

Marvel vs Capcom 2 Sentinel FAQ

by dragonkahn

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Marvel vs. Capcom 2
Sentinel FAQ v1.3

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1. Profile
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Real Name: ???
Height: varies
Weight: varies
Place of Birth: ???
Occupation: ???

First Appearance: Uncanny X-Men #14

Superhuman Powers: ???

History: ???

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2. Overview
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Sentinel is one of the most overpowered and cheapest (opinion of others, not necessarily mine in particular) characters in the game. He is easy to learn and does not take much skill to win with him. He's also the biggest character in the game, taking up nearly 1/3 of the screen area. I think he has the best walk in the game. Serious! He stomps on the ground causing the screen to shake with each footstep he takes. And he does it at a rhythmic pace, almost as if he's walking to some rave music or something.

Strengths

Keep-away - Sentinel is one of the better keep away characters in the game. It's not really like Doom and Cable's "Don't get near me!!!" keep away, but more like "If you get close to me, I'll knock your ass back out!!!" type of keep away. He has 4 variations of projectiles, the fastest flight in the game, and an incredibly useful crouching Roundhouse to push your opposition away. Dashing or jumping in on this guy is possible, but he'll find a way push you back out.

The Surprised Element - Sentinel's normal attacks are somewhat slow, but thanks to Capcom's cancellation system, it can be cancelled into a fast special and then cancelled again into a fast super. There are so many times where I pull out a Fierce Beam, and then my opponent ducks under it. Then he tries to dash in, and then I quickly cancel into Rocket Punch. He eats it and then tries to jump-in, trying to avoid another Rocket Punch, and then I hit him again with an Upward Rocket Punch. Sentinel's attacks are fast enough that you need lightning-quick reflexes to block them. You should always be on your toes when playing against this guy.

Reach and Priority - Sentinel can hit you with just about anything from across the screen, and it'll hurt too. He also has Super Armor, which takes him 2 hits to get stunned. So, he just might be able to sneak in an attack even when you're hitting him.

Damage - Sentinel is the most damaging and most durable character in the game, hands down. He takes the least amount of damage, taking only 50% of what Akuma takes. He also dishes out a lot of it too. All of his normal attacks do chipping damage, even to Iceman. His Rocket Punch is the most "useful" damaging special in the game IMO. Juggernaut's Punch is also damaging but has a lot of lag at the end, making it too risky to pull out. Strider's Parachute Bomb (the most damaging special in the game) on the other hand, has no recovery time at the end, but has laggy startup time, making it hard to connect.

Lag and Recovery - For a guy that's bigger than Juggernaut and Hulk, Sentinel's pretty darn fast, in terms of execution. All of his supers have little or no lag whatsoever. If your opponent blocks any of your supers, you can be sure that you pretty much safe from counters, even from AHVBs (Air Hyper Viper Beams).

Weaknesses

Speed - Big guys are slow as hell, and Sentinel is a big guy. His jump speed is second to Anakaris, making him easily targeted for Guard Breaks. Once Sentinel is trapped in the corner by a melee character, there's pretty much he can't do. (If you want to know what the hell is a guard break, email me at dragonkahn@yahoo.com. Writing about Guard Breaks in this FAQ is like writing a novel :)

Size - Sentinel is the biggest character in the game, covering nearly 1/3 of the screen area. Anything you throw at him will most likely hit him, even when he's crouching. His size is perfect for combos since any attack will most likely hit him. Crossovers are the worst nightmares for Sentinel players.

Anti-Air - None of Sentinel's ground moves, whether it be normal, special, or hyper, will hit your opponent when he's in the air. As long as he's in the air and Sentinel is on the ground, he is perfectly safe from Sentinel's attacks.

3. Notable Normal Moves

standing Fierce

Rating: ****-

This is Sentinel's one-button beam. Does only 2 hits max and has long recovery. But, it can be cancelled into Rocket Punch or Drone Swarm if missed. It'll miss most crouching opponents but it can prevent him from jumping up. Use this move after Hyper Sentinel Force so you can juggle your opponent for another one.

crouching Fierce

Rating: ****-

Same as standing Fierce, except that it hits crouching opponents. Alternate between standing and crouching to throw your opponent off.

jumping Fierce

Rating: ****-

Sentinel's best air-to-air attack, and a good one, too. It's also his best Anti-Air defense since Sentinel cannot hit his opponents at all with any of his ground (normal, special, and hyper) moves when they are near or directly above Sentinel's head.

standing Roundhouse

Rating: ***--

This is Sentinel's only launcher, a.k.a. "The Big Boot". It's impossible to connect with it from a ground combo, but can be connected after Sentinel lands from an air combo (OTG). It also has a long recovery time, giving your opponent enough time to block it, dash-in, and combo. It can be used as an unreliable Anti-Air, though, using it against jump-ins.

crouching Roundhouse

Rating: *****

I use this move a lot, and you should too. This is Sentinel's sweep move. It does 3 hits max and has incredible range for a sweep. Since Sentinel has Super Armor, it makes this move have incredible priority. So, he just might be able to sneak in the sweep even when he's getting hit. Always, always cancel this move into Jab Rocket Punch since it has a little bit of recovery time. If the Rocket Punch hits, cancel into Hyper Sentinel Force. If the Rocket Punch gets blocked, it'll push your opponent a little farther away from Sentinel. So, either way, your opponent won't really like the crouching Roundhouse/Rocket Punch combination.

4. Special Moves

Rocket Punch: D, DF, F + any punch

Rating: ****-

This move is Sentinel's Bread and Butter; it does a whole lot of damage, comes out really fast, and can be done in the air. If it completely misses your opponent, though, it leaves Sentinel wide open because his hand needs to retract back to his arm. Recovery time depends on the distance the hand travels. Also, treat his Rocket Punch as an extension of his body, not a projectile. If your opponent attacks it with a fireball or whatever, then it'll hurt Sentinel, even though he's all the way across the screen. The Fierce version goes horizontally straight while the Jab version goes downward at about 30 degrees. Use Fierce version for long range and Jab version for close range. And always cancel into Hyper Sentinel Force if it hits or Plasma Storm if you are close enough and have only one super.

Upward Rocket Punch: F, D, DF, F + any punch

Rating: **---

A Rocket Punch that goes 30 degrees upwards. Not really reliable because it completely misses grounded opponents, and leaves Sentinel wide open for a dash-in. Not really good Anti-Air, either. More useful in the air though.

Drone Swarm: D, DF, F + Short

Rating: ****-

Summons 3 drones that goes across the screen. Each drone requires one hit to stop, so it takes 3 hits (or a beam) to completely stop the swarm. You can control the height of its flight by pushing down to make it go lower or pushing up to make it go higher. If you can control it right, it can prevent your opponent from dashing or jumping in on you. This move is also used as Sentinel's Guard Break. *See Strategy section for his Guard Break.

Drone Bombs: D, DF, F + Roundhouse

Rating: ****-

Has slow startup and can be seen a mile away. But good for pressuring and chipping your opponent; can also block out fireballs. But extremely useful for stopping dash-ins and jump-ins. They may get a hit on you but once the Drone Bombs are out, they hit your opponent even if Sentinel's getting his @\$ kicked. You can control where the Bombs drop by holding down Roundhouse to release them at the other end of the screen. If it's not held down, then they will be released in the middle of the screen.

Flight: D, DB, B + both kicks

Rating: ****-

Sentinel has the fastest flight in the entire game. It's so fast that he can actually dodge most super jump attacks. Use this often if your opponent has bad Anti-Air (i.e. Magneto, Sentinel :), Cable). Sentinel cannot block while in flight mode.

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5. Hyper Combos
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Plasma Storm: D, DF, F + both punches

Rating: ****-

A good and damaging way to end ground combos. Mash the buttons for extra hits and damage. This super has very quick startup and little recovery time. If your opponent blocks it, you are pretty much safe from counter attacks. The only exceptions are fast dashers like Cammy and Magneto, who can block it, dash-in, and attack in a split second.

Hyper Sentinel Force: D, DF, F + both kicks

Rating: *****

Slow to connect but has absolutely no lag. If they block it, then you are safe from any kind of punishment afterwards, even from AHVBs. This super can be linked one-by-one by using Fierce Beam and/or Rocket Punch in between them. I always waste my supers on this move.

Hard Drive: D, DF, F + both punches (in air)

Rating: **---

Although, it may seem to be a good super, at first, because you can link it after an air combo but look at the damage. No thanks to Capcom's Damage Reduction system, an air combo finished off with Hard Drive does just a little bit more damage than the same combo finished off with a Rocket Punch. It only does about 3 points of damage more (143 points in a full life bar), to be exact. I'd rather finish off with Rocket Punch instead and save my supers for my Hyper Sentinel Force.

6. Assist Types

Alpha

Projectile: Jab Rocket Punch

Rating: ***--

A decent assist because of it's massive damage, but can be seen a mile away, giving your opponent plenty of time to block. Ground type is better.

Beta

Launcher: standing Roundhouse

Rating: *----

The worst of Sentinel's assists. Sentinel just comes in and gives the "Big Boot", which launches your opponent in the air. You can air combo after this, but is unreliable because it doesn't interrupt or "outprioritize" a lot of other attacks or assists. Don't bother picking this one.

Gamma

Ground: Sentinel Force Swarm

Rating: *****

The best of Sentinel's assists. Sentinel summons 3 drones that goes across the screen. This is good for helping you dash-in or chip turtlers. Each drone requires one hit to stop, so it takes 3 hits (or a beam) to completely stop the swarm. If they get hit by it, they stay grounded on the floor, so you can combo after the last drone hits them.

7. Strategy

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When fighting against Pixies, try to make it as hard as possible for them to get near you. They do their damage up close with a lot of hits and don't like to stay far away from their opponents. Fortunately, Sentinel has the durability to take all those hits and has all the tools to take down these kinds of guys. When they try to dash-in, hit them with a crouching Roundhouse. This has amazing priority, since its range is far and because of Sentinel's Super Armor. Once it hits, cancel into Jab Rocket Punch xx Hyper Sentinel Force. If they try to jump-in on you, call out Drone Bombs. Even if they do get a hit on you, the Bombs will still hit them, preventing them from doing their combos on you. Works for dash-ins too. If they super jump, jump up and knock them back down with Fierce. Always avoid corners, especially against these kind of guys. They'll turn Sentinel into a sitting duck once he's trapped.

When fighting against beamers, try not to stay on the ground. You do not want to be in their beams' line of sight (horizontally straight). Super jump and activate flight mode. Try to stay directly above their heads since most beamers have no or bad Anti-Air. If they try to super jump up with you, knock them back down with Fierce. If you suspect that an air Beam super is coming, dodge it. Sentinel is fast enough to dodge it most of the time. If you do dodge it, fly behind him and do the Hard Drive super. Pulling out Hyper Sentinel Force against beamers are OK since it has so little lag afterwards that even a AHVB can't get him. In turn, punish blocked beam supers with Rocket Punch xx Hyper Sentinel Force. Not really a good strategy against beamers, but hey, they're a pain in the @\$@ for everyone.

When fighting against giants, stay away from them. There is no way they'll get near you if you play a good keep away game. When they are far away, stay grounded and throw Rocket Punches and Drone Swarms. If you see an opening, Rocket Punch xx Hyper Sentinel Force. If they get close to you, throw Drone Bombs. If they don't block it, it'll break their Super Armor, giving you a free shot at them. If they do block it, hit them with a crouching Roundhouse xx Rocket Punch to push them back out.

Sentinel's Guard Break

To do Sentinel's guard break, your opponent must appear in the corner. When his next character pops out, hit him with Sentinel Drone Swarm at the peak of it flight (you must activate the Swarm even before he comes onto the screen so that it'll reach to the end of the screen once he pops out). Once he blocks it, do a standing Roundhouse to launch him and bust out your air combo.

Email me (dragonkahn@yahoo.com) if you want a vs. strategy against a particular character.

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8. Combos

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Legend

() = action done while standing, crouching, jumping, or super jumping (this is specified before the parentheses)

xx = special/hyper cancel

- jump-in (Short, Roundhouse xx Rocket Punch); Hard Drive after Rocket Punch if

close enough

- standing (Jab, Strong xx Rocket Punch xx Plasma Storm)
- crouching Roundhouse xx Jab Rocket Punch xx Hyper Sentinel Force, Fierce Beam xx Hyper Sentinel Force. Repeat last two moves until super meter runs out.
- standing Roundhouse, super jump (Jab, Short, Strong, Forward xx Rocket Punch); super jump (Fierce, Roundhouse) after Rocket Punch if in the corner

Email me if you got a good combo worth posting (dragonkahn@yahoo.com).

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9. Partner Recommendations

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Cammy - She can utilize Sentinel's Ground assist to its full extent with her Cannon Drill. Call out Sentinel's assist and then Air Cannon Drill over your opponent to the other side. Then dash-in on your opponent, while the Drone Swarm is getting the other side. If it hits, you can combo it off, since the opponent stays grounded, and launch him in the air for a nasty air KBA combo. Magneto does have somewhat a similar strategy like this, but not as effective as Cammy's.

Any character with Teleport - Teleporters can also take full advantage of Sentinel's ground assist, too. Right when the Drone Swarm is about to hit your opponent, teleport to the other side of your opponent. Now, he must block the Swarm by holding the other way. He may get confused or may not be fast enough to know which way to block. It helps a lot if you do your teleport move behind Sentinel. Since Sentinel's so big, he can cover you up while you're doing the teleport. This makes it harder for your opponent to know whether you're gonna teleport to the left or right side, or not even teleport at all. Good teleporters that can do this real well would be Spiral and Strider.

Blackheart - When partnered with Blackheart, you get the Sentinel/Blackheart trap. Call out Blackheart's Anti-Air assist and do Fierce Beam xx Drone Swarm. Then Fierce Beam xx Drone Swarm. Call out Blackheart again and repeat this process until your opponent chips to death or 'til you get bored. It doesn't work quite as well on air dashers because they can dodge Blackheart's Inferno in the air. There's also a hole where your opponent can super jump and get close to Sentinel, but all you need to do is dash back and proceed with the trap.

Captain Commando - CapCom's Anti-Air assist provides Sentinel all the anti-air he needs. It's one of the best assists in the game, and does a lot of damage. Sentinel could just fly and keep calling out CapCom's assist to annoy the hell outta the opponent.

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10. Credits

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Thanks to...

All the puny, little scrubs that I have crushed to get to where I am today.

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What ya think of my FAQ? Email me at dragonkahn@yahoo.com

I would luv to hear from ya

↷ 2000 dragonkahn

Long Live the Dragon

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