

Marvel vs Capcom 2 Captain Commando Character FAQ

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CAPTAIN COMMANDO

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Character FAQ

Created by PhatDan81 on 9/11/00

Game: Marvel vs. Capcom 2: New Age of Heroes

Character: Captain Commando

Version 1.5

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Updates: 1.1 Fixed a few typos, touched up on a few things

1.2 Added tips on how to use Jennety the Mummy, thanks to

CobraX11X@aol.com, touched up a few things, added more combos

1.3 Added more combos, Added a Combo Tree to all my FAQ's--thanks to
3pwood (mayfield_john@hotmail.com) for the concept

1.4 Added more combos thanks to shoryuken.com

1.5 Added some Assist combos, thanks to hitmonlee1065@aol.com

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I. BACKGROUND

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Who is Captain Commando? Captain Commando was first introduced as a mascot for Capcom in a self-titled, side-scroller, beat-'em-up type game in 1991 for the arcade and Super Nintendo. Capcom later made a Captain Commando game for PlayStation. I don't know the story of how he became Captain Commando or how he met his allies. As far as I can tell, as soon as he puts the sunglasses on, he becomes Captain Commando. Anyway, he travels around with a ninja named Sho who uses a sword, a mummy named Jennety who uses knives and a baby named Hoover who sits inside a robot to move around and fight. They fight those who attempt to take over the world. If anyone knows the whole story of how Captain Commando turned into a superhero, e-mail me and I'll give you credit for it.

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II. LEGEND

ABBREVIATIONS

U Up

D Down

F	Forward	
B	Backward	
J	Jump/Jumping	
SJ	Super Jump/Jumping	
S	Standing	
C	Crouching	
P	Punch	
K	Kick	
AC	Air Combo	
HC	Hyper Combo	
THC	Team Hyper Combo (excuse the pun)	
LP	Light Punch	Jab
MP	Medium Punch	Strong
HP	Heavy/Hard Punch	Fierce
LK	Light Kick	Short
MK	Medium Kick	Forward
HK	Heavy/Hard Kick	Roundhouse

 BASIC COMMANDS

LP+LK	Calls in second partner
HP+HK	Calls in third partner
Assist 1	Calls out first or second partner (whoever isn't currently fighting) who steps in and does an attack
Assist 2	Calls out second or third partner (whoever isn't currently fighting) who steps in and does an attack
Snapback	D, DF, F + Assist; an attack that forces the opponent out if they get hit (one HC level)
Crossover Combination	Assist 1 + Assist 2

All three characters do one specific super (Hyper Combo) then the two that are not fighting step out after they do their supers (one to three levels; two levels causes only two players to come out while one level has just the controlled player do his super)

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 III. REGULAR MOVES
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 PUNCHES

JAB

1. Standing

A basic jab, this is used for starting ground combos or ground-to-air combos.

2. Crouching

Same as the standing version, it has pretty much the same uses as the standing version.

3. Jumping

Same as the standing version, this is his AC starter ~~use~~ use it only for that.

STRONG

1. Standing

Captain Commando does a downward punch. It doesn't have much range and despite its appearance, it is not an overhead attack. Use as a combo filler.

2. Crouching

Captain Commando extends his arm upward while crouching. It has very poor horizontal range and can sometimes be difficult to combo into. This is a launcher attack and if it connects you can jump after the opponent(s) and do a three-hit AC. I prefer his S.Roundhouse.

3. Jumping

Captain Commando positions himself parallel to the ground while in the air and uses his elbow to attack. It has good range and should be used for an AC filler.

FIERCE

1. Standing

Captain Commando does a flaming punch. He takes a step forward while extending his arm out and if it connects it sends the opponent across the screen and it sets them on fire. It has pretty good range but a bad recovery delay. It's a good anti-air attack and is easy to combo into. Make sure you always cancel into a special move after doing this to avoid any possible punishments from your opponent.

2. Crouching

Captain Commando swipes his arm sideways. It can combo into almost any special move or even a Captain Storm. It has poor range but is easy to combo into.

3. Jumping

Captain Commando does a downward punch. This is his best jump-in attack. It's also a good AC finisher.

KICKS

SHORT

1. Standing

A basic standing LK, he basically sticks his leg out. It can be used to start a combo or you can do this move after doing a jab. It has slightly better range than his S/C.Jab.

2. Crouching

A basic low LK, it's mainly used for starting ground combos. The range isn't as good as the standing version but it hits low.

3. Jumping

Captain Commando sticks his knee out while jumping. It has poor range and should only be used as an AC filler.

FORWARD

1. Standing

Captain Commando turns around and extends his nearer leg straight out. It has good range and is used as a combo filler. It's usually difficult to combo this into a S.Roundhouse because of how far it pushes away most opponents.

2. Crouching

A basic low MK, it has good range and can combo into some special moves. Use it as a combo filler.

3. Jumping

Same as the crouching version, it is used as an AC filler and to combo into AC finishers.

ROUNDHOUSE

1. Standing

This is his primary launcher. Captain Commando swings his nearer leg upward, as if he is punting a ball. It doesn't have good range, start-up or recovery, but is somewhat easy to combo into. It's not a very good anti-air attack because of its start-up. If it's blocked cancel into a special move to avoid getting punished.

2. Crouching

This is Captain Commando's knockdown attack. It has about the same range as most other sweeping attacks. It combos into a Captain Corridor.

3. Jumping

Captain Commando extends his nearer leg straight out and slightly downward. It's used mostly as an AC finisher. It can be used as a jump-in attack, but I find his J.Fierce to be a better choice for that.

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IV. SPECIAL MOVES
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A (*) means that the move can be done in the air.
A (H) means that the move can be cancelled into a super.

CAPTAIN FIRE (*) (H) D, DF, F + P

This is Captain Commando's primary projectile attack. He opens one of his flame shooters and shoots a flame straight across the screen. When the flame hits the opponent, the opponent gets knocked across the screen. The punch button used determines how much damage it does. Always use the fierce version. This is his best attack for aerial confrontations. Be careful about using this on the ground, because if the opponent jumps over the flame, you could be in big trouble.

CAPTAIN CORRIDOR (H) D, DB, B + P

Captain Commando punches the ground and a giant column of electricity erupts from the ground. It has infinite vertical range, neutralizes fireballs and [non-super] beams and is probably the best anti-air move in the game. It comes out fast and does very good damage and it combos off of any medium or heavy attack and it OTG's. The punch button used determines where the column will erupt.

The jab version erupts directly under Captain Commando, while the fierce version erupts in front of him. Always use the fierce version unless the opponent is directly above you; then use the jab version. Never throw this out at random while the opponent is on the ground. It has a slight recovery to it that gives the opponent time to dash in and punish you.

CAPTAIN KICK D, DB, B + K

Captain Commando flies across the screen with his leg extended out. It's very easy to combo into this but the recovery time is awful on it and it should not be constantly thrown out at random unless you want to try to surprise your opponent. The damage on this sucks too.

CAPTAIN STRIKE D, DF, F + [K or LK+HP]

Each button causes a different ally of Captain Commando to come out and do an attack. They can be pretty effective if used correctly.

Short: Sho the Ninja jumps in and does a slash with his sword. The damage is pretty weak, but it can be comboed into via C.Fierce. Use this for grounded opponents.

Roundhouse: Jennety the Mummy flies across the screen while spinning around and holding his knives out. It's used as an unreliable anti-air attack. It doesn't even touch grounded opponents. Before, I said that this is Captain Commando's most useless strike, but thanks to CobraX11X@aol.com I changed my mind. If you want to learn more, see Section VII (General Strategy), fourth paragraph.

Short + Fierce: Hoover the Baby jumps in and fires a missile that travels slowly across the screen and explodes when it hits an opponent. It can't be comboed into but it acts as good decoy. If the missile connects it does a large amount of damage. It has a long startup, so be careful about when to execute the move. Hoover can also be used as a distraction for your opponent while the attack is being performed.

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V. SUPERS (HYPER COMBOS)
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CAPTAIN SWORD D, DF, F + 2P

Captain Commando and his allies gather and fire a beam that travels from a 90-degree angle to the ground, knocking down any opponents in its path. It combos easily off his launchers and his Captain Corridor, which are the most effective ways to get this super to connect. It does pretty good damage but does horrible block damage, though. If the opponent is close to you on the ground, they can knock you out of the super while the beam is pointed upward. It also has a small recovery time, so an opponent with a quick beam super might be able to

punish you if it's blocked.

CAPTAIN STORM D, DF, F + 2K

Captain Commando calls in his allies and then rushes forward and does a small jumping uppercut at the opponent. If the uppercut connects, the opponent gets launched upwards and gets an automated beat-down from Captain Commando's allies. The opponent then falls down helplessly and Captain Commando hits them with a jab Captain Corridor. Captain Commando and his buddies then collaborate and pose next to the downed opponent.

Almost all of the time, the opponent lands next to Captain Commando after he does the Captain Corridor and you can go for an OTG combo immediately after Captain Commando finishes posing. In this game Capcom has made it easier to combo this super off of a C.Fierce and the super still does a lot of damage when it connects. Use this only in combos or for punishing mistakes. If the opponent blocks the uppercut, Captain Commando is screwed.

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VI. COMBOS
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Magic Series

Ground	Zigzag
Jumping	Stronger
Super Jumping	Zigzag

Launchers	C.Strong/DF.Fierce, S.Roundhouse
Strike	S.Fierce
Knockdown	C.Roundhouse
Snapback	S.Fierce
AC Finishers	SJ.Fierce, SJ.Roundhouse, Captain Fire, Fierce Air Throw

Assists/Crossover Counters Crossover Combination

A	Captain Fire	_
B	Captain Corridor	_Captain Sword
C	Captain Kick	_/_

J.Fierce may be replaced with J.Roundhouse or J.Jab, J.Strong. When starting a combo with a J.Fierce, it may be necessary to dash in afterwards and then continue the combo accordingly. If you start a combo with a J.Roundhouse or J.Short, J.Strong it is almost always necessary to dash in afterwards to continue the combo.

1. S.Jab, Captain Kick
2. S.Short, Captain Kick
3. S.Jab, S.Short, Captain Kick
5. J.Fierce, C.Short, C.Strong, fierce Captain Corridor
6. C.Short, C.Strong, SJ.(Jab, Strong, [AC Finisher])
7. J.Fierce, S.Jab, S.Short, S.Forward, Captain Kick
8. S.Jab, S.Short, S.Strong, Captain Fire
9. S.Jab, S.Short, S.Forward, fierce Captain Corridor
10. S.Jab, S.Short, S.Strong, S.Forward, C.Roundhouse
11. J.Fierce, C.Jab, C.Short, C.Forward, Captain Kick
12. C.Jab, C.Short, C.Forward, fierce Captain Corridor
13. C.Jab, C.Short, C.Forward, fierce Captain Corridor, Captain Sword

14. C.Jab, C.Short, C.Fierce, Captain Fire
15. C.Jab, C.Short, C.Fierce, Captain Kick
16. C.Jab, C.Short, C.Fierce, Sho
17. C.Jab, C.Short, C.Fierce, fierce Captain Corridor
18. C.Jab, C.Short, C.Fierce, fierce Captain Corridor, Captain Sword
19. J.Fierce, S.Jab, S.Strong, C.Fierce, Captain Fire
20. S.Jab, S.Strong, C.Fierce, fierce Captain Corridor
21. S.Jab, S.Strong, C.Fierce, Captain Kick
22. S.Jab, S.Strong, C.Fierce, Captain Fire, Captain Storm
23. S.Jab, S.Strong, C.Fierce, fierce Captain Corridor, Captain Sword
24. J.Fierce, C.Jab, C.Short, C.Forward, C.Roundhouse, fierce Captain Corridor(OTG)
25. J.Fierce, C.Short, C.Fierce, C.Roundhouse, fierce Captain Corridor (OTG)
26. In Corner: J.Fierce S.Jab, S.Strong, S.Fierce, fierce Captain Corridor
27. J.Fierce, S.Jab, S.Short, S.Roundhouse, SJ.(Jab, Short, Strong, Forward, [AC Finisher])
28. In Corner: S.Jab, S.Short, S.Fierce, S.Roundhouse, SJ.(Jab, Short, Strong, Forward, [AC Finisher])
29. S.Jab, S.Short, S.Roundhouse, fierce Captain Corridor
30. S.Jab, S.Short, S.Roundhouse, Captain Sword
31. S.Jab, S.Short, S.Roundhouse, fierce Captain Corridor, Captain Sword
32. In Corner: S.Jab, S.Short, S.Fierce, S.Roundhouse, Captain Sword
33. In Corner: S.Jab, S.Short, S.Fierce, S.Roundhouse, fierce Captain Corridor, Captain Sword
34. In Corner: S.Jab, S.Short, S.Roundhouse, Captain Sword, C.Short(OTG), S.Roundhouse, SJ.(Jab, Short, Strong, Forward, [AC Finisher])
35. In Corner: S.Jab, S.Short, S.Roundhouse, fierce Captain Corridor, Captain Sword, C.Short(OTG), S.Roundhouse, SJ.(Jab, Short, Strong, Forward, [AC Finisher])
36. S.Jab, S.Short, S.Fierce, fierce Captain Corridor, Captain Sword, C.Short(OTG), S.Roundhouse, SJ.(Jab, Short, Strong, Forward, [AC Finisher])
37. J.Fierce, C.Short, C.Fierce, Captain Storm, C.Short(OTG), C.Forward, fierce Captain Corridor
38. C.Short, C.Fierce, Captain Storm, C.Short(OTG), C.Forward, Captain Kick
39. C.Short, C.Fierce, Captain Storm, C.Short(OTG), C.Forward, fierce Captain Corridor, Captain Sword
40. C.Short, C.Fierce, Captain Storm, C.Short(OTG), S.Roundhouse, SJ.(Jab, Short, Strong, Forward, Captain Fire)
41. C.Short, C.Fierce, Captain Storm, C.Short(OTG), S.Roundhouse, fierce Captain Corridor
42. C.Short, C.Fierce, Captain Storm, C.Short(OTG), S.Roundhouse, Captain Sword
43. C.Short, C.Fierce, Captain Storm, C.Short(OTG), S.Roundhouse, fierce Captain Corridor, Captain Sword
44. C.Short, C.Forward, C.Roundhouse, fierce Captain Corridor(OTG), Captain Storm, C.Short(OTG), S.Roundhouse, SJ.(Jab, Short, Strong, Forward, Captain Fire)
45. C.Short, C.Forward, C.Roundhouse, fierce Captain Corridor(OTG), Captain Storm, C.Short(OTG), S.Roundhouse, Captain Sword

ASSIST COMBOS

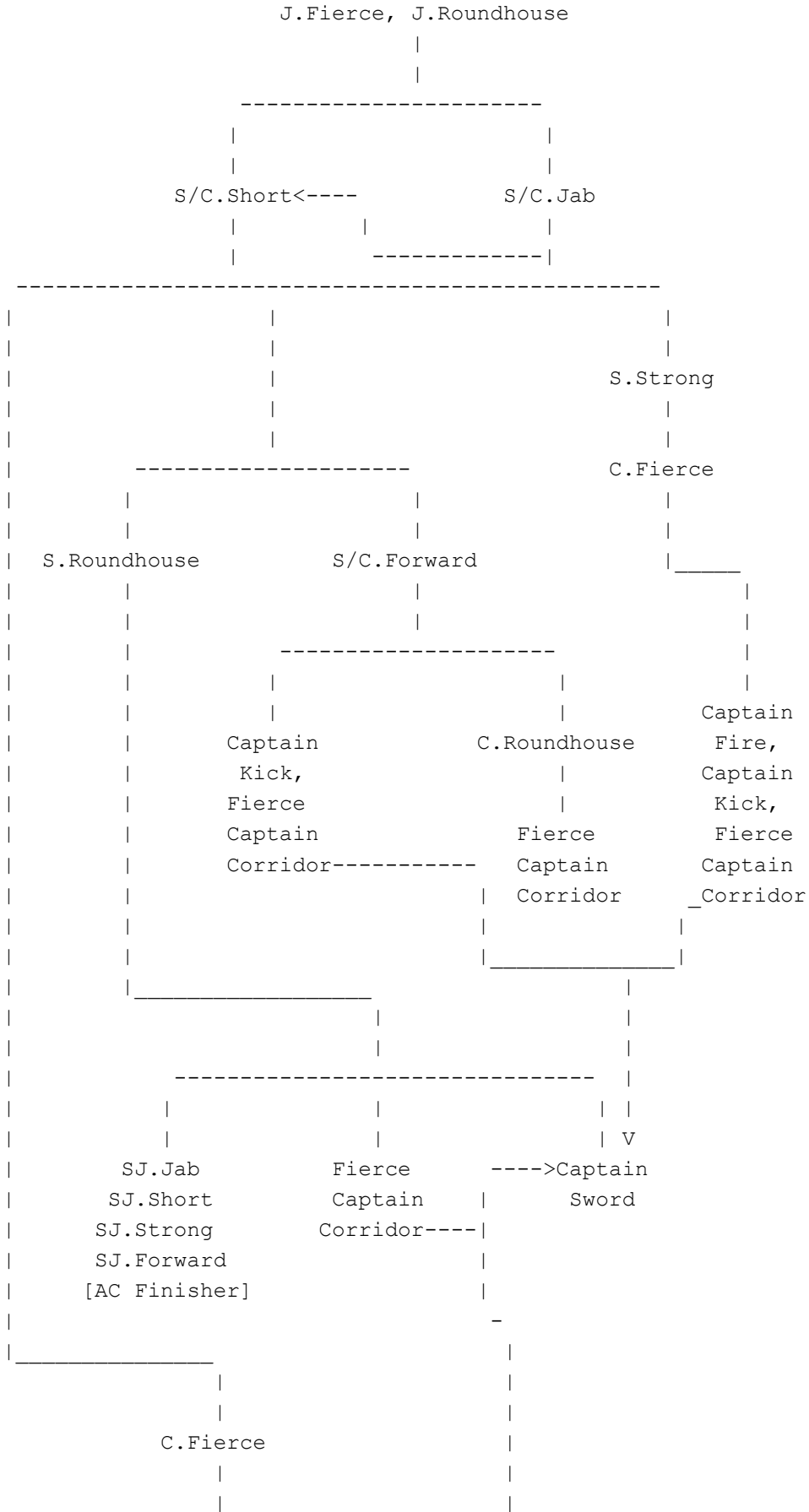
Normally, I don't list or promote assist combos. These were all sent to me by CobraX11X@aol.com and hitmonlee1065@aol.com and are probably quite effective. A few of them may take some practice and timing.

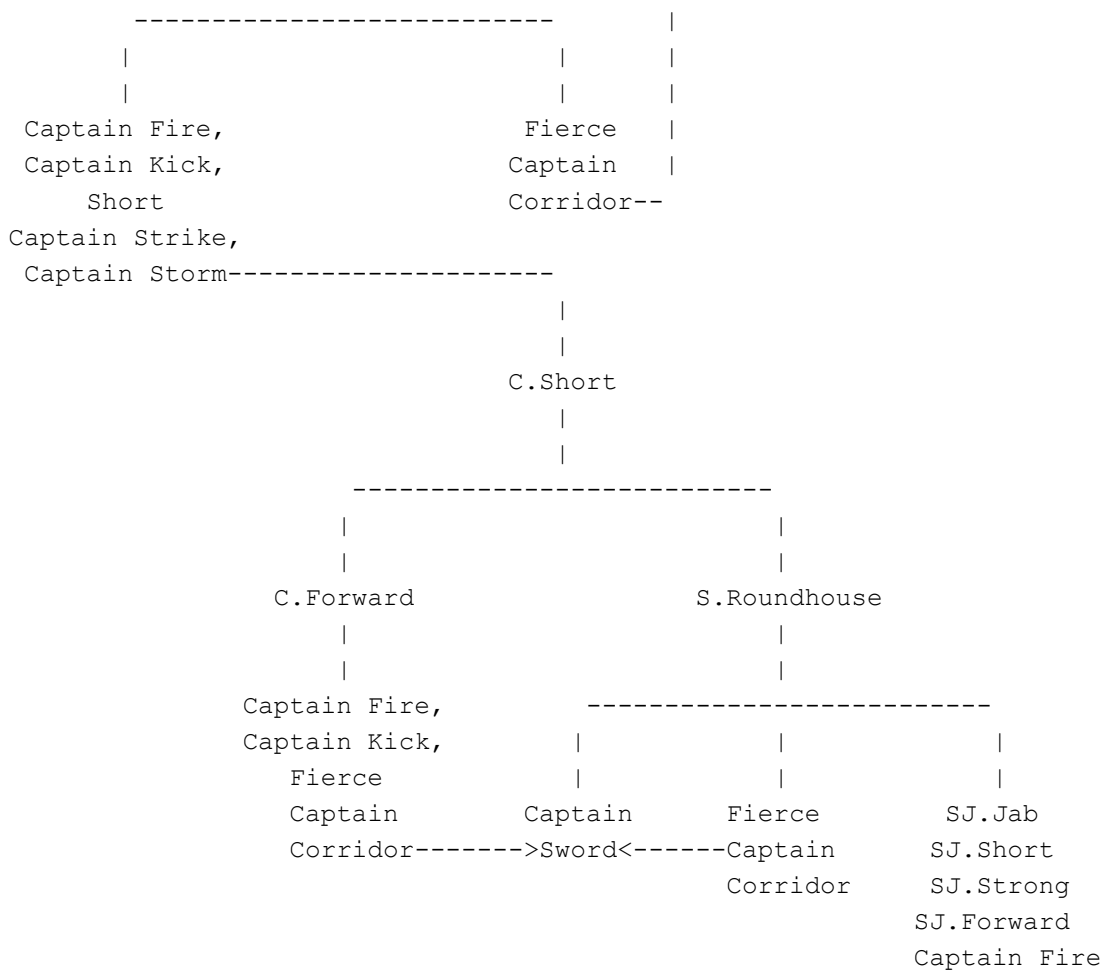
1. Dashing assist, Jennety, Captain Fire
2. In Corner: Dashing Assist, Jennety, fierce Captain Corridor
3. In Corner: Dashing Assist, Jennety, fierce Captain Corridor, Captain Sword
4. Sabretooth Gamma Assist, C.Short, C.Fierce, C.Roundhouse, fierce Captain Corridor(OTG), Sho or Jennety

- 5. Sabretooth Gamma Assist, C.Short, C.Fierce, C.Roundhouse, fierce Captain Corridor(OTG), Captain Storm
- 6. J.Fierce, C.Short, C.Fierce, C.Roundhouse, Dashing Assist(OTG), fierce Captain Corridor, Captain Sword

COMBO TREE

START





TEAM HYPER COMBOS

Both of Captain Commando's supers are useful in THC's. Captain Sword can be used as a THC starter, filler or ender. Captain Storm is used as a THC ender. If you find any possibilities as far as THC's go, that are not listed here, e-mail me and I'll post it and give you credit for it as well.

1: first partner's super, 2: second partner's super, 3: third partner's super

- A. 1. (Captain Commando) Captain Sword 2. Any Beam Super, Head Crush, Blodia Vulcan, Cajun Explosion, Venom Web or Weapon X; in corner: any rushing super, any dragon punch super, Final Justice, Ultimate Web Throw, Blodia Punch, Saotome Cyclone, Death Bite, Kikou-Shou, Shinkuu-Tatsumaki Senpoo Kyaku, Gamma Quake, etc. 3. Third partner's super
- B. 1. Any vertical super, Darkness Illusion (while opponent's in air), Ragnarok (while opponent's in air), Blodia Vulcan or any super that knocks opponent upward 2. (Captain Commando) Captain Sword 3. Any Beam Super, Head Crush, Blodia Vulcan, Cajun Explosion, Venom Web or Weapon X; in corner: any rushing super, any dragon punch super, Final Justice, Ultimate Web Throw, Blodia Punch, Kikou-Shou, Shinkuu-Tatsumaki Senpoo Kyaku, Fatal Claw, Death Bite or Gamma Quake
- C. 1. First partner's super 2. Any vertical super, Darkness Illusion (while opponent's in air), Ragnarok (while opponent's in air), Blodia Vulcan or any super that knocks opponent upward 3. (Captain Commando) Captain Sword
- D. 1. First partner's super 2. Any beam super, any rushing super, any dragon punch super, Venom Web, Shinkuu-Tatsumaki Senpoo Kyaku, Final Atomic Buster, Weapon X, Fatal Claw, Legion, Venom Web, Sonic Hurricane, Blodia Punch or Blodia Vulcan 3. (Captain Commando) Captain Storm (OTG afterwards)

Here's a THC setup that is very painful. Thanks to Residentrage@aol.com for this.

1. Start off with Wolverine's Berserker Barrage X--make sure the opponent is on the ground when comboing into it. You can replace that with another super that also leaves the opponent on the ground (Crawler Assault, Gamma Crush, dragon punch supers, etc.)
2. Right before the first super finishes, do Jill's Tyrant Slash (Code: T002) super
3. Right as the third slash connects, cancel into a Captain Sword.

When Jill is doing her super, instead of canceling right into Captain Sword, you can launch them upward with Jill after the Tyrant super, then air combo into her Hyper Charging Star knockoff super. You can then cancel that into a Captain Sword.

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VII. GENERAL STRATEGY
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Captain Commando is ground/keep away character. He is made for playing keep away and for performing high-priority ground combos. Although his air combos do decent damage, you won't need to use them if you have your super meter charged up. His ground combos are much better and do more damage. Captain Sword also does much more damage than his air combos do.

When playing on the ground, mix up your high and low attacks, Captain Strikes, Captain Fire and S.Fierce and occasionally use his Captain Corridor to surprise opponents and to keep the opponent from jumping over you. Use S.Fierce or Captain Corridor to counter dash-in attacks.

If an opponent tries to jump in, use his S.Fierce cancelled into either Captain Fire or Captain Strike to push them away safely. If you try to hit an opponent with a S.Roundhouse and it's blocked or it misses, cancel immediately into a Captain Fire or Captain Strike to avoid getting hurt.

As I mentioned earlier thanks to CobraX11X@aol.com for these tips on how to use Jennety the Mummy. Right after you KO one of your opponents, call out Jennety to hit the next opponent right as they're jumping in. Another use for Jennety is to call in a partner with a dashing or projectile assist, preferably a dashing assist (except Cammy's Cannon Drill) and then call out Jennety.

If they get hit by the dashing attack, the opponent will get knocked upwards, then get hit by Jennety who will juggle them. Also if they jump over the assist attack, they will get hit by Jennety. After Jennety hits them, do a Captain Fire as the opponent is landing. If you're in the corner, you may use Captain Corridor instead of Captain Fire. The only way the opponent can avoid this assault is by super jumping, but use your Captain Corridor to send them back to the ground if they do this.

Don't try fighting opponents in the air with Captain Commando. The air is not his place for close combat. Most of his moves perform very poorly in aerial confrontations. If you do, for some reason find yourself in such a situation, use Captain Fire to send the opponent back to the ground.

Both of Captain Commando's supers are very effective and do very good damage. They both can be comboed into also. Captain Sword covers a good portion of the

screen. It combos beautifully off of his launchers. It also cancels off of a Captain Corridor. IT doesn't do very good block damage, so don't always rely on it to cheese your opponent to death. It has a small recovery delay, but an opponent with a quick super may be able to punish you, so be careful about using it.

Captain Storm does more damage and it comes out pretty fast. It combos off of a C.Fierce. It will also cancel off of a Captain Fire in the corner--it also cancels off of a Captain Corridor that was comboed into off of a C.Roundhouse. Use this super in combos and for punishing mistakes.

Don't ever throw this out at random. If it's blocked, your opponent will have quite a few opportunities for what they can do to Captain Commando. Also, remember that most of the time the opponent will land next to you and you'll be able to OTG them after the super is done. Try to combo into a Captain Sword afterwards.

Assists A and B are the best choices for Captain Commando. Assist A is used either as a surprise attack, keep away attack or for a character that doesn't play well from a distance. Captain Commando is usually safe while he's doing this assist. Assist B is a more defensive assist. It's also a good surprise attack and can also be a good decoy move too.

Use this to help a character out of corner pressure or against an opponent that is trying to jump-in on you. You could also throw it out occasionally at random to surprise your opponent. If it gets blocked or it misses and your opponent tries to attack Captain Commando, dash up to your opponent and start attacking him or her as they leave themselves open for attack.

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VIII. MISC. STUFF
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ADVANTAGES AND DISADVANTAGES

ADVANTAGES

1. Good keep-away character
2. Good anti-confuser character
3. Plays good both offensively and defensively
4. Easy to learn
5. Well-damaging, combinable supers
6. Has access of up to five assist attacks
7. Excellent ground combo character
8. Excellent assist attacks
9. Excellent special moves

DISADVANTAGES

1. Poor mid-air priority
2. Low-priority air combos
3. Slow start-up on some of his key attacks
4. Recovery delays on most of his moves
5. Takes hits poorly

Special Features: None (no multiple jumps, no air dash)

Any comments, questions or suggestions? E-mail me at dan@finch.com.

ACKNOWLEDGEMENTS

Capcom for making such a cool game
KMegura for the information on some of Captain Commando's special moves
CobraX11X@aol.com for the tips on how to use Jennety the Mummy
hitmonlee1065@aol.com for some assist combos
shoryuken.com for some combos

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IX. LEGAL STUFF
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