Marvel vs. Capcom Orange Hulk Character FAQ

by JChristopher Updated to v1.0 on Dec 2, 1999

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(or simply Orange Hulk)
MARVEL VS. CAPCOM FAQ
by Joseph Christopher <sirlordjoseph@icqmail.com>
version 1.0
Dec. 2, 1999

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I didn't believe there will come a time when I'll have to write something
like this just to remind some people of what they all should be knowing
by heart :(Anyway, here goes...

By gaining access to this faq you agree to the following terms:


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||                                                                           ||
||  1) I, Joseph Christopher, the author of this faq, is not in any way       ||
||     liable for any harm that anybody thinks came from reading this faq.    ||
||     Examples of this harm include physical ones, such as getting mauled    ||
||     by someone who lost to you via a technique found in this faq, and      ||
||     emotional ones, such as experiencing humiliation upon the use or       ||
||     most likely misuse of yet another technique found in this faq.         ||
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* This society does not care if you're the dumbest vegetable on earth,
  if you do something wrong, someone will make you pay the price! ;)

* Ahhh....I see a lotta eyebrows raising in front of their monitors right
  now...demanding an explanation? for the name I just gave the Orange version
  of the Hulk? I got two answers, hoping at least one of them erases that...
  sour look on your face. First explanation, the onslaught here may be
  taken for the actual meaning of the word, which means "on-rusher" and
  that's just what your main strategy should be when using Hulk's Onsalught
  Mode. Second explanation, fighting the Orange version of the Hulk yields
  these words from Onslaught himself, "Witness the power of Onslaught
  unleashed!" Now, that implies but one thing: Hulk, in all his orange glory,
  is just the subconscious personality of the green one fused and temporarily
  taken control of by Onslaught, therefore making it only a "mode" and
  not a separate individual. Anyway, the reasons for taking Hulk's Onslaught
  Mode as a tough challenge both to defeat and to master are obvious, but
  still, let me enumerate some of them...

1. Hulk's Onsalught Mode yields range AND speed
2. Hulk's Onsalught Mode packs power AND speed
3. Hulk's Onsalught Mode, despite his size, has great, fast-acting combos
4. Hulk's Onsalught Mode's hard normal moves CAN chip
5. Hulk's Onsalught Mode's Gamma Charge makes anyone think twice before
   attacking you.

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 * how to access - highlight Chunli and do the code-
                  2R,2D,2L,2R,2D,2L,4U,2D,2R,2U,4D,4U,L,U

   or for easier comprehension, follow these instructions after highlighting
   Chunli-

   tap right and continue to draw a figure three, go back up to Chunli,
   tap down and continue o draw a figure four, go back up to Zangief,
   tap left and finally tap up.
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Why read this guide:

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U - up
D - down
B - back
F - forward
+ - at the same time
P - any punch
K - any kick
L - low
M - medium
H - high
/ - or


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dash      - F,F / B,B (goes in direction you choose)
super jump - D,U / D,UF / D,UB (goes in direction you choose)
guard push - LP+MP+HP (while blocking)
taunt      - press start
call helper- MP+MK
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tag partner- HP+HK
tag super  - D,DF,F+HP+HK
team work  - D,DB,B+HP+HK


* let me explain a few things about some of the general moves:

call helper - your helper is the character you choose after you have chosen
              the two members of your team. He/she basically, when called,
              just enters the screen, does an attack, and leaves. Fighters
              available in the character select screen are not available
              as helpers and vice versa. With choosing a helper, the cursor
              goes through all the possible selections and you have to
              hit a button at the exact moment it highlights your desired
              helper. There is, however, an alternative: (to use any of
              these helpers, hold start and the corresponding button
              immediately after choosing your second fighter.)

        Anita       - LP+MP+HP
        Colossus    - LP+MP+MK
        Cyclops     - LP+LK+MP
        Devilot     - MP+HP
        Iceman      - MP+MK
        Jubilee     - LK+MP+HP
        Juggernaut  - LP+MK
        K. Arthur   - LP+MP
        Lou         - MP
        Magneto     - LK+HP
        Michelle H. - LP+LK
        Psylocke    - MK
        Pure & Fur  - LK
        Rogue       - LP+LK+MP+HP
        Saki        - HP
        Sentinel    - MP+MK+HP
        Shadow      - LP+MK+HP
        Storm       - LP+LK+HP
        Thor        - LK+MP
        Ton-pooh    - LP+HP
        U. Soldier  - LP
        US Agent    - MP+HP

tag partner - your partner will enter the screen, attacking anything in
              front of him or her, but you probably already know that by
              now, don't you?

tag super - common to crossover fans, this move needs at least two levels
            of super charged up. It will allow both fighters to execute
            their respective supers at the same time, the resting one
            being left behind as if they already "tagged"

team work - ahh, this is new. your partner enters the screen as he would
 super      during a normal tag, but then after that you can control both
            your fighters at the same time! (they'll both respond to your
            controls.) What's more, your super gauge is set to infinite.
            Yeah! This state is timed though, so use it wisely. The length
            of time you stay in this state is determined by the amount
            of super you have charged up when you did it.

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1. LP - Hulk's Onslaught Modeis not one of the normal-sized players in
       the game, so his jab won't be quite the same. This jab reaches
       further, is definitely slower, and comes from different angles,
       making it quite awkward to use.

   a) standing - definitely NOT a jab! His farther arm reaches out as
                  far as it can by means of a punch. Nice counter for dash-ins
                  since it's longer while coming out just as fast as the
                  standing LP. But, as I've said, mainly just a combo filler.

   b) crouching - again, definitely NOT a crouching jab! from a kneeling
                  position, Hulk's Onslaught Mode folds his nearer arm
                  up a bit and then hits the ground, smashing a standing
                  opponent's knee in the process. Good punisher for blocked
                  sweeps but there's a whole lot of other, better ways
                  to do it. Don't expect to hit a low blocking opponent
                  with it cause it's not an overhead.

   c) jumping - Hulk's Onslaught Mode delivers an almost horizontal punch
                  with his nearer arm. Should have covered nice range but
                  because of Hulk's size, doing this move alone may result
                  in you getting hit even before you reach the opponent.

2. MP - his basic combo filler. Not much use for these other than what
       I have just said, though.

   a) standing - Hulk's Onslaught Mode reaches for his farther shoulder
                  with his nearer arm and then delivers a 180degree swing,
                  back-fisting his opponent's face in the process. May start
                  a ground combo but still, there are other better replacements
                  so don't ever use this move.

   b) crouching - well, he just crouches and does basically the same attack
                  as his standing LP. Strictly for filling combos and nothing
                  more. May have other uses but can easily be replaced
                  by other normal moves.

   c) jumping - not even a punch, and does not even make use of your arms!
                  In this move, Hulk's Onslaught Mode delivers a swift aerial
                  head butt that can be comboed into any other stronger
                  normal move in his arsenal, but of course most jumping
                  MPs can do that. Disregarding the fact that it's a head
                  butt, I can say it has a pretty common set of properties.

3. HP - moves that scream damage, power, and knock down! Comes out slow,
       recovers even worse. Don't use these as long as you know the opponent
       has more than 10% chance of blocking them---or you'll end up black
       and blue all over.

   a) standing - you raise one arm, pack all the power you can muster,
                  and give the opponent a first hand experience of the
                  true meaning of a WHALLOP via hammer punch! But, sadly,

it's this move that almost everybody is waiting for cause
if blocked, will leave you open for their wildest dreams.
Sorry, but don't use this move, ever!

    b) crouching - this is what every MVC character has---a launcher. I
                don't understand why it's the biggest and strongest MVC
                character who needs to raise TWO arms just to launch
                an opponent! Yep, he uses both his arms in this move.
                It hits twice, but not because he used two arms, but
                because his first hit low, then high.

    c) jumping - it's a clap, but obviously not the normal person's clap,
                cause if your head gets trapped in between...squishhh!
                Good move, high on range and damage, but comes out painfully
                slow and should only be used as an air combo ender.

4. LK - the only LKs in the MVC world worth abusing for their priority,
      these not only come out just about as fast as any normal players
      LK, but reaches out more than triply further than normal, and does
      a little more damage as well.

    a) standing - the introduction says it all! Hulk's front leg just turns
                side ways and stretches out while the whole base of the
                foot does not leave the ground. Sound's like the common
                crouching LK but with much, much more range.

    b) crouching - why would he change the way he attacks in this move if
                his standing LK already looks like the common crouching
                one? So, he doesn't! He's kneeling this time, but still
                delivers the same kick.

    c) jumping - well, he just jumps and does basically the same attack
                as his crouching LK. Not to be underrated cause it's the
                fastest long-reaching air normal move in MVC. Moreso, it's
                this move that must be abused for it's priority.

5. MK - like the MP, his basic combo filler. Not much use for these other
      than what I have just said, though.

    a) standing - he gives you a front kick that hits the face if your
                not tall enough. Looks cool, comes out a little faster
                than the standing HP, but recovers just as slow. Don't
                use this alone.

    b) crouching - well, he just crouches and does basically the same attack
                as his standing MK. Recovers a little faster though,
                but still not fast enough.

    c) jumping - Hulk's Onslaught Mode does something similar to an axe
                kick (hey, I didn't know Hulk's Onslaught Mode can do
                that!) Has a surprisingly short range, not much priority,
                damage is also not that evident.

6. HK - just like the HP, moves that scream damage, power, and knock down!
      Comes out a little slower, but recovers a little faster (though
      still slow enough to be supered). Don't use these as long as you
      know the opponent has more than 10% chance of blocking them---or
      you'll end up black and blue all over.

    a) standing - turning his back on his opponent, Hulk's Onslaught Mode

makes a handstand and stretches out both his legs at
a 70degree angle. Seems as though it's a launcher, well
it is, but the opponent is launched too far across and
you recover too slowly so no air combos from this move.

   b) crouching - looks just like his crouching MK, but the foot kicks
                   at a higher angle. Good counter for dash-ins but I'd
                   rather use the LKs.

   c) jumping - this, in my opinion, is just an inverted version of his
                standing HK. This time he's facing the opponent, his arms
                are raised, and he stretches both his legs at a -70degree
                angle! Can counter most launchers but beware the rising
                supers.

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1) Gamma Charge - Hold B...F+K

       This is what the computer alomst always does, and you should learn
   from that. ALWAYS use this move as a ground combo ender and dash-in
   counter but only for that, not like the dumb computer who uses it for
   chipping---which can always be punished by a combo to super. You can
   hold any direction + any K afterwards for a second Gamma Charge, a two
   hit combo. An alternative code would be Hold D...U+K to produce an
   upward version of the Gamma Charge, but that should only be used as
   an anti-air, nothing more.

2) Gamma Slam - D,DF,F+P

       Hulk's Onslaught Mode does what he would in a crouching HP, but
   this time chunks of land rise from the ground in a wave-like manner
   and hit the opponent repeatedly. Good chipper, but nothing more. I
   really don't recommend using this move much.

3) Gamma Tornado - F,DF,D,DB,B+P

       THE proof that Hulk's Onslaught Mode is sheer strength! He grabs
   the opponent's face with one hand(and that's even larger than the opponent's
   head!) and whirls him round and round and finally throws him to the
   edge of the arena. Can be comboed from a standing or crouching LP-> MP,
   but only if you REALLY wanna land this move. Otherwise follow the LP->MP
   with a Gamma Charge-> U+K(second hit of Gamma Charge)

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1) Gamma Crush - D,DB,B+2P

        Hulk's Onslaught Mode does his best rising Gamma Charge which
   knocks the opponent off his feet, and it turns out that Gamma Charge
   has breached the Earth's atmosphere cause as he comes down, a meteorite
   is with him (and he's actually holding it!) and this is what he uses
   to crush his helpless victim. Try to look at the shadow he leaves behind
   to keep track of him cause you CAN control the direction with which
   he will land.

2) Gamma Wave - D,DF,F+2P

        Same as his Gamma Slam, but hits the opponent way too many times.
   Takes much, MUCH life off an opponent, and has equal priority to a beam
   super, not to mention better chipping ability so, unlike the special
   version, use this super very frequently.

3) Gamma Quake - D,DF,F+2K

        Hulk's Onslaught Mode does what he would in a crouching LP, but
   this time chunks of land fall from the sky and hit the opponent repeatedly.
   Has the same strategies that could apply to helpers that allow things
   to fall from the sky like Iceman, Pure and Fur, etc. Use it to nail
   people with lotsa keep-themselves-in-the-air moves but not for jump-ins,
   where the Gamma Crush is a lot better.

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Universal Jump-in: LK-> MK - yup, in Hulk's case, you can use without much
                             risk an LK as a jump-in cause, like I said,
                             it comes out fast, has good priority, and
                             most of all, covers the most distance.

* a jump-in you MAY add while a dash-in you MUST add to any of these combos:
* by UB+K I mean hit 'em with the second part of the Gamma Charge

1. LK-> MK-> Gamma Charge-> UB+K
2. D+LK-> D+MK-> Gamma Charge-> UB+K
3. D+LP-> D+MP-> Gamma Charge-> UB+K
4. LP-> MP-> Gamma Tornado
5. D+LK-> D+HP-> LP-> MP-> LK-> MK-> HK
6. D+LK-> D+HP-> Gamma Crush
7. D+LK-> D+HP-> Gamma Wave
8. D+LK-> D+HP-> Gamma Quake
9. LP-> D+MP-> Gamma Quake
10. LK-> D+MK-> Gamma Quake

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Well, pull off all the combos I just taught you! If you block all day,
computer opponents will most likely do a dumb attack that'd leave them
open for a combo that ends in a super! If, however, they walk forward
for no reason, they're planning to throw you so do what you want to counter
that! Simple enough?

Oh, yeah, how to beat Onslaught:
First, cool-looking form: you are soooo powerful all you have to do is
                          dash-in an do a standing HP. It'll stun him a
                          bit so repeat and repeat and repeat until he
                          finally decides a bigger him would match you.

Second, cheap@$$ form: jump and HP his face until you're all charged up
                       for a super then Gamma Crush or Gamma Quake his
                       face and make his neck crack! Block right after
                       your every move to avoid his eye beams.

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*Well, there won't be any universal rules for fighting against humans cause
 no two humans think identically. There are, however, general rules that
 could apply to at most 80% of your encounters with human challengers.

1. Use Devilot as a helper - and you thought she was a useless helper,
                             am I right? You'd probably know by now, but
                             hers is an UNBLOCKABLE help! Pressure the
                             opponent while she's at it, and if the opponent's
                             dumb enough to fall for it, well and good.
                             If he isn't, and super jumps, counter with
                             either Gamma Crush or Gamma Quake.

2. Patience is the key to success

      This is not the barbaric Hulk! Just look at his hair---he actually
   combed it! And that gives away a useful hint on playing him: Be patient
   and always think counter-attack instead of "berserker barrage". Most
   your attacks will leave you wide open if they're blocked so better
   make sure you'll connect before you execute and what better way to make
   sure than to use them as counter-attacks.

3. Abuse the priority of your jumping LK

      Whenever you just don't know what to do, or whenever every attack
   of yours ends up being countered, pull yourself together while buying
   time using a ton of LKs while repeatedly super jumping. Not only will
   your supers get charged up in no time, you'll also be quite sure it'll
   take some time before he could think of a way to stop you, and by that
   time you've already thought of a way to stop HIM!

4. Know the difference between the original and the colorful(heh)

      As you probably know by now, the main difference between the green
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Hulk and the orange one is their speed. Another difference would be
durability. We all know that the original is tougher and cannot be
as easily comboed as the Onslaught Mode, right? But what most of us
don't know is, their combos DO NOT differ as much as most would say.
As far as normal moves are concerned, the Onslaught Mode is no better,
only faster, than the original. With these facts in mind, always remember
the word "onslaught" and use it as your main strategy. Always dash-in
and pressure the opponent with combos that end only in mediums, then
throw, or block to anticipate retaliation.

5. Know which super to use

     Don't always rely on the Gamma Wave to retaliate on the mistakes
of an opponent. It's slow execution time can make you regret doing it
because most likely the opponent can still save his own hide by blocking.
Use the Gamma Wave only if your opponent did a super that's so far from
you and have 1% chance of ever landing a hit. The Gamma Wave is also
applicable in times when you have super jumped from the opponent's beam
super and landed behind him/her. Otherwise, on situations that enabled
you to block a super or better yet a tag move, use the Gamma Quake which
comes out a liiiitle faster. Use the Gamma Crush whenever you detect
a dashing super come your way.

6. Character-specific strategies:

Captain America - if there's anyone who could match your air LK priority,
                  it's him. His jumping HP does a lot more damage, reaches
                  further, and all that without having to sacrifice
                  execution time. Don't be the first one to super jump,
                  as he would most likely meet you in the air with the
                  accursed HP. Stay on the ground, dash forward and back
                  and lure him to miss a standing HP cause that's when
                  you pour out your Gamma Wave. (yup this is one of the
                  few matches where you'll have to use this super frequently)
                  Use a counter-attacking strategy and use your Gamma
                  Crush in reply for all his supers!

Captain Commando - ahh...this captain must be dealt with in a rather
                   opposite manner than the first one. With this captain,
                   ALWAYS super jump and air block to avoid getting hit
                   by the heavily damaging Captain Corridor or the Captain
                   Sword super. Being able to block these would mean a
                   free Gamma Wave for you. Might as well use a counter-
                   attacking strategy with this captain because he'll
                   just Captain Corridor you out of any attack you start.

Chunli - two problems: avoiding her launcher when you're air-borne and
         avoiding her low combo to Lightning K super when you're on dry
         land. Two solutions: never be the first to super jump and if
         you ever will, hit the LK button rapidly during the whole air
         trip. Second, dash to low combo to special and make use of my
         counter-attacking strategies, but with extra care. Missing would prove
         fatal...

Gambit - just avoid his cheappy infinite (which would probably work exceptionally
         well on you) and you'll be fine. That's the only thing he can
         do to beat you so if you've mastered the art of avoiding it,
         and everything he can do set you up for it, (like a launcher,
         a ramming helper, or a throw in the corner) then you'll be fine.
         He can be a good confuser but has his options limited to low attacks

and throws so show-off your Gamma Charge and win! He may use
          a rain of Kinetic Cards as a chip away strategy but that can
          easily be countered: Just dash right below him, and what else
          but Gamma Crush!

Hulk - Block, block, block! Eventually he'll grow impatient and hit you.
       Then attack, attack, attack! He'll be wide open after just about
       ANYTHING he does so it's time to combo a dashing D+LK-> D+MK->
       Gamma Charge. Air combos will also work on him fine, just remember
       to hit him once before launching otherwise he won't budge. Hulk
       is big, but remember that all your supers make bigger look dumber
       rather than stronger---and that goes for YOU too. Don't use the
       Gamma Charge on a standing Hulk cause more often than not you'll
       get punished by HIS Gamma Charge.

Jin - obviously cannot even dream of having Hulk's reach, but would definitely
      be faster. Other than that, Jin would have all of Hulk's advantages
      and disadvantages as well. He'll pack power with his attacks, especially
      if he's all yellow! That doesn't give him much of an upperhand,
      though, as his attacks have a lame recovery time and could easily
      be punished by an aerial combo. Just use the same strategies you
      would on a Hulk user and watch out for that hurricane super whenever
      you jump!

Megaman - two words: Keep Away. Yep, that's the NES freak's cheapy strategy!
          (and it will surely work triply well on someone as big as you)
          Let him use his X buster all he wants, while you constantly super
          jump and HK all the way. There'll be four kinds of Megaman
          users, and only two will you find challenging. The first one
          just hammers away with a stream of X busters that's easy to
          jump over and punish with a combo. The second one will always
          charge up his X buster and use it as part of an air combo. Just
          dash back and forth to confuse him into giving up that hold
          then welcome his fireball with a mid-air Gamma Wave. The third
          Megaman user would be using a rammer as a helper, slide kick
          you, and hope that you'll retaliate with a combo as he summons
          his helper afterwards. He'll surely get hit, but you'll be punished
          by his helper as well, giving him enough time for a Hyper Megaman
          super. Just don't counter the slide kick and wait for him to
          run out of helpers, THEN attack! The fourth, most challenging
          one would be a Megaman that X busters low, then X busters high,
          then low, then high, then you lose your sanity---WRONG!! Fight
          on! Block his low X busters and dash forward when he does the
          high one. Eventually you'd be near him. Time to use your counter-
          attacking skills. How? just dash then...BLOCK! If he attacks,
          counter with a Gamma Charge! If he manages to escape, which
          would only be possible via super jump, catch him off guard with
          a Gamma Crush! By the way, don't worry bout his supers, just
          block and do a super of yours afterwards---Gamma Wave if too
          far, any other super if otherwise.

Morrigan - will fight like Ryu does, being a good confuser and all that.
           She will, however, have her options limited to low attacks
           and throws so show-off your Gamma Charges and win! If she does
           something you won't, namely raining you with air fireballs,
           Dash in and punish her with your Gamma Crush or catch her off
           guard with a D+HP(your launcher) if you don't have the extra
           charged super bar.

Ryu - If he's using strategies found in my Ryu faq, then may the best

confuser win! If he's not, you're in for a cheapy fireball game.
Again, you'd be needing your invaluable jumping LK to chrage up
your super, Gamma Charges to counter his ground fireballs and dash-in
to Gamma Crush his air fireballs wherever he may be! (even at the
peaks of high jumps!)

Spiderman - Even his Maximum Spider has a high chance of getting countered
          by a Gamma Crush in progress so abuse that fact to your advantage.
          Master the art of rolling and you'll be avoiding his Crawler
          Assaults forever! His Ultimate Web Throw will be his only
          super that could counter all of yours but you can easily
          detect that. If he uses an air combo that knocks you down
          and falls right behind you as you get up, give him a rising
          Gamma Charge!

Strider Hiryu - I don't believe I'm hearing myself say this, but I advise
            you to STAY in the corner when pitted against this teleport
            master. That way he wouldn't be able to use an Ouroboros-
            and-teleport-behind-you strategy. But with you in the
            corner, he'll try two things: combo you like crazy, wherein
            the guard push feature would prove most useful, and chip
            away some nice damage with his robo dog, which you should
            super jump to avoid and charge up your super meter. Use
            your helper whenever he jumps for you then launch him
            and air combo. If he doesn't have a single super charged
            up yet, hell, forget all I've just said about him and
            engage in a confuser's throwing game instead.

Venom - Just super jump and HK all the way and as you land, choose from
        two landing sites: as far away from him as possible to be able
        to continue super jumping and charging up your meter, or a little
        behind him so your LK could out prioritize he whips up and give
        you an opportunity to do a D+HP-> Gamma Crush combo whether he
        blocks it or not. If he's able to block all of it, engage in
        a confuser's throwing game but beware, he may not have an overhead
        but his throw allows him to combo you afterwards so get ready
        for that.

War Machine - Just block his ground combos, D+LK to combo his throw attemps,
            and do a dash in to Gamma Crush if he abuses his mid-air
            smart bombs. If he's dumb enough not to include his War
            Destroyer super in a combo, dash to Gamma Quake him one moment
            after all his missiles are launched from his armor. I guarantee
            you the missiles will drop where you WERE before you dashed
            but you have to time it right, though. The Proton Cannon,
            if not done as an ender to a helper attack, would be easily
            detected and therefore super jumped from and punished with
            what else but a Gamma Wave. If your opponent doesn't make
            flaws like this, then you better stick to your good 'ol
            jumping LK to do the trick.

Wolverine - until recently have I thought that Wolvie users (including
          me, once) were just plain good at it but now I know Wolvie
          was just too advantaged to be defeated by a mere above average
          player. I hate to be called cheap, so now I have stopped
          using Wolverine, and started taking him as a challenge to
          defeat with my players. There'll be two things any "challenging"
          Wolvie user would do: stomp you like crazy until you open
          up for a combo to super, or dash in like crazy also until
          you open up for a combo to super! With the first strategy

you'll again have to utilize your Gamma Crush and your helper
and mix them up so you wouldn't get too predictable. For the
second strategy, you'll have to assess yourself. If you think
you can pretty much predict what he's doing, then combo him
if he tries to throw and use the guard push otherwise. If
he doesn't give up and still dashes in like crazy, smile
and surprise him with a risky but rewarding D+HP to Gamma
Crush turn his healing factor off for good!

Zangief - Just charge up the way I've been telling you since the beginning
of this section and guard push all his attacks so that he couldn't
link them to a grapple or worse, SUPER grapple! He'll be using
blocks much, so you'll just have to play a risky confuser's game
with him. Remember that in a confuser's throwing game, you'll
have to be extra careful since his throws are part of the few
that can out prioritize yours! Whenever you're charged up and
can't land a combo, just chip away with my helper to Gamma
Wave strategy.


6. Strategies on secret characters:

Golden War Machine - Just block his ground combos, super jump from his
throw attemps, and do a sudden dash in to Gamma Crush
if he abuses his mid-air smart bombs. If he's dumb
enough not to include his War Destroyer super
in a combo, dash and give him a Gamma Quake one moment
after all his missiles are launched from his armor.
I guarantee you the missiles will drop where you WERE
before you dashed but you have to time it right, though.
The Proton Cannon, if not done as an ender to a helper
attack, would be easily detected and therefore super
jumped from and punished with what else but a Gamma
Wave. If your opponent doesn't make flaws like
this, then you better stick to your good 'ol jumping
LKs do the trick. Added note: You CAN Gamma Wave
like crazy with this War Machine cause he'll take
every last bit of it.

Morrigan's Lilith Mode - as with her "older" counterpart, she'll be best
dealt with a counter-attacking strategy. This
time she can't use a rain of fireballs to annoy
you because she'll only have short range ones
but still beware her confusing skills and counter
as you see fit.

Orange Hulk - Block, block, block! Eventually he'll grow impatient and
hit you. Then attack, attack, attack! He'll be wide open after
just about ANYTHING he does so it's time to dash-in, deliver
a D+HP, and proceed with air combos which will also work
on him fine. Orange Hulk is big, but remember that all your
supers make bigger look dumber rather than stronger---and
that goes for YOU too. Don't use the Gamma Charge on a standing
Hulk cause more often than not you'll get punished by HIS
Gamma Charge.

Roll - She's so cute, I wouldn't dare land a jab on her face, but, sadly,
MVC is survival of the fittest and Roll, as many would say, is
not "fit". I'd choose her over Megaman anytime but I must admit
I find the always-give-you-a-stupid-look boy much harder to defeat.

Refer to my Megaman strategies for dealing with her and adjust
        them according to these added notes: One, Roll's X buster CAN chip
        some block damage but it would need a down to forward motion so
        it'll come out slow. Two, you can low block against her Hyper Roll
        and you wouldn't get a bruise. And three, all her other supers
        are easy to block and retaliate with any of your supers afterwards.
        Remember, Gamma Wave if too far and any other super if otherwise.

Shadow Lady - Chunli minus the ability to combo a super but plus the
              ability to chip away with her butt missiles. Keep an eye
              out for your life bar cause these farts can cut it down
              to half without even you noticing. Don't super jump, as
              that would mean a free chip from those accursed butt bombs.
              If she's stupid enough to do it while you're on the ground,
              and up close then it's Gamma Wave time! The missiles won't
              connect if you time your super right. She'll also be using
              a ramming helper to easily connect with her Big Bang Laser
              so you'll have to predict when she'll use it. Knowing all
              these, engage in a confuser's game and she'll definitely
              short-circuit.

Venom's Carnage Mode - I really am not very observant on who takes more
                       damage than who but I definitely noticed the Carnage
                       Mode's belief in the quote, "The best defense is
                       a strong offense." (did I say it right?) Anyway,
                       Carnage Mode concentrates on speed and power, but
                       gives up stamina in return. Don't try a confuser's
                       game for him cause he's already confused!(heh)
                       Seriously though, his tremendous speed just gives
                       him the ability to jab his way out of any confusing
                       strategy you may have in mind. Let him combo you
                       like crazy, (while you block, of course), abuse
                       your guard push, and make him feel he's just another
                       big sucker for the Gamma Wave!

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NONE! Just a "Congratulations!" remark and that's supposed to be enough
to keep you inspired to play him next time!

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Jim Chamberlin (jjchamber4@aol.com) for info on the whats and hows of ASCII
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Ms. AsianCuteness for inspiring me in just about everything I do!

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          none yet. suggestions, anyone?

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