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Morrigan doesn't look life threatening, despite being a demon. Though, she does have the evil intentions of a demon. She simply looks like a gorgeous female. She has long, straight hair that is of a pale green color. She also has bat wing protrusions as the most notable feature. Two small bat wings on her head, two large ones on her lower back. Her costume is black and it covers the lower half of her torso and lower half of her breasts. There is also a heart shape cut from her costume to reveal more on her stomach. There are also different sized feathers that encrusts her costume. Morrigan also wears carnation pink stockings that have bat silhouettes along with her black ankle high boots.

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0 Section 5 - Morrigan 0

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Morrigan The Character

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Morrigan is quite lazy during the day time. She also prefers the night to do most of her adventuring. She wanted to be queen of the night. Morrigan's curiosity is never satisfied, so she jumps from the Dark Realm to the world of humans to spend some time. As well as her curiosity, Morrigan gets bored quite quickly and is always searching for ways to burn time. She does have many servants in her castle, that explains her certain behavior, but she prefers freedom than being a ruler of some place.

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0 Section 6 - Morrigan's Potential 0

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Morrigan The Fighter

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Press U - Jump
Hold D - Crouch
Hold F - Advance
Hold B - Retreat
Hold B - Block

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Assist Requirements

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A1 - Assist Button 1
A2 - Assist Button 2

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Motion

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QCF - Quarter Circle Forward [D, DF, F]
QCB - Quarter Circle Back [D, DB, B]
HCF - Half Circle Forward [B, DB, D, DF, F]
HCB - Half Circle Back [F, DF, D, DB, B]

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Attacks

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LP - Light Punch
MP - Medium Punch
HP - Heavy Punch
LK - Light Kick
MK - Medium Kick
HK - Heavy Kick

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Conjunctions

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PP - Both Light and Heavy Punches
KK - Both Light and Heavy Kicks

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Directional Dash

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Performance: 1. F, F or PP ground advance
2. B, B or B + PP ground retreat
3. U, F, F or U, PP aerial advance

Information: 1. Speed of 9.7
No damage inflicted
2. Speed of 9.7
No damage inflicted
3. Speed of 9.6
No damage inflicted

Description: 1. Bat jet boosters propel her forward.
2. Bat jet boosters propel her backward.
3. Bat jet boosters propel her diagonal.

Recommended: 1. To get in close and fast for a combo.
2. To escape opponent jump in attempts.
3. To mix it up in the air and confuse.

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Throw

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Performance: 1. F or B + HP against opponent
2. F or B + HK against opponent
3. U, F + HP against opponent aerial

Information: 1. Speed of 9.9
Damage inflicted is 16
2. Speed of 9.9
Damage inflicted is 16
3. Speed of 10.0
Damage inflicted is 16

Description: 1. Opponent is violently slammed down.
2. Opponent is thrust cross screen.
3. Opponent is slammed with her weight.

Recommended: 1. Near opponent, watch for retaliation.
2. Near opponent, watch for roll moves.
3. Surprise jump disruptor near opponent.

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Snap Back

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Performance: 1. QCF + A1 for 2nd partner
2. QCF + A2 for 3rd partner

Information: 1. Level one technique
Speed of 8.0
Damage inflicted is 10
2. Level one technique
Speed of 8.0
Damage inflicted is 10

Description: 1. Bats form several spears that thrusts the opponent off for its 2nd partner.
2. Bats form several spears that thrusts the opponent off for its 3rd partner.

Recommended: 1. To get rid of difficult opponent or force heavily damaged character out.
2. To get rid of difficult opponent or force heavily damaged character out.

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Switch

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Performance: 1. LP + LK Together for 2nd partner
2. HP + HK Together for 3rd partner

Information: 1. Speed of 9.1
Damage inflicted is 10 by 2nd partner
2. Speed of 9.1
Damage inflicted is 10 by 3rd partner

Description: 1. 2nd partner quickly enters and hits, 2nd partner replaces the active.
2. 3rd partner quickly enters and hits, 3rd partner replaces the active.

Recommended: 1. Bring out 2nd, more effective partner or to allow active character recovery.
2. Bring out 3rd, more effective partner or to allow active character recovery.

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Push Block

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Performance: PP when blocking anywhere

Information: Speed is 9.6
No damage inflicted

Description: Bats form 2 very large wings that fold over to protect Morrigan. Then

Light Punch Attacks

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Performance: 1. LP standing
2. D + LP crouching
3. U, LP aerial

Information: 1. Speed of 9.7
Damage inflicted is 3
2. Speed of 9.7
Damage inflicted is 6 for all hits
3. Speed of 9.7
Damage inflicted is 3

Description: 1. Her hair comes to life and strikes.
2. She does lower aiming double pokes.
3. Bats form a spear on one side.

Recommended: 1. Immediate combo set up on the ground.
2. Effective lower aiming combo set up.
3. Aerial confrontations into a combo.

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Medium Punch Attacks

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Performance: 1. LP, LP combo standing
2. D + LP, LP combo crouching
3. U, LP, LP combo aerial

Information: 1. Speed of 8.8
Damage inflicted is 6
2. Speed of 8.7
Damage inflicted is 6
3. Speed of 8.8
Damage inflicted is 6

Description: 1. Bats form an arm drill to strike.
2. Bats form two back wing blades.
3. Bats form two blades on her sides.

Recommended: 1. Performing chained ground combos.
2. Performing lower aiming attacks.
3. Performing aerial raves or jump ins.

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Heavy Punch Attacks

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Performance: 1. HP standing
2. D + HP crouching
3. U, HP aerial

Information: 1. Speed of 8.5
Damage inflicted is 12

also be used to escape aerial battles.
This move can be cancelled out of.

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Shadow Blade

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Performance: 1. F, D, DF + HP also in air
2. F, D, DF + LP also in air

Move Rating: 1. ****
2. ***

Information: 1. Speed of 9.8
Damage inflicted is 26 terrestrial
Damage inflicted is 12 aerial
Chip damage inflicted
2. Speed of 9.9
Damage inflicted is 16 terrestrial
Damage inflicted is 10 aerial
Chip damage inflicted

Description: 1. Bats blade attacking arm. Morrigan
leaps in a large arc for 5 hits.
2. Bats blade attacking arm. Morrigan
leaps in a small arc for 1 hit.

Recommended: 1. Counter air and ending any combo with
powerful results and slow recovery.
2. Counter air and ending any combo with
weaker results and fast recovery.

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Soul Fist

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Performance: QCF + HP or LP also in air

Move Rating: ****

Information: Speed is 8.0 for heavy input
Speed is 7.5 for light input
Damage inflicted is 15 terrestrial
Damage inflicted is 14 aerial
Chip damage inflicted

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Vernier Dash

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Performance: 1. D + PP only in air
2. U + PP only in air

Move Rating: 1. ****
2. ***

Information: 1. Speed of 9.2
No damage inflicted
2. Speed of 9.3
No damage inflicted

Description: 1. Bat jet boosters propel her in a U
shape directional trend to swoop.
2. Bat jet boosters propel her for a
small aerial leap.

Recommended: 1. Mainly for evasion, frustration and
to confuse.
2. To mix up aerial dashes and for some
quick strikes.

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Darkness Illusion

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Performance: QCF + KK also in air

Move Rating: **

Information: Level one super
Speed of 7.6
Damage inflicted is 50 terrestrial
Damage inflicted is 49 aerial
Can be comboed off a timed soul fist

Description: Morrigan floats and uses her bat
jet boosters to ram the opponent.
If successful, she will perform an
impressive set of aerial combos
registering 30 plus hits.

Recommended: This super is not be used randomly

General

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Morrigan has a good overall game because she has elements of a pixie and a keep away. To use her effectively, her dashes must be learnt. Her dashes are good for rush ins to start a combo and good for evasion tactics. She is relatively a close range fighter so get in there with her dashes and use keep away as an alternative. Combos are extremely important if you want damage to be done. The only way you can do this is to be aggressive but hard to get. When your enemy chases you, the vernier swoop is the way to go in the air. Come to think of it, Morrigan is probably the only character in the Marvel vs. Capcom 2 universe gifted with 3 different air dashes. 5 different dashes all in all.

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Try not to use soul fist all the time because it may leave a cheap impression of Morrigan when she's so much more. Only use soul fist to destroy other fire balls or when finishing a combo. Try to connect the soul eraser as much as possible as it does the most damage. Her other supers are for impressing the audience. As of jump ins, shell kick will do the trick but be careful because it does lose out to terrestrial attacks. Take advantage of her air superiority and make it rain soul fists when they become cheap.

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Characters Of Concern

1. Magneto
2. Storm
3. Dr.Doom
4. Blackheart

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Beamers

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Never attempt a ground soul fist against these because the beam will simply eat it and hit you during your recovery. Chuck some air soul fists, except against Ice Man. In aerial battles, use shell pierce to quickly avoid beams performed in the air. The bottom line is to use dashes to get into striking range and combo them into a launcher and into a smash down to earth attack. Don't be afraid to block beams because this is far better than losing more health because it connected. It is recommended that Morrigan has a beamer for an assistant.

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Beamers Of Concern

1. Ice Man
2. Cable
3. Iron Man
4. Cyclops

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Pixies

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Morrigan can tangle with the best in pixies, because she too has pixie elements. When they are heavily attacking you, push block. Use soul fists and standing hard punches to prevent dash ins and advances. Remember that pixies are extremely quick so keep a watch out. It is recommended that Morrigan has an anti air assistant to further discourage jump ins. The bottom line is don't try to retaliate when they are attacking you, just push block and attack them after. When they use a lag attack next to her, use vector drain to get it into their thick skulls to stay away.

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Pixies Of Concern

1. Strider Hiryu
2. Cammy
3. Jill
4. Spider Man

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Power Houses

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This can be a challenge for Morrigan because she has limited strength and damage dealing attacks. Try to keep them away from her until they lag and then strike with a soul eraser. If you control Morrigan to be exceedingly aggressive, try to launch them as much as you can. If you do manage to launch them, you can't miss an aerial rave because power houses are big targets. Soul eraser and even darkness illusion will connect during their lag times, keep this in mind when fighting these titans. One more thing is that Morrigan takes above average damage so block, block, block. Have a beamer as an assistant.

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Power Houses Of Concern

1. Sentinel
2. Juggernaut
3. Colossus
4. Hulk

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Shotos

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Fire ball wars erupt when battling these. Basically try to catch them after their failed attempt of a dragon punch. Be careful because shotos may catch her, in her dashes. Shotos, especially Ryu fire horizontally travelling air fire balls whilst Morrigan's has a different direction. Watch out for this because of the lag she has after performing air soul fists. Be especially careful of horizontal air beams that Ryu has. You can also attack them after a hurricane kick miss, launch them into the air and go from there. Have a beamer to destroy their projectiles.

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Shotos Of Concern

1. Ken
2. Ryu
3. Sakura
4. Akuma

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Abyss

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Abyss is easy for Morrigan. In his first form, Abyss may be armored but very slow. Morrigan can combo into him like crazy. The only condition is to use the powerful shadow blade when butchering his hyde. Shadow blade will take her to his opposite direction and save her from block damage. As it progresses, she will build up her hyper combo bar that will be needed for Abyss' second form.

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Abyss is easy for Morrigan. In his second form, Abyss is a green slime that does nothing but flame, laser and bubble. Since Morrigan has a beam super, this is far too easy for her. Use soul eraser when ever you have enough levels, it will eat through him. If Abyss resorts to his bubble technique, soul fist in the air until they all pop. Never try to combo him, just use soul fists and soul erasers.

3. Aiming shell kicks at various paces.

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Soul Fist Timing

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When throwing aerial soul fists, vary its power input so that the speed of the soul fist varies too. Heavy input makes it go fast, light input makes it slow. If timed right, the opponent will be landing on aerial soul fists and taking its chip damage.

Use when: 1. Trying to connect a soul fist.
2. Trying to chip using soul fists.
3. Assists are being performed.

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Soul Fist Cover

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In the air, throw a soul fist with its trajectory directly for the opponent. While soul fist moves towards the opponent, use the normal air dash. Soul fist will support her, the dash will get you close enough to hit high or low depending on how they're blocking.

Use when: 1. Applying pressure.
2. Confuse and chip.
3. Trying to connect a combo.

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Raining Soul Fists

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Super jump into the air in the vicinity where aerial soul fists can chip at the opponent. Throw out air soul fists like there's no tomorrow. Select when to vernier dash swoop higher into the air and throw out more soul fists.

Use when: 1. Opponent becomes cheap.
2. Avoid horizontal supers and beams.
3. Immense chipping and inhibiting.
4. When Blackheart is not there.

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Launch Or Chip

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Use the launcher, if it fails, throw out a fast soul fist to compensate for the missed launch or any move

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Anakaris: Don't think that he's slow, because he can combo like Strider. And that is really dangerous. Try to get near him and combo. He takes lots of damage, take advantage of that. Soul eraser will be needed as well.

Typically played aggressively due to his confusing moves. He does float and will abuse coffin drops and idle hands. Air dashing will be useful, wait for lag and combo him. Use soul eraser for a super.

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B.B.Hood: A highly destructive character that must be comboed to death. Try to perform air soul fists and use her dashes to get near her. Beware of cool hunting.

Typically played as a constant jumper due to her double jump ability. Attempts many missiles and close range combat. This is all for her mega gun super that chips very well. Use soul fists as she needs to charge for missiles, combo her constantly and note that she is small. Always use soul eraser.

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Blackheart: A very powerful keep away and anti air character. Never air dash because of his high priority inferno. And never air soul fist too. Mainly try to combo him, you may have to do extra work.

Typically played defensively as keep away and will throw out infernos and demons. Don't let the demons get you as it may set up for his rising hell super. Never air dash or use projectiles, jump to him and combo. Soul eraser is effective.

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Cable: A beamer with a bad reputation, even though he has the beam, Morrigan can air dash to get near him. Combo him to death and fire aerial soul fists. Soul eraser may beat his hyper viper beam to the punch.

Typically played as a poker with his powerful beams. These beams will also be abused in the air building up to his laser super. He is vulnerable on the ground while beaming. Air dash over his terrestrial lasers and combo.

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Typically played aggressively with the aid of her zombies. She will chase and combo well. Use air dash to confuse her and to get to her. Soul fists will also help dramatically in keep away. Combo her when ever she dash lags and use soul eraser at those times as well.

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Jin: Highly dangerous as he possesses insane power for a guy his size. Never air dash unless when it's safe because of his blodia vulcan. Combo him when he lags. When he goes into desperation soul fist for keep away.

Typically played aggressively due to his normal chipping capabilities. Air dashing may be risky because of his anti air properties. Play keep away and combo on his many lags. Soul eraser will be needed as Jin has enhanced defence.

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Juggernaut: Morrigan's nightmare comes to life in Juggernaut. She will have to do over time with him because he is far too powerful. Get him during his lags and when safe, pull a soul eraser or even a darkness illusion. He's very, very dangerous.

Typically played aggressively to confine and with the aim of the glitch into dashing super. He cannot be avoided unless super jumps are used. Try to launch him and combo as it can be dangerous on the ground. Play keep away for chipping.

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Ken: Don't expect him to be easy because he is very fast and has damaging combos. His hurricane kick is different and he is generally a challenge to swat. Use soul eraser for his failed supers.

Typically played aggressively with his high priority and damaging hurricane kick. Air dashes will be useful in avoiding him and attacking him. Most of his supers take timing to connect and take advantage of his delays.

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Kobun: A tiny terror that can be hard to hit. Watch out for his chip and run tactics. Soul eraser will take care of him. Her satellite bat laser will make his size useless.

Typically played as a chipper with all his other friend servbots. Soul fists will be large

Typically played very aggressively as he can combo surprisingly well. Play evasion and soul fist games to frustrate. Using any air dash can be used as retreat or attack. It won't be hard to combo him due to his large size. Watch out for Birdie, she advertises major delay.

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Sentinel: Morrigan's grave digger is the Sentinel. He is far too superior for her to take. He has range, power and durability. He makes her combos seem useless, so try to pull off as many soul erasers as possible. It may even be necessary to pull Morrigan out.

Typically played aggressively long range with his quick rocket punches. He takes advantage of his insane power output, watch for a flaw in this and super jump to attack. The real damage will be done in soul eraser, note that he may not take chipping damage.

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Shuma Gorath: Has a variety of moves that can confuse and inhibit her from dashing. Shuma Gorath is fortunately, relatively weak. Be careful of his chaos dimension. Try to combo him to death, note that he can be tricky.

Typically played aggressively with an impressive variety in moves. He is fast and has range on most of attacks. To avoid, super jump then dash. He is hard to attack, so use soul fist to poke at him. Soul eraser will be extremely useful.

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Silver Samurai: Swords are his specialty, that makes him very good at offence. His moves have notable lag, so combo him or use soul eraser. He can be no match if Morrigan is hard to catch.

Typically played aggressively and has dangerous range with his sword. To avoid has charging chipping, super jump and air dash. Soul fists will agitate him more to attack, and will present more lags for combos.

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Son Son: The monkey acrobat that can really be hard

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Strider Hiryu: The most dangerous pixie will certainly cause serious problems. He is extremely fast and has teleports. Blocking is the way, push blocking is better. Try to match him in his insane combos and use soul eraser when he's vulnerable. Keep your eyes on this combo dictionary.

Typically played aggressively and it could mean serious damage when he does connect combos. Super jumping will be useful in avoiding him. Make him attack her by poking with soul fists. When he does lag, that will be the best to combo him.

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Thanos: Mighty and fast for his size, he could be a challenge. He can be fast, but lacks variety. Take advantage of that and his lags. Soul eraser and darkness illusion have a good chance for connection. Basically, combo him to death, Morrigan is far more faster.

Typically played aggressively in order to make use of his speed and power. Use soul fist to poke at him and combo his failed dashing move. Use his large size to combo him effectively, watch out for his supers that have variety.

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Tron Bonne: She may have a mech to cause heavy damage but she has lag too. Use the air dashes to get to her and wait for her famous lag move that will have her comboed to death. Soul eraser will be extremely useful. Tron can dash in the air, take note of it.

Typically played overly aggressive. She is strong and has enhanced defence. Dashes are a must to avoid and attack her. Tron is large due to her mech, use this to combo her. Connect soul eraser when ever possible.

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Venom: A powerful and quick character that can cause significant damage to Morrigan's game. Watch out for his effective venom fang. Don't try to dash because he has range. Combo him as much as possible and use soul eraser at all times.

Typically played to overwhelm and chip. He is very strong and can be extremely hard to catch

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1. C [LP, HK]
2. C [LP], S [HP]
3. C [LP], S [HK]
4. C [LP], Mysterious Arc
5. Mysterious Arc, C [HK]
6. C [LK], S [HK]
7. C [LK], S [HP]
8. C [LP, LP, HK]
9. C [LP, LP, HP]
10. C [LP, LP], Mysterious Arc
11. C [LK, LK, HK]
12. C [LK, LK], S [HK]
13. C [LK, LK], S [HP]
14. C [LK, LK], Mysterious Arc
15. S [LP, LP, HP]
16. S [LP, LK, HP]
17. S [LK, LK, HP]
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Body Language

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21. C [LP, LP], S [HP]
22. C [LP, LK], S [HP]
23. C [LK, LK], S [HP]
24. C [LK, LP], S [HP]
25. C [LP, LP], S [HK]
26. C [LP, LK], S [HK]
27. C [LK, LK], S [HK]
28. C [LK, LP], S [HK]
29. C [LP], S [LP, HP]
30. C [LP], S [LK, HP]
31. C [LK], S [LP, HP]
32. C [LK], S [LK, HP]
33. C [LP], S [LP, HK]
34. C [LP], S [LK, HK]
35. C [LK], S [LP, HK]
36. C [LK], S [LK, HK]
37. S [LP, LP], Shadow Blade
38. S [LP], C [LP], Shadow Blade
39. J [Shell Kick], Shadow Blade
40. J [Shell Kick], C [HK]

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Fantasies

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41. C [HP], U, LP, LP, HP
42. C [HP], U, LK, LP, HP
43. C [HP], U, LK, LK, HP

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0 Section 21 - For Your Information 0

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Acknowledgments

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To contact me or ask about this FAQ, e-mail to dig_it_up@hotmail.com - Hate mail, comments and questions are all welcome.

I'd also like to thank GameFAQS for such a creative site and for those on the message board who support Morrigan.

Thanks to Strider HiryyuX for his recommendations. Those have proved to be extremely helpful.

Thanks to stuc2k and Zohar Metatron for supporting Morrigan on the Message Board.

That's it! Hopefully you found this to be a useful FAQ. Happy Gaming

Dig it Up - That's Right! I heard that on the made up news on my pretend TV

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