avoid, and buy you more time for more shots of Gun Fire M.

Your rival must generally take to the air to avoid Gun Fire M. If the opposing character has limited air mobility options, simply delay your Gun Fire M a bit to force them to land into it and push them away again. If the competitor has mobility options like an airdash, you'll have to use Gun Fire L to reliably stop that type of approach. When stopped in this manner, it's very common for opponents to immediately jump again, so don't be afraid to use Gun Fire L several times in a row!.When your target eventually gets within half-screen distance, try to have a Grenade Toss L mine out at all times to cover yourself. Even if your opponent manages to hit Chris, the landmine explodes and hits Chris' opponent, as well. This is one of Chris' most damaging combo starters; juggle a crouching Ⓜ from the explosion, and go to town!

If your adversary does not have a projectile or a teleport, repeatedly doing Grenade Toss L followed by Gun Fire M is a great stalling tactic; laying down the landmine makes the machine-gun safe, and the machine-gun can push opponents far enough away to allow you to drop another landmine. Mix in crossover assists for even better results! Opponents without projectiles or teleports can generally only counter this tactic hitting with an attack that knocks down; they'll still get blasted by the landmine, but you won't be able to capitalize with a combo. From there, they can ground recover toward you and cover that last bit of distance.

If the opposing player starts doing this, simply stop using Gun Fire M and guard the opponent's knockdown attack instead. This causes them to still get hit by the landmine, which you can convert into a combo. Competitors jumping toward you without pressing a button are easily air thrown, which also goes into a full combo.

Another strong tactic against a mid range rival is to use the newly cancelable properties of the ▷ + Ⓜ Low Shot: simultaneously call a crossover assist with Low Shot, then cancel Gun Fire L to prevent your foe from jumping, Gun Fire M to counter guarding, or Grenade Toss M or H for more aggressive play.

Alternatively, when your attacker gets into medium range, you can take this as an opportunity to suddenly begin attacking with Air Gun Fire L! This is especially powerful when your opponent is wary of landmines.

If the opposing character super jumps toward you, you'll want to place a landmine out to be waiting for them as they land. This forces them to come down without pressing a button, which in turn opens them up for another air throw.

If the opponent manages to get near you and begins to attack, use advancing guard as much as possible with the eventual goal of buying enough space to drop another landmine. This tactic buys you enough time to call a crossover assist while jumping away with Air Gun Fire L. When on defense, keep an eye out for opportunities to air throw, as well; not only are they among the most reliable anti-airs in the game, they're also one of Chris' main sources of damage!

Fighting against other dedicated projectile-based characters is simultaneously Chris' strongest point and biggest liability. Against most characters, Chris can dominate the long range match with the high durability and damage of Gun Fire H, along with the evasive properties of Prone Shot. However, some characters can float in the air at super jump height and rain down projectiles onto Chris. He generally doesn't have an answer to this other than to attempt to move in and establish an offense.

Most long range firefights revolve around the threat of Gun Fire H. If your adversary is firing any projectiles on the ground or at normal jump height, the magnum shot can generally slice cleanly through all projectiles and wall bounce any point and assist characters in its way. From here, you can convert into a damaging combo. See the Combo Usage section for details.

To combat Gun Fire H, your opponent can crouch directly under it before returning fire. In this situation, simply use Gun Fire M from across the screen to force an action out of your rival. A few characters are able to beat out Gun Fire H in a firefight, especially when they have a crossover assist backing them up. In these cases, you can simply use Prone Position to go clear under all of the incoming projectiles while pecking at the opposing character's feet with Prone Shot. When all the projectiles have flown by and the coast is clear, call a long range crossover assist to further frustrate your competitor. Between Prone Position and Gun Fire H, most characters have no choice but to either abandon the ranged game and go on offense, or take to the air and fire projectiles downward.

If your opponent decides to move in while Chris is in Prone Position, there's little to no risk involved; simply tap up on the controller to quickly cancel out of Prone Position and take advantage of Chris' newfound quickness in *Ultimate Marvel vs. Capcom 3*. Plop down a landmine, and proceed into standard defensive measures!

The fight becomes substantially more difficult against characters who can rain down projectiles from super jump height. If the opposing character can only fire one projectile in the air before falling, the best counter is to super jump toward the foe over their projectile and counter with air Gun Shot H. If it hits, you can quickly dash forward and launch your target for a combo. If your adversary can stay in the air and fire multiple projectiles down, then they'll be too high for any of Chris' guns to hit. Trying to maintain a long range fight in this case is futile, so you'll have to wavedash forward under the projectiles and try to get under your opponent. Go for an air throw on their way down, or lay down a landmine and set up your offense.

Air Gun Fire L is incredibly good; it deals a ton of chip damage while leaving you at a huge frame advantage!

Opponents trying to stop Chris' offense will inevitably jump. Counter this with an air throw into big damage.

Attacking with Chris midscreen can easily be summed up: jump in your rival's face and use the shotgun or the magnum, looking for opportunities to land an air throw all while pushing your target to the corner.

Air Gun Fire L is an amazing tool—it fires a gigantic spread of shotgun pellets in front of Chris, effectively making it impossible to anti-air except with invincible attacks. If guarded, it inflicts up to 60,000 points of chip damage and leaves you with a massive frame advantage of up to 38 frames. If it hits, you get to tack on a full combo that can carry your competitor to the corner!

When your jumping shotgun blasts are guarded, you have a number of simple options:

Jump forward and shotgun again

Use the massive frame advantage to call a crossover assist and use Grenade Toss H

Immediately use Gun Fire M against opponents who use advancing guard

Dash forward and mix up crouching Ⓛ with a throw

Wait on the ground in anticipation of the opposing character jumping forward to counter Air Gun Shot L, then do your own counter with Grenade Toss L or air throw

The most effective way to deal with Air Gun Fire L is to guard the blast in the air: the opponent recovers immediately upon touching the ground, drastically reducing guardstun and Chris' frame advantage. From there, the best option is to jump forward and meet Chris in the air with an attack or air throw. Counter this by having a landmine waiting for your foe when they land, or jump forward and air throw them yourself!

Against a cornered opponent, you can use the jumping shotgun a whole lot more due to advancing guard being weakened. This forces your attacker to make a move much more quickly, as the threat of nearly endless jumping shotguns is not an appealing one.

The corner allows you to get much more creative with Chris' offensive tools. Grenade Toss H in particular becomes much more deadly because you can force the opposing player to guard the following sequence: Low Shot pressed simultaneously with a crossover assist, cancel into Grenade Toss H, Gun Fire L to detonate the grenade and keep the opponent from jumping, then Gun Fire M as they are stuck in the pool of fire. Depending on the crossover assist used, this can amount up to 240,000 points of chip damage!

This is also a useful after knocking out a character. Before the next character comes in, use Grenade Toss H as many times as you can, force your adversary to guard Gun Fire L immediately as they enter the playing field, then tack on as many Gun Fire M shots as you can. When the fire begins to dissipate, call a long range crossover assist and move back in with jumping shotguns!

COMBO USAGE

I. CR. Ⓜ, ST. Ⓗ, → ⊕ Ⓗ [CANCEL] ↘ ↓ ↙ ← ⊕ Ⓗ, WAVEDASH TWICE, OTG CR. Ⓗ [CANCEL] ↘ ↓ ↙ ← ⊕ Ⓗ, FORWARD JUMP, AIR ↓ ↘ → ⊕ Ⓗ, LAND, → ⊕ Ⓗ, Ⓢ [CANCEL] FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, FORWARD DASH, CR. Ⓗ [CANCEL] → ↓ ↘ ⊕ ㊅㊅

733,600 damage, 7% meter gain (or self sufficient for Sweep Combo ender)

Chris's main combo inflicts heavy damage while dragging his adversary across the screen, making it possible to transition into a corner variation (Combo II) if Chris is midscreen or closer to it. If air Ⓢ hits your opponent into a corner, perform a backwards jump Air Gun Fire H instead of a forward one. This ensures that the gun shot is properly positioned to hit the cornered competitor.

Crouching Ⓜ is Chris' preferred combo-starter in most cases: it has much farther range than crouching Ⓛ, and forgoing the crouching Ⓛ also substantially increases the total damage in the combo. However, don't hesitate to use crouching Ⓛ where speed is a factor—landing the hit is much more important than a few points of damage!

Try to get into the habit of verifying if your attacks are hit or guarded before the standing Ⓗ. Ending at standing Ⓗ is by far Chris' safest option: it has a 2 frame disadvantage and is out of range of most throws.

Chris doesn't have a great way to salvage his offense if his attacks are guarded without the help of a crossover assist. You can delay the → ⊕ Ⓗ hit to try to catch a rival pressing buttons, but this is a risky endeavor. If the → ⊕ Ⓗ is guarded, your safest bet is to cancel into Combination Punch L and roll the dice on whether or not your opponent can time their throw attempt well enough or not. If they are going for a throw, you can jump straight up while guarding. If they mistime the throw, they instead whiff a standing Ⓗ attack, allowing you to come down with air Ⓢ for a full combo.

II. (REQUIRES CORNER) CR. Ⓜ, ST. Ⓗ, → ⊕ Ⓗ [CANCEL] ↘ ↓ ↙ ← ⊕ Ⓗ, OTG CR. Ⓗ [CANCEL] ↘ ↓ ↙ ← ⊕ Ⓗ, OTG CR. Ⓗ [CANCEL] ↓ ↘ → ⊕ Ⓗ, Ⓢ [CANCEL] FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, {BACKWARDS JUMP, AIR ↓ ↘ → ⊕ Ⓗ, LAND, FORWARD DASH, Ⓢ [CANCEL] FORWARD SUPER JUMP, AIR Ⓢ} OR {CR. Ⓗ [CANCEL] → ↓ ↘ ⊕ ㊅㊅}

605,100~776,900 damage, 107%~25% meter gain (or self-sufficient for Sweep Combo ender)

The corner variant of Chris' combo is both easier and more damaging! Of the two options shown, the first variation builds the most meter while still dealing strong damage. The second variation inflicts 176,000 more damage at the cost of a hyper combo gauge bar.

III. ↓ ↘ → ⊕ Ⓗ, WAVEDASH FORWARD 3 TIMES, OTG → ⊕ Ⓜ [CANCEL] ↓ ↘ → ⊕ Ⓗ, FORWARD DASH, FORWARD JUMP, AIR OTG ↓ ↘ → ⊕ Ⓗ, LAND, → ⊕ Ⓜ [CANCEL] ↓ ↘ → ⊕ Ⓗ

556,900 damage, 62% meter gain

Gun Fire H is used to counter most projectiles outright, or to punish mistakes from a distance. A successful hit leads to heavy damage from anywhere on screen, but you must wavedash as quickly as possible after the initial shot to move into range for the OTG Low Shot. When canceling the Low Shot, be sure to let the controller return to neutral before inputting the command for Gun Fire H to prevent accidentally getting Grenade Toss H instead.

IV. THROW OR AIR THROW, CR. Ⓗ [CANCEL] ↘ ↓ ↙ ← ⊕ Ⓗ, WAVEDASH TWICE, OTG CR. Ⓗ [CANCEL] ↘ ↓ ↙ ← ⊕ Ⓗ, FORWARD JUMP, AIR ↓ ↘ → ⊕ Ⓗ, LAND, → ⊕ Ⓗ, Ⓢ [CANCEL] FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, FORWARD DASH, CR. Ⓗ [CANCEL] → ↓ ↘ ⊕ ㊅㊅

492,700 damage, 2% meter gain

Chris can get great damage from throws without the help of an assist. Shift into **Combo V** if the Combination Punches carry your adversary to the corner.

V. (REQUIRES CORNER) THROW OR AIR THROW, CR. Ⓗ [CANCEL] ↘ ↓ ↙ ← ⊕ Ⓗ, CR. Ⓗ [CANCEL] ↘ ↓ ↙ ← ⊕ Ⓗ, CR. Ⓗ [CANCEL] ↓ ↘ → ⊕ Ⓗ, Ⓢ [CANCEL] FORWARD SUPER JUMP, AIR Ⓗ, Ⓢ, LAND, CR. Ⓗ [CANCEL] → ↓ ↘ ⊕ ㊅㊅

535,300 damage, 9% meter loss

A corner variant of Chris' throw combos.

COMBO APPENDIX

GENERAL EXECUTION TIPS

After hitting Combination Punch H, input a dash immediately before jumping to get that extra distance you need.

To cancel Low Shot into Gun Fire H, return the controller to neutral before inputting the ↓ ↘ → motion; otherwise, you'll get Grenade Toss H on accident!

(AGAINST AIRBORNE OPPONENT) AIR Ⓜ, Ⓗ, Ⓢ, LAND, ST. Ⓛ, Ⓜ [CANCEL]► ↓ ↗ ↙ ← + Ⓗ, JUMP FORWARD, AIR ↓ ↘ → + Ⓗ OTG, LAND, → + Ⓗ, Ⓢ [CANCEL]► SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, CR. Ⓗ OTG [CANCEL]► → ↓ ↘ + ⒶTKⒶTK

Notes	Damage
Air to air combo	659,700 damage

→ ↓ ↘ + Ⓛ, (LANDMINE HIT), CR.Ⓜ, ST.Ⓗ, → + Ⓗ [CANCEL]► ↓ ↗ ↙ ← + Ⓗ, JUMP FORWARD, AIR ↓ ↘ → + Ⓗ OTG, → + Ⓗ, Ⓢ [CANCEL]► SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, DASH FORWARD, CR. Ⓗ OTG [CANCEL]► → ↓ ↘ + ⒶTKⒶTK

Notes	Damage
Combo from errant landmine hit	749,800 damage

CR. Ⓛ, Ⓜ, ST. Ⓗ, → + Ⓗ [CANCEL]► → ↓ ↘ + Ⓛ, CR. Ⓛ, Ⓜ, ST. Ⓗ, → + Ⓗ [CANCEL]► ↓ ↗ ↙ ← + Ⓗ, JUMP FORWARD, AIR ↓ ↘ → + Ⓗ OTG, LAND, → + Ⓗ, Ⓢ [CANCEL]► SUPER JUMP, AIR Ⓗ, Ⓢ, LAND, DASH FORWARD, CR. Ⓗ OTG [CANCEL]► → ↓ ↘ + ⒶTKⒶTK

Notes	Damage
Character-specific, you can continue a combo from a point-blank Grenade Toss L against some characters	692,700 damage

AIR ↓ ↘ → + Ⓗ, DASH, CR. Ⓜ, ST. Ⓗ, → + Ⓗ [CANCEL]► ↓ ↗ ↙ ← + Ⓗ, JUMP FORWARD, AIR ↓ ↘ → + Ⓜ OTG, LAND, → + Ⓗ, Ⓢ [CANCEL]► SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, DASH, CR. Ⓗ OTG [CANCEL]► → ↓ ↘ + ⒶTKⒶTK

Notes	Damage
Combo from a mid range Air Gun Shot H	695,000 damage

(WHEN THE ENEMY IS AT LONG RANGE AND NEAR A CORNER) ↓ ↘ → + Ⓗ, WAVEDASH FORWARD 3 TIMES, OTG → + Ⓜ [CANCEL]► ↓ ↘ → + Ⓗ, FORWARD DASH, FORWARD JUMP, AIR OTG ↓ ↘ → + Ⓗ, LAND, → + Ⓗ, Ⓢ [CANCEL]► FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, OTG ↘ + Ⓗ [CANCEL]► → ↓ ↘ + ⒶTKⒶTK

Notes	Damage
A successful Gun Fire H hit leads to huge damage as long as the opponent's back is near a corner	819,400 damage, 11% meter loss

CR. Ⓜ, ST. Ⓗ, → + Ⓗ [CANCEL]► ✕, ST. Ⓜ, Ⓗ, → + Ⓗ, Ⓢ [CANCEL]► FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, FORWARD JUMP, AIR ↓ ↘ → + Ⓗ, LAND, → + Ⓗ, Ⓢ [CANCEL]► FORWARD SUPER JUMP, AIR Ⓜ, Ⓗ, Ⓢ, LAND, CR. Ⓗ [CANCEL]► → ↓ ↘ + ⒶTKⒶTK

Notes	Damage
An easy X-Factor combo that starts off of a verifiable opening	1,133,400~1,461,800 damage, 63%~115% meter gain

THROW OR AIR THROW, CR. Ⓗ [CANCEL]► ↓ ↗ ↙ ← + Ⓗ [CANCEL]► ✕, WAVEDASH TWICE, OTG CR. Ⓗ [CANCEL]► ↓ ↗ ↙ ← + Ⓗ, FORWARD JUMP, AIR ↓ ↘ → + Ⓗ, LAND, → + Ⓗ, Ⓢ [CANCEL]► FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, FORWARD DASH, CR. Ⓗ [CANCEL]► → ↓ ↘ + ⒶTKⒶTK

Notes	Damage
An X-Factor throw combo that starts off of a verifiable opening	875,800~1,126,300 damage, 33~71% meter gain

(REQUIRES CORNER) CR.Ⓜ, ST. Ⓗ, → + Ⓗ [CANCEL]► ↓ ↗ ↙ ← + Ⓗ, OTG CR. Ⓗ [CANCEL]► ↓ ↗ ↙ ← + Ⓗ, OTG CR. Ⓗ [CANCEL]► ↓ ↗ ↙ → + Ⓗ [CANCEL]► ↓ ↗ ↙ ← + ⒶTKⒶTK, OTG Ⓗ, OTG Ⓗ, OTG Ⓗ, SATELLITE LASER ENDS, OTG CR. Ⓗ [CANCEL]► → ↓ ↘ + ⒶTKⒶTK

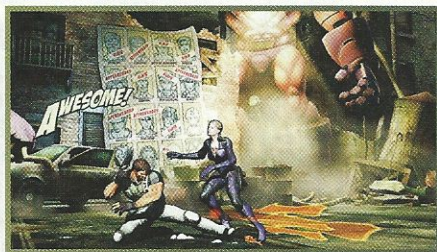| Notes	Damage
A high damage corner combo that requires 4 meters-to use	1,155,400 damage, 324% meter loss

"I'LL BE DAMNED IF I LOSE ANOTHER PARTNER."

ADVANCED TACTICS

THAT FLOOR'S STILL KINDA DIRTY

After hitting sweep combo in the corner, the opponent will likely knockdown recover forward to try to get out of the corner.

If you didn't move at all, you can attack the opposing character from the front...

...or you can move forward slightly and attack them from the other side!

After Sweep Combo, the common reaction is to knockdown recover forward. If you do not move, the ground recovery roll just barely misses crossing up Chris. Standing still and hitting your opponent with a crouching ⓛ attack is already pretty tricky! If you tap forward even slightly at the last second, Chris indeed gets behind the target, creating a deceiving mix-up.

If your adversary comes out of the roll concentrating on which side to guard, simply wait half of a beat and throw them. Very few characters can survive two successive combos from Chris!

If your opponent ground recovers backward, there aren't many great counter measures for that. Using Grenade Toss H is ideal, but that is very easily punished by an opposing character ground recovering forward. Since keeping your foe in the corner is more important than anything else, call an assist that can pin the opponent for ground recovering backward, all while positioning Chris for the above mix-up in case they go the other way.

THE LAZY MAN'S CROSS-UP DEFENSE

When opponents get behind Chris in Prone Position, the game treats it like he's getting up from a knockdown.

This makes him completely invincible for a moment...

...and sometimes able to punch fools in the face while they're vulnerable!

Ultimate Marvel vs. Capcom 3 is chock-full of dangerous offense based off of cross-ups. A lot of the better cross-ups are very low-risk, often even leaving the attacker at an advantage if guarded. Chris has a funky trick for these guys!

When an adversary gets behind Chris while he's in Prone Position, he is forced to stand back up. This act of standing up is treated as if he's rising from a knockdown. In other words, he's completely invincible until he's able to move!

However, if the opposing character does not cross Chris up, Chris can be hit from the front just like any other character can... assuming that the attack hits low enough to actually make contact with Chris.

Using Prone Position is a very aggressive way to counter cross-up happy players: read the cross-up attempt coming and get into Prone Position beforehand. When the cross-up attack completely whiffs through Chris' invulnerable body, react and punish accordingly! In some cases, you'll be able to land a full combo, but in most, you'll be able to get at least a guaranteed throw. Watch jaws drop as Dark Phoenix teleports behind you only to get her neck broken!

CHUN-LI

"YOU CAN'T BEAT ME WITH JUST BRUTE STRENGTH. GO AHEAD AND TRY."

Bio

REAL NAME
Chun-Li

OCCUPATION
Interpol Officer

ABILITIES
Extremely proficient in kung-fu, she is well-known for her varied and beautiful kicks more than her punches. Like Ryu, she is also able to utilize her spiritual energy in battle.

WEAPONS
None

PROFILE
She tirelessly continues her investigation to take down the criminal organization Shadaloo. While her strong sense of duty and obligation are readily apparent, she also longs to live the life of an ordinary woman.

FIRST APPEARANCE
Street Fighter II (1991)

POWER GRID

3	INTELLIGENCE
2	STRENGTH
3	SPEED
2	STAMINA
3	ENERGY PROJECTION
5	FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES

1

2

3

4

5

6

DLC
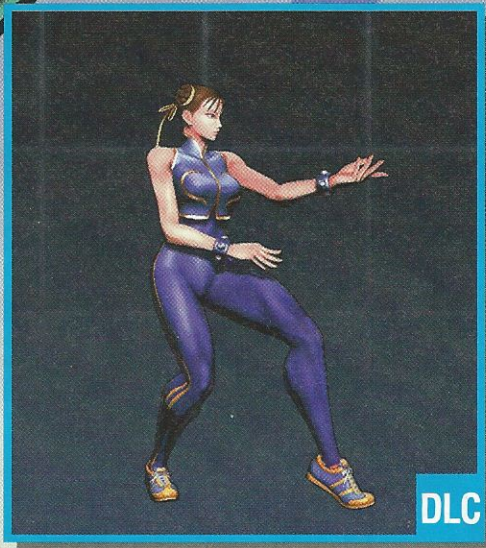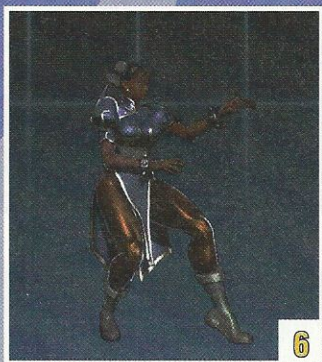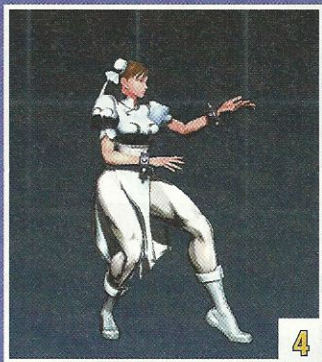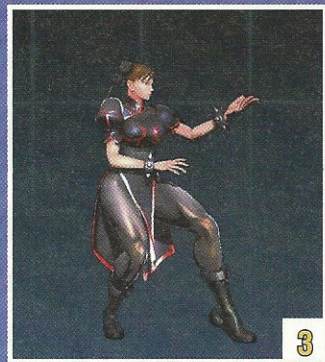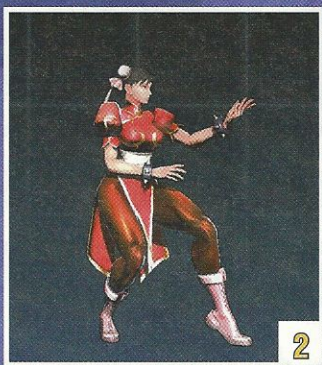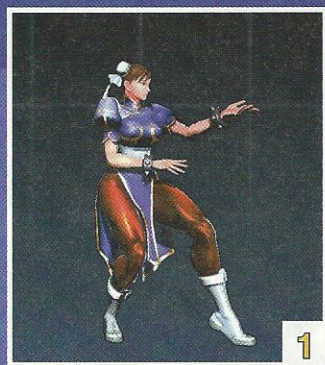
Overview

Vitality	850,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	120%	120%
Level 2 (2 teammates remaining)	135%	135%
Level 3 (1 teammate remaining)	150%	150%

Your goal with Chun-Li is to achieve point-blank range against your opponent.

The extremely execution-heavy Chun-Li has access to a great mix-up at this range:

- Instant overhead Yosokyaku, which leads into a combo from anywhere on the screen

- The low-hitting crouching Ⓜ: a fast, ranged attack that leads into an even more damaging combo

- Chainable crouching Ⓛ attack, which can be delayed in an attempt to hit adversaries trying to use advancing guard

- Throws and air throws, which also lead into combos

How do you get Chun-Li into point-blank range?

- Using her ability to triple jump to approach from angles that are difficult to defend against

- Using the kara airdash technique to quickly airdash twice and cover a lot of ground

- Wavedashing forward on the ground when your competitor is expecting an aerial approach

- Advancing forward behind the cover of crossover assists

- Cornering a foe with the aid of her jump-cancelable normal attacks, and by hitting combos that can carry the opponent all the way into the corner

TUNING SINCE ORIGINAL MVC3

While Chun-Li received a number of improvements in the transition to *Ultimate Marvel vs. Capcom 3*, two stand out for having a much bigger impact than the rest: Yosokyaku (air ⬇ + Ⓜ) is now OTG-capable, giving you some execution-heavy ways to extend Chun-Li's combos and increase damage. While midscreen combos were eventually found that allow Chun-Li to combo into a Kikosho, the OTG-capable Yosokyaku allows her to land combos from her throws and air throws without the help of a crossover assist!

Chun-Li also received an entirely new special attack in her invulnerable EX Spinning Bird Kick, which is great for shutting down offensive rivals. Not to be ignored, her Kikosho hyper combo is now mashable— this adds a chunk of much-needed damage to her combos!

- Health increased from 800,000 to 850,000

- Yosokyaku is now OTG-capable

- New Move: EX Spinning Bird Kick. Hold ⬇ until flashing, ⬆ + ATK. Can also be performed in the air

- There is now a larger window to cancel Kikoken H to Kikoanken

- Tenshokyaku startup speed improved from 3 to 2 frames

- Air Tenshokyaku now recovers in neutral state instead of being vulnerable all the way until Chun-Li touches the ground

- Kikosho can be mashed for additional hits and damage

- Shichisei Ranka now automatically realigns with the opposing character if the foe goes behind Chun-Li after the initial hits

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing (L)	1	35,000	280	4	2	12	-1	-2	Chain-cancelable into (L) attacks
2	Standing (M)	1	50,000	400	6	3	16	-1	-2	—
3	Standing (H)	1	70,000	560	10	3	18	+2	+1	Jump- cancelable

Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching (L)	1	33,000	264	4	2	11	0	-1	Chain-cancelable into (L) attacks
2	Crouching (M)	1	48,000	384	6	3	14	+1	0	Low attack
3	Crouching (H)	1	60,000	480	8	5	23	—	-6	Low attack, knocks down, jump-cancelable

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	(S) (while standing or crouching)	1	70,000	560	8	5	27	—	-10	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air (L)	1	40,000	320	4	3	16	+8	+7	Overhead attack, jump- cancelable
2	Air (M)	1	55,000	440	6	6	18	+13	+12	Overhead attack, jump- cancelable
3	Air (H)	1	70,000	560	8	4	18	+14	+13	Overhead attack, jump- cancelable

Air Special Attacks—Flying Screen and Air Exchange

Air ⑤ causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air ⑤ behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus ⑤, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air ⑤	1	70,000	560	8	4	18	+15	+14	Causes hard knockdown if used in launcher combo
2	Air ⬆ + ⑤ (during launcher combo)	1	25,000	200	8	4	18	—	—	Tags in next available ally while lofting foe upward
3	Air ➡ or ⬅ + ⑤ (during launcher combo)	1	40,000	320	8	4	18	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter from opponent
4	Air ⬇ + ⑤ (during launcher combo)	1	60,000	480	8	4	18	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Kakukyakuraku	➡ + 🅗	1	80,000	640	29	3	8	+12	+11	Airborne from frame 6, overhead attack, jump-cancelable, not special- cancelable
2	Yosokyaku	(In air) ⬇ + Ⓜ	1	65,000	520	4	11	6	—	—	Overhead attack, attack cancels into a diagonally up-forward bounce if hit, Chun-Li is in neutral state during bounce
3	Taunt	Select button	1	10,000	104	10	5	16	+2	+1	Cancelable into special moves, hyper combos, and ⑤
—	Wall Jump	Jump backward against the wall, then press ⬈	—	—	—	—	—	—	—	—	Performs a wall jump, may initiate aerial attacks or movement after 8th frame

Throws

Throws are for snagging passive or blocking foes. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + 🅗 (ground)	1	80,000	800	1	1	Hard knockdown
	⬅ + 🅗 (ground)	1	80,000	800	1	1	Hard knockdown
2	➡ + 🅗 (air)	1	80,000	800	1	1	Hard knockdown
	⬅ + 🅗 (air)	1	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Chun-Li—α	Kikosho	Kikoken L	1	50,000	400	43	—	126	96	Projectile lasts 88 frames, projectile has 5 low priority durability points
2	Chun-Li—β	Kikosho	Tenshokyaku M	5	101,400	1040	27	1(1)2 (3)1(5) 1(8)1	126	96	Knocks down foe
3	Chun-Li—γ	Hoyokusen	Hyakuretsukyaku H	10	97,300	1200	31	61	93	63	Knocks down opponent

The choice of which crossover assist type to assign to Chun-Li is an easy one: Chun-Li —γ's Hyakuretsukyaku is among the best assists in the game: it's incredibly fast and keeps your competitor in place for a long period of time. This makes it a natural fit for use in both combos and in offensive attack patterns! The Hyakuretsukyaku assist is no slouch on the defensive end of things, either: while it's not invincible, its quick speed and large attacking hitboxes can often interrupt an adversary moving in for the attack. Be sure to react accordingly and convert these hits into a combo!

Chun-Li —α's Kikoken L can be a useful asset to more defensive-minded teams; a slow-moving projectile on the screen is never a bad thing! Chun-li —β is best avoided; although it's a very fast assist that is only vulnerable for 1 frame before attacking, in practice, it is difficult to use for either defensive or offensive purposes.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇↘➡ + P1+P2	1	50,000	500 - (-1 hyper meter bar)	1	4	17	—	+1

Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Kikoken L	⬅↙⬇↘➡ + L	1	50,000	400	19	—	26	-2	-3	Projectile lasts 88 frames, projectile has 5 low priority durability points
	Kikoken M	⬅↙⬇↘➡ + M	1	70,000	560	19	—	26	0	-1	Projectile lasts 32 frames, projectile has 5 low priority durability points
	Kikoken H	⬅↙⬇↘➡ + H	1	90,000	720	19	—	26	+2	+1	Projectile lasts 8 frames, projectile has 5 low priority durability points
2	Kikoanken	(During Kikoken H) H	1	100,000	800	19	5	18	—	+4	Causes crumple stun
3	Spinning Bird Kick L (in air OK)	⬇ (charge), ⬆ + L	2	76,000	640	9	20	27 (in air, until grounded)	-6 (in air, +28)	-15 (in air, +5)	Knocks down foe, air version has an additional 2 frames of grounded recovery
	Spinning Bird Kick M (in air OK)	⬇ (charge), ⬆ + M	3	94,800	840	9	30	24 (in air, until grounded)	+3 (in air, +28)	-12 (in air, +7)	Knocks down opponent, air version has an additional 2 frames of grounded recovery
	Spinning Bird Kick H (in air OK)	⬇ (charge), ⬆ + H	4	113,400	1056	9	40	21 (in air, until grounded)	+5 (in air, +30)	-8 (in air, +10)	Knocks down adversary, air version has an additional 2 frames of grounded recovery
4	EX Spinning Bird Kick	⬇ (charge)(while flashing), ⬆ + ATK	10	162,400	2000	9	35	26 (in air, until grounded)	+7 (in air, +25)	-6 (in air, +9)	Hold ⬇ 90 frames to charge, invincible from frames 1-11, knocks down rival, not special- or hyper combo-cancelable
5	Hyakuretsukyaku L (in air OK)	L))	4-10	51,500 – 107,200	48-0~ 1440	7	22	1	+24 (in air, +30)	+15 (in air, +15)	Knocks down competitor, can be mashed for additional hits
	Hyakuretsukyaku M (in air OK)	M))	5-14	61,300 - 115,200	600~ 1680	7	22	1	+24 (in air, +31)	+14 (in air +16)	Knocks down foe, can be mashed for additional hits
	Hyakuretsukyaku H (in air OK)	H))	8-19	85,100 – 130,600	960~ 2280	7	22	1	+24 (in air, +33)	+12 (in air, +14)	Knocks down opponent, can be mashed for additional hits

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
6	Tenshokyaku L	⇨⇩↘ + L	3	78,400	720	2	2(1)2(4)3	19	+22	0	Airborne from frame 1, knocks down adversary
	Air Tenshokyaku L	(in air) ⇨⇩↘ + L	3	78,400	720	2	4(6)3	18	+25	0	Knocks down rival
	Tenshokyaku M	⇨⇩↘ + M	5	101,400	1040	2	2(1)2(3)1(5)1(8)1	22	+27	-25	Airborne from frame 1, knocks down competitor
	Air Tenshokyaku M	(in air) ⇨⇩↘ + M	5	101,400	1040	2	4(5)2(4)2(7)3	21	+26	-22	Knocks down foe
	Tenshokyaku H	⇨⇩↘ + H	7	120,000	1360	2	2(1)1(5)1(5)1(8)1(5)1(8)3	13	+42	-38	Airborne from frame 1, knocks down opponent
	Air Tenshokyaku H	(in air) ⇨⇩↘ + H	7	120,000	1360	2	4(5)2(4)2(7)2(4)2(7)3	13	+44	-33	Knocks down adversary

Kikoken: Even though Chun-Li's signature projectile may look anemic in comparison to the other crazy projectiles in the game, the Kikoken L is a surprisingly useful tool! It moves very slowly across the screen, making it great for use as covering fire to advance behind, especially if you do not have a long range crossover assist handy. On the defensive end, repeated use of Kikoken L is surprisingly annoying for your opposition to get around, forcing your competitor to take to the air.

None of the Kikoken projectiles travel all the way across the screen: Kikoken L travels two-thirds of the distance of the screen while dealing the least damage, Kikoken M has half-screen reach and median damage, while Kikoken H barely travels a third of the screen and inflicts the most damage.

What this means to Chun-Li's gameplan is simple: use Kikoken L almost exclusively, with very situational use of Kikoken H in combos!

Kikoanken: You can cancel Kikoken H directly into Kikoanken by pressing H within the first 10 frames of the Kikoken's animation. It's not possible to get a "slow" Kikoanken by pressing H on the last possible frame; the startup speed of the attack is always 19 frames regardless.

Kikoanken is Chun-Li's most damaging single-hit attack, and it also causes a crumple stun state on your rival. This makes it ideal for use early on in combos before damage scaling becomes severe!

If guarded, Kikoanken leaves Chun-Li with 4 frames of advantage, letting her continue attacking afterward. However, opposing players typically start using advancing guard to push Chun-Li away instead of allowing her to repeatedly inflict chip damage with Kikoanken.

Spinning Bird Kick: One of the few attacks in the game that require a "charge," to perform the Spinning Bird Kick, you must first hold ⇩ on the controller for at least 35 frames. Afterward, pressing ⇧ along with an attack button executes the attack.

The ground version of the Spinning Bird Kick is difficult to use effectively; while it moves Chun-Li forward a long distance, it is very unsafe if guarded and has little payoff if it hits.

The air version of Spinning Bird Kick is much more useful, being a key component of Chun-Li's combos when performed as low to the ground as possible. Chun-Li recovers from the air version of Spinning Bird Kick a mere 2 frames after touching the ground, granting huge frame advantage when executed low to the ground. To perform a low-altitude Spinning Bird Kick, simply press the attack button a few frames after pressing ⇧ on the controller; this tactic allows Chun-Li to jump into the air before performing the attack.

Chun-Li does not recover from air Spinning Bird Kick until she reaches the ground, so use of this attack any higher than extremely low altitudes is not recommended.

EX Spinning Bird Kick: A new special attack in *Ultimate Marvel vs. Capcom 3*, the EX Spinning Bird Kick is completely invulnerable for a large period of time, making it great for stopping offense oriented opponents in their tracks.

The EX version of the Spinning Bird Kick requires much more charge time than the regular version: 90 frames in total. To help notify you (and your rival!) when the EX Spinning Bird Kick is available, Chun-Li starts radiating a pink color.

The EX Spinning Bird Kick is unsafe if guarded. However, you can cancel the recovery frames into an invincible Hoyokusen hyper combo if your competitor attempts to retaliate.

This attack becomes much more powerful when used in the air, preferably at low altitudes; it then grants frame advantage if guarded and allows for combos if it hits!

Hyakuretsukyaku: Chun-Li's most useful, all-around special attack. Hyakuretsukyaku is fast and has great hitboxes that can beat most other attacks. If the attack hits, you can easily verify this and proceed into a combo. If guarded, Chun-Li is left at large frame advantage to work with, but your adversary will likely use advancing guard against this attack.

You can also have Chun-Li perform Hyakuretsukyaku in the air, which is useful both in combos and as a way to turn around and hit your target after airdashing behind them. Its multiple hits scales combos heavily, so it's best used near the end of a combo if possible.

Tenshokyaku: Chun-Li performs a number of kicks upward while rising into the air, but the usage of Tenshokyaku isn't what one might expect. Due to its newly increased speed in *Ultimate Marvel vs. Capcom 3*, this attack is actually best used as a way to punish guarded attacks that have at least 2 frames of disadvantage, which you can then convert into a combo. Of the three versions of the attack, Tenshokyaku L should be used almost exclusively due to its much quicker recovery.

The 2 frame startup speed of Tenshokyaku also makes it great for countering ground-based assaults: it usually interrupts or trades with anything thrown at it. In the event that it does get cleanly interrupted, Tenshokyaku puts Chun-Li in an airborne state on its first frame— this often makes it difficult for many characters to convert that hit into a combo. If guarded, Tenshokyaku leaves Chun-Li in the air and able to act, completely safe.

Also new to Chun-Li, the air version of Tenshokyaku recovers in a neutral state, leaving Chun-Li free to move. Previously, she was vulnerable all the way until she reached the ground!

## Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Kikosho	⬇️↙️➡️ + 🅰️🅰️	14~27	286,300~340,700	8+1	88	38	—	-32	Knocks down foe, beam durability: 14 frames x 3 high priority durability points, can be mashed for additional hits
2	Hoyokusen	⬇️↙️⬅️ + 🅰️🅰️	14	230,000	10+3	38(7) 34(7)6	42	—	-26	Invincible from frames 1-16, final hit is a launcher attack
3	Shichisei Ranka (level 3 hyper combo)	➡️⬇️↘️ + 🅰️🅰️	14	410,000	10+3	2(2)2(2) 2(2)2(20)3	27	—	-8	Invincible from frames 1-21, hard knockdown

Kikosho: Primarily used to end combos, the Kikosho is a fast hyper combo that covers a large area of the screen. Afterward, it allows for easy THC combos into nearly any other hyper combo in the game. New to *Ultimate Marvel vs. Capcom 3*, the Kikosho can now be mashed for additional damage!

Due to its relatively quick speed and huge area of effect, the Kikosho is also useful as a general utility hyper combo, countering several tactics from an opposing player. However, it is not invincible at all on its startup, and it is also very unsafe if guarded.
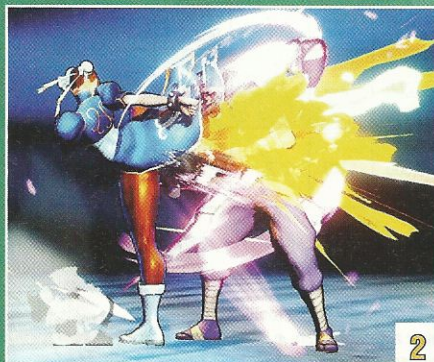
Hoyokusen: Fully invincible for 16 frames, Hoyokusen ends with a launcher attack to allow for follow-up combos afterward. Contrary to what one might think, Chun-Li players should generally avoid using Hoyokusen during combos because it adds a heavy amount of hitstun scaling to the entire combo while only marginally increasing the overall damage.

Instead, it should be used as a utility hyper combo for its invincibility; use it against obvious ground-based approaches or to cleanly beat other hyper combos on reaction.

Shichisei Ranka: This level 3 hyper combo has the same speed and range as the Hoyokusen, but it has slightly more invincibility to blow through opposing attacks. Shichisei Ranka's use should generally be restricted as a combo-ender that isn't subject to damage scaling; when used as an invincible attack, Hoyokusen actually results in more damage for less cost.

Battle Plan

*Chun-Li's unique airdash is fast, but it doesn't travel very far…*

…however, with the kara airdash technique, you can string two airdashes together to travel a surprising distance!

Before discussing any strategy, it should be mentioned that Chun-Li is a ridiculously execution-heavy character, likely more so than any other character in the game. To get the most out of Chun-Li, you need to constantly do difficult things, such as "kara" dashing to get near your opponent and executing low-altitude Spinning Bird Kicks and EX Spinning Bird Kicks for combos and for defense. Even the instant overhead Yosokyaku, which is the focal point of her offense, requires a combo that takes several hours of practice! If after reading this, you believe you have the patience and dedication required to truly get the most out of Chun-Li, read on!

In order to get her within point-blank range of a rival, you must take advantage of Chun-Li's large assortment of mobility options. While many characters in the game have access to a double jump, only Chun-Li and Viewtiful Joe have the ability to triple jump (well, Dante can in Devil Trigger mode if you want to count that). This allows Chun-Li to switch directions twice in the air, letting you have her do things like super jump forward, double jump backward to evade an anti-air attempt, then triple jump back toward her opponent again to begin attacking!

Triple jumps also allow Chun-Li to reach a great height while still in a normal jump state, giving access to crossover assists. This makes some interesting techniques possible, like triple jumping over all projectiles controlling the ground, calling a crossover assist to pin the target under you in place, then dropping in for the attack! Stay creative!

Chun-Li has a unique airdash, traveling 30 degrees downward at a very quick speed. It travels a much shorter distance when compared to most airdashes in the game, making it difficult to base an approach solely around the airdash.

The "kara" airdash technique helps remedy this—although airdashes normally can't be canceled directly into one another, you can both airdash twice in a row *and* get an option-select throw by first airdashing, then inputting ➡️ + 🅗 ~🅐🅣🅚. This automatically kara-cancels a brief normal and an air throw attempt, neither of which you ever actually see, into a second airdash immediately. Simply drum ➡️ + 🅗 ~🅐🅣🅚 as fast as possible while your first airdash is in progress—also known as "plink" airdashing. This allows you to string two airdashes together and cover two-thirds of the screen's distance! This is an absolutely critical tool for Chun-Li; practice it in Training Mode until you can perform this tactic nearly 100% of the time!

Competitors worrying about Chun-Li's aerial approach eventually have to give up on ground control; it's pointless to fire projectiles and beams on the ground when Chun-Li is but a kara airdash or triple jump away from circumventing all of those projectiles and closing the distance. When your adversary stops giving you things to jump over, that's your cue to call a crossover assist and wavedash in on the ground!

Chun-Li is more reliant on crossover assists than other characters to close the distance and maintain offense against foes. Long range crossover assists such as Sentinel —α, Akuma —β, Rocket Raccoon —γ, and nearly any projectile-based assist are ideal teammates for her.

When you successfully reach point-blank range, Chun-Li's offense revolves around the threat of an instant overhead Yosokyaku performed immediately after leaving the ground. Impossible to guard on reaction, hitting the Yosokyaku allows you to immediately airdash with Chun-Li afterwards and combo an air Tenshokyaku L from the other side. From there, you can go into her execution-heavy Spinning Bird Kick loop combos! See the Combo Usage section for details.

Since it is impossible for an opponent to guard an overhead Yosokyaku on reaction, your competitor must simply commit to guarding high. To counter this, simply attack with the low-hitting crouching 🅜 attack instead. Leading in with a crouching 🅜 attack is a little unintuitive and may seem slow, but Chun-Li's crouching 🅜 has a very respectable 6 frames of startup: only a single frame slower than the average crouching 🅛 attack, and with a lot more range! From the crouching 🅜, chain into a standing 🅗 and verify if the opposing character is guarding or not: if your opponent eats a hit, cancel into Kikoken H (to Kikoanken) and continue into a combo. If the attacks are guarded, jump cancel the standing 🅗 attack and airdash back in to continue your offense. Remember to call crossover assists to pin your adversary in place!

You can use Yosokyaku as an instant overhead attack against all opposing characters, and this move leads into a combo from anywhere on screen!

An opponent's use of advancing guard is one of Chun-Li's biggest problems. To combat this, stagger the timing of the chainable crouching Ⓛ attack to mess up your opponent's timing!

Low-altitude EX Spinning Bird Kicks are a very powerful tool on defense. Completely invincible to stop your opponent's offense, they are safe if guarded and lead to a combo if they hit!

Tenshokyaku L has only 2 frames of startup, making it great for punishing attacks with slight disadvantage. You can then transition into a combo!

The overhead and low attack mix-up is best performed when you have a decent amount of frame advantage, usually after forcing your rival to guard a crossover assist. If the situation is more neutral, dashing in with Chun-Li's fast crouching Ⓛ attack is a good way to establish control. Opponents who are wary of Chun-Li's Yosokyaku generally try to use advancing guard to try to push her away. However, using advancing guard on reaction to a single crouching Ⓛ attack is nearly impossible to do. As such, you can perform two to three crouching Ⓛ attacks with staggered timing; if the opposing player attempts to use advancing guard and mistimes it, they'll instead get a crouching Ⓗ attack. This then is counterhit by Chun-Li's crouching Ⓗ and allows you to verify and go into a full combo!

If your opponent wises up and stops trying to use advancing guard, you have several options available to you:

- Throw the opposing character and go into a (difficult) combo
- Dash in and immediately attack with crouching Ⓛ again, maintaining offense
- Manually buffer a dash with ⇨⇨ into the end of a crouching Ⓛ, then immediately jump and instant overhead with Yosokyaku
- Use crouching Ⓜ to beat attempts to guard the Yosokyaku
- Super jump and immediately airdash behind your rival to cross them up with either crouching Ⓛ or air Hyakuretsukyaku

While you may spend a frustrating amount of time fighting against advancing guard and using jump-canceled attacks in an effort to stay in close, don't get discouraged! All of the advancing guard usage is effectively pushing your opponent farther back into the corner. Chun-Li's offense is much stronger against cornered competitors: advancing guard does not push her back nearly as far of a distance, and instant overhead Yosokyaku leads to a more damaging (and easier!) combo.

When defending against an assault from her adversary, Chun-Li actually has many more potent defensive options than the majority of the cast. Between Tenshokyaku L, EX Spinning Bird Kick, Hoyokusen, and Hyakuretsukyaku H, Chun-Li can give her aggressor much more to worry about than just advancing guard and air throws!

Tenshokyaku L executes in only 2 frames, making it one of the fastest attacks in the game that isn't a command throw. This is great for punishing attacks that have a -2 to -3 frame disadvantage! Hitting Tenshokyaku L leads to a combo and also punishes attacks from out of Chun-Li's throw range. Tenshokyaku L is also completely safe if guarded; attacking with Yosokyaku on the way down likely interrupts anything your opponent tries to do.

For attacks that have a disadvantage of -4 or more, punish with Chun-Li's fast crouching Ⓛ, resulting in a full ground combo. Between throws, Tenshokyaku L, and crouching Ⓛ, Chun-Li has a great number of moves that would otherwise be safe against other characters.

While Tenshokyaku L isn't invincible at all, its 2 frame startup causes it to beat most ground-based offenses. If Chun-Li gets hit out of Tenshokyaku L, she is in the air on the first frame, making it difficult for many characters to convert into a full combo.

The fully invincible Hoyokusen is great for just blasting through any ground-based offenses, and it is an option that your opponent must respect when approaching on the ground. Hitting with Hoyokusen leads into a full combo that builds much of the hyper combo gauge used; see the Combo Usage section for details. Hoyokusen is incredibly unsafe if guarded, so be ready to THC to a safer teammate if possible.

One-frame air throws are still the best defense against airborne approaches, and in *Ultimate Marvel vs. Capcom 3*, you can finally convert these into a full combo while playing Chun-Li—without the help of a crossover assist!

A great option that works against both ground and air-based approaches is the fully invincible EX Spinning Bird Kick. The catch: you have to hold ⬇ on the controller for what seems like an eternity before having access to it. If your competitor stays close to Chun-Li primarily with jumping attacks, you won't be able to safely keep holding down on the controller for the requisite 90 frames. Once you do have it available, your adversary must take notice—a low-altitude EX Spinning Bird Kick is completely safe and leads into a combo if hit!

The following characters can crouch directly under a perfectly timed low-altitude EX Spinning Bird Kick:

Amaterasu	Phoenix
Morrigan	Rocket Raccoon

The ground version of EX Spinning Bird Kick is still a very strong tool, but the risk and the reward aren't quite as favorable. Hitting the target with the ground version of EX Spinning Bird Kick does not lead into a combo, and guarding it allows your opponent to retaliate with a combo. To help mitigate this, try hyper combo canceling the vulnerable recovery frames into an invincible Hoyokusen!

Another less glamorous alternative is to simply mash on the Ⓗ button whenever you have a bit of space—Hyakuretsukyaku H can be very difficult for some characters to get around, and if it hits, you can easily verify and go into a combo!

Some character match-ups make it advantageous for a Chun-Li player to hang back and play defensively rather than trying to get close and force Yosokyaku mix-ups. In these situations, repeated use of Kikoken L provides a surprisingly solid ranged game for your adversary to deal with. Bolster this with crossover assists and an occasional backdash to help keep foes away.

To further frustrate offense oriented opponents, Chun-Li's ability to wall jump lets you stall the match for long periods of time. This is ideal for waiting out temporary power-ups like X-Factor or Wolverine's Berserker Charge. Normal jump back against the wall, wall jump forward, double jump back to the wall, wall jump yet again, triple jump back to the wall, and then wall jump a final time! From here, waste even more time by performing air Tenshokyaku H three times. Afterward, call a crossover assist to cover your descent, all while attacking with Yosokyaku on the way down to help prevent getting hit by an air throw.

COMBO USAGE

I. CR. Ⓜ, ST. Ⓗ CANCEL ⇨ ⬅↙⬇↘⇨ + Ⓗ CANCEL (DURING KIKOKEN H) Ⓗ, ST. Ⓗ, CR. Ⓗ, Ⓢ CANCEL VERTICAL SUPER JUMP, AIR ⬇ + Ⓜ, Ⓗ, Ⓢ, LAND, FORWARD DASH, VERTICAL JUMP, FORWARD AIRDASH, AIR ⬇ + Ⓜ, Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, Ⓗ CANCEL {⬇↘⇨ + ATK ATK (MASH ATK) OR {⇨⬇↘ + ATK ATK}

631,000~832,100 damage, 17~217% meter loss

Even Chun-Li's most basic combo is still difficult! With the new OTG-capable properties of Yosokyaku, Chun-Li can land decent damage off of this midscreen combo without an assist.

When the crouching Ⓜ, standing Ⓗ opening is guarded, jump cancel it into a forward airdash Ⓗ, or chain into crouching Ⓗ to Hyakuretsukyaku H. In the event that your foe uses advancing guard, jump-cancel the standing Ⓗ attack and perform a kara airdash to move back into attack range.

Note that hitstun decay is high during this combo, which can easily cause the air attacks after OTG ⬇ + Ⓜ to whiff entirely. If this combo is preceded by a jump attack or assist hit of any sort, perform the Kikoanken and then immediately press Ⓢ to launch your rival; omitting the Ⓗ attacks should be just enough to keep the combo going. This also makes the entire combo much easier if you're starting off of the normal opening, so if you need lax timing, make this adjustment.

COMBO USAGE CONT.

II. CR. (M), ST. (H) CANCEL ⟶ ← ↙ ↓ ↘ → ⊕ (H) CANCEL ⟶ (DURING KIKOKEN H) (H), DASH BACKWARDS, → ⊕ (H)
(HOLD ↓ FOR SPINNING BIRD KICK), ST. (H), CR. (H) CANCEL ⟶ JUMP, ↑ ⊕ (H) (HOLD ↓ FOR SPINNING BIRD KICK),
LAND, ST. (H), CR. (H) CANCEL ⟶ JUMP, ↑ ⊕ (H) (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. (H), CANCEL ⟶ JUMP, ↑ ⊕ (H)
(HOLD ↓ FOR SPINNING BIRD KICK), LAND, ())) MASH (H) CANCEL ⟶ {↓ ↘ → ⊕ (ATK)(ATK) (MASH (ATK))} OR {→ ↓ ↘ ⊕ (ATK)(ATK)}

684,500 damage, 8% meter loss

This improved combo requires an extremely high level of execution, involving a lot of charge storing and fancy low-altitude Spinning Bird Kicks to work. However, this combo results in more damage, carries your adversary all the way into the corner, and is more consistent when mastered. Learning Spinning Bird Kick loops with Chun-Li takes time, but knowing how to do this pays dividends in the end!

After Kikoanken hits, immediately dash backwards and perform Kakukyakuraku (→ ⊕ (H)) just as you start to move. This moves Chun-Li into a position that ensures Kakukyakuraku doesn't fly over her target's head. Immediately begin holding ↓ on the controller once the attack begins. After landing, store your charge by briefly letting the controller return to neutral to press standing (H), then immediately start charging ↓ again. Chain into crouching (H), then hold ↑ to jump cancel it.

The next tricky part of the combo requires you to perform a low-altitude version of the Spinning Bird Kick. After pressing ↑ to jump cancel the crouching (H) attack, wait just a few frames to allow Chun-Li time to leave the ground before pressing (H) again. If performed correctly, Chun-Li juggles her attacker with a low-altitude Spinning Bird Kick! Afterward, have Chun-Li juggle the opponent with your basic attack of choice before proceeding to juggle with another low-altitude Spinning Bird Kick!

While the Kakukyakuraku and the standing (H) attacks add a fair amount of damage to the combo, they aren't necessary at all. Omitting those attacks entirely and simply concentrating on juggling low-altitude Spinning Bird Kicks still nets around 650,000 points of damage and carries your competitor to the corner.

ADVANCED TACTICS

THE TAC INFINITE

Chun-Li has a true infinite combo, but it has a ton of serious caveats.

When hitting with a team aerial combo, the new character coming in enjoys a brief period of time where hitstun scaling is completely reset and also does not advance at all until the character touches the ground. Given the right circumstances, Chun-Li never has to touch the ground at all, keeping her adversary locked in an infinite combo!

Now before you get excited, there are a number of limitations to the infinite combo:

> You must hit your target with two upward team aerial combos in the same combo

> You must have a teammate character who is able to increase the height of the target a fair amount during the combo

> Generally, one of your teammates must be knocked out

The goal is to get Chun-Li into play with a team aerial combo, then get the opposing character up to the very top of the playing field. From here, you can simply hit with Yosokyaku repeatedly while hugging the ceiling, completely unaffected by hitstun scaling.

So what gets a rival really high on the screen? Well, there's Chun-Li's own combos, using triple jumps, Hyakuretsukyaku H, and tons of Yosokyaku to bounce both characters up. After that, you have upward TAC attacks to launch the target to a great height. For the last bit, you'll have to rely on the combos of other characters. Characters like Viewtiful Joe, Dante (in Devil Trigger), and C. Viper have combos that happen at a much higher elevation than most.

Setting up the infinite combo works best if one character on your team has been knocked out. From here, you can start the combo with Chun-Li, gain a ton of height, upward TAC to a second character who will do their best to raise the height even farther, then finally upward TAC back into Chun-Li again!

While an experienced opponent is unlikely to let you hit two upward TACs in the same combo, this infinite gives you a great indirect effect: while your competitor absolutely cannot let you hit an upward TAC, you are free to drain meter from them with forward TACs, or gain an entire bar yourself with a downward TAC.

CHARGE IT TO THE GAME

Chun-Li's Spinning Bird Kick attacks require the ↓ direction on the controller to be held down for a period of time. This restricts a lot of your options: you can't move, you can't perform standing attacks, and you can't jump. However, the game allows you to retain your charge after letting go of the ↓ direction for up to eight frames. Presumably, this window exists to facilitate tools like Chun-Li's low-altitude Spinning Bird Kick. What probably wasn't intended—moving the controller back to ↓ continues to store the charge!

Charge attacks can be stored for 8 frames. This allows you to do silly things like charge an EX Spinning Bird Kick…
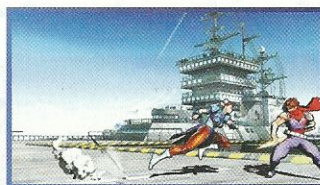
…wavedash across the screen, making sure to never let go of the down direction for long…

…and then still be able to have access to the charge move!

This allows you to do a couple of fun yet execution-heavy things:

You can perform wavedashing by (ATK)(ATK), then canceling with ↓, then (ATK)(ATK) again. As long as there aren't more than 8 frames between each ↓ input, this allows Chun-Li to wavedash while still having access to EX Spinning Bird Kick! While this isn't something you need to do often, it can be useful when used with the right crossover assists: call Sentinel —α, wavedash forward when your opponent is guarding the drones, then smack your rival with a low-altitude EX Spinning Bird Kick when they try to press a button!

An interesting thing to note: Chun-Li stops glowing pink as soon as the ↓ direction on the controller is released. Storing the charge by returning the controller to the ↓ position does not make Chun-Li glow again; you can wavedash across the screen with no indication that you have an EX Spinning Bird Kick locked and loaded.

The other, more practical use of storing charge is to add more damage to combos. Most of Chun-Li's combos involve Spinning Bird Kick loops—holding ↓ the entire time means that you'll have to completely omit standing (H) from your combos. With stored charge, this is no longer an issue! You can do things like Kikoanken while holding ↓, very quickly release the charge to input the standing (H), back down to crouching (H) to retain the charge, then jump cancel and still be able to perform the Spinning Bird Kick!

III. JUMP FORWARD, INSTANT ↓ + Ⓜ, AIRDASH, → ↓ ↘ + Ⓛ, LAND, JUMP FORWARD (HOLD ↓ FOR SPINNING BIRD KICK), AIR Ⓛ, Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, CR. Ⓛ, Ⓜ, Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. Ⓜ, Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, Ⓗ)), MASH Ⓗ ⟹ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

548,200 damage, 11% meter loss

Chun-Li can land a full combo from an instant overhead Yosokyaku, but this also requires a ton of practice! Immediately tap ⒶⓉⓀⒶⓉⓀ after hitting the Yosokyaku to airdash behind the opposing character, then combo into an air Tenshokyaku L from the other side. Note that the input command for Tenshokyaku must be performed in the opposite direction! After landing from Tenshokyaku L, immediately jump forward and perform the aerial chain combo while holding a ↓ charge. When you land, you'll have just barely enough time to juggle the crouching Ⓛ to be able to proceed into Spinning Bird Kick loops.

V. AIR FORWARD OR BACK THROW, AIRDASH, ↓ + Ⓜ (HOLD ↓ FOR SPINNING BIRD KICK) ⟹ Ⓜ)), AIR Ⓗ, LAND, CR. Ⓜ, Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. Ⓜ, Ⓗ ⟹ ↑ + Ⓗ, LAND, Ⓗ)), MASH Ⓗ ⟹ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

453,000 damage, 26% meter loss

Using the OTG-capable Yosokyaku, Chun-Li can finally capitalize off of an air throw with a full combo!

VI. FORWARD OR BACK THROW, SUPER JUMP, AIRDASH, ↓ + Ⓜ (HOLD ↓ FOR SPINNING BIRD KICK) ⟹ Ⓜ)), AIR Ⓢ, LAND, CR. Ⓜ, Ⓗ ⟹ JUMP, ↑ + Ⓗ, LAND, CR. Ⓜ, Ⓗ ⟹ ↑ + Ⓗ, LAND, Ⓗ)), MASH Ⓗ ⟹ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

465,000 damage, 21% meter loss

Hitting the Yosokyaku after a normal throw requires precise timing, but it can be mastered with practice. During throw animation, buffer a super jump with ↓ ↑ slightly early. After that, you'll have to time the airdash and the Yosokyaku; some people at BradyGames simply time the initial airdash, then mash ↓ + ⓁⓂ to perform this combo!

COMBO APPENDIX

GENERAL EXECUTION TIPS

When juggling after a low-altitude Spinning Bird Kick, press the attack button much earlier than you think you are able to

When canceling Yosokyaku into Hyakuretsukyaku M, simply input ↓ + Ⓜ

Perform the ← ↙ ↓ ↘ → motion for Kikoanken slowly; players often miss a diagonal input and get Kakukyakuraku (→ + Ⓗ) instead

→ ↘ ↓ + Ⓛ, (HOLD ↓ FOR SPINNING BIRD KICK), AIR Ⓢ, LAND, CR. Ⓜ, Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. Ⓜ, Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. Ⓗ, ⟹ JUMP, ↑ + Ⓗ, LAND, Ⓗ)), MASH Ⓗ ⟹ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

Notes	Damage
Tenshokyaku L can be used to punish attacks that have a frame disadvantage of -2 or more	539,800 damage, 24% meter loss

↓ ↘ → + ⒶⓉⓀⒶⓉⓀ ⟹ FORWARD SUPER JUMP, AIR ↓ + Ⓜ, Ⓗ, Ⓢ, LAND, FORWARD DASH, VERTICAL JUMP, FORWARD AIRDASH, AIR ↓ + Ⓜ, Ⓜ, Ⓜ, Ⓗ, Ⓢ, LAND, Ⓗ)) ⟹ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

Notes	Damage
Combo starting from an invincible Hoyokusen hyper combo	508,900 damage, 152% meter loss

CHARGE ↓ UNTIL YOU START FLASHING, JUMP, ↑ + ⒶⓉⓀ, LAND, CR. Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. Ⓗ, ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, Ⓗ)), MASH Ⓗ ⟹ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

Notes	Damage
Combo starting from an invincible low-altitude EX Spinning Bird Kick	468,900 damage, 23% meter loss

CHARGE ↓ UNTIL YOU START FLASHING, ↑ + ⒶⓉⓀⒶⓉⓀ ⟹ ✕, LAND, CR. Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. Ⓗ, ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, Ⓗ)), MASH Ⓗ ⟹ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

Notes	Damage
X-Factor combo from the ground version of EX Spinning Bird Kick	617,700~754,500 damage, 34~16% meter loss

AIR ↓ + Ⓜ ✕, LAND, CR. Ⓜ, ST. Ⓗ ⟹ ← ↙ ↓ ↘ → + Ⓗ ⟹ (DURING KIKOKEN H) ST. Ⓗ, CR. Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. Ⓗ, ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, Ⓗ)), MASH Ⓗ ⟹ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

Notes	Damage
X-Factor combo from instant overhead Yosokyaku	881,700~1,093,400 damage, 3~28% meter gain

CR. Ⓜ, ST. Ⓗ ⟹ ← ↙ ↓ ↘ → + Ⓗ ⟹ (DURING KIKOKEN H) Ⓗ ⟹ ✕, ST. Ⓗ, CR. Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. Ⓗ ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, CR. Ⓗ, ⟹ JUMP, ↑ + Ⓗ (HOLD ↓ FOR SPINNING BIRD KICK), LAND, Ⓗ)), MASH Ⓗ ⟹ ↓ ↘ → + ⒶⓉⓀⒶⓉⓀ (MASH ⒶⓉⓀ)

Notes	Damage
Verifiable X-Factor combo from basic opening	887,000~984,400 damage, 6~11% meter gain

C.VIPER

"I DON'T DO OVERTIME. AND I DON'T PARTICULARLY LIKE REMATCHES, EITHER. SO WOULD YOU MIND ACCEPTING YOUR LOSS AND GOING HOME?"

Bio

REAL NAME

Unknown

OCCUPATION

CIA Agent

ABILITIES

Has high physical abilities, complemented by her special battle suit equipped head to toe with weaponry. She uses a fighting style called "covert fighting tools," which she created.

WEAPONS

Her battle suit, which has various weapons integrated into it.

PROFILE

When it comes to work, she leaves honor and emotions behind and keeps it about business. Her diligence and efficiency earned her the nickname "Miss Perfect." However, in front of her daughter, she becomes a gentle, loving mother.

FIRST APPEARANCE

Street Fighter IV (2008)

POWER GRID

4	INTELLIGENCE	
2	STRENGTH	
3	SPEED	
2	STAMINA	
6	ENERGY PROJECTION	
4	FIGHTING ABILITY	

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES

1

2

3

4

5

6

DLC
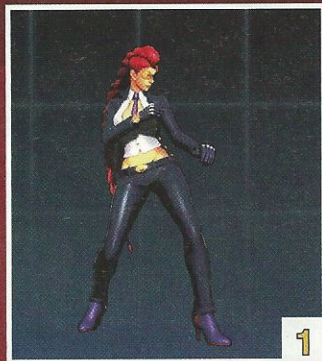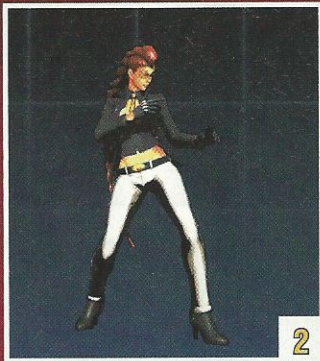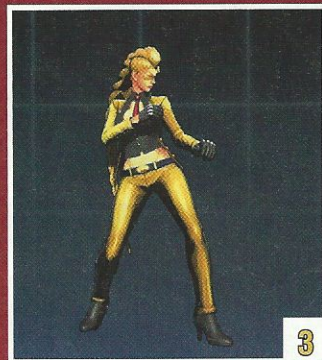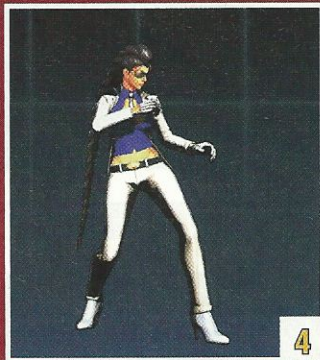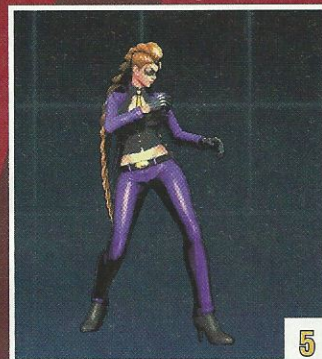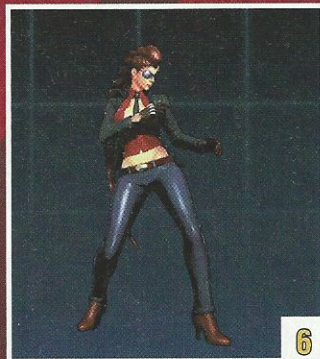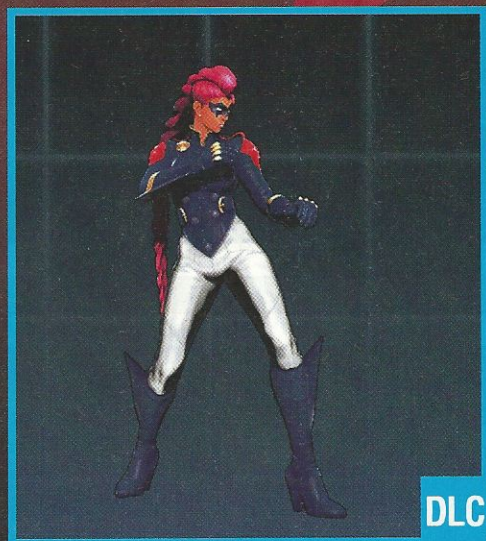
Overview

Vitality	900,000
Chain Combo Archetype	Marvel Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	125%	115%
Level 2 (2 teammates remaining)	147.5%	122.5%
Level 3 (1 teammate remaining)	170%	130%

Your goal with C. Viper is to utilize her various tools to get her close to her opponent, the distance where she's most efficient. Why the simple goal?

- Her Viper Elbow, triangle jump, and square jump offense is difficult to guard up close on reaction consistently, due to her speed as well as the angles of her air attacks
- Although a relatively difficult character to master execution-wise, she is capable of inflicting massive damage without using crossover assists or the corner

For a melee character, C. Viper has a surprising number of tools to help her get close:

- Seismic Hammer cancels to control space and to force movement from the opposing character
- Combining Seismic Hammer's jump cancel property with her eight-way airdash for versatile ways to engage her rival
- EX Thunder Knuckle to blow through projectiles, creating openings from fullscreen
- Thunder Knuckle M to advance and its Ⓢ-cancel to hit-confirm into her ground combos
- Focus Attack to absorb and counter attacks without being put into hitstun

TUNING SINCE ORIGINAL MVC3

Aside from the addition of Optic Laser to her arsenal, C. Viper plays relatively similar to her previous counterpart. Her combos are now easier to perform due to the increased Ⓢ-cancel window on Thunder Knuckle.

- The window to Ⓢ-cancel Thunder Knuckle has been increased
- C. Viper gained new special attack: Optic Laser
- Foes fall to ground faster after Burning Kick and air Burning Kick
- The forward momentum gained after super jumping and performing Ⓢ-canceled air Burning Kick has been reduced

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	40,000	320	5	3	10	0	-1	Low attack
2	Standing M	1	63,000	504	7	3	19	-4	-5	—
3	Standing H	1	75,000	600	9	3	22	-2	-3	—
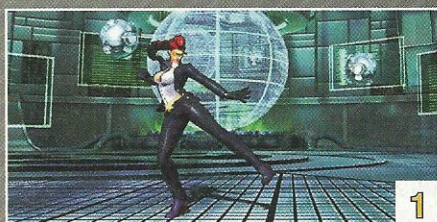
Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	38,000	304	4	2	11	0	-1	—
2	Crouching M	1	60,000	480	7	3	20	-5	-6	Low attack
3	Crouching H	1	72,000	576	9	4	19	0	-1	—

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	2	75,000	640	8	5(3)6	24	—	-8	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	43,000	344	6	3	15	+11	+10	Overhead attack
2	Air M	1	60,000	480	8	3	19	+16	+15	Overhead attack
3	Air H	1	73,000	584	7	3	24	+18	+17	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air ⓢ causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air ⓢ behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus ⓢ, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air ⓢ	1	75,000	600	9	4	23	+15	+14	Causes hard knockdown if used in launcher combo
2	Air ⬆ + ⓢ (during launcher combo)	2	105,00	880	8	5	43	—	—	Tags in next available ally while lofting opponent upward
3	Air ➡ or ⬅ + ⓢ (during launcher combo)	2	95,000	800	8	3	20	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ⬇ + ⓢ (during launcher combo)	2	95,000	800	9	4	23	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Viper Elbow	➡ + Ⓜ	2	65,000	520	22	4	13	+1	0	Overhead attack, chains into ⓢ, may be canceled into a special move while in the air or during landing recovery
2	Focus Attack (can be charged)	ⓢ + ⓐᵀᵏ	1	70,000, 80,000 or 90,000	560, 640, or 720	25–77 (on release 12)	3	23	-3	-4	Attack charges minimum 14 frames, after the 6th frame up to the 5th (level 1 and 2) or 3rd (level 3) frame of recovery Viper has Hyper Armor, charging improves damage in three stages: release command during frames 1-30 for lv.1, frames 31-63 for lv.2, frames 64 and on for lv.3, lv.2/3 cause crumple, lv.3 version is unguardable, charging stance can be canceled into a dash or special move

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + Ⓗ (ground)	12	80,000	800	1	1	Hard knockdown
	⬅ + Ⓗ (ground)	12	80,000	800	1	1	Hard knockdown
2	➡ + Ⓗ (air)	12	80,000	800	1	1	Hard knockdown
	⬅ + Ⓗ (air)	12	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	C. Viper —α	Emergency Combination	Thunder Knuckle H	1	80,000	640	29	7	130	100	Can be canceled with S when used as a crossover counter
2	C. Viper —β	Burst Time	Seismic Hammer	1	80,000	640	40	8	109	79	OTG-capable, can be canceled with S when used as a crossover counter, projectile has 5 low priority durability points
3	C. Viper —γ	Burst Time	Burning Kick	1	90,000	720	49	5	111	81	Overhead attack, can be canceled with S when used as a crossover counter, projectile has 5 low priority durability points

C. Viper has two generally useful crossover assists. C. Viper—β can be used as an OTG in combos, while C. Viper—γ counts as an overhead attack, great for opening up an opponent's ground defense. C. Viper—α can be used as a situational anti-air and as a crossover counter that leads to a combo (cancel it on hit by inputting S), but this is not recommended.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇️ ↘️ ➡️ + P1 or P2	1	50,000	500 (-1 hyper meter bar)	2	3	22	—	-3

Notes
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Thunder Knuckle L	⬇️ ↘️ ➡️ + L	1	90,000	720	15	7	14	+2/+11	+1/+10	Projectile has 10 medium priority durability points, input S between frames 6-14 to cancel before hit, input S between frames 15-16 to cancel after hit. Second number in each frame field shows data when canceled
2	Thunder Knuckle M	⬇️ ↘️ ➡️ + M	1	90,000	720	13	7	16	0/+11	-1/+10	Projectile has 10 medium priority durability points, input S between frames 3-12 to cancel before hit, input S between frames 13-14 to cancel after hit. Second number in each frame field shows data when canceled
3	Thunder Knuckle H	⬇️ ↘️ ➡️ + H	1	100,000	800	5	7	44	-15/+24	-29/+10	Projectile has 10 medium priority durability points, input S between frames 1-4 to cancel before hit, input S between frames 5-6 to cancel after hit. Second number in each frame field shows data when canceled
4	Burning Kick L	⬇️ ↙️ ⬅️ + L	1	90,000	720	23	10	26	—	-14	Overhead attack, knocks down, projectile has 5 low priority durability points, input S between frames 7-14 to cancel before hit
	Burning Kick M	⬇️ ↙️ ⬅️ + M	1	90,000	720	25	10	18	—	-6	Overhead attack, knocks down, projectile has 5 low priority durability points, input S between frames 9-16 to cancel before hit
	Burning Kick H	⬇️ ↙️ ⬅️ + H	1	90,000	720	27	10	13	—	-1	Overhead attack, knocks down, projectile has 5 low priority durability points, input S between frames 10-17 to cancel before hit
	Air Burning Kick L	(in air) ⬇️ ↙️ ⬅️ + L	1	80,000	640	21	10	Until grounded + 18	—	-6	Overhead attack, knocks down, projectile has 5 low priority durability points, input S between frames 6-11 to cancel before hit
	Air Burning Kick M	(in air) ⬇️ ↙️ ⬅️ + M	1	80,000	640	19	10	Until grounded + 20	—	-9	Overhead attack, knocks down, projectile has 5 low priority durability points, input S between frames 6-11 to cancel before hit
	Air Burning Kick H	(in air) ⬇️ ↙️ ⬅️ + H	1	80,000	640	17	10	Until grounded + 22	—	-11	Overhead attack, knocks down, projectile has 5 low priority durability points, input S between frames 6-11 to cancel before hit

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
5	Seismic Hammer	→↓↘ + ATK	1	80,000	640	16	8	35	-7	-18	Jump- cancelable after frame 19, projectile has 5 low priority durability points, input S between frames 6-11 to cancel before hit
—	Cancel	(during cancelable special) S	—	—	—	—	—	4/10	—	—	Thunder Knuckle and Seismic Hammer cancel recovery is 10 frames, Burning Kick cancel recovery is 4 frames
6	Optic Laser (can be charged)	ATK (hold down)	3	94,800	840	21	20	10	—	-7	Knocks down, requires 60 frames to charge, beam durability: 3 frames x 4 low priority durability points

Thunder Knuckle L: This is a mid range electrocuting poke attack. You can use this low-profile advancing move to duck under certain attacks while leading to combo opportunities. Make sure to utilize her S-cancel to combo from her Thunder Knuckle L on a confirmed hit. Also, canceling your ground basic attacks into this move is a good way to keep C. Viper in close quarters against her adversary.

Thunder Knuckle M: C. Viper performs a standing version of the Thunder Knuckle. Like Thunder Knuckle L, you can use this move to advance while being able to initiate combos by S-canceling. C. Viper sacrifices the low-profile property for a slightly faster startup over Thunder Knuckle L. This version of the Thunder Knuckle is preferably used in combos, while Thunder Knuckle L should be used on its own. Since both versions are S-cancelable, the difference in frame advantage on guard is practically non-existent.

Thunder Knuckle H: This attack shoots C. Viper diagonally up-forward into the air. It can be used as anti-air and is generally safe to use if it's S-canceled. You can also use it to initiate combos if it's canceled out of after a successful hit. Be careful with this attack, as it's unsafe when guarded if you don't cancel it; when used as anti-air, it must be done late and against low-altitude jumps in order for it to hit early enough for the S-cancel to be possible. This is difficult to do, so you may opt to save Thunder Knuckle H for combos only.

Burning Kick: These airborne flame kicks are considered overheads and must be guarded high. The L and M versions are unsafe when guarded, but they have a slightly faster startup. You can utilize Burning Kick H to start combos if followed by standing L on hit. The H version may also cross up opponents if performed point-blank; adding further flexibility to it, inputting S before Burning Kick H hits feints the attack, leaving Viper in front of the opposing character in an aerial state. From there, you can perform quick frontal air attacks against a rival expecting a hit from behind. Air versions of Burning Kick can be used in air combos or to change the trajectory and speed of her jumps. This move is generally safe to throw out at close range as long as the appropriate version is used, as the hittable portion of the flames is quite large in comparison to C. Viper's vulnerability.

Seismic Hammer: C. Viper slams the ground, causing an explosive pillar to appear, which actually counts as a projectile itself. The strength of the attack dictates where the explosion arises from. This is C. Viper's main zoning and spacing tool. It's OTG-capable and jump/super jump-cancelable on hit, when guarded, or when whiffed. The primary purpose of this move is to keep your opponent in check while allowing C. Viper to advance or retreat with her flexible air mobility options. You can also employ it as a proximity defense, such as against an incoming jump or airdash attack. It's also commonly used in combos (see **Combo I**). Since Seismic Hammer is jump-cancelable, and since pre-jump frames can be canceled into special moves, you can have C. Viper transition directly from Seismic Hammer into another Seismic Hammer, or into other special moves!

Optic Laser: Hold an attack button down until C. Viper's shades begin to flicker, then release the button to fire a horizontal optic blast at head height. Here's another one of C. Viper's zoning tools you can utilize to halt enemy advances near the ground. Most foes can crouch under the beam, as it is relatively high-profile, but it does stop foes from dashing briefly and may tag assists. There's only one version of this move, and only one can be charged at a time (holding more than one attack button does not allow you to fire more than one Optic Laser). Like with Zero's Buster Shot, you can swap the charge between buttons by starting to hold a different attack button down, and then releasing the first one; C. Viper continues charging her shades. Mix up your use of Seismic Hammer and Optic Laser to keep your adversary on his or her toes at a distance.

Hyper Combos

Screen	Name	Command	Hits	Damage	Meter	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	EX Thunder Knuckle	↓↘→ + 🅢 (burns 1 bar of H.C. gauge)	1	150,000	1200 (−1 hyper meter bar)	10	38	28	—	−44	Crumples, frames 1-10 invincible, projectile has 10 medium priority projectile points, input 🅢 between frames 5-9 to cancel before hit, can be canceled into other EX attacks or hyper combos
2	EX Burning Kick	↓↙← + 🅢 (burns 1 bar of H.C. gauge)	4	119,700 (20,000 x3 + 90,000)	1200 (−1 hyper meter bar)	9	10(5)5	20	—	−3	Knocks down, ignores hitstun decay, projectile has 5 low priority durability points, input 🅢 between frames 10-14 to cancel before hit, can be canceled into other EX attacks or hyper combos
2	Air EX Burning Kick	(in air)↓↙← + 🅢 (burns 1 bar of H.C. gauge)	4	110,800 (20,000 x3 + 80,000)	1120 (−1 hyper meter bar)	6	10(5)5	Until grounded+16	—	−4	Knocks down, ignores hitstun decay, projectile has 5 low priority durability points, input 🅢 between frames 6-11 to cancel before hit, can be canceled into other EX attacks or hyper combos
3	EX Seismic Hammer	→↓↙ + 🅢 (burns 1 bar of H.C. gauge)	3	135,400	1200 (−1 hyper meter bar)	14	8	19	—	−5	Frame 1-16 invincible, knocks down, projectile has 5 low priority durability points, input 🅢 between frames 5-11 to cancel before hit, jump-cancelable after frame 19, can be canceled into other EX attacks or hyper combos
4	Emergency Combination	↓↙← + 🅐🅣🅚🅐🅣🅚	4	274,400	—	10+4	5(17)6 (13)6 (17)6	72	—	−74	Frames 1-36 invincible, third and fourth hits knock down, each punch nullifies 1 high priority projectile or beam (except Genmu Zero)
5	Burst Time	↓↙← + 🅐🅣🅚🅐🅣🅚	5	273,300	—	9+1	4(26)64	57	—	−99	Frames 6-13 are invincible, knocks down, OTG-capable, first attack hits low, first hit is a projectile with 100 high priority durability points
6	Viper Full Throttle	→↓↙ + 🅐🅣🅚🅐🅣🅚 (level 3 hyper combo)	22	430,000	—	10+0	10	49	—	−38	Frames 1-14 invincible, hard knockdown

EX Thunder Knuckle: C. Viper becomes a projectile and lunges fullscreen with a 10 medium durability point projectile attached to her fist. Use this to blow through projectiles to crumple your rival for combos (see the Combo Appendix), or to go through your opponent's up close attacks with its initial invincibility.
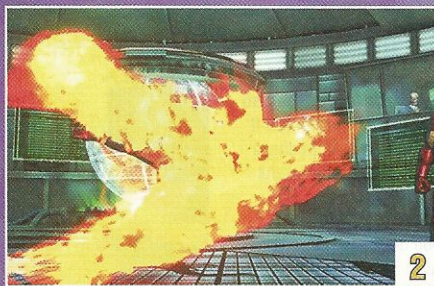
EX Burning Kick: This special version of Burning Kick is made for extending combos. With its special properties of forcing soft knockdowns and ignoring hitstun deterioration, this move usually finds a place near the end of stylish combos.

EX Seismic Hammer: An even bigger and faster version of C. Viper's Seismic Hammer, this is a mostly defensive move that you may also use in combos. It sports a high amount of invulnerability, covers a wider area, and even has a faster startup. Use under pressure to turn the tables and give C. Viper combo opportunities even while she is being attacked. Another great use of this move is for counter approaching hyper combos (at least ones with less invulnerability than EX Seismic Hammer).
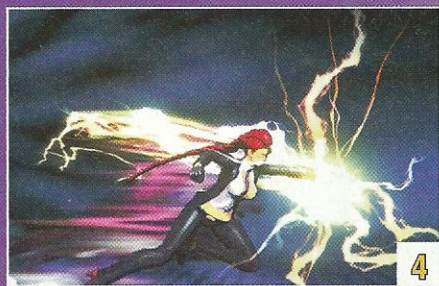
Emergency Combination: This hyper combo possesses a ton of invulnerability on its startup, making it a great way to counter other hyper combos or attacks. It can also be useful in finishing ground combos, but it's less flexible in this regard than Burst Time. In most cases, you're better off using EX Seismic Hammer if you need an invincible reversal.

Burst Time: As C. Viper's main combo finisher, Burst Time is OTG-capable and has little use outside of combos, although it's extremely THC-friendly because the window to perform the next character's hyper combo extends all the way to your opponent's landing.

Viper Full Throttle: C. Viper shoots forward three-fourths of the screen distance and electrocutes her adversary for high damage. You can use this move in combos when preceded by Thunder Knuckle L or M either on the ground or in juggles. You can also utilize it similarly to Emergency Combination in countering other hyper combos or attacks. As a level 3 hyper combo, Viper Full Throttle is immune to damage scaling, and it always deals 430,000 damage.

Battle Plan

C. Viper has several tools to get around in the air, such as S-canceled Burning Kicks.

Performing Seismic Hammer in conjunction with her eight-way airdash (or double jump) is key in successfully engaging the opposing character with C. Viper. Properly using the correct version of Seismic Hammer to force your rival into a defensive posture presents C. Viper with easier opportunities to advance. An example of a standard advancing sequence would be using Seismic Hammer H on a foe who is a full screen away to force them to guard, then jump cancel it into a forward airdash to proceed with your offense. A more advanced technique is to cancel Seismic Hammer into itself repeatedly. This is a high-level technique and requires a bit of practice. Since Seismic Hammer is jump-cancelable, you can use the 3 pre-jump frames to cancel it into itself by tiger kneeing a second Seismic Hammer after the first. You'd think the motion for this would look like this: ⇒⇓↘ + ATK ⇒⇓↘↗ + ATK , and you'd be right, but there's an easier way to do it, thanks to the way inputs are buffered forward. Perform the first Seismic Hammer with ⇒⇓↘ + ATK , then repeat ⇓↘↗ + ATK rapidly. You can repeat this sequence indefinitely as long as each subsequent motion is modified with ↗ to register the jump cancel. A good way to practice this is to turn on "Input Display" in Training Mode to double-check your inputs after your attempts. If you're executing it correctly, the display should look similar to the notation provided here. Usually when an execution error occurs in the sequence, it's due to missing one of the crucial directions in the Seismic Hammer, either ⇓, ↘, or ⇒ . You can apply this technique to all of C. Viper's ground special moves, including Optic Laser (let go of ATK as soon you press ↑ after the Seismic Hammer).

If your opponent ever uses advancing guard against your Seismic Hammers to push C. Viper out of firing range, you can use a similar jump cancelation technique to cancel into a forward dash. To do this, input ⇒⇓↘ + ATK , then ↑ ATK + (hold) to cancel your pre-jump frames into Viper's Focus Attack, then cancel the charging animation into a forward dash. After the dash moves C. Viper back into range, perform another Seismic Hammer H to strike at your wary foe.

The opposing player's answer to Seismic Hammers is to either jump or match you with a beam of some sort. Jumps and projectiles can be lured out preemptively by faking it—input ⇒⇓↘ + ATK CANCEL ► S to S-cancel the attack before its release. The Seismic Hammer flash occurs even during the feint, which may bait some players into taking action. When your opponent attempts a countermeasure just as the Seismic Hammer is released, you can usually cancel its recovery into a jump to air guard the incoming assault. This is the safest option when you're unsure of your foe's actions. Beams or other projectiles can be countered directly by canceling the Seismic Hammer at any time into ↘↙↓ + S , which plows through any low to medium priority projectile with ease. Aerial assaults are stopped by canceling into a forward jump and air throwing your competitor, or by canceling into Thunder Knuckle H with this command: ↓↙↘↗ + H .

Some methods of countering your Seismic Hammer offense can be difficult to stop easily. Wolverine's Berserker Slash and air ↓ + are both examples of moves that effortlessly bypass your ranged attack. In these instances, it's best to use a combination of C. Viper's Focus Attack and EX Seismic Hammer to thwart these power plays. Her Focus Attack absorbs any incoming attack without stunning her, and you can then cancel into the invincible EX Seismic Hammer to counter your opponent's move (transition into **Combo VII** on hit). To do this, press and hold ATK + S , release only S while continuing to holding ATK , then after your challenger's attack is absorbed, input ⇒⇓↘ + S to blast them.

In the air, C. Viper has additional ways to stay airborne, aside from her double jump and airdash. If you utilize Burning Kick's S -cancel property, C. Viper can airdash (or double jump) and then Burning Kick S -cancel up to three times to remain in the air or to manipulate her jump trajectory. This works with both normal jumps and super jumps. Another technique with this cancel is to super jump up-forward, then perform an air Burning Kick H ► S and attack on the way down to confuse your opponent with Viper's new trajectory.

Note that C. Viper's air basic attacks are double jump-cancelable, but not airdash-cancelable. Her airdashes propel her farther upward than her double jumps, however.

Once you've established your ground domination with C. Viper's Seismic Hammers and Optic Lasers, your opponent may be open to close range aggression. If you are able to move C. Viper in close and force the target to guard a ground mix-up, remember that C. Viper's crouching L is NOT considered a low attack and can be guarded high. Instead, use standing L or cr. M to initiate your attack sequences. Mix this up with her triangle jumps and Burning Kick H. To perform angled triangle jumps, first make C. Viper jump up or up-forward, and then dash down-forward. Attack immediately with air L , air H , or air S . Airdashing straight back down to the ground instead of triangle jumping can be executed faster, making it more difficult for competitors to guard on reaction, although the straight-down airdash overhead can only be used if C. Viper is right next to her rival. Also note that only air L can be used in this version, since it's the only air move C. Viper has that has a fast enough startup to come out during her airdash straight down. Additionally, if you're in a good enough position and you've got your foe conditioned to guard low, you can go for C. Viper's Viper Elbow (⇒ + M). It's an overhead attack that chains into her S launcher. To execute the launcher, wait until the moment she lands from her elbow, and press S . To make this combination safer so that you don't just whiff a launcher, you can cancel the first hit of her S into Thunder Knuckle M (which then may be canceled into a combo. See below).

C. Viper's S -cancel window during her Thunder Knuckles has been increased, making the move much easier to combo off of (while also making it safe on guard). For example, instead of starting her ground combos with standing L , M , H CANCEL ► ⇒⇓↘ + L , you can start them with standing L , M , H CANCEL ► ⇓↘↗ + M CANCEL ► S , crouching M , H CANCEL ► ⇓↘↗ + L . This not only increases her damage potential but also gives you more time to confirm that the opposing character has been hit before completing your combo. It also allows you to keep C. Viper close, as Thunder Knuckle M is an advancing move.

Another important factor in C. Viper's offense is her air throw. Since your opponents will be afraid of you on the ground, it's important you go for air throws and capitalize on them as much as possible. Each one of C. Viper's throws can be led into a full combo, regardless of jump height. If your adversary is jump-happy, you may want to start using square jumps with H . This is performed by jumping, then airdashing forward immediately followed by ⇒ + H . This lets you apply pressure while at the same time threatening your challenger with an air throw, since if he or she jumps up, you automatically get a throw attempt when you press ⇒ + H . See the Combo Appendix for follow-up combos off of throws and air throws.

C. Viper deals the most damage when she's close, so choose partners who help her clear the way to advance.

Use guardstun-heavy crossover assists like Amaterasu's Cold Star to hold your target in place for mix-ups.

As far as crossover assists go for C. Viper, she benefits most from ground clearing attacks to help her gain ground for her up-close offense. Crossover assists such as Magneto—α, Taskmaster—α, and Doctor Doom—α are all very handy for this purpose. She also benefits from crossover assists like Amaterasu—β, which holds opponents in place long enough for high/low mix-ups. As soon as you get your opponent to guard an assist up close, go for either a fast triangle jump L , ⇒ + M , ↓↙⇐ + H , or just a plain crouching M CANCEL ► ⇓↘⇒ + M .

You may also opt to use defensive crossover assists in conjunction with her Seismic Hammers and Optic Lasers for fullscreen keepaway and zoning purposes. Crossover assists that go well with these moves include Doctor Doom—β, Nova—α, and Doctor Strange—α.

COMBO USAGE

I. ST. L , M , H CANCEL ► ⇒ ⇓ ↘ + L CANCEL ► VERTICAL JUMP, FORWARD AIRDASH AIR M , S , LAND, ST. M , S CANCEL ► SUPER JUMP, AIR M , M , H CANCEL ► DOUBLE JUMP, AIR H , S , LAND, ⇒ ⇓ ↘ + ATK (OR WHEN NEAR A CORNER, CANCEL ► ⇓ ↙ ⇐ + ATK)

405,000~591,000 damage, 24% meter loss

This is a simple combo for beginners and a safe damage outlet if lag is affecting your online play. After the final air S , the follow-up ⇒ ⇓ ↘ + ATK is done with a different strength depending on your rival's distance when they hit the ground. Use ⇒ ⇓ ↘ + M when at the middle of the screen, and use ⇒ ⇓ ↘ + L when your opponent is cornered.

COMBO USAGE CONT.

II. CR. (M), ST. (H) [CANCEL]> ↓ ↘ → ✛ (M) [CANCEL]> (S) (CANCEL ON HIT), CR. (M), ST. (H) [CANCEL]> ↓ ↘ → ✛ (L) [CANCEL]> VERTICAL JUMP,
FORWARD AIRDASH AIR (M), (S), LAND, ST. (M), (S) (ONE HIT) [CANCEL]> → ↓ ↘ ✛ (L) [CANCEL]> VERTICAL JUMP,
FORWARD AIRDASH AIR (M), (S), LAND, ST. (M), (S) [CANCEL]> SUPER JUMP, AIR (M), (M), (H) [CANCEL]> DOUBLE JUMP,
AIR (M), (H), (S), WAVEDASH FORWARD, ↓ ↙ ← ✛ (ATK)(ATK) (OR WHEN NEAR A CORNER, → ↓ ↘ ✛ (L) [CANCEL]> ↓ ↙ ← ✛ (ATK)(ATK))

452,000~752,000 damage, 20% meter gain (self-sufficient for Burst Time ender)

Here's Viper's most used bread and butter combo, which builds just enough meter to tag on an optional Burst Time at the end. The Thunder Knuckle M is canceled by inputting (S) just as it hits, allows for enough time for you to link a hit afterwards. Once you've launched your adversary into the air with the second → ↓ ↘ ✛ (L), have C. Viper jump vertically or forward, then have her immediately airdash toward her opponent and attack with a delayed air (M), (S). To successfully land and juggle the target again after these hits, you must not hit too early, which causes your foe to be too high in the air, or too late, which causes the second Seismic Hammer L to miss entirely. Hit air (M), (S) at a mid point during the airdash. Note that this second airdash (M), (S) repetition is difficult to do. If ever in doubt, omit it from the combo and continue onward.

Near the end of the combo, after you've knocked your opponent to the floor with air (M), (H), (S), wavedash three times as quickly as possible in order to move into range for Burst Time.

When guarded, the canceled Thunder Knuckle M leaves you at a heavy frame advantage, enabling you to follow up with a throw, **Combo II**, or **Combo IV**. In fact, your competitor must push you away with advancing guard, or else they'll remain in guardstun as long as you repeatedly do cr. (M), st. (H) [CANCEL]> ↓ ↘ → ✛ (M) [CANCEL]> . To compensate for attempts to push standing (H) away, instead perform crouching (M) [CANCEL]> ↓ ↘ → ✛ (M) [CANCEL]> (S), but cancel Thunder Knuckle before it hits, then throw your adversary. You can fake the Thunder Knuckle at any moment where you think your foe will use advancing guard against the previous attack to punish their attempt.

III. CR. (M), ST. (H) [CANCEL]> ↓ ↘ → ✛ (M) [CANCEL]> (S) (CANCEL ON HIT), CR. (M), ST. (H) [CANCEL]> ↓ ↘ → ✛ (M) [CANCEL]> ↓ ↘ → ✛ (S),
→ ↓ ↘ ✛ (L) [CANCEL]> VERTICAL JUMP, FORWARD AIRDASH AIR (M), (S), LAND, ST. (M), ST. (S) [CANCEL]> → ↓ ↘ ✛ (L) [CANCEL]>
VERTICAL JUMP, FORWARD AIRDASH AIR (M), (S), LAND, ST. (M), (S) [CANCEL]> SUPER JUMP, AIR (M), (M), (H) [CANCEL]> DOUBLE JUMP,
AIR (M), (H), (S), WAVEDASH FORWARD, ↓ ↙ ← ✛ (ATK)(ATK) (OR WHEN NEAR A CORNER, → ↓ ↘ ✛ (L) [CANCEL]> ↓ ↙ ← ✛ (ATK)(ATK))

834,400~858,400 damage, 61% meter loss

This combo uses two meters to deal heavy damage to the opposing character. It builds one meter during it despite the meter use at the beginning, so as long as you start with one meter, you'll be able to end with Burst Time. Be sure not to cancel into the EX Seismic Hammer when the sequence is guarded, since it's very unsafe to punishment.

IV. → ↓ ↘ ✛ (M) [CANCEL]> (S) [CANCEL]> ↓ ↓ ↘ → ✛ (M) [CANCEL]> (S) (CANCEL ON HIT), CR. (M), ST. (H) [CANCEL]> ↓ ↘ → ✛ (M) [CANCEL]> ↓ ↘ → ✛ (S),
→ ↓ ↘ ✛ (L) [CANCEL]> VERTICAL JUMP, FORWARD AIRDASH AIR (M), (S), LAND, ST. (M), ST. (S) [CANCEL]> → ↓ ↘ ✛ (L) [CANCEL]>
VERTICAL JUMP, FORWARD AIRDASH AIR (M), (S), LAND, ST. (M), (S) [CANCEL]> SUPER JUMP, AIR (M), (M), (H) [CANCEL]> DOUBLE JUMP,
AIR (M), (H), (S), WAVEDASH FORWARD, ↓ ↙ ← ✛ (ATK)(ATK) (OR WHEN NEAR A CORNER, → ↓ ↘ ✛ (L) [CANCEL]> ↓ ↙ ← ✛ (ATK)(ATK))

802,700~826,700 damage, 64% meter loss

This high-damage combo starts off of Viper's command overhead, which has a cancelable recovery period. This period can be chained into (S), but only *after* the elbow hits; C. Viper must fully land from the elbow before you can input (S).

V. ↓ ↙ ← ✛ (H), ST. (L), (M), (H), (S) [CANCEL]> → ↓ ↘ ✛ (L) [CANCEL]> VERTICAL JUMP, FORWARD AIRDASH AIR (M), (S), LAND,
ST. (M), (S) [CANCEL]> SUPER JUMP, AIR (M), (M), (H) [CANCEL]> DOUBLE JUMP, AIR (M), (H), (S), WAVEDASH FORWARD,
↓ ↙ ← ✛ (ATK)(ATK) (OR WHEN NEAR A CORNER, → ↓ ↘ ✛ (L) [CANCEL]> ↓ ↙ ← ✛ (ATK)(ATK))

620,600~644,600 damage, 10% meter loss

Burning Kick H is both an overhead and a cross-up at close distances, making this opening a valuable offensive option. However, it's completely unsafe when guarded, with your only method of escape being to cancel its recovery into an EX Seismic Hammer.

VI. ↓ ↘ → ✛ (S), → ↓ ↘ ✛ (L) [CANCEL]> VERTICAL JUMP, FORWARD AIRDASH AIR (M), (S), LAND, ST. (M), ST. (S) [CANCEL]>
→ ↓ ↘ ✛ (L) [CANCEL]> VERTICAL JUMP, FORWARD AIRDASH AIR (M), (S), LAND, ST. (M), (S) [CANCEL]> SUPER JUMP,
AIR (M), (M), (H) [CANCEL]> DOUBLE JUMP, AIR (M), (H), (S), WAVEDASH FORWARD, ↓ ↙ ← ✛ (ATK)(ATK) (OR WHEN NEAR A CORNER,
→ ↓ ↘ ✛ (L) [CANCEL]> ↓ ↙ ← ✛ (ATK)(ATK))

730,100~754,100 damage, 97% meter loss

Use this combo to punish projectiles from a distance. Even though it is unsafe when blocked, you can cancel its recovery into the invincible EX Seismic Hammer to thwart any punishment attempt. When your opponent guards in fear of the EX Seismic Hammer follow-up, cancel into a faked EX Seismic Hammer (→ ↓ ↘ ✛ (S), (S)) then go for a throw or low attack.

VII. → ↓ ↘ ✛ (S) [CANCEL]> VERTICAL JUMP, AIRDASH DOWN-FORWARD, AIR (H), LAND, ST. (H) [CANCEL]> → ↓ ↘ ✛ (L) [CANCEL]>
VERTICAL JUMP, FORWARD AIRDASH AIR (M), (S), LAND, ST. (M), (S) [CANCEL]> SUPER JUMP, AIR (M), (M), (H) [CANCEL]> DOUBLE JUMP,
AIR (M), (H), (S), WAVEDASH FORWARD, ↓ ↙ ← ✛ (ATK)(ATK) (OR WHEN NEAR A CORNER, → ↓ ↘ ✛ (L) [CANCEL]> ↓ ↙ ← ✛ (ATK)(ATK))

605,500~629,500 damage, 114% meter loss

The EX Seismic Hammer has enough invulnerability to plow through any incoming attack, making it valuable as a reversal. After canceling the EX Seismic Hammer into a vertical jump, wait a moment before the downward airdash to give your competitor time to fall. This ensures that they're close to the ground before air (H) makes contact, allowing for the remainder of the combo to work.

VIII. THROW OR AIR THROW, →↓↘ + Ⓛ CANCEL▷ FORWARD JUMP, FORWARD AIRDASH AIR Ⓜ, Ⓢ, LAND, ST. Ⓜ, ST. Ⓢ CANCEL▷ →↓↘ + Ⓛ CANCEL▷ VERTICAL JUMP, FORWARD AIRDASH AIR Ⓜ, Ⓢ, LAND, ST. Ⓜ, Ⓢ CANCEL▷ SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ CANCEL▷ DOUBLE JUMP, AIR Ⓜ, Ⓗ, Ⓢ, WAVEDASH FORWARD, ↓↙← + ⒶⓉⓀⒶⓉⓀ (OR WHEN NEAR A CORNER, →↓↘ + Ⓛ CANCEL▷ ↓↙← + ⒶⓉⓀⒶⓉⓀ)

495,400~519,400 damage, 1% meter loss

When performing this combo off of a forward throw, make sure to cancel Seismic Hammer L into a forward jump. Otherwise, C. Viper won't be in range for the rest of the combo. If you have trouble doing it, trying starting the combo with EX Seismic Hammer instead, which leaves your rival closer to Viper for the follow-up hits.

IX. JUMP FORWARD, INSTANT AIR Ⓛ ✕, AIR Ⓢ, LAND, CR. Ⓜ, ST. Ⓗ CANCEL▷ ↓↘→ + Ⓜ CANCEL▷ Ⓢ (CANCEL ON HIT), ST. Ⓜ, ST. Ⓗ CANCEL▷ ↓↘→ + Ⓜ CANCEL▷ ↓↘→ + Ⓢ, →↓↘ + Ⓛ CANCEL▷ VERTICAL JUMP, FORWARD AIRDASH AIR Ⓜ, Ⓢ, LAND, ST. Ⓜ, ST. Ⓢ CANCEL▷ →↓↘ + Ⓛ CANCEL▷ VERTICAL JUMP, FORWARD AIRDASH AIR Ⓜ, Ⓢ, LAND, ST. Ⓜ, Ⓢ CANCEL▷ SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ CANCEL▷ DOUBLE JUMP, AIR Ⓜ, Ⓗ, Ⓢ, WAVEDASH FORWARD, ↓↙← + ⒶⓉⓀⒶⓉⓀ (OR WHEN NEAR A CORNER, →↓↘ + Ⓛ CANCEL▷ ↓↙← + ⒶⓉⓀⒶⓉⓀ)

1,239,000~1,348,600 damage, 15% meter loss

This combo acts as a very quick overhead attack. Its cancelation into X-Factor cannot be verified on hit, so make sure you're willing to enter the mode regardless of whether it's guarded or not. Even if it is blocked, C. Viper ends up on top of her opponent in a powered-up state, so continue your attack.

X. CR. Ⓜ, ST. Ⓗ CANCEL▷ ↓↘→ + Ⓜ ✕, CR. Ⓜ, ST. Ⓗ CANCEL▷ ↓↘→ + Ⓜ CANCEL▷ ↓↘→ + Ⓢ, →↓↘ + Ⓛ CANCEL▷ VERTICAL JUMP, FORWARD AIRDASH AIR Ⓜ, Ⓢ, LAND, ST. Ⓜ, ST. Ⓢ CANCEL▷ →↓↘ + Ⓛ CANCEL▷ VERTICAL JUMP, FORWARD AIRDASH AIR Ⓜ, Ⓢ, LAND, ST. Ⓜ, Ⓢ CANCEL▷ SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ CANCEL▷ DOUBLE JUMP, AIR Ⓜ, Ⓗ, Ⓢ, WAVEDASH FORWARD, ↓↙← + ⒶⓉⓀⒶⓉⓀ (OR WHEN NEAR A CORNER, →↓↘ + Ⓛ CANCEL▷ ↓↙← + ⒶⓉⓀⒶⓉⓀ)

1,196,300~1,556,600 damage, 30% meter loss

This is a verifiable method of landing X-Factor damage. Go for this sequence when you manage to catch two of the opposing characters with a hit at the same time. Knocking them both out means that their final character may enter the screen when C. Viper is still powered up in X-Factor.

ADVANCED TACTICS

MOTHER KNOWS BEST: UNGUARDABLE LEVEL 3 FOCUS ATTACK

Since C. Viper's Focus Attack level 3 is an unguardable attack, there are ways to force an inescapable situation on your opponent. One way is to use a multi-hitting assist that puts your challenger into a long enough blockstun, such as Amaterasu—β, Doctor Strange—β, or Phoenix Wright—β. Another way to force the unguardable Focus Attack is to use a crossover combination with partners who have long hyper combos, and then have C. Viper X-Factor out of her hyper combo to perform the level 3 Focus Attack. This works with partners such as Dante (Million Dollars), Trish (Round Harvest), or Amaterasu (Okami Shuffle).

COMBO APPENDIX

GENERAL EXECUTION TIPS

To cancel ↓↘→ + Ⓛ or Ⓜ, press Ⓢ as soon as the strike connects. Canceling as early as possible gives you sufficient time to link crouching Ⓜ afterward.

If you are having trouble with →↓↘ + Ⓛ CANCEL▷ vertical jump, forward airdash air Ⓜ, Ⓢ, use ⒶⓉⓀⒶⓉⓀ for the airdash instead of →→. Delay air Ⓜ, Ⓢ so your opponent doesn't get too high for you to continue the combo.

AFTER C. VIPER COMES IN: AIR Ⓜ, Ⓜ, Ⓗ CANCEL▷ DOUBLE JUMP, Ⓜ, Ⓗ, Ⓢ, WAVEDASH FORWARD, ↓↙← + ⒶⓉⓀⒶⓉⓀ (OR WHEN NEAR A CORNER, →↓↘ + Ⓛ CANCEL▷ ↓↙← + ⒶⓉⓀⒶⓉⓀ)

Notes	Damage
Team aerial combo handoff to C. Viper	Varies due to damage scaling

WHEN OPPONENT IS CORNERED, CR. Ⓜ, ST. Ⓗ CANCEL▷ ↓↘→ + Ⓜ CANCEL▷ Ⓢ (CANCEL ON HIT), CR. Ⓗ CANCEL▷ ↓↘→ + Ⓜ CANCEL▷ ↓↘→ + Ⓢ, →↓↘ + Ⓛ CANCEL▷ VERTICAL JUMP, FORWARD AIRDASH AIR Ⓜ, Ⓢ, LAND, ST. Ⓜ, ST. Ⓢ CANCEL▷ SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ CANCEL▷ ↓↙← + Ⓗ CANCEL▷ Ⓢ (MISSES), Ⓜ, Ⓗ CANCEL▷ DOUBLE JUMP, AIR Ⓜ, Ⓗ, Ⓢ, LAND, →↓↘ + Ⓛ CANCEL▷ ↓↙← + ⒶⓉⓀⒶⓉⓀ

Notes	Damage
↓↙← + Ⓗ CANCEL▷ Ⓢ cancels the attack while moving you near your rival, enabling you to link into another air attack; this must be done as quickly as possible to work	863,000, 67% meter loss

DURING X-FACTOR LEVEL 3, CR. Ⓜ, ST. Ⓗ CANCEL▷ ↓↘→ + Ⓜ CANCEL▷ Ⓢ (CANCEL ON HIT), CR. Ⓜ, ST. Ⓗ CANCEL▷ ↓↘→ + Ⓜ CANCEL▷ Ⓢ (CANCEL ON HIT), CR. Ⓜ, ST. Ⓗ CANCEL▷ →↓↘ + Ⓛ CANCEL▷ VERTICAL JUMP, FORWARD AIRDASH AIR Ⓜ, Ⓢ, LAND, ST. Ⓜ, Ⓢ CANCEL▷ SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ CANCEL▷ DOUBLE JUMP, AIR Ⓜ, Ⓗ, Ⓢ, LAND, →↓↘ + ⒶⓉⓀ

Notes	Damage
A high damage combo that's viable only when X-Factor level 3 is activated. The improved speed allows you to link far more Thunder Knuckles together than normal	1,268,500 damage, 224% meter gain

CR. Ⓜ, ST. Ⓗ CANCEL▷ ↓↘→ + Ⓜ CANCEL▷ Ⓢ (CANCEL ON HIT), CR. Ⓜ, ST. Ⓗ CANCEL▷ ↓↘→ + Ⓜ CANCEL▷ ↓↘→ + Ⓢ, →↓↘ + Ⓛ CANCEL▷ VERTICAL JUMP, FORWARD AIRDASH AIR Ⓜ, Ⓢ, LAND, ST. Ⓜ, ST. Ⓢ CANCEL▷ →↓↘ + Ⓛ CANCEL▷ VERTICAL JUMP, FORWARD AIRDASH AIR Ⓜ, Ⓢ, LAND, ST. Ⓜ, Ⓢ CANCEL▷ →↓↘ + ⒶⓉⓀⒶⓉⓀ

Notes	Damage
—	988,200 damage, 303% meter loss

DANTE

"DEMONS, SUPERHUMANS. MEH. SAME CRAP, DIFFERENT DAY."

Bio

REAL NAME

Dante

OCCUPATION

Devil Hunter

ABILITIES

In addition to his large sword and handguns, he can transform into a demon through his Devil Trigger ability. While transformed, he gains access to new powers.

WEAPONS

While best known for his large sword "Rebellion" and his personally hand-crafted guns "Ebony" and "Ivory," he can use weapons from any place and time—shotguns, dual swords, nunchaku, rocket launchers, etc.
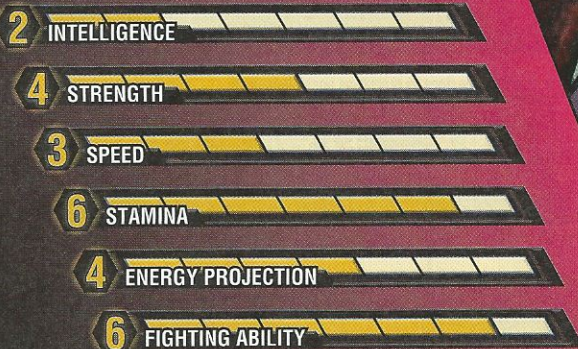
PROFILE

Half-man half-demon born from the Legendary Dark Knight Sparda and his human wife, Eva. When he was still young, his mother was killed in a demon attack. To hunt down those responsible, he became a Devil Hunter and opened up a shop named "Devil May Cry."

FIRST APPEARANCE

Devil May Cry (2001)

POWER GRID

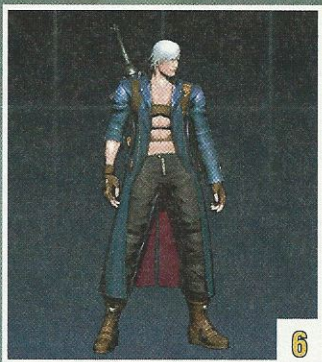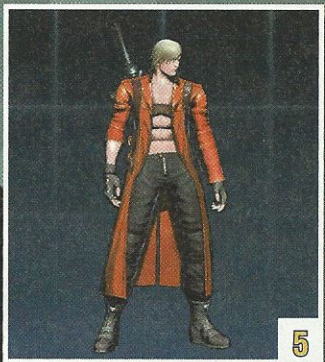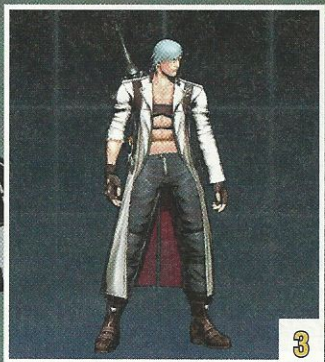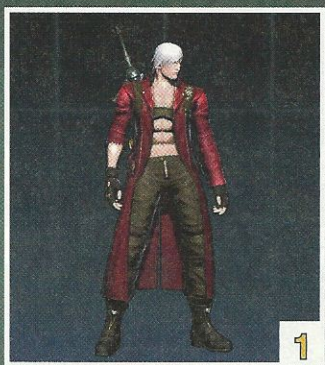|		
2	INTELLIGENCE	
4	STRENGTH	
3	SPEED	
6	STAMINA	
4	ENERGY PROJECTION	
6	FIGHTING ABILITY	

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

Overview

Vitality	900,000
Chain Combo Archetype	3-hit Alternating

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	130%	110%
Level 2 (2 teammates remaining)	150%	120%
Level 3 (1 teammate remaining)	170%	130%

Your goal with Dante is to dominate your opponent from mid range, coercing mistakes and answering any situation with his unrivaled bag of tricks. You can control mid range with Dante for a variety of reasons:

- His excellent anti-air and anti-ground basic attacks can preemptively control the space other characters want to invade
- Through advanced canceling tricks, you can convert Dante's hits from almost any range into full combos; you don't have to care about hitting with his standing Ⓛ combo starter deeply like most characters
- Successful hits can become ridiculous *Devil May Cry*-style combos involving a dozen different special moves
- In attacks like The Hammer, Dante has the tools to stop his rival from attempting to reverse his basic attacks

Cracking your foe from mid range is accomplished by:

- Attacking adversaries with standing Ⓛ and Ⓜ, which strike perfect places to stop targets coming in from the ground or the sky and can lead to full combos either way
- Canceling failed offensive or defensive pokes with Bold Move or Air Trick (ideally backed by an assist) to avoid punishment and keep momentum
- Sensing when your competitor is passive, then attacking aggressively with airdash attacks, airdash cross-ups, and Air Trick mix-ups backed by an assist
- Using advanced Bold canceling tricks to make Dante's combos work from almost any range and to turn → ✛ Ⓗ Stinger into one of the game's longest-reaching, most threatening pokes
- Using Air Play and Hysteric to control the pace from farther than mid range, as the matchup permits

TUNING SINCE ORIGINAL MVC3

The son of Sparda has arrived in *UMvC3* with his already dominant gameplan from the original version intact, yet he is almost like a new character in many subtle ways. His alternate specials are executed with a double-tap of the button rather than repeating the whole motion. The shortened command for alternate specials (just a second button press, one input, versus another motion then a button press, four inputs) makes Dante's tactics a lot easier to execute consistently in general, but some concessions have been made in his frame data to compensate for these changes, particularly with The Hammer, one of the most dominant attacks in *MvC3*.

Alterations to standing Ⓗ, Air Play, and Acid Rain force a revamp of what previously served as his main bread and butter combos. The removal of the THC glitch also means that THCing to Devil Trigger from another character's capture move (or performing a combo to Grapple, hyper canceling to Devil Trigger, then THC canceling to the next character's THC-glitch capable hyper) is no longer a virtually guaranteed knockout. Dante also generally gains a lot less hyper meter from his combos than he used to. In particular, multi-hitting sequences that are Dante staples, like Volcano to Beehive and Cold Shower to Prop Shredder, generate a lot less bar than before.

Air Ⓛ causes less hitstun. The change is enough that normal jump air Ⓛ chained to air Ⓜ is no longer a combo against an aerial rival. Dante players can no longer jump forward and start an option select by pressing the buttons to chain air Ⓛ, Ⓜ. When this chain was a two-hit combo, there was time to verify the result and either double jump cancel into a continued combo on hit, or airdash and perform another attack if air Ⓛ whiffed (which means air Ⓜ wouldn't have come out at all, and Dante is free to act again). Just air Ⓛ can still lead to a combo, but it doesn't give time to verify and perform something else if it whiffs. Air Ⓛ, Ⓜ still combos while Dante is super jumping.

- Range of standing Ⓛ, Ⓜ, and Ⓗ are reduced
- Hitstun time and float properties adjusted for many moves
- The Hammer has frames 11-20 invincible (from 4-19)
- Air Play spark travels more quickly
- The re-juggle potential of Acid Rain has been reduced
- During Devil Trigger, Dante gains access to triple jump and double airdash
- All special moves that required repeat motions (such as The Hammer, previously air ↓ ↘ → ✛ Ⓛ ↓ ↘ → ✛ Ⓛ) are performed with a repeat button press instead (now air ↓ ↘ → ✛ ⓁⓁ).
- Million Dollars can be mashed for extra damage

Attack Set

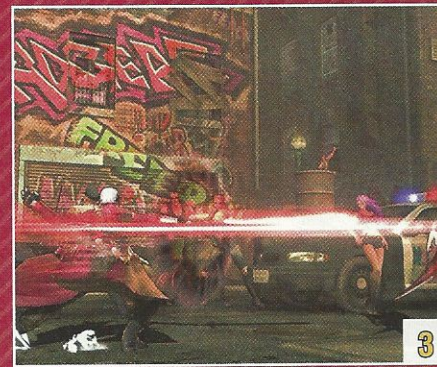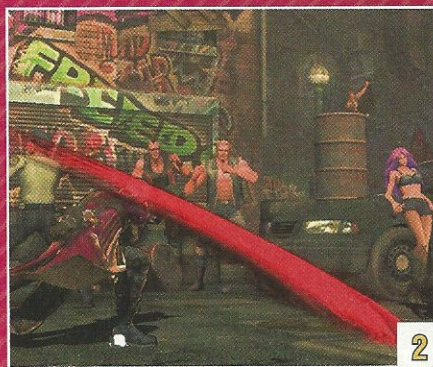## Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing L	1	43,000	344	8	3	13	-2	-3	—
2	Standing M	1	55,000	440	10	4	17	-2	-3	—
3	Standing H	1	70,000	560	13	3	23	-3	-4	—
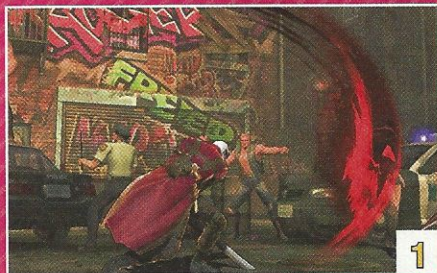
Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching L	1	40,000	320	8	3	11	0	-1	Low attack, chainable to cr. L
2	Crouching M	1	50,000	400	11	2	20	-3	-4	Low attack
3	Crouching H	4~19	50,000 + 10,000 each hit + 60,000	400 + 80 each hit + 480	15	1(7)4-34(21)4	39	-21	-21	Press H rapidly on hit to inflict additional hits
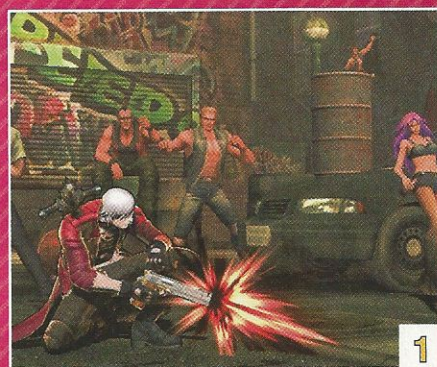
Ground Special Attack—Launcher

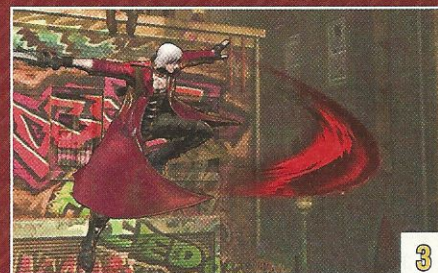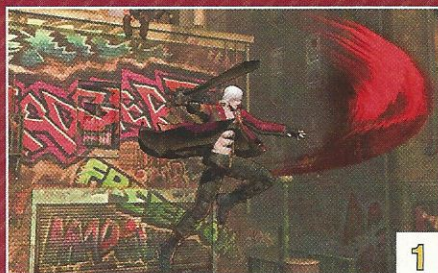| Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	S (while standing or crouching)	1	80,000	640	11	3	28	—	-9	Launcher, not special- or hyper combo-cancelable
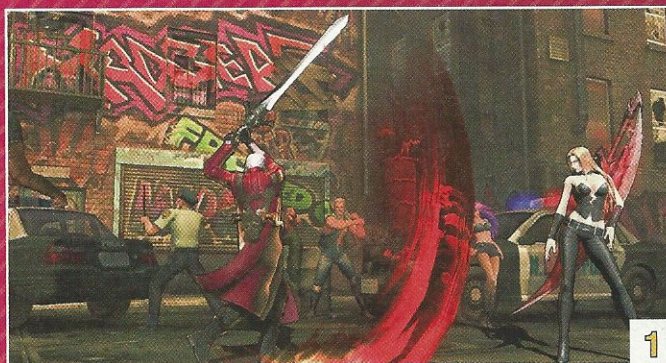
Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air L	1	40,000	320	8	2	19	+12	+11	Overhead attack
2	Air M	1	58,000	464	11	3	22	+17	+16	Overhead attack
3	Air H	1	70,000	560	13	3	23	+18	+17	Overhead attack

1

2

3

Air Special Attacks—Flying Screen and Air Exchange

Air S causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air S behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus S, are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air S	1	90,000	720	23	Until grounded	20	—	-6	Hard knockdown
2	Air ⬆ + S (during launcher combo)	2	105,00	880	10	4	22	—	—	Tags in next available hero while lofting opponent upward
3	Air ➡ or ⬅ + S (during launcher combo)	2	95,000	800	10	4	24	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter bar from foe
4	Air ⬇ + S (during launcher combo)	2	95,000	800	12	Until grounded	0	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter bar

1

2

3

4

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Stinger	➡ + H	1	80,000	640	14	6	24	-2	-3	Wall bounce against airborne foes, Bold Move-cancelable, can chain to Million Stab, not special- or hyper combo- cancelable

1
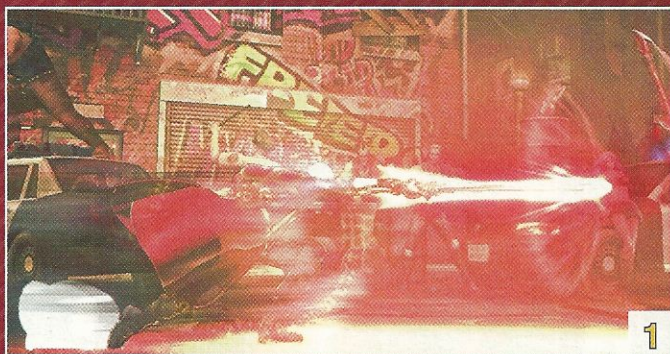
Ebony and Ivory Attacks and Sword Extensions

Dante's sword and his Ebony and Ivory handguns can be accessed as alternate versions or extensions of several attacks. These attacks can themselves be chained or linked into other moves that are not available otherwise, such as Prop Shredder. The purpose of most of these attacks is combo extension.

Rain Storm is Dante's OTG option after an air throw. See **Combo III**.

Cold Shower is one of the fastest OTG-capable moves in the game, allowing Dante to OTG after almost any hard knockdown. As a feature of advanced combos, it can be chained into Prop Shredder or Stinger lv.2 to keep the combo going.

| Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Scat Shot	(H) (during frames 18-29 of standing (H))	2–4	20,000 per bullet	160 per bullet	(18+) 17	7	16	+9	+7	Can chain into PropShredder or Stinger, inflicts chip damage, each projectile has 1 low priority durability point, press (H) again for extra shots
2	Clay Pigeon	(H) anytime between contact and frame 40 (during (S) on hit or block)	2–10	25,000 per bullet	600 per bullet	(12+) 11	5–49	21	+1	0	Inflicts chip damage, each projectile has 1 low priority durability point, press (H) up to 6 more times for extra shots
3	Prop Shredder	(during frames 30-38 of Scat Shot, frames 20-36 of Cold Shower or frames 24-35 of Clay Pigeon) (S)	5	92,500	1000	(20+) 10	40	26	—	-10	Inflicts chip damage, super jump- cancelable on hit
Identical to Stinger	Stinger Lv.2	(during frames 30-38 of Scat Shot, frames 20-36 of Cold Shower or frames 24-35 of Clay Pigeon) ➡ + (H)	1	80,000	640	(20+) 19	6	24	-2	-3	Wall bounce against airborne foes, Bold Move- cancelable, can chain to Million Stab, not special- or hyper combo- cancelable
4	Million Stab	(during frames 17-23 of Stinger or Stinger Lv.2) (H))	6–16	5,000 per hit + 40,000	40 per hit +640	(17+) 3	10–39 (21)5	40	-23	-23	Inflicts chip damage, press (H) rapidly for extra hits
5	Weasel Shot	⬅ + (H) (during frames 14-15 of standing (H))	2–6	20,000 per bullet	160 per bullet	(14+) 16	7–39	12–10	+14~+17	+14~+17	Inflicts chip damage, press (H) up to 3 more times for extra shots, each projectile has 1 low priority durability point
6	Rain Storm	(in air) (H)(H)	2–10	25,000 per bullet	200 per bullet	16	8–68	Until grounded	-2	-2	OTG-capable, inflicts chip damage, can cancel into Killer Bee, each projectile has 5 low priority durability points, press (H) up to five more times for extra shots
7	Cold Shower	↙ + (H)(H)	2–4	25,000 per bullet	200 per bullet	11	5–15	22	0	-1	OTG-capable, inflicts chip damage, can input (H) again for extra shots, can chain into Stinger or Prop Shredder, each projectile has 1 low priority durability point

Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	⇨ + H (ground)	5	80,000	800	1	1	Hard knockdown
	⇦ + H (ground)	5	80,000	800	1	1	Hard knockdown
2	⇨ + H (air)	4	80,000	800	1	1	Hard knockdown
	⇦ + H (air)	4	80,000	800	1	1	Hard knockdown

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Dante—α	Million Dollars	Jam Session	10	90,800	1120	37	41	119	89	Knocks down, beam durability: 10 frames x 3 low priority durability points
2	Dante—β	Million Dollars	Crystal	4	120,300	1120	49	40	98	68	OTG-capable, each projectile has 3 low priority durability points
3	Dante—γ	Million Dollars	Weasel Shot	4	85,900	960	40	23	103	73	Each projectile has 1 low priority durability point
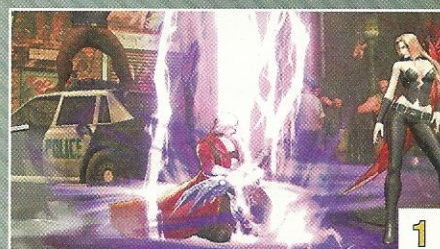
Dante doesn't have a mediocre assist, as each could find use on the right team. Dante—α provides a close range lockdown assist, which also has super jump height anti-air and mix-up capabilities. Dante—β provides an OTG assist, in case you absolutely must use Dante on your team and can't get the OTG capability elsewhere (Dante certainly doesn't need an OTG assist himself when he's on point). Crystal also has solid keep-out qualities when used against foes at mid range or farther. And Dante—γ is a weak, but quick, long range projectile assist. In the end, Dante—α is the easiest assist to recommend. It gives any character a cross-up against super jumping or flying characters simply by calling Dante and dashing underneath the airborne opponent; if Jam Session hits the target, some characters such as Sentinel and Wolverine can get up to the opposing character in time and use a ground bounce move to capitalize off the assist hit with a full combo. Dante—α is also great for pinning ground level adversaries, or for popping foes up if your character has an OTG-capable move of their own. For example, create a hard knockdown with Frank West, then call Dante—α right before using ⬇ ⬊ ⇨ + Ⓢ for an OTG hit that bounces the opposing character up into Dante's wicked shredding. In this case, Frank is able to finish a combo with an OTG Snapshot into another Snapshot (which puts Frank up to at least lv.3!), and still cancel into a hyper combo, thanks to Dante—α.

All three assists give Dante Million Dollars during crossover combinations (of course they do—he doesn't have another level 1 hyper combo that isn't a power-up state), which is actually quite good—Dante takes *forever* to finish Million Dollars compared to many hyper combos, so your point character may be free to move around and mix up your opponent or contribute to a combo while Dante continues to fire. The shorter your point character's hyper combo occupies them during crossover combinations involving Dante's Million Dollars, the better. For one example, see the Advanced Tactics in Spencer's chapter.

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	⬇ ⬊ ⇨ + P1 or P2	1	50,000	- (-1 hyper meter bar)	2	4	22	—	-4

Notes

On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Multi-Lock	↓↙→ + L (hold L to charge more orbs)	1–5	50,000 per shot	500 per shot	30+10	—	35	-5	-6	After first 30 frames of startup, each shot requires 40 frames of charging.Can move and call assists while charging, projectiles vanish if Dante is hit, each projectile has 5 low priority durability points.Once fired, projectile(s) wait 60 frames before seeking foe
2	Acid Rain	(During frames 5-24 of Multi-Lock) L	3+15	30,000 x3 + 25,000 x 15	240 x 3 + 200 x 15	(5+)30	11	25	—	—	Fire 3 projectiles with 5 low priority durability points straight up for 35 frames, then splits into 5 smaller projectiles with 5 low priority durability points that fall to the ground in a spread
3	Crystal	↓↙→ + M	4	35,000 per hit	280 per hit	25	—	30	+9	+8	Ice shards active for 42 frames, each projectile has 3 low priority durability points, OTG-capable
4	Million Carats	(During frames 5-21 of Crystal) M	1	130,000	1040	(5+)18	23	25	—	-26	Knocks down, ignores hit stun decay, projectile has 5 medium priority durability points, OTG-capable
5	Hysteric	↓↙→ + H	8	20,000 per hit	160 per hit	30	15	36	-14	-15	Each missile contains 1 low priority projectile point
6	Grapple	(during frames 15-27 of Hysteric) H	1	60,000	600	(15+)15	19(14)	26	—	-37	Captures competitor, projectile has 5 low priority durability points
7	Reverb Shock	↓↘← + L	5	81,700	800	8	10(1)4	27	—	-9	Knocks down
8	Revolver	↓↘← + M	5	30,000 per hit	240 per hit	18	37(3)3	20	—	-1	Causes ground bounce
9	Jet Stream	↓↘← + H	6	153,900	1680	20	20	46	—	-48	Knocks down
10	Fireworks	(during frames 20-21 of Reverb Shock, frames 58-59 of Revolver, or frames 42-43 of Jet Stream) H	26	10,000 per shot	80 per shot	(20+)13	40	18	+4	+2	Each projectile has 5 low priority durability points
11	Crazy Dance	(during frames 22-23 of Reverb Shock, frame 57 of Revolver, or frames 45-46 of Jet Stream) S	10	163,400	1634	(22+)10	7	14	—	+1	Knocks down
12	Twister	→↓↙ + L	10	97,300	1200	13	30	23	+5	-4	OTG capable, beam durability: 10 frames x 5 low priority durability points
13	Tempest	(during frames 15-54 of Twister) L	10	129,900	1600	(15+)18	20	30	—	-10	Knocks down, beam durability: 10 frames x 3 low priority durability points
14	Volcano	→↓↙ + M	1	100,000	800	15	10	41	-22	-29	OTG-capable, jump- cancelable, nullifies medium priority projectiles
15	Beehive	(during frames 5-16 of Volcano) M	9	106,600	1360	(5+)3	50(19)4	15	—	+3	Causes ground bounce
16	Jam Session	→↓↙ + H	10	90,800	1120	13	41	27	0	-9	Knocks down, beam durability: 10 frames x 3 low priority durability points
17	Killer Bee	Air ↓↙→ + L	1	80,000	640	18	Until Grounded	18	—	+1	Causes ground bounce
18	The Hammer	(during frames 5-16 of Killer Bee) L	1	90,000	720	(5+)19	3	Until grounded + 5	—	+16	Invincible from frames 11-20, overhead attack, hard knockdown
19	Air Play (can be charged)	(in air) ↓↙→ + M	1/3/5	50,000/ 94,800/ 122,600	400/ 840/ 1200	9/25/ 41 + 6	—	14/ 19/ 23	+3/ +27/ +25	+2/ -1/ -3	Uncharged: projectile has 4 low priority durability points, Level 1 charge: beam durability: 3 frames x 3 low priority durability points, fully charged: beam durability: 5 frames x 3 low priority durability points
20	Sky Dance	(in air) ↓↙→ + H	13	2 x 30,000 + 10 x 15,000 + 50,000	240 x 2 + 120 x 10 + 400	18	5(3)3(9) until grounded + 5	16	—	+1	Resets the 1 ground bounce per combo rule, hits 1-12 cause ground bounce, hit 13 causes knockdown
21	Air Trick	↓↓ + S	—	—	—	11	—	11	—	—	Invincible from frames 11-15
22	Drive	↓↙→ + S	2	80,000 + 70,000	640+560	32 (projectile: 36)	6	13	+5	+4	Projectile has 5 low priority durability points
23	Bold Move	S + ATK	—	—	—	—	—	—	—	—	Airborne in a forward jump on 4th frame, cannot use air attacks until after 16th frame