

# Marvel vs. Capcom: Clash of Super Heroes Onslaught Character FAQ

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Updated to v1.5 on Nov 21, 2000

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PhildotheGreat's Onslaught FAQ/Move List  
Marvel Vs. Capcom: Clash of the Superheroes for Playstation  
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FAQ Version 1.5 (11/15/00)  
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## I. FAQ VERSION AND UPDATES

A. 11/15/00 First version of FAQ sent in to GameFAQ's with Onslaught move list, combo list, and ending and win phrases.

B. 11/21/00 Updated move list a little, ending phrases, and added vs. section to give some helpful hints against each particular character.

## II. INTRODUCTION

Marvel Vs. Capcom is one of the most fun and innovative fighting games in a long time. It combines huge combos, awesome graphics, and a cross over mode in 2-D! There are many characters but in this FAQ I am going to go into detail on the secret character Onslaught. He is also the final boss in battle mode. He has two forms, the first a strong, large character that cannot block but does mucho damage and can also summon a clone of the opponent. His second form is him, just a lot, LOT bigger. He uses his giant hand for his primary attack. He turns into his second form if all of his life bar is drained, or the timer gets to thirty seconds. He is definitely a worthy adversary.

To make Onslaught a playable character, simply beat the game with any character on any settings. After beating it, at the player select screen go to Wolverine and press down. The select cursor should go below Wolverine and be in a blank space with no one showing on the side you are on. When you select it, Onslaught will appear. You must play as Onslaught in manual mode only, you cannot have a hero teammate, and his only special partner is always sentinel. You can still select Turbo or normal speed however. When you fight, you have a chance to kill your opponent in the first form. If all your vitality is lost however, you come back in his second form and get another chance. If you lose all your vitality after that, you lose the match. Easy enough?

## III. DEFAULT CONTROLLER BUTTONS

Square = Low punch  
Triangle = Medium Punch  
R1 = Fierce Punch  
L1 = three punches  
X = Low Kick  
Circle = Medium Kick  
R2 = Fierce Kick  
L2 = three kicks

## IV. MOVELIST KEY

D = Down on the directional pad.  
DF = Diagonal Forward on the directional pad.  
F = Forward on the directional pad.  
DB = Diagonal Back on the directional pad.  
B = Back on the directional pad.  
P = Punch  
Lp = Low Punch  
Mp = Medium Punch

Fp = Fierce Punch  
 K = Kick  
 Lk = Low Kick  
 Mk = Medium Kick  
 Fk = Fierce Kick

V. ONSLAUGHT MOVE LIST

A. These are a list of moves I have found so far for Onslaughts first form. (Damage usually varies 1 or 2 points.)

MOVE DESCRIPTION	+MOVE COMMAND	+ DAMAGE
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1) Small Sentinels fly across the screen and drop bombs on the opponent.	+ any p or k + +	+If all hit, 7 hits for 8 damage. + +
2) Small magnetic rocks fly everywhere across the screen. (AKA Magnetic Tempest)	+ D, DF, F + any p + +	+Varies, (Usually the # of hits + 1 is + +the damage. I.E. 20 hits for 21 damage.)
3) Onslaught turns red and dashes towards the opponent.	+ D, DF, F + any k + +	+If all hit, 10 hits for 14 damage. + +
4) Onslaught teleports in close, medium, and far lengths.	+ D, DB, B + Lk(close) + D, DB, B + Mk(medium) + D, DB, B + Fk(far) +	+No damage. + +
5) Onslaught shoots a giant laser from his eyes. (This takes one level of the Super Bar.)	+ D, DF, F + two p's + +	+If all hit, 17 hits for 29 damage. + +
6) Onslaught shoots strong magnetic vertical bars at the opponent. (This takes one level of the Super Bar. AKA: Magnetic Shockwave.)	+ D, DF, F + two k's + +	+1 hit, 7 damage. 2 hits, 13 damage. +3 hits, 17 damage. 4 hits, 24 damage. +5 hits, 30 damage. 6 hits, 37 damage. +7 hits, 43 damage. + +
7) Onslaught calls upon his special partner, sentinel.	+ Mp + Mk + +	+2 hits, 8 damage. +3 hits, 12 damage. +
8) Onslaught sends out clone of attacks.	+ D, DB, B + two k's + + + + + +	+Varies greatly on character and + + + + + +
9) Onslaught sends four glowing green balls after the opponent. The opponent cannot block this and is stunned if hit by it. (AKA Hyper grab)	+ F,DF,D,DF,F + any p + + + +	+ No damage, Stuns. + + + +

B. This is a list of moves I have found for Onslaughts second form. (Damage usually

varies  
1 or 2 points.)

MOVE DESCRIPTION	+MOVE COMMAND	+ DAMAGE
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--		
1) Onslaught attacks with his giant hand.	+ any p +	+If all hit, 8 hits for 8 damage. +
2) Sentinels fly accross the screen and drop bombs on opponent.	+ any k + +	+If all hit, 7 hits for 8 damage. + +
3) Onslaught shoots one magnetic eyebeam at the opponent.	+ D, DF, F + any p +	+1 hit, 15 damage. +2 hits, 21 damage. +
4) Onslaught moves off the screen very fast, and slides across with his giant hand.	+ D, DF, F + any k + & + D, DF, F + FP + FK +	+If all hit, 8 hits for damage. + +
5) Onslaught does many eyebeams across the screen. (This move takes 1 level of the Super Bar.)	+ D, DF, F + two p's + +	+1 hit, 15 damage. +2 hits, 21 damage. +
6) Onslaught sends four glowing green balls after the opponent. The opponent cannot block this and is stunned if hit by it. (AKA Hyper Grab)	+ F,DF,D,DF,F + any p + + +	+No damage, Stuns + + +

## VI. ONSLAUGHT COMBO LIST

A. These are some combos for his first form. Some have to have good timing for all moves to hit. I don't have a second form combo list because they are basically either one move or the same as below (you'll catch the patern.)

COMBO DESCRIPTION	+COMBO COMMAND	+ DAMAGE
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1) Trap opponent in corner and do D, DF, F + p for around 25 to 35 hits!	+ D, DF, F + p + +	+Damage usually does the # of attacks +(30 hits for 31 damage) +
2) Sentinels drop bombs on opponent while also being hit with D, DF, F + P.	+ any p or k and D, DF, + F + P +	+This can do up to 43 hits for 44 + +
3) Sentinels drop bombs on opponent while also being hit with D, DF, F + K.	+ any p or k and D, DF, + F + K +	+If all hit, 18 hits for 18 damage. + +
4) Sentinels drop bombs on opponent while also being hit with eye laser.	+ any p or k and D, DF, + F + two p's +	+If all hit, 24/25 hits for 24/25 + +

	+	+
5) Sentinels drop bombs on	+ any p or k and D, DF,	+If all hit, 14 hits for 27 damage.
opponent while also being hit	+	+
with magnetic shockwave.	+	+

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## VII. VERSUS STRATEGIES

### A. Chun-LI

Chun Li is fast and has a lot of easy damage combos. Use the eye laser and D, DF, F + any p a lot to keep her back. Chun Li has a fireball but it is very slow and is a pain to do. If she uses it on you, if you are fast enough you can use teleport and get in a good move. Through in a few F, DF, D, DF, F + any p just to catch her off guard. In the second form, stay across the screen from her as much as possible because she has these annoying rising kicks. Also she can't hit you with any of her hyper combos if you are far away, because they either dont have range or are too low. Be careful of her lightning kick when she does get close to you, she can hit a lot of times with it. Use the hyper grab because this will always get her if she is using the lightning kick, and Chun Li is so fast it may just get her cause she's moving so much.

### B. Ryu

The easiest way to beat Ryu in the first form is play a range game. If he tries to get close use the eye laser or D, DF, F + any k. When he uses fireballs, use D, DF, F + any p quickly and one of the rocks should cancel out the fireballs and others should connect for a few hits. If he tries to use a hyper combo teleport as quick as possible to take less hits, and also having sentinels flying over head whenever possible also can stop him in the middle of hyper combos and fireballs. If he gets you into your second form, stay high and far away so he can't use his uppercut or fireballs. This will force him to use super jumps to try and hit you. Just use your sentinels, eye lasers, and throw in a few might hands (D, DF, F + any K). That should get him.

### C. Zangief

Zangief is one of the easiest characters to beat with Onslaught, in fact second only to Roll. He is big, slow, and can't jump high. This calls for magnetic shockwave a lot. Also his power comes from throws, and he can't use them on you! The guy is a target! If he however gets lucky or you are just toying with him, in the second form the strategy remains the same. Just smack him around, he can't do jack!

### D. Morrigan

Morrigan can be a pain in the first mode because she is a well balanced character. She has fireballs, a hyper combo that's ranged and does good damage, and also uppercuts and her other hyper combo which is a close range combo. Best just to mix it up and keep her on her toes. Second form is pretty much the same except that her ranged hyper combo becomes useless, and you don't even have to be that high up.

#### E. Captain Commando

Captain Commando is another one of those characters you hate to see selected because you know he can easily put up a good fight. Definitely a cloner. Concentrate on counters because he has some powerful moves, but not many combos that can stun Onslaught. In the second form, staying low isn't a bad idea. Just keep using the mighty hand and sentinels.

#### F. Mega Man

Mega Man is a small character with lots of power like Wolverine. Watch out for his one hit fireball and Hyper Mega Man combo, because that is one that can do some damage. Since he is small stick to sentinels and D, DF, F + any k. When you get to the second form change the strategy to staying high. Onslaught is hard to reach with Mega Man. The mighty hand can come in handy too.

#### G. Strider

Strider has some heavy hitting combos, and is hard to get in the first form if playing an experienced player or high level computer. He is gonna get close so use magnetic tempest some, use the clone when you get low on vitality. Strider is one of the guys you want to use eye laser on also. In the second form stay low and just mix it up. His Legion Hyper combo is easy to avoid because it is really slow.

#### H. Spider Man

Really all you can do against Spider Man since he jumps around so much, and is so fast is just use constant attacks, hopefully, cancelling out a lot of Spider Mans moves. One of the players that you should use the clone on if you want to win in the first form. Second form is a lot different however. Since you're higher up he can't dance around you as much. Use the hyper grab a lot since it's hard to do damage otherwise. Just mix it up a lot and chip away at him.

#### I. Jin

Jin is a strong character, but his moves are slow and have no range. Use the eye laser a lot and magnetic tempest to keep him away from you. If he does his Blodia punch, teleport at the right time and you won't take any damage. Jin is another character that becomes a breeze in the second form. Just keep attacking and stay high.

#### J. Captain America

Captain America is actually one of the stronger characters. Since he uses charging star and the upercuts a lot, use sentinels and eye lasers. When he gets close use magnetic shockwave, because he usually goes for quick moves. If he is giving you a working, use D, DB, B + two k's. This will gain you back some of Onslaughts energy and possibly buy you some damage as well. In the second form, use his sentinels and hand mostly. He recovers slowly from his upercuts, so instead of trying to avoid them, let them hit and do a move while he is doing it. Nine times out of ten you will do more damage than he will! The only thing that will really catch you off guard is his shield throw. He can do it in the air too.

#### K. Venom

Venom has some fast moves and combos. He can get close rather easily so use a variety of most of the moves. When he close use the charge and shockwave. When he's far, the eye laser and magnetic tempest. In the second form watch out for his bite move, which he can do in the air. Stay just a little higher than the lowest you can go, so his death bite hyper combo can't hit you, but so you can use the mighty hand. You should have no problem in the second form.

#### L. Hulk

Hulk is pretty slow and his combos require him being close to do them. Throws are also one of his strengths but he can't do throws on Onslaught. Another range game character, the only real thing to watch for is the Gamma wave which comes accross the screen. Other wise you should be fine. In the second form, stay high and blast him, he can't jump high enough to reach you at the top!

#### M. Gambit

Gambit has a lot of close hitting combos and only one range move, his cards. Keep him back and use counter moves when he throws cards so you can get in damage even if he hits you. His hyper combos do some good damage, so be ready to send out the clone. In the second form watch his vertical card throw, and his second hyper combo (the one where he jumps to the back of the screen and shoots the bars of energy at you, I don't know what it's called!) Eye lasers work well when he's jumping around trying to hit you. Another character that sentinels and mighty hands work well against.

#### N. War Machine

War Machine is definitely one of the hardest opponents Onslaught faces. He uses his solar cannon a whole bunch and his proton cannon hyper combo does some pretty good damage. Mix it up with ranged attacks and his charge attack, to keep War Machine thinking you could do any move at any time. This is another one you should use the clone move on whenever you can. In the second form, it's easier to avoid his cannons but he has a move that enables him to fly, so you have to play counter a lot.

#### O. Wolverine

Wolverine is small, fast, and powerful, so he is another character you want to play keep away with. Use D, DF, F + any p if he gets close or comes towards you with an attack. Since he is so powerful, use it against him by doing D, DB, B + two k's every time you get to level 2. His hyper combos can do a lot of damage, but are not ranged so the keep away works well. In the second form, stay high. His jumping hyper combo can really catch you off guard and take a lot of damage if you get low. Once you get high it's easy, since all his attacks and combos are mostly ground based.

#### P. Orange Venom

Orange Venom is a lot faster than regular venom, however he becomes much weaker. Thus, he takes more damage with the same amount of hits. Just shut him down in the corner with

sentinels and

magnetic tempest. When you get him in the corner though, watch out for his close range bite move, he can do it so fast he can actually hit eight or ten times just using it over and over again. Mostly same strategies apply.

Q. Orange Hulk

Orange hulk is a rusher because he is basically the same as Hulk just a little faster. Same strategies apply, you just have to move around with the teleport a little because he can get in fast if you let him.

R. Gold War Machine

Gold War Machine, well, can't block! Just send constant attacks at him. He can attack through your attacks but is slowed down considerably. The eye laser slows him down the most, use it as much as possible. In the second form all you have to do is stay high and do eye lasers since he can't block, cheapness rules!

S. Roll

Roll is quite possibly the weakest character ever. She is worse than gold War Machine and Zangief. Just mix up your attacks and keep sending them. The little damage she does will be no problem. In the second form just go at her with the mighty hand. It chips away a lot of her life.

T. Shadow Lady

Shadow Lady is a faster version of Chun-Li. She also has this drill super move that is different and can catch you off guard. Best to play range on her, and when she comes in for a combo blast her with Magnetic Tempest or Magnetic Shockwave.

U. Lilith

Lilith is just Morrigan with different hyper combos. Her Soul Eraser has now been turned into a weaker version of the move that hits less. Same strategies apply, hell, it's probably easier to beat Lilith than Morrigan.

VIII. ENDING AND WINNING PHRASES

A. Ending

Onslaught faces eight opponents, the eighth being a secret character. If you beat all the eight opponents, it flashes to a screen with Onslaught hovering in the middle of the screen. It then says "Congratulations! You beat the game with a secret character!." Wow, the best ending ever!

B. Winning Phrases

- 1) "Witness the might of Onslaught unleashed!"
- 2) "Behold my might hand. The world will tremble!"
- 3) "Now and forever, I am Onslaught!"
- 4) "I was forged within the crucibles of fear!"
- 5) "Free will is a privelege, not a "right.""
- 6) "You are beaten. Join the ranks of the fallen."

IX. CREDITS



I'd like to thank Capcom for making the greatest 2-D fighter ever! Also EdtheMoogle for making me decide to write FAQ's and Reviews. Last but not least CJayC for his bad-ass website that he slaves over day and night for people like me and the other hardcore gamer

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