

# Marvel vs Capcom 2 Juggernaut Character FAQ

by Jack9

Updated to v2.2 on Jan 2, 2001

Author: Jack9

Marvel Vs Capcom 2 FAQ:Juggernaut v2.2

October 5, 2000

Juggernaut Experts and FAQ contributors:

Mr. MacDonald - cmd@hooked.net (glitch & err correction)

Sir "O"mega Red - Sir0rion@aol.com (Xmen, not Marvel, vs Streetfighter DOH!)  
- LilFado@aol.com (Combo)

"That kid at Camelot" - I wish I knew your name. (Juggernaut Glitch testing)

Mr. Greer - mgreer@artic.edu (Combo, Alpha Counter->Super)

Maxcaty - maxcaty@home.com (Spiral Assist Combo[s])

## I. Introduction

- Disclaimer
- My Experience
- Advantages
- Disadvantages

## II. Legend

- Assist codes
- "The Glitch"

## III. Moves

- Basics
- Throws
- Specials
- Supers
- Arial Raves
- Assists

## IV. Strategy

- Purpose
- Combos
- General Strategy
- Problem Opponents

## V. Character Info

- Bio
- Costume
- Specific Damage Values

## VI. Coming Soon

## VII. Credits

## VIII. Legal Stuff

## IX. Version History

-----  
I. Introduction  
-----

DISCLAIMER  
-----

Okay, this FAQ was created for all of you powerplayers out there who want to win and/or want to use Juggernaut for tournament play. You know who you are. Juggernaut will now be referred to as 'Jugg' for brevity.

## MY EXPERIENCE

-----  
I first started using Juggernaut in the original Marvel (COTA), before switching to Omega Red. Rogue and Jugg were my faves in X-men vs Streetfighter. I always loved how quickly this big dude could end a match (especially against all those quick chun-li, spiderman, and all them shotokan boys). I loved bein able to punish such a small mistake with half a life bar. I have switched to Magneto as a starting character, Dr. Doom, and Juggernaut has been relegated to a second-class assist character (if my normal team isnt working, Magneto/Cable/Juggernaut is my backup).

## ADVANTAGES

-----  
Jugg's attacks do massive damage. Averaging 2 or 3 combos before defeating an opponent (remember that damage is increased by about 50% if a character is hit while they are flying in from a tag-in). Some people find the powered up mode to give him a signifigant boost in damage. Powering up is actually a tricky thing (as I will explain later). His counterattack capability is very good. In the older Marvel vs Streetfighter, you could punish just about anything stronger than a jab. In the fairness of balance that is no longer true...excepting your ability to Headcrush when any hit (even your jab!) connects ^^.

On a high note, Jugg's high priority seems to be even higher! Jugg's throws are great. Throw throw throw. Few supers come out as fast as the headcrush. Most supers that come out before a Headcrush just slow Jugg down on his way in. The Headcrush STOPS time for a short amount of time upon startup...if a character starts a walking animation and you are within 1/4 in, start a headcrush and it will connect. Jugg's still got his armor, although it's arguably worse than The Hulk's in MvC2! Jugg only takes 85% damage from attacks. Yay.

Jugg has super armor. This translates into increased priority. Jugg will not be stunned by most non-sweep moves and can continue to act while absorbing up to 4 non-fierce moves, in some instances. During his assists he has even more armor (more like mega-zangeif). The nature of the additional armor is still a matter of debate although it is a common misconception that the glitch in the arcade translates into additional armor during an assist...this widespread belief is simply a testament to the fact that when assisting, the Jugg has additional armor and it is simply misunderstood.

## DISADVANTAGES

-----  
Jugg's slow. I mean his actual horizontal movement is slow. Most of his moves are fairly quick. The best way for this guy to get from one side of the screen to the other, is either low jump pressure, superjump, Headcrush (his super), or (NOT RECOMMENDED) Juggernaught Punch.

Jugg is foremost a turtler, so you will always be looking for ways to perform moves, just to build the supermeter.

## II. Legend

-----  
WOW. After not putting a legend, enough people emailed me using differing nomeclature and correcting me after I changed to someone else's nomenclature...here's all a 6 year old needs to know...

F = joystick pushing toward your opponent  
B = joystick pushing away from your opponent  
U = joystick pushing up  
D = joystick pushing down

(Combinations allowed, i.e. UF = diagonally up and forward)

DP = Dragon punch (\*sigh\* F D DF F)

PP = Both punches

HP/HK = fierce punch/roundhouse

d.\* = ducking 'whatever' (i.e. d.short)

s.\* = standing 'whatever'

j.\* = jumping 'whatever'

sj.\* = super jumping 'whatever'

Whenever a jab or short is referenced, the button is being referenced unless otherwise needed for clarity (i.e. Arial Rave jab->short->jab->short does not come out as jab short jab short but it is described that by button because of air-infinities for other characters...hmm does jugg have any air infinities???)  
\*drool\*)

#### ASSIST CODES

-----  
I will however introduce something that many MvC2 FAQs are lacking...

Non-comprehensive list of examples provided in ()

AFA = Assist full-screen attack. (Magneto's and Cyclops' projectile)

AFT = Assist full-screen throw. (Omega Red and Anakaris throw)

ACV = Assist close variable attack. (Jin and Akuma's expansion).

ACT = Assist close throw. (Zangeif's throw)

AH = Assist heal. (Sonson heal)

AE = Assist enhancement. (Amingo enhance)

APA = Assist projectile attack. The projectile's nature makes a huge tactical difference. (Guile and Marrow's projectile)

FAA = Full-screen anti-air. (Marrow expansion)

CAA = Close anti-air. (Hayato and Ryu's anti-air)

FCA = Full-screen capture assist. (Spider-man and Magneto's capture)

ACA = Above Close Attack. (Strider's variable, Jugg's Gamma)

etc. etc. etc. (make them up as needed)

I realize that there are some overlapping assists. Doom's variable attack could be considered AFA or APA or FAA...however people do (or should I say should) be using assists for specific purposes in any given situation; opposed to randomly pushing the assist buttons from time to time.

#### "THE GLITCH"

-----  
After some exhaustive testing (that noone else seems to do), I verified that it exists for both DC and Arcade.

Power up before you tag out. Until you switch characters (including switching to the other non-jugg character) or switch to Jugg and perform the power up again., you are in "Glitch" mode. You do additional permanent damage and leave even less of that, red.

#### ----- III. Moves -----

#### BASICS

-----  
JAB- a quick short attack. Decent damage for a jab. Good priority and a nice lead in for low jump pressure to keep them from air throwing you. Probably one of my most used attacks. Usually the scariest because after this connects, the follow up is STRONG or Headcrush.

STRONG- This is the second jab hit. Has a slightly shorter range but and

doesn't do much damage (read: would be considered plenty of damage for any other character).

FIERCE- Standing fierce will launch an enemy and stun anything else possible. While crouching, fierce is your primary launcher. Trying to launch someone is rarely a good idea. You can either jump up after this and combo away (ending with this same punch for very nice damage) or body splash (the fierce version does almost as much damage as his arial rave).

SHORT- A quick short kick. It looks kinda silly if you are standing, that's how pathetic it is. It's part of the arial rave combo of course, but I use it a lot while ducking to chain into a FORWARD sweep combo.

FORWARD- This causes jugg to turn 1/4 away from you and stomp. No range and big recovery time. While ducking, it's longer than the short and if you follow up a d.forward, it sweeps them (the d.forward hits twice; the second hit is the sweep). If the victim blocks the intitial SHORT, nothing you do will push them back, so call in a AFA while the second half of the FORWARD comes out.

ROUNDHOUSE- The standing version is a pretty powerful, high, slow kick. Decent range and nice damage and launcher that you can't follow up (except in a corner?). The d.fierce is slow and not useful. On a successful hit, this move will stun any opponent it does not launch.

#### THROWS

-----

AIR-THROW (F-HP in air)- If you are coming UP to meet them, it seems to have better priority.

HEAD-BASH (F-HP)- You grab them and beat their bodies against your head a couple times. Great damage, GREAT priority.

GROUND-SMASH (F-HK)- You grab them and throw their body against the ground (launcher). I finish this off with a FIERCE GRIP or Headcrush if in a corner. The priority is poor.

#### SPECIALS

-----

JUGGERNAUT PUNCH (D, DF, F, P)- Juggernaut rushes forward and lands a downwards punch that goes into the ground, launching the opponent across the screen. This move does hellacious damage and comes out fairly quick. The jab version has a short range but recovers (as compared to the fierce version). The fierce version goes just about the full screen, is used as a combo finisher, and has so much recovery...you might as well be dizzy'd. Can hit bodies on the ground.

EARTHQUAKE (F, DF, D + P)- Juggernaut hits the ground in front of him and sends a small shockwave along the ground, hitting multiple times if it hits even once. Hits mid->low...low for duration of groundwave. Can hit bodies on the ground.

BODY SPLASH a.k.a. Body Press (D, DF, F, K)- Juggernaut does a short jump forward and bellyflops onto the opponent. If you miss, it leaves Jugg wide open for a world of damage (see Fierce Juggernaut Punch recovery). This move comes out quick and is good for mandatory (block) damage since the only way to avoid being hit by it is via - connecting with one of the highest priority launching moves, where only the collision detection between the Jugg and your character is the farthest endpoint of your character (a la Dragon Punch, Omega Strike). This is not a hard-an-fast rule, it just fits as a loose definition of the kinds of moves that can stuff it...you get the idea. Useable in midair. Fierce version goes higher, does more damage (maybe has higher

priority?).

POWER UP (DP-PP)- The powerup is supposed to give you additional power for the next connecting/blocked hit. Unfortunately this is more often a leading weak attack or throw (read:waste). Much more on this later.

FIERCE GRIP a.k.a. Double Fist Punch (F-HP)- Juggernaut extends both arms straight out in front of him (his longest reaching stationary attack). If a stunned body is falling after a super or throw in a corner, catch them with this on the way down. It does great damage and the opponent's body will recover instantly afterwards while in the air, as they fall straight down. On a successful hit, this move will stun any opponent it does not launch across the screen (not combo friendly).

SUPERS (\*cough\* Super)

-----  
HEADCRUSH (D, DF, F, PP)/(Hold PP, D, DF, F) - This move is Jugg's only super (8-hit max). This move will hit through most projectiles (some started supers) and during any opponent's move/dash/non-blocking-jump if you can hit them before their animation ends. Can be used to cross the screen offensively when an opponent is pressuring you from far away (like Dr. Doom in the air or Spider Man throwing web balls at you) or to run away from Strider, for example. Can be chained from any successful Jugg attack that places a stunned body (falling) in front of the Jugg. Careful when mashing buttons...it's comedy to see someone start a headcrush and in their zeal they end up cancelling into another character's super before it even connects. Cancel into another character's super before the 4th hit because if the 4th hit is the final one, you cannot cancel into another super when it registers.

I \*STILL\* do not know how to get the full 8 hits. I believe it has to do with mashing the Jab,Short,Fierce,Roundhouse as each hit occurs, or something.

ARIAL RAVES

-----  
Um, according to buttons...

Jab->Short->Jab->Short

Jab->Short->Jab->Fierce

Jab->Short->Jab->Roundhouse

Jab->Short->Jab->Fierce->Roundhouse(in corner)

(still looking for reliable raves ending in air throws or body splashes)

ASSISTS

-----  
Alpha) Earthquake (LP)

AFA

Beta) Juggernaut Punch

APA (Preferred)

Gamma) Body Splash

ACA

VARIABLE COUNTERS

-----  
Alpha) Earthquake (FP)

AFA

Beta) Juggernaut Punch

APA

Gamma) Body Splash

ACA

VARIBALE SUPER

-----  
\*) Headcrush

-----  
IV. Strategy  
-----

## PURPOSE

-----

Some people feel Juggernaut's best role is as an assist character. I used to disagree, but I can now make an informed comment on his assists. His moves are very hard to interrupt (his armor is increased) and as you should know by now...any hit by the Juggernaut will stun a victim without super-armor. The Alpha is the key to protecting primary characters. The Alpha assist keeps him on the screen the longest and puts Jugg on top of the primary giving them access to Jugg as a wall (if you're initially blocking) plus it gives them access to any stun that occurs from his assist attack. The Alpha assist also starts as a mid attack and ends as a traveling low. The Beta is the strongest choice for Jugg. His purpose is to deal damage and survive. Period. As a tertiary character you can be sure that he will be healing the whole game. His Juggernaut Punch assist is almost truly unstoppable (and homing). I have seen him punch through an arctic blast. Beta is like giving your primary an extra super-attack. Whenever you do a move that has a high recovery or has no follow-up; summon Jugg. Even if the punch (which does block damage) whiffs you will be in a position to protect him. If the opponent tries to launch a taunting Jugg it's going to take an extra hit, at least. While the opponent begins to launch Jugg you have plenty of time to counter. You can off-the-ground any opponent hit by a Beta assist that does not roll to safety afterwards (fast characters like Magneto can capitalize on this regardless of whether they land in a corner or not). Remember that even as an assistant Jugg only takes 85% damage which he can completely heal back while offscreen. With 2 superbars, the chance of an alpha counter->headcrush is something your opponents will have to learn to fear. It does a TON of guaranteed damage vs someone who throws out an idle beam attack or any non-superjump move in general. Learn to alpha counter.

## COMBOS

-----

### OPENERS

Get next to the opponent before the fight then try one of these...

- 1) Jab->Strong->Headcrush
- 2) jab (get stuffed by psylocke or some other nimble character)  
Headcrush
- 3) (skip the whole getting stuffed part) Headcrush from the get-go  
(dangerous)
- 4) block AFA
- 5) block until you can d.short->d.forward (if they are blocking  
call in AFA). Dont fierce earthquake, they may roll behind you.

### TRUE COMBOS

Any combo with a +HC means that you can Headcrush afterwards for additional damage.

innumerable 1->2's...

- 1) (in corner) throw, OTG d.short->d.fierce->arial rave (end with air throw)
- 2) d.short->d.forward->short Jugg Punch->Headcrush
- 3) d.short->d.forward->Earthquake->Headcrush
- 3) s.jab->s.strong (even in the air, even if they block)->Headcrush
- 4) s.jab->s.fierce->Headcrush
- 5) s.short->s.fierce->Headcrush
- 6) back up when a new character comes in, fierce grip (if they block and try to capitalize, cancel into headcrush)
- 7) (in corner) throw->d.jab
- 8) (near corner) fierce grip (wait) Headcrush
- 9) d.short->d.forward->short bodysplash
- 10) d.short->d.forward->Spiral Assist->Headcrush (OW! There must be a LOT of

ways to chain off of Spiral's punch assist, but that's the only one I know)

11) Alpha Counter (Jugg)->Headcrush

12) (opponent in corner) d.Fierce/\sj.jab->sj.short->sj.strong->sj.forward->sj.fierce->sj.roundhouse->(OTG)d.short->s.fierce

mgreer@artic.edu states -

non glitched it (12) does about 60% and glitched it practically kills a lot of characters. The OTG is completely safe because your opponent cannot roll after a flying screen (which the sj.fierce created.) The standing fierce will launch the opponent, but you can't pursue with another air combo since you are not allowed to superjump after a flying screen. the fierce and roundhouse are essential as they set up Jugg's falling to match his opponent's so he can then do the OTG (not to mention they are the meat of the damage.)

Way good.

GENERAL

-----

Jugg's best thing to do when he's fighting is to capitalize on 2 things. Positioning and assists. Since you cannot move horizontally (basically), you will either be chasing an opponent or bringing him to you. Strider has to come to you, as does the Hulk, and Marrow, etc etc etc. This is the ideal situation (although Zangief and The Hulk are exceptions). Characters coming at you are vulnerable to your counterattacks and your assistants. I typically walk forward while calling in a AFA or AFT which they block (or hopefully dont as they rush to meet me ^^) and jump at me. I happily jump up and throw them down. If they block, I still have done more damage and controlled positioning. If you havent figured it out by now, MvC2 is about keep-away, not combos. Dr. Doom is almost PURE keep-away. As Juggernaut you should be perfectly happy headcrushing an assistant as the primary opponent jumps at you (you will happily end the crush far away from the primary ^^). All the good players I play force you to kill their assistants before the primary so get used to a non-stop use of assistants. Jugg is a great shield, granted. Most importantly he has the best follow-ups if the assistant stuns your opponent or the opponent foolishly tries to attack your assistant.

A common situation is for you to call in an assist as your opponent is trying to start a combo. The opponent lands behind you, causing your assistant to attack the wrong direction. In this case I simply grab the opponent with the insanely good HP throw. If they stuff that with anything stronger than a jab (because frankly, only a non-jab can interrupt the throw), I Headcrush. Make a note, when close enough to touch the opponent (and a little ways away) your throw has more priority than any move other than Zangeif's pile driver.

As far as the Jugg's launcher(1) and powering up(2), lets look at the tactical advantages and disadvantages.

1)Jugg needs 1-3 hits to be stunned and his high-slow launcher with not very good priority, makes any failed launch attempt (blocked/interrupted) too dangerous to think about. Strider can ALWAYS interrupt your launcher when he jumps in because his cipher is not part of the collision detection fellas. Everyone knows how fast Strider can deal hits on his way down. Let's also acknowledge that about 50% of the time that you will be unable to begin an arial rave or Body Slam follow up because the opponent's body/your d.fierce punch will connect late (top of the fist). The launcher is almost always a bad idea. When the punch connects late and they are blocking it's over for you.

2)You have to decide early on using the glitch. Powering up takes positioning time and prevents you from blocking. If you want to use the glitch, use it by

STARTING with Juggernaut. Being smart about it is important. You can power up safely if you have JUST finished someone off, the opponent is superjumping, the opponent is on the opposite end of the screen, the opponent is flying, or any such situation that has a safe delay. A great choice is to begin the match with an assist that takes awhile to finish, like Doctor Doom's Ant-Air. You have plenty of time to power up there. Since you cant blow the powered up state by attacking, you must look for a situation to switch safely (I have not tried countering out, do you stay glitched?). Do not pass up an opportunity to do considerable damage for the opportunity to go into glitch mode and dont sacrifice your second character when they switch in. A couple strong combos to the new character and Jugg will have to switch in (because the character that switches out take the place of the one that switches in). Remember to always lead with the Jugg assist and try to predict moves. Dont be afraid of using the metagame (listen/watch for them pressing buttons ^^).

#### PROBLEM OPPONENTS

-----

Other big and throw happy types (and you know who you are cuz I'm like that too). Zangeif especially. Zangeif can air-block your launcher and throw you quicker than anything. If Zangeif elbow drops he stuffs anything you do other than stand-blocking...after which he will throw you. I often play an elaborate game of keep away, jumping at/away from Zangeif while throwing air jabs and using assistants to hopefully stun him. Like The Hulk, most of Zangeif's moves will inturrupt you in 1 hit! AND do lots more damage than you are used to. Zangeif and Hulk assists are also very damaging.

The airborne keep-away players. Spiderman, Dr. Doom, to an extent Cyclops, Akuma...anyone who is more comfortable doing blocking damage rather than attacking you close up (either because they know how to defeat the Jugg or they are just better at the airborne keep-away tactics). You want to counter-tag-out/tag-out ASAP. Jugg just doesnt have the airborne faculties necessary to defeat this simple tactic and no assist will really help. A nimble character like wolverine, sonson, etc. or an air-superiority character like Storm, Ruby Heart, or Dr. Doom should always be used to balance out the Jugg on your team.

#### V. Character Info

-----

##### BIO

-----

Brief History - <http://www.jlwc.com/x/juggernaut.html>

##### COSTUME

-----

LP - Brown/Red  
HP - Orange/Lt. Orange  
LK - Rose/Lt. Brown  
HK - Red/Lt. Orange  
A1 - Dk. Grey/Brown  
A2 - Dull Green/Brown

##### SPECIFIC DAMAGE VALUES

-----

Here are exact damages and stats. against a character who takes average



damage (i.e. Cable):

attack name	normal	power-up	glitch
standing p / k	7 10 17	10 -- 25	10 15 25
crouching p / k*	7 10 17	10 -- 25	10 15 25
jumping p / k	5 8 15	7 -- 22	7 12 22
juggernaut punch	20 / 28	30 / 42	30 / 42
earthquake punch&	19 / 25	23 / 29	29 / 38
juggy body press	18 / 22	27 / 33	27 / 33
juggy head crush	58	63	87
f + HP attack	20	30	30
df+HP launcher	18	27	27
all throws	16	16	24
snapback attack	10	10	15
tag in (same P+K)	10	10	15
delayed hc headcrush#	49	49	75

\* For his crouching MP, it's 7 points, then 3 points, since  
it hits twice. Using the glitch, it's 10 points, then 4 points (14 total).  
& No data on traveling low attacks from earthquake punch  
# Combo into Super Headcrush

## VI. Coming Soon (or Eventually, according to how you look at it)

- How to get more hits out of Juggernaut's super.
- Dr. Doom MvC2 FAQ/Move list
- Remy SF III : 3rd Impact FAQ/Move list

## VII. Credits

- Capcom
- GameFAQs
- Jack9 (aka Me)
- Camelot and Sunny-Hills Golfland in SouthernCalifornia USA  
Thanx for the 15 years of good times.
- <http://www.jlwc.com/x/juggernaut.html> for the character  
information
- All the FAQ contributors. My life is sad and I love mail.

Questions, corrections, comments, submissions, anything? Send it in.  
If you have input, more combos, urls, exact damages, glitch info (DC or ARC),  
Jack9@teacher.com

## VIII. Legal Stuff

This document is Public Domain, free for duplication in-part or in-total within any number  
of  
formats. FAQs should, and will always, be used for educational and entertainment purposes.

## IX. Version History

- 
- 1.1 Spelling errors fixed.
    - Combo corrections (Short->Forward->Forward not Short->Fierce->Fierce)
    - RDP - P changed to RDP - PP for Power Up
  - 1.2 Juggernaut assist information updated.
    - Super max hit increased.
    - Body Splash can be performed in air.
    - Juggernaut mose effective as tertiary assist character.
    - New format.
    - Costume colors and character info link.
  - 1.3 I just cant seem to get moves right, changed many of them again.
    - Grammatical updates for clarity.
    - Changed all references to forward->forward combos to forward.
    - More specificity on BODY SPLASH priority and Beta Assist info.
    - Added variable counter info.
    - Added quantified damage stats.
    - Added The Glitch section
    - Added combos
  - 1.4 Standardized almost all references to how to perform moves
    - Added 2 to the title of the FAQ (was Marvel vs Capcom Juggernaut FAQ). Doh.
  - 2.0 Glitch info added. Glitch/Power up strategy changed.
  - 2.1 Legal Stuff, updated.
    - Contact info, updated.
    - Coming Soon, updated.
    - Corrected spelling and grammatical errors.
  - 2.2 Added to general strategy.
    - Added opening assist/power up tip.
    - Added 3 to combo section.
    - Revised meaning of # in the key

For internet news, faster than you can read, visit <http://www.jack9.org>