

Marvel vs Capcom 2: Cable Character Guide FAQ V.2.0

by PhatDan81

Updated on Sep 18, 2000

CABLE

```
=====
Game: Marvel vs. Capcom 2: New Age of Heroes
Cable Character Guide FAQ V.2.0, 9/17/00
by Dan "PhatDan81" Finch dan@finch.com
Unpublished work Copyright (c) 2000 Daniel D. Finch
=====
```

CONTENTS

- ```
=====
I. Background
II. Legend
III. Regular Moves
IV. Special Moves
V. Supers
VI. Combos
VII. General Strategy
VIII. Misc. Stuff
IX. Legal Stuff
=====
```

```
=====
I. BACKGROUND
=====
```

Who is Cable? Nathan "Cable" Summers is a member of the X-Men and is the son of the X-Men's leader Scott "Cyclops" Summers. As an infant, Apocalypse infected Nathan with a deadly virus called the techno-organic virus. Scott agreed to send to Nathan into the future in order for Nathan to survive. Cyclops and his wife's spirits were transported to the future and inhabited bodies of the time Nathan were in, so they could raise him. By the time Scott and his wife's spirits returned to their original time, Nathan was old enough to take care of himself and decided to stay in the future.

A computerized clone had been created of Nathan since it was believed that Nathan was not going to survive. Over time, the clone turned evil, but eventually inhabited Nathan's body. Nathan had learned of his mutant telekinetic abilities and used these abilities to resist the virus' harmful effects. At the time however, the virus had already spread to his left arm, left shoulder and left eye. His left eye is able to see infrared light. He later became a mercenary for the U.S. government, where he was issued high-tech weapons and was taught hand-to-hand combat. He eventually became the greatest hero of his time. Recently he has returned to this present time. He has reunited with his father and was able to defeat Apocalypse. He is now part of the present X-Men.

```
=====
II. LEGEND
=====
```

```

ABBREVIATIONS
```

U Up  
 D Down  
 B Backward  
 F Forward  
 C Crouching  
 S Standing  
 J Jump[ing]  
 SJ Super Jump[ing]  
 P Punch  
 K Kick  
 AC Air Combo  
 OTG On The Ground; an attack being performed while the opponent is lying  
 Down  
 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

-----  
 UNIVERSAL COMMANDS

LP + LK Calls in second partner  
 HP + HK Calls in third partner  
 Assist 1 Calls in second partner, who steps in and does an attack  
 Assist 2 Calls in third partner, who steps in and does an attack  
 Snapback D, DF, F + Assist, forces the opponent out if they get hit (one HC  
 level)  
 Variable Counter B, DB, D + Assist (while blocking); tags in partner who jumps  
 in and does a designated attack  
 Crossover Combination

All three characters do one specific super (Hyper Combo) then the two  
 secondary characters step out after doing their supers (one to three levels;  
 two levels causes only two players to come out while one level has just the  
 primary character do his or her super).

=====  
 III. REGULAR ATTACKS  
 =====

-----  
 PUNCHES  
 -----

JAB

1. Standing

A basic jab, it has about the same priorities as most other standing jab  
 punches. Cable's version, however does not hit most crouching opponents or  
 even some standing opponents. Use S.Short instead.

2. Crouching

Same as the standing version, only this one hits standing and crouching  
 opponents. It's about as useful as most other low jabs.

3. Jumping

Same as the standing version except he angles his arm downward slightly. This

is his AC starter.

---

STRONG

1. Standing

This is Cable's launcher attack. The range sucks and it doesn't hit some crouching opponents or a standing Roll. You must be very close for this to connect.

2. Crouching

Cable uses his pistol to hit his opponent(s). He doesn't fire it; he just hits them with the barrel of the gun. It has decent range and pretty much the same priority as his S/C.Forward.

3. Jumping

Same as the crouching version, this is used mostly as an AC filler.

---

FIERCE

All three versions of his fierce attacks make him fire his pistol. Each version has different characteristics.

1. Standing

Cable fires his pistol straight ahead. Press the button rapidly to make him fire up to four rounds. It can cancel into any special move or a Hyper Viper Beam. Be careful not to use this at mid-range because if the opponent jumps over the bullet(s), you could be in big trouble. Also be aware that the bullets won't hit most crouching opponents and can leave him open for some crouching attacks. Use this at long range or in combos or as an anti-dash-in attack.

2. Crouching

Cable stands up and fires upward at about a 30-degree angle. The opponent can get hit while he's pulling the gun out, which causes the opponent to get knocked upwards and get hit by the bullet. The move can be cancelled into a special move or super before he actually fires the gun. It can be used as an unreliable anti-air attack. If you throw this out when the opponent is on the ground, but not next to you, you could get punished. Use it mostly in combos, as a surprise attack or as an anti-dash-in attack.

3. Jumping

Same as the standing version, except he can only fire the gun once. It can be used as an AC finisher, but the opponent must be above you for it to connect. It can also be used for an opponent who is airborne and is at a distance.

---

KICKS

Cable's kicks are better for ground combos. They have better range and most of his kicks hit standing and crouching opponents.

---

## SHORT

### 1. Standing

A basic standing LK, Cable does a knee attack. It has the same priorities as the S.Jab, except this is better since it hits both crouching and standing opponents. This is his primary combo starter.

### 2. Crouching

A basic low LK, this also can be used to start ground combos. Its range is about the same as the standing version, except it hits low.

### 3. Jumping

Same as the standing version, this is used as an AC filler.

---

## FORWARD

### 1. Standing

A basic MK, he basically swings his leg out. It has decent range and pretty good priority. It can be used to combo into some of his special moves or it can be used as a ground combo filler.

### 2. Crouching

Cable extends his leg out while crouching. It has the same priorities as the standing version except it hits low.

### 3. Jumping

Cable does an upward kick with his nearer leg. It has poor range but is used as an AC filler and also to combo into AC finishers.

---

## ROUNDHOUSE

Cable's roundhouse attacks have very good priority and range. You'll definitely be using these a lot.

### 1. Standing

Cable extends his leg out as far as possible. Although it's a little slow on start-up, it's easy to combo into and it combos into almost any special or move or a Hyper Viper Beam. If it gets blocked, cancel into a Viper Beam or Crackdown to avoid getting punished.

### 2. Forward

Cable does a small jump forward and extends his leg downward. It can't be comboed into (at least it won't register as a combo) and it doesn't combo into anything. I'm not sure what exactly its uses are or if it has any at all.

### 3. Crouching

A conventional low HK that sweeps opponents, it has slightly above-average range and it's easy to combo into and it combos into some special moves and his Hyper Viper Beam.

#### 4. Jumping

Cable extends both legs out at a slight downward angle. It's identical to Cyclops' J.D.Roundhouse, however Cable's version has more range. This is Cable's best jump-in attack and most reliable AC finisher.

=====  
IV. SPECIAL MOVES  
=====

A (\*) means that the move can be done while in the air.

A (H) means that the move can be cancelled into a super.

A (h) means that the move can be cancelled into a super as it gets blocked.

VIPER BEAM (VB) (\*) (H) D, DF, F + press P rapidly

(While tapping P, press U to arc beam up; press D to arc beam down.)

This is Cable's primary projectile and keep away attack. He pulls out a gun that looks like a machine gun and fires a beam straight-ahead. It combos easily off any fierce or roundhouse attacks. It also combos easily into a Hyper Viper Beam. Use this in ground combos or for keep away. Use the air version for aerial confrontations. The punch button used determines how long Cable fires the beam and the amount of damage it does. Don't use this at mid-range or when next to your opponent. They could jump over the beam and punish you, or if it's blocked close, they could punish you while you're recovering.

SCIMITAR (H) F, D, DF + press P rapidly

This is Cable's dragon punch. He does an upward jump at about a 70-degree angle while holding an electrically charged sword. At the peak of the jump, he throws the sword in the direction he was travelling. It does decent damage and it can be cancelled into a Hyper Viper Beam. The punch button used determines how high he jumps before he throws the sword. This is Cable's best anti-air move. It starts up a little slow, but it's very easy to combo into.

Just like other dragon punches, it sometimes catches opponents off-guard. Use the jab version to surprise your opponent and for an anti-air attack. Use the fierce version in combos or if you're absolutely sure it will connect. Just like any other dragon punch this one has that awful recovery delay, so be careful about using this move.

PHY-CHARGE (h) F, DF, D, DB, B + press P rapidly

(Hold P to hold out hand.)

Cable holds out his hand, attempting to grab his opponent. If he does, he charges them with electricity, causing your super meter to get charged up from your opponent's life. Holding the punch button causes Cable to hold his hand out until it is blocked or it connects. Tapping the button while the move is being performed takes more life from the opponent and gives you more super energy. If it gets blocked or it misses, Cable will be standing there for a second holding his hand out, even if you don't hold the button. Use this move as a surprise attack or a mistake punisher.

CRACKDOWN (H) D, DF, F + K

Cable dashes forward then does a downward punch with his nearer arm. The latter part neutralizes fireballs without causing Cable to slow down while dashing forward--it also OTG's. It combos off any heavy attack and it cancels into a Hyper Viper Beam. It also has a pretty quick recovery. The stronger

the kick button used, the farther across the screen Cable travels and the more damage it will do.

ELECTRAP (\*) (H) D, DB, B + K  
(Hold K to delay explosion.)

Cable pulls out a capsule containing electric energy. It explodes when it either reaches a specific point, hits the opponent(s) or upon releasing the kick button. The start-up is painfully slow, but it does have its uses. You can use it to keep an opponent from jumping. You can also use it in the air for an opponent that is in the air but at a distance. You can also use it as a decoy; throw one out then dash forward and either throw or attack your opponent while the capsule is still travelling through the air and they're trying to block it. If it hits the opponent, it causes them to be trapped, unable to do anything. Attack them immediately afterwards. If you hold the kick button, the amount of damage that it will do and the amount of time that it holds the opponent are both lowered. Thanks to Cayr Desanea (cayr@yahoo.com) for that small piece of info.

=====  
V. SUPERS (HYPER COMBOS)  
=====

HYPER VIPER BEAM (HVB) (\*) D, DF, F + 2P (ground)  
D, DF, F, UF + 2P (air version from ground)  
(Press U to arc beam upward; press D to arc beam downward.)

Cable basically pulls out a giant gun and fires a beam at his opponent. It does a large amount of damage and can be comboed into off of any heavy attack on the ground. The air version can be comboed into in two ways. The first is while standing at a distance and throwing out a S.Fierce. As it connects, cancel into a jab Scimitar and then quickly cancel into an HVB. The other way you can connect the air version is through an air combo. If you want to learn how to connect it in an air combo, see Section VI.

The ground version has a really horrible recovery lag, which opponents can easily capitalize upon. The air version starts up ridiculously fast, as well as the recovery delay. However, smart opponents will see it coming and just super jump over the whole thing and punish accordingly. Be careful about choosing when to use this super.

TIME FLIP D, DF, F + 2K

Cable calls his future counterpart onto the screen who rushes forward (who is also transparent, needless to say) and when he hits the opponent, does an automated 15-hit super. The clone can go through fireballs like Hadoukens and Soul Fists. While Cable's clone is giving the opponent a beat-down, Cable can dash in [or jump in] and do an attack on the helpless opponent. Always start attacking the opponent at the very end to do as much damage as possible. Keep in mind that Cable cannot do a HVB until the super has ended.

=====  
VI. COMBOS  
=====

-----  
MAGIC SERIES

|               |          |
|---------------|----------|
| Ground        | Stronger |
| Jumping       | Stronger |
| Super Jumping | Zigzag   |

```

Launcher S.Strong
Strike C.Fierce (first hit)
Knockdown C.Roundhouse
Snapback S.Roundhouse
AC Finishers SJ.Fierce, SJ.Roundhouse, Viper Beam, Hyper Viper Beam,
 Roundhouse Air Throw
Assists/Crossover Counters _ Crossover Combination
 A Viper Beam \
 B Psimitar |-Hyper Viper Beam
 C Electrap/Crackdown _/

```

When starting a combo with a J.Roundhouse, it may be necessary to dash in afterwards and then continue the combo accordingly. J.Roundhouse may be replaced with J.Short, J.Forward. S.Short may be replaced with C.Short. S.Forward may be replaced with C.Forward.

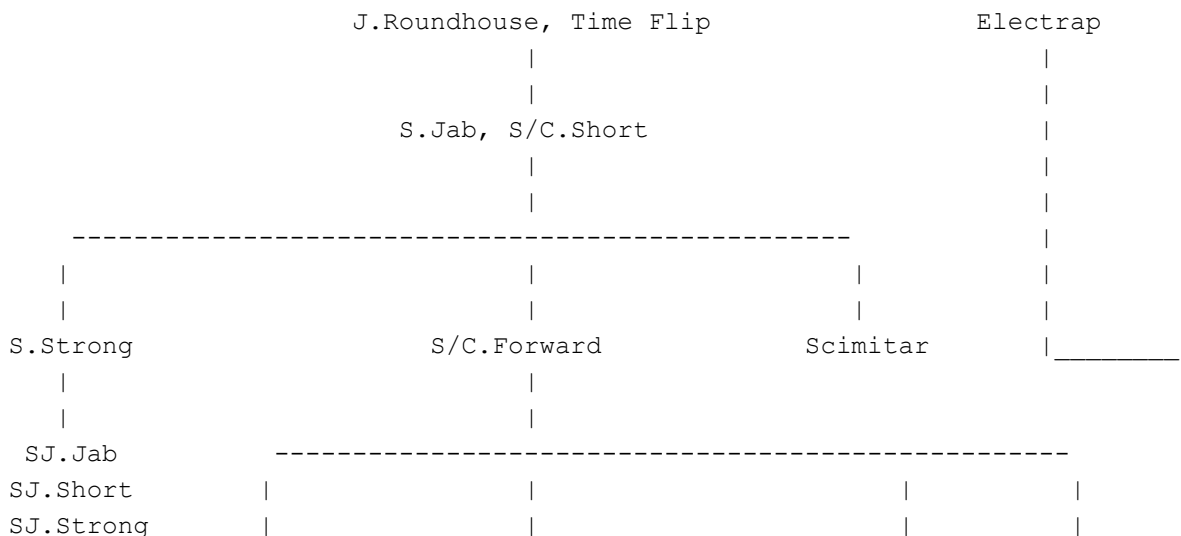
1. S.Jab, Scimitar
2. S.Short, Scimitar
3. S.Jab, Phy-Charge
4. S.Short, Phy-Charge
5. S.Jab, Snapback
6. S.Short, Snapback
7. S.Short, S.Fierce(1-Hit), Snapback
8. S.Short, S.Fierce(1-Hit), Scimitar
9. S.Short, S.Roundhouse, Scimitar
10. J.Roundhouse, S.Short, S.Strong, Scimitar
11. S.Short, S.Forward, Scimitar
12. S.Short, S.Forward, Crackdown
13. S.Short, S.Forward, Snapback
14. S.Short, S.Strong, SJ.(Jab, Short, Strong, Forward, [AC Finisher])
15. S.Short, S.Strong, SJ.(Jab, Short, Strong, Forward, Fierce), C.Short, C.Fierce
16. Long-Range: S.Fierce(4-Hit), VB
17. Long-Range: S.Fierce(4-Hit), HVB
18. Long-Range: S.Fierce(4-Hit), VB, HVB
19. Long-Range: S.Fierce(4-Hit), jab Scimitar, Air HVB (arc downward), Air HVB (arc upward), Air HVB
20. Tag in, Snapback
21. Tag in, S.Jab, S.Strong, SJ.(Jab, Short, Strong, Forward, [AC Finisher])
22. Tag In, S.Jab, S.Strong, SJ.(Jab, Short, Strong, Forward, Fierce), C.Short(OTG), C.Fierce
23. Tag in, S.Fierce(4-Hit), VB (arc upward)
24. Tag in, S.Roundhouse, HVB (arc upward)
25. In Corner: J.Roundhouse, S.Short, S.Strong, SJ.(Jab, Short, Strong, Forward, Fierce, Jab), Jump (Jab, Strong, Fierce)
26. J.Roundhouse, S.Short, S.Forward, S.Roundhouse, VB
27. S.Short, S.Forward, S.Roundhouse, Crackdown
28. In Corner: J.Roundhouse, S.Short, S.Forward, S.Fierce(4-Hit), Crackdown, C.Short(OTG), S.Strong, SJ.(Jab, Short, Strong, Forward, Fierce, Jab), Jump (Jab, Strong, [AC Finisher])
29. In Corner: S.Short, S.Forward, S.Roundhouse, Crackdown, C.Short(OTG), S.Strong, SJ.(Jab, Short, Strong, Forward, Fierce, Jab), Jump (Jab, Strong, [AC Finisher])
30. In Corner: S.Short, S.Forward, S.Fierce(4-Hit), Crackdown, C.Short(OTG), S.Roundhouse, HVB (arc upward)
31. In Corner: S.Short, S.Forward, S.Roundhouse, Crackdown, C.Short(OTG), S.Roundhouse, HVB (arc upward)
32. J.Roundhouse, S.Short, S.Forward, S.Roundhouse, HVB

33. J.Roundhouse, C.Short, C.Forward, C.Roundhouse, VB(OTG; arc downward)
34. C.Short, C.Forward, C.Roundhouse, Crackdown(OTG)
35. C.Short, C.Forward, C.Roundhouse, HVB(OTG; arc downward)
36. J.Roundhouse, S.Short, S.Forward, S.Fierce(4-Hit), VB
37. S.Short, S.Forward, S.Fierce(4-Hit), Crackdown
38. S.Short, S.Forward, S.Fierce(4-hit), HVB
39. J.Roundhouse, C.Short, C.Fierce(1-Hit), VB (arc upward)
40. C.Short, C.Fierce(2-Hit), HVB (arc upward)
41. J.Roundhouse, S.Short, S.Forward, S.Roundhouse, VB, HVB
42. S.Short, S.Forward, S.Roundhouse, Crackdown, HVB (arc upward)
43. S.Short, S.Forward, S.Fierce(4-hit), VB, HVB
44. S.Short, S.Forward, S.Fierce(4-hit), Crackdown, HVB (arc upward)
45. S.Short, S.Forward, S.Fierce(4-hit), jab Scimitar, Air HVB (arc downward),  
Air HVB (arc upward), Air HVB
46. S.Short, S.Strong, SJ.(Jab, Short, Strong, Forward, HVB)
47. Small Character: J.Roundhouse, S.Short, S.Strong, SJ.(Jab, Strong, HVB)
48. Electrap, Jump (Jab, Strong, [AC Finisher])
49. Electrap, Jump (Air VB)
50. Electrap, HVB (arc upward)
51. Electrap, Jump (Air HVB), Air HVB (arc upward), Air HVB
52. Time Flip, J.Roundhouse (at end of Time Flip), S.Short, S.Strong, SJ.(Jab,  
Short, Strong, Forward, [AC Finisher])
53. In Corner: Time Flip, J.Roundhouse (at end of Time Flip), S.Short,  
S.Strong, SJ.(Jab, Short, Strong, Forward, Fierce, Jab), Jump (Jab,  
Strong, Fierce)
54. Time Flip, J.Roundhouse (at end of Time Flip), S.Short, S.Forward,  
S.Roundhouse, VB, HVB
55. Time Flip, J.Roundhouse (at end of Time Flip), S.Short, S.Forward,  
S.Roundhouse, Crackdown, HVB (arc upward)
56. Time Flip, J.Roundhouse (at end of Time Flip), S.Short, S.Strong, SJ.(Jab,  
Short, Strong, Forward, HVB)
57. Small Character: Time Flip, J.Roundhouse (at end of Time Flip), S.Short,  
S.Strong, SJ.(Jab, Strong, HVB)

-----  
COMBO TREE

Thanks to 3pwood (mayfield\_john@hotmail.com) for this concept. This is basically a tree of what attacks combo into other attacks. This does not list every possibility but is basically to give you an idea of attacks that will combo into other attacks. It's also meant to give you an idea of how to combo with Cable.

START







Final Justice, Shinkuu-Tatsumaki Senpoo Kyaku, Gamma Quake, Gamma Crush, Weapon X, Venom Web, Rush Drill, Beat Plane, Blodia Punch, Blodia Vulcan or Fatal Claw 3. (Cable) Hyper Viper Beam

Here's some Team Hyper Combos I received from jugerknotX@aol.com.

Use Venom, Jin and Cable in that order.

1. Connect a Venom Web.
2. Just before the last hit connects, do a Blodia Punch
3. Just before the last hit connects, do a HVB.

Use Cable, Venom and Marrow in that order.

1. Do a HVB.
2. Just before the last few hits connect, cancel into a Venom Web.
3. Just before the last hit connects, cancel into the Stinger Bones.

Here's another that I like to use.

Use Cable, Cyclops and Captain Commando. You may use Cyclops before Cable, but always make sure that Captain Commando comes in last. On Step 4, you can do a Crossover Combination instead of the Captain Sword.

1. Do a HVB.
2. Just before the last few hits connect, do a Mega Optic Blast.
3. Just before the last few hits connect, do a Captain Storm.
4. Do C.Short(OTG), S.Roundhouse, followed by a Captain Sword.
5. Just before the last hit connects, cancel into a HVB or Mega Optic Blast, depending on who comes in next.

=====  
VII. GENERAL STRATEGY  
=====

Cable is an offensive/keep away player. He is definitely the best keep away character in the game. His strong points are his keep away abilities and high-priority ground combos. He is hands-down a scrub-magnet. This is thanks to his air-VB and air-HVBs. They have a ridiculously short start-up and recovery delays, which are very tricky to counter.

There is hope, though!. As soon as you see Cable jump up and throw out a scrub-air-VB or scrub-air-HVB super jump as quickly as possible and then nail him on the way down. If he recovers and tries to meet you in mid-air, simply send him back down to the ground, since his mid-air game just plain sucks.

What if you want to use Cable? Well, there are better ways to win than just stand at the other end of the screen and throw out VB's and HVB's all day long. The good thing is the fact that you'll earn only some respect (maybe) instead of none if you don't resort to this super-scrubbish strategy. Usually this strategy tends to work only on opponents who are brain-dead. Do you really think that you'll actually hit a smart opponent if you keep doing this?

Instead, stand close to your opponent. The only time you should use the VB is in combos and only on the ground. The same thing applies to his HVB. You can also use them for punishing mistakes. Scimitar is complete garbage unless you cancel into it immediately after a S.Fierce connects and then cancel into an air-HVB. You can quickly jump up after the first HVB is finished and quickly do another air-HVB, but hey, the first one already did enough damage as it is.

Electrap is used to keep opponents from jumping and also connects only on brain-dead opponents. If you somehow connect it, you can pretty much do whatever you want to your opponent. If you hold the K button, it will do less damage and the opponent won't be stunned for as long. Crackdown is used in combos and for pressuring your opponent. The roundhouse version has some recovery lag, so beware.

HVB is used only in combos and to punish mistakes. Even if it's blocked, there's a good chance that you're screwed. There are only two times when you should use the air version. The first is when canceling into it off of a jab Scimitar--the other time to use it is for punishing your opponent if they throw out an attack at the wrong time. Otherwise, only use the ground version, unless you like being labeled as a scrub.

Time Flip only works on brain-dead opponents. Throw it out and watch it get blocked! If you connect it for some mysterious reason, you can do anything while his future counterpart has your opponent stunned.

Cable sucks at defense. You can try to halt a dasher with a S.Fierce, but they'll probably crouch under it or just jump over it and make you eat a nasty combo. Just like his father, Cable seriously lacks an effective anti-air attack. What can Cable do to stop a jumping opponent on his own? Well, uhh, nothing! I guess you'll just have to block and wait for your opponent to leave himself or herself open. Your best bet is to call out an effective anti-air assist to cover Cable's anti-airless ass. When your opponent lands, your partner will be standing there saying "Super me!" and if they use a beam super, then there's really nothing you can do. If they try to dash, you could use the VB, but then again, you'll be labeled as a cheap-ass so I guess you'll be stuck with resorting to the first option.

Assists A and B are the best choices for assist attacks when using Cable. Assist A is good as a surprise attack and to keep the opponents at a distance. It's also good helping a character that doesn't play very well from far away. The good thing about it is that Cable is safe for the most part while doing this move.

Assist B is a more defensive assist. You should use this for a character that doesn't have a very good anti-air attack to help counter jump-in attacks. It's also good for helping your opponent out of corner pressure. It's also both a good decoy and surprise attack. If it gets blocked and your opponent tries attacking Cable, just dash up to your opponent and start attacking them.

=====  
VIII. MISC. STUFF  
=====

-----  
ADVANTAGES AND DISADVANTAGES  
-----

ADVANTAGES

1. Best keep-away character in the game
2. Good offensive character
3. High-priority ground combos
4. Highly damaging, combinable and cancelable super
5. Good-priority air combos
6. Easy to learn

DISADVANTAGES

1. Poor defensive character

2. Recovery delays on many of his moves
3. Short-range launcher
4. Unreliable anti-air attacks
5. Not one of the faster characters
6. Poor variety

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

#### ACKNOWLEDGEMENTS

Kmegura for information on Cable's Special moves and his Hyper Viper Beam super  
Cayr Desanea (cayr@yahoo.com) for the info on Cable's Electrap and Time Flip super  
Capcom for making such a cool game  
jugerknotX@aol.com for those THC's

#### ----- UPDATES

- 1.1 Fixed a few typos, included one of his regular attacks
- 1.2 Touched up a few things, corrected the name of Cable's Time Flip super, thanks to Cayr Desanea (cayr@yahoo.com)
- 1.3 Added more combos, added more information in Section VI and Section VII, touched up a few things
- 1.4 Added a Combo Tree in Section VI--a thanks goes out to 3pwood (mayfield\_john@hotmail.com) for the concept, added more combos--I have discovered that Hyper Viper Beam can be comboed into in air combos!
- 1.5 Added more info on Cable's Electrap move, thanks to Cayr Desanea (cayr@yahoo.com) for the info
- 1.6 Added two more combos (Combos 22 and 46), thanks to shoryuken.com
- 1.7 Added more combos
- 1.8 Fixed a few typos, added more combos
- 1.9 Added some THC's, thanks to jugerknotX@aol.com
- 2.0 Revised Section VII

#### =====

#### IX. LEGAL STUFF

#### =====

This FAQ is copyright (C) 2000 by Daniel Finch. No part of this FAQ may be reproduced or redistributed in any way, shape or form. It cannot be displayed publicly or on the Internet in its original, unedited, unaltered format. It may not be used in any publications whatsoever. Any commercial, Internet or any other public use of this document is prohibited without written permission from the author, Daniel Finch. Any type of profit from this FAQ is also prohibited as well as any promotional use of this FAQ. Cable, Cyclops, Marrow Apocalypse, Venom and X-Men are registered trademarks of Marvel Comics. Jin, Captain Commando, Roll and Marvel vs. Capcom 2: New Age of Heroes are all registered trademarks of Capcom.