Marvel vs Capcom 2 Morrigan Guide

by Dig it Up

Updated to v1.4 on Nov 25, 2000

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A Moment Of Your Time

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I am writing this FAQ on Morrigan to encourage and inform players of just how good she can be. I have used Morrigan in the past and from these experiences, she has become my favorite character. In this FAQ I will walk you through anything there is to know about Morrigan and her strategies. I write this FAQ to support her and help others at the same time. I'll try to be as clear as possible when describing things to you, but if you don't understand then you can e-mail me. I hope this would be a pleasant reading session for you, and that you could learn something about Morrigan.

Remember that all FAQS are written to help you, so appreciate what's presented. FAQS take time to write and this is because of good intentions. This Morrigan FAQ may be lengthy, so please take note of that. Any queries are to be sent to my e-mail with the subject: Morrigan. Well that's it from me, have a ball reading this and other's FAQS. Never forget that FAQS try to present a balanced analysis of the character and that you don't have agree with anything here. I assume you're reading this because you'd like to use Morrigan, enhance your skills or to have a reading experience.

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Morrigan FAQ Version 1.0

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This was the original copy of this FAQ. It was created on October 10, 2000. This version had a few errors in spelling and techniques. The problem with this first version was that it was far too descriptive. There was

also the matter of the lack of short effective combos. 0 0808080808080808080808080 808080808080808080808080 Morrigan FAQ Version 1.1 0 0808080808080808080808 Created on October 14, 2000. Excess information was scrapped for more useful battle information. Added specific character section, fixed up the moves lists and combos. 0 0808080808080808080808 808080808080808080808080 Morrigan FAQ Version 1.2 0 0808080808080808080808 Created on October 21, 2000. Made information more accurate. Extended the character specifics, fixed several of Morrigan's moves and attacks. There were also spelling errors that needed correction. Modified some of the lay out as well as information. The most useful feature is actual damage information, it was tested on Cable at an average damage setting. 0 0808080808080808080808 808080808080808080808080 Morrigan FAQ Version 1.3 0 080808080808080808080808 Created on November 3, 2000. Modified lots of the information. A lot more combos have been added. There was also a need to fix some errors in design. Made some of the information different as well as the look of the FAQ and added new sections. 0 080808080808080808080808 808080808080808080808080 Morrigan FAQ Version 1.4 0 0808080808080808080808 Created on November 25, 2000. Fixed up moves errors which was my bad. Fixed combos and organised them and added to them. Mended some errors in design as well. 0 08080808080808080808 < 0 > 8080808080808080808080808080 0 0 08080808080808080808 < 0 > 8080808080808080808080808080 0 0 0 0 Section 3 - Morrigan's History 0 0 0

Detailed Account

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Morrigan is a powerful kind of demon particularly known as a succubus. A succubus is a sexually active demon that enters the dreams of men and has sexual intercourse with them. During that, she steals their soul. She dwells in the Dark Realm in a castle that is at war. Morrigan belongs to the Aensland clan that is in conflict with the Maximoff clan. The death of Berial saw her the opportunity to become the ruler of Makai. Despite this great chance she declines for a more care free life, a life that exists eternally.

When Morrigan was born, she had immense power. In the eyes of her father, that power was a threat to her. So he reduced that power into half, hiding the other half away from her. When Morrigan became an adult, this other half of her power was able to escape and find her. Now, Morrigan combines with her other self called Lilith to reach the ultimate potential in her evil powers. Morrigan also augments her power with metamorphic bats, apparently those bats are the souls of the men she's successfully taken. They also form the bat wing structures, characteristic of her.

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Simply Irresistible

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Morrigan doesn't look life threatening, despite being a demon. Though, she does have the evil intentions of a demon. She simply looks like a gorgeous female. She has long, straight hair that is of a pale green color. She also has bat wing protrusions as the most notable feature. Two small bat wings on her head, two large ones on her lower back. Her costume is black and it covers the lower half of her torso and lower half of her breasts. There is also a heart shape cut from her costume to reveal more on her stomach. There are also different sized feathers that encrusts her costume. Morrigan also wears carnation pink stockings that have bat silhouettes along with her black ankle high boots.

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Morrigan The Character

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Morrigan is quite lazy during the day time. She also prefers the night to do most of her adventuring. She wanted to be queen of the night. Morrigan's curiosity is never satisfied, so she jumps from the Dark Realm to the world of humans to spend some time. As well as her curiosity, Morrigan gets bored quite quickly and is always searching for ways to burn time. She does have many servants in her castle, that explains her certain behavior, but she prefers freedom than being a ruler of some place.

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Morrigan is one of the 56 characters in Marvel vs. Capcom 2 that possesses some creative and unique moves. She uses her shape shifting bats in many of her attacks and techniques, these bats also protect her. Morrigan has two basic special moves that can have her compared to a shoto: her dragon punch and her projectile. Other than this, Morrigan is utterly and completely different from shotos and is quite a good fighter.

Major reforms have been made to Morrigan many times before Marvel vs. Capcom 2 but despite these she is still useful to have. Having the speed and mobility along with her bats, Morrigan can be challenge to defeat if used correctly. She has an appetite for action, so she shows that she wants action. Her moves can be unpredictable and she is versatile, this will help her win the match. She is a typical strike and retreat character. An opportunist.

Morrigan is not the easiest character to learn and she may not be the best in the game, but she is a force to be dealt with. Morrigan excels in any area or field of fighting from keep away to chipping. Most of her power is brought out in her combos, her speed is there so use it to get in with a combo. It may take time to learn her, but you'll see that she is not a waste of time.

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Ability Statistics
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Fighting Style: 8.3
Power: 6.0
Speed: 9.1
Endurance: 7.1
Versatility: 9.1
Combo Ability: 8.5
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Supers: 8.0
Tier: 3
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Advantages
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1. Excellent Speed
2. Several Different Dashes
3. Very Good Combo Ability
4. Has A Decent Projectile
5. Plays Confusion
6. Air Superiority
7. All Purpose Supers
Disadvantages
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1. Significantly Lacks Power
2. Poor Tolerance For Damage
3. One Super That Can Be Successfully Comboed Into
4. Mainly Close Range Combat
5. Certain Moves Have Lag
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               Section 8 - Legend
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Status
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U - Up
D - Down
F - Forward
B - Back
C - Crouching
S - Standing
J - Jump In
Directional Moves
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Press U - Jump
Hold D - Crouch
Hold F - Advance
Hold B - Retreat
Hold B - Block
Assist Requirements
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Al - Assist Button 1
A2 - Assist Button 2
Motion
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QCF - Quarter Circle Forward [ D, DF, F ]
QCB - Quarter Circle Back [ D, DB, B ]
HCF - Half Circle Forward [ B, DB, D, DF, F ]
HCB - Half Circle Back [ F, DF, D, DB, B ]
Attacks
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LP - Light Punch
MP - Medium Punch
HP - Heavy Punch
LK - Light Kick
MK - Medium Kick
HK - Heavy Kick
Conjunctions
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PP - Both Light and Heavy Punches
KK - Both Light and Heavy Kicks
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       Section 9 - Morrigan's Animation
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Morrigan's Entrance

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A small carpet of bats flitter on the ground and Morrigan rises through them. At the same time, Lilith descends from above. The bats then fly apart and split into small groups to shape shift into Morrigan's bat wing structures. Once the bats are in place, Morrigan and Lilith pose with their arm towards the sky the other folded across their chest and turn into shining silhouettes as they merge. Lilith's silhouette moves into Morrigan's body and once that is done, the light fades to reveal just Morrigan.

Normal Stance

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One of her legs is fully erect whilst the other is slightly bent and rests on her tip toes. Her arms are bent at 90 degrees upward so that her hands are being displayed to the opponent. She moves her hands in a wave like fashion that seem to indicate her wanting a piece of the opponent or to add the wind effect to her hair. With this stance, glitter or colorful dust materialise and disappear accordingly whilst rising.

Morrigan Colors

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- Light Punch: Pale Green Hair with Black Costume, Carnation Pink Stockings and Light Skin.
- Light Kick: Yellow Hair with Black Costume, Pink Stockings and Light Skin.
- Heavy Punch: Pale Pink Hair with Violet Costume, Purple Stockings and Light Skin.
- Heavy Kick: Yellow Hair with Purple Costume, Carnation Pink Stockings and Light Skin.
 - Assist 1: Electric Pink Hair with Red Costume, Blue Stockings and Tanned Skin.
 - Assist 2: Yellow Hair with Wine Red Costume, Purplish Pink Stockings and Light Skin.

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            Section 10 - Moves In Common
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Directional Dash
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Performance: 1. F, F or PP ground advance
            2. B, B or B + PP ground retreat
            3. U, F, F or U, PP aerial advance
Information: 1. Speed of 9.7
               No damage inflicted
            2. Speed of 9.7
              No damage inflicted
            3. Speed of 9.6
               No damage inflicted
Description: 1. Bat jet boosters propel her forward.
            2. Bat jet boosters propel her backward.
            3. Bat jet boosters propel her diagonal.
Recommended: 1. To get in close and fast for a combo.
            2. To escape opponent jump in attempts.
            3. To mix it up in the air and confuse.
Throw
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Performance: 1. F or B + HP against opponent
            2. F or B + HK against opponent
            3. U, F + HP against opponent aerial
Information: 1. Speed of 9.9
               Damage inflicted is 16
            2. Speed of 9.9
               Damage inflicted is 16
            3. Speed of 10.0
               Damage inflicted is 16
Description: 1. Opponent is violently slammed down.
            2. Opponent is thrust cross screen.
            3. Opponent is slammed with her weight.
Recommended: 1. Near opponent, watch for retaliation.
            2. Near opponent, watch for roll moves.
            3. Surprise jump disruptor near opponent.
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Performance: 1. QCF + A1 for 2nd partner
            2. QCF + A2 for 3rd partner
Information: 1. Level one technique
               Speed of 8.0
               Damage inflicted is 10
            2. Level one technique
               Speed of 8.0
               Damage inflicted is 10
Description: 1. Bats form several spears that thrusts
               the opponent off for its 2nd partner.
            2. Bats form several spears that thrusts
               the opponent off for its 3rd partner.
Recommended: 1. To get rid of difficult opponent or
               force heavily damaged character out.
            2. To get rid of difficult opponent or
               force heavily damaged character out.
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Switch
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Performance: 1. LP + LK Together for 2nd partner
            2. HP + HK Together for 3rd partner
Information: 1. Speed of 9.1
               Damage inflicted is 10 by 2nd partner
            2. Speed of 9.1
               Damage inflicted is 10 by 3rd partner
Description: 1. 2nd partner quickly enters and hits,
               2nd partner replaces the active.
            2. 3rd partner quickly enters and hits,
               3rd partner replaces the active.
Recommended: 1. Bring out 2nd, more effective partner
               or to allow active character recovery.
            2. Bring out 3rd, more effective partner
               or to allow active character recovery.
Push Block
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Performance: PP when blocking anywhere
Information: Speed is 9.6
            No damage inflicted
Description: Bats form 2 very large wings that
            fold over to protect Morrigan. Then
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a force then pushes the opponent. Recommended: Use this to significantly reduce the offence. Use when ever Morrigan is under heavy combos while blocking. 0 0808080808080808080808 808080808080808080808080 Recovery Roll 0 080808080808080808080808 Performance: B, DB, D + P or K Information: Speed of 8.7 No damage inflicted Description: Morrigan levitates whilst lying down and quickly glides across the ground. She then continues to levitate into a standing position. Recommended: Use often, as soon as Morrigan is thrown or knocked down on the ground. This may also be used to avoid super moves, especially those on the ground. Taunt 0 080808080808080808080808 Performance: Hold LK then press Start Information: Speed of 5.0 No damage inflicted Notable recovery Description: Morrigan relaxes on her flitting bats and encourages the opponent to have a go at her. Lilith also does a pose to further emphasise the taunt. Recommended: It's wise to perform this when the opponent is far from you and has no energy to pull off hyper combos. 0 08080808080808080808 < 0 > 8080808080808080808080808080 0 0 0 0 Section 11 - Attacking Techniques 0 0 0 0 0808080808080808080808 8080808080808080808080 0 0 080808080808080808080808 808080808080808080808080

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Light Punch Attacks
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Performance: 1. LP standing
            2. D + LP crouching
            3. U, LP aerial
Information: 1. Speed of 9.7
               Damage inflicted is 3
            2. Speed of 9.7
               Damage inflicted is 6 for all hits
            3. Speed of 9.7
               Damage inflicted is 3
Description: 1. Her hair comes to life and strikes.
            2. She does lower aiming double pokes.
            3. Bats form a spear on one side.
Recommended: 1. Immediate combo set up on the ground.
            2. Effective lower aiming combo set up.
            3. Aerial confrontations into a combo.
Medium Punch Attacks
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Performance: 1. LP, LP combo standing
            2. D + LP, LP combo crouching
            3. U, LP, LP combo aerial
Information: 1. Speed of 8.8
               Damage inflicted is 6
            2. Speed of 8.7
               Damage inflicted is 6
            3. Speed of 8.8
               Damage inflicted is 6
Description: 1. Bats form an arm drill to strike.
            2. Bats form two back wing blades.
            3. Bats form two blades on her sides.
Recommended: 1. Performing chained ground combos.
            2. Performing lower aiming attacks.
            3. Performing aerial raves or jump ins.
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Heavy Punch Attacks
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Performance: 1. HP standing
            2. D + HP crouching
            3. U, HP aerial
Information: 1. Speed of 8.5
               Damage inflicted is 12
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2. Speed of 8.6
                Damage inflicted is 12
             1. Speed of 8.5
                Damage inflicted is 12
Description: 1. Bats form horizontal spears to strike.
             2. Bats form large spear head to launch.
             3. Bats form an effective spherical cage.
Recommended: 1. Finishing ground combos or to poke.
             2. Counter air and to set up aerial rave.
             3. Disrupt jumps and to end aerial rave.
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Light Kick Attacks
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Performance: 1. LK standing
             2. D + LK crouching
             3. U, LK aerial
Information: 1. Speed of 9.7
                Damage inflicted is 3
             2. Speed of 9.7
                Damage inflicted is 3
             3. Speed of 9.7
                Damage inflicted is 3
Description: 1. She swiftly kicks the shins once.
             2. She uses her closest leg to strike.
             3. She arches with her knee to hit.
Recommended: 1. Starting a ground combo close range.
             2. Sneaky combo set up at a low aim.
             3. Performing jump ins and air battles.
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Medium Kick Attacks
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Performance: 1. LK, LK combo standing
             2. D + LK, LK combo crouching
             3. U, LK, LK combo aerial
Information: 1. Speed of 8.8
                Damage inflicted is 6
             2. Speed of 8.6
                Damage inflicted is 6
             3. Speed of 8.7
                Damage inflicted is 6
Description: 1. She turns and hits with her boot heel.
             2. She sits and uses her leg to strike.
             3. She does a typical flying kick.
Recommended: 1. Adding to a successfully set up combo.
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2. Emphasising a low aiming attack. 3. Performing jump ins and aerial raves. 0 080808080808080808080808 808080808080808080808080 Heavy Kick Attacks 0 0808080808080808080808 Performance: 1. HK standing 2. D + HK crouching 3. U, HK aerial Information: 1. Speed of 8.5 Damage inflicted is 12 2. Speed of 8.3 Damage inflicted is 12 1. Speed of 8.5 Damage inflicted is 12 Description: 1. Bats blade her graceful ballet kick. 2. She levitates and spins with her legs. 3. She stretches out her leg to hit. Recommended: 1. Counter air and enhancing combos. 2. Priority to knock down after combos. 3. Ending aerial raves and for jump ins. 0 08080808080808080808 < 0 > 808080808080808080808080 0 0 08080808080808080808 < 0 > 8080808080808080808080808080 0 0 Section 12 - Enhanced Attacking Techniques 0 0 Ω \cap 0 080808080808080808080808 808080808080808080808080 0 0 0808080808080808080808 808080808080808080808080 Spear Launch 0 08080808080808080808080808 Performance: DF + HP Move Rating: *** Information: Speed of 8.6 Damage inflicted is 12 Description: Bats form a large spear head as Morrigan rises with an uppercut. The spear launches the opponent. Recommended: To immediately set up an aerial combo and linking combos. Also as counter air. It exists mainly not to accidentally do a mysterious arc.

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Mysterious Arc
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Performance: DB + HP
Move Rating: ****
Information: Speed of 9.4
            Damage inflicted is 12
Description: Bats form a large sweeping blade
            in which Morrigan turns once for a
            fast low aiming strike.
Recommended: Enhancing ground combos or for a swift
            and damaging surprise strike. Use it
            after landing or for poking safely.
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Necro Desire
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Performance: F + HK
Move Rating: *
Information: Speed of 7.0
            Damage inflicted is 22 for all hits
Description: Morrigan does a 360 degree forward
            flip resulting a quadruple hitting
            kick combination.
Recommended: Attacking opponents getting up or
            landing. It may require caution when
            using this move, it can't be comboed.
Shell Pierce
0 0808080808080808080808
Performance: D + HK only in air
Move Rating: ***
Information: Speed of 9.8
            Damage inflicted is 12
Description: Bats form a drill around Morrigan's
            legs to cover her boots with a sharp
            point. She then drops rapidly.
Recommended: Surprise attacks in the air. It can
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also be used to escape aerial battles.
            This move can be cancelled out of.
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            Section 13 - Special Techniques
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Shadow Blade
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Performance: 1. F, D, DF + HP also in air
            2. F, D, DF + LP also in air
Move Rating: 1. ****
            2. ***
Information: 1. Speed of 9.8
               Damage inflicted is 26 terrestrial
               Damage inflicted is 12 aerial
               Chip damage inflicted
            2. Speed of 9.9
               Damage inflicted is 16 terrestrial
               Damage inflicted is 10 aerial
               Chip damage inflicted
Description: 1. Bats blade attacking arm. Morrigan
               leaps in a large arc for 5 hits.
            2. Bats blade attacking arm. Morrigan
               leaps in a small arc for 1 hit.
Recommended: 1. Counter air and ending any combo with
               powerful results and slow recovery.
            2. Counter air and ending any combo with
               weaker results and fast recovery.
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Soul Fist
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Performance: QCF + HP or LP also in air
Move Rating: ****
Information: Speed is 8.0 for heavy input
            Speed is 7.5 for light input
            Damage inflicted is 15 terrestrial
            Damage inflicted is 14 aerial
            Chip damage inflicted
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Description: Morrigan throws a fire ball that oozes a blazing aura. It can have 2 directional trends, across ground and 45 degrees down in air. Speed rate depends on the power input. Recommended: Use this as the keep away weapon. It is used to end aerial raves. The air version can be used for retreat and chipping. Timing may be required at times. It has notable recovery. 0 0808080808080808080808080808 80808080808080808080808080 Shell Kick 0 0808080808080808080808 Performance: QCB + HK or LK only in air Move Rating: **** Information: Speed of 7.8 Damage inflicted is 9 for all hits Damage inflicted is 3 per hit Chip damage inflicted Description: Morrigan is parallel to the ground whilst her bats form a drill around her legs to hit 3 times. It follows the original jump trajectory. Recommended: Use this for aerial confrontations as she maintains this kick until she's knocked out of it or reaches ground. She can't block or cancel this move. Vector Drain 0 0808080808080808080808 Performance: HCB + HP or LP against opponent Move Rating: ** Information: Speed of 9.4 Damage inflicted is 24 Unblockable move Description: Morrigan lifts her opponent into the the sky with her bat jet boosters. Then inverts and spins rapidly toward the ground to smash the opponent. Recommended: Use this if she is extremely close to the opponent. If she misses, she will lose balance and be utterly open.

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Vernier Dash
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Performance: 1. D + PP only in air
            2. U + PP only in air
Move Rating: 1. ****
            2. ***
Information: 1. Speed of 9.2
               No damage inflicted
            2. Speed of 9.3
               No damage inflicted
Description: 1. Bat jet boosters propel her in a U
               shape directional trend to swoop.
            2. Bat jet boosters propel her for a
               small aerial leap.
Recommended: 1. Mainly for evasion, frustration and
               to confuse.
            2. To mix up aerial dashes and for some
               quick strikes.
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                 Section 14 - Supers
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Darkness Illusion
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Performance: QCF + KK also in air
Move Rating: **
Information: Level one super
            Speed of 7.6
            Damage inflicted is 50 terrestrial
            Damage inflicted is 49 aerial
            Can be comboed off a timed soul fist
Description: Morrigan floats and uses her bat
            jet boosters to ram the opponent.
            If successful, she will perform an
            impressive set of aerial combos
            registering 30 plus hits.
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Recommended: This super is not be used randomly

as it needs a connection for the entire combo to happen. It's used to punish mistakes. Impressive to watch but has low priority. 0 08080808080808080808080808 808080808080808080808080 Silhouette Blade 0 0808080808080808080808 Performance: F, D, DF + PP Move Rating: **** Information: Level one super Speed of 9.5 Damage inflicted is 43 for all hits Can be comboed into Chip damage inflicted Description: Morrigan calls forth Lilith who then performs 5 upper cuts in one continuous wave. The wave forces the opponent across the screen even when blocked. Recommended: This is the only super that can be effectively comboed into. Morrigan must be close to register all hits. If blocked, Lilith pushes them away. Soul Eraser 0 080808080808080808080808 Performance: OCF + PP Move Rating: *** Information: Level one super Speed of 8.8 Damage inflicted 40 plus Can be comboed off projectiles Chip damage inflicted Description: Morrigan's shape shifting bats form 3 laser cannons complete with bat wing frills. The largest cannon is held by Morrigan, the smaller ones rotate around her like satellites. It then fires 3 beams in complete range. Recommended: Mainly to punish failed attacks. It is only to be fired at long range as the beams travel instantly across the entire screen. Unfortunately, the

chipping is disappointing. Sometimes,

it doesn't even chip at all.

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Anti Air Morrigan
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Partner Assist: Shadow Blade
Variable Counter: Shadow Blade
Variable Combination: Silhouette Blade
Projectile Morrigan
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Partner Assist: Soul Fist
Variable Counter: Soul Fist
Variable Combination: Soul Eraser
Balance Morrigan
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Partner Assist: Soul Fist
Variable Counter: Shadow Blade
Variable Combination: Silhouette Blade
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        Section 16 - Morrigan Strategies
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General

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Morrigan has a good overall game because she has elements of a pixie and a keep away. To use her effectively, her dashes must be learnt. Her dashes are good for rush ins to start a combo and good for evasion tactics. She is relatively a close range fighter so get in there with her dashes and use keep away as an alternative. Combos are extremely important if you want damage to be done. The only way you can do this is to be aggressive but hard to get. When your enemy chases you, the vernier swoop is the way to go in the air. Come to think of it, Morrigan is probably the only character in the Marvel vs. Capcom 2 universe gifted with 3 different air dashes. 5 different dashes all in all.

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Try not to use soul fist all the time because it may leave a cheap impression of Morrigan when she's so much more. Only use soul fist to destroy other fire balls or when finishing a combo. Try to connect the soul eraser as much as possible as it does the most damage. Her other supers are for impressing the audience. As of jump ins, shell kick will do the trick but be careful because it does lose out to terrestrial attacks. Take advantage of her air superiority and make it rain soul fists when they become cheap.

Characters Of Concern

- 1. Magneto
- 2. Storm
- 3. Dr.Doom
- 4. Blackheart

Beamers

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Never attempt a ground soul fist against these because the beam will simply eat it and hit you during your recovery. Chuck some air soul fists, except against Ice Man. In aerial battles, use shell pierce to quickly avoid beams performed in the air. The bottom line is to use dashes to get into striking range and combo them into a launcher and into a smash down to earth attack. Don't be afraid to block beams because this is far better than losing more health because it connected. It is recommended that Morrigan has a beamer for an assistant.

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Beamers Of Concern

- 1. Ice Man
- 2. Cable
- 3. Iron Man
- 4. Cyclops

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Pixies

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Morrigan can tangle with the best in pixies, because she too has pixie elements. When they are heavily attacking you, push block. Use soul fists and standing hard punches to prevent dash ins and advances. Remember that pixies are extremely quick so keep a watch out. It is recommended that Morrigan has an anti air assistant to further discourage jump ins. The bottom line is don't try to retaliate when they are attacking you, just push block and attack them after. When they use a lag attack next to her, use vector drain to get it into their thick skulls to stay away.

Pixies Of Concern

- 1. Strider Hiryu
- 2. Cammy
- 3. Jill
- 4. Spider Man

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Power Houses

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This can be a challenge for Morrigan because she has limited strength and damage dealing attacks. Try to keep them away from her until they lag and then strike with a soul eraser. If you control Morrigan to be exceedingly aggressive, try to launch them as much as you can. If you do manage to launch them, you can't miss an aerial rave because power houses are big targets. Soul eraser and even darkness illusion will connect during their lag times, keep this in mind when fighting these titans. One more thing is that Morrigan takes above average damage so block, block, block. Have a beamer as an assistant.

1. Sentinel 2. Juggernaut 3. Colossus 4. Hulk 0 0808080808080808080808 808080808080808080808080 Shotos 0 080808080808080808080808 Fire ball wars erupt when battling these. Basically try to catch them after their failed attempt of a dragon punch. Be careful because shotos may catch her, in her dashes. Shotos, especially Ryu fire horizontally travelling air fire balls whilst Morrigan's has a different direction. Watch out for this because of the lag she has after performing air soul fists. Be especially careful of horizontal air beams that Ryu has. You can also attack them after a hurricane kick miss, launch them into the air and go from there. Have a beamer to destroy their projectiles. 0 080808080808080808080808 80808080808080808080808080 Shotos Of Concern 1. Ken 2. Ryu 3. Sakura 4. Akuma 0 080808080808080808080808 808080808080808080808080 Abyss 0 0808080808080808080808 Abyss is easy for Morrigan. In his first form, Abyss may be armored but very slow. Morrigan can combo into him like crazy. The only condition is to use the powerful shadow blade when butchering his hyde. Shadow blade will take her to his opposite direction and save her from block damage. As it progresses, she will build up her hyper combo bar that will be

needed for Abyss' second form.

Abyss is easy for Morrigan. In his second form, Abyss is a green slime that does nothing but flame, laser and bubble. Since Morrigan has a beam super, this is far too easy for her. Use soul eraser when ever you have enough levels, it will eat through him. If Abyss resorts to his bubble technique, soul fist in the air until they all pop. Never try to combo him, just use soul fists and soul erasers.

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Abyss is easy for Morrigan. In his third form, Abyss is red lava. He does strike under, across and direct. Save up for a soul eraser and unload it on him. This is Abyss' most vulnerable form, so use heavy punches and kicks. Use no other super than soul eraser, don't try and combo him and always block.

Shell Pierce Trick

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Shell pierce, wait until she floats to the point where a soul fist can be fired into the enemy. You may have to time this one as responses to shell pierce vary.

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Use when: 1. Opponent's hyper combo gauge is empty.
2. Shell pierce connects.
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3. Shell pierce is blocked.
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Shell Kick Trick

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Shell pierce, time the rapid drop correctly and cancel into a shell kick. The shell kick will be dropping vertically and rapidly for free chipping.

Use when: 1. Directly above opponent. 2. Surprise chipping is desired. 3. Mixing up shell kick attacks.

Shell Kick Aiming

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Perform any aerial dash, then select an appropriate time to use a shell kick. The shell kick will cover areas not accessible in a normal jump. It will serve for chipping and punishing poor blocking skills.

Use when: 1. Opponent's hyper combo gauge is empty. 2. Making dashes more dangerous for them.

3. Aiming shell kicks at various paces. Soul Fist Timing 0 0808080808080808080808 When throwing aerial soul fists, vary its power input so that the speed of the soul fist varies too. Heavy input makes it go fast, light input makes it slow. If timed right, the opponent will be landing on aerial soul fists and taking its chip damage. Use when: 1. Trying to connect a soul fist. 2. Trying to chip using soul fists. 3. Assists are being performed. 0 0808080808080808080808 808080808080808080808080 Soul Fist Cover 0 080808080808080808080808 In the air, throw a soul fist with its trajectory directly for the opponent. While soul fist moves towards the opponent, use the normal air dash. Soul fist will support her, the dash will get you close enough to hit high or low depending on how they're blocking. Use when: 1. Applying pressure. 2. Confuse and chip. 3. Trying to connect a combo. 80808080808080808080808080 0 0808080808080808080808 Raining Soul Fists 0 0808080808080808080808 Super jump into the air in the vicinity where aerial soul fists can chip at the opponent. Throw out air soul fists like there's no tomorrow. Select when to vernier dash swoop higher into the air and throw out more soul fists. Use when: 1. Opponent becomes cheap. 2. Avoid horizontal supers and beams. 3. Immense chipping and inhibiting. 4. When Blackheart is not there. Launch Or Chip 0 0808080808080808080808 Use the launcher, if it fails, throw out a fast soul

fist to compensate for the missed launch or any move

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for that matter.
Use when: 1. Launches are blocked.
         2. Convenient chipping is desired.
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Darkness Illusion Skies
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Perform a chained combo that eventually launches the
opponent into the air. When performing the air combo,
don't end it with a heavy punch or kick or soul fist.
Instead, if she's close enough, do darkness illusion.
Use when: 1. Close enough in an air combo.
         2. Close enough in a jump in.
         3. Air comboing in corners.
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          Section 18 - Character Specifics
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The Versus Section
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Akuma: Takes damage like there's no tomorrow, but he
      can be dangerous with hurricane kicks. Soul
      eraser during his lag and note his fire balls
      are thrown 45 degrees down in the air.
      Typically played aggressively and will try
      to hurricane kick into his fire ball super.
      Be patient and block, wait for the lags in his
      moves. Try not to dash frequently and always
      use soul eraser.
Amingo: A big target but can be really tricky because
       of his weird game. Block his combos and soul
       fist him when ever you can. Soul eraser will
       also do well against him.
       Typically played by releasing many of his
       small cactus friends. Use air dash to avoid
       them. Amingo can combo very well, so block
       his attacks and wait for an opening. Use
       soul eraser or silhouette blade as supers.
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Anakaris: Don't think that he's slow, because he can combo like Strider. And that is really dangerous. Try to get near him and combo. He takes lots of damage, take advantage of that. Soul eraser will be needed as well.

> Typically played aggressively due to his confusing moves. He does float and will abuse coffin drops and idle hands. Air dashing will be useful, wait for lag and combo him. Use soul eraser for a super.

B.B.Hood: A highly destructive character that must be comboed to death. Try to perform air soul fists and use her dashes to get near her. Beware of cool hunting.

> Typically played as a constant jumper due to her double jump ability. Attempts many missiles and close range combat. This is all for her mega gun super that chips very well. Use soul fists as she needs to charge for missiles, combo her constantly and note that she is small. Always use soul eraser.

Blackheart: A very powerful keep away and anti air character. Never air dash because of his high priority inferno. And never air soul fist too. Mainly try to combo him, you may have to do extra work.

> Typically played defensively as keep away and will throw out infernos and demons. Don't let the demons get you as it may set up for his rising hell super. Never air dash or use projectiles, jump to him and combo. Soul eraser is effective.

Cable: A beamer with a bad reputation, even though he has the beam, Morrigan can air dash to get near him. Combo him to death and fire aerial soul fists. Soul eraser may beat his hyper viper beam to the punch.

> Typically played as a poker with his powerful beams. These beams will also be abused in the air building up to his laser super. He is vulnerable on the ground while beaming. Air dash over his terrestrial lasers and combo.

Cammy: A dangerously versatile pixie that can be difficult to get despite Morrigan's speed. Fire soul fists when appropriate and don't forget to combo her to death. Typically played for close range combat that will lead to her launch and her kicks to flip super. Air dash will be very useful to escape and attack. Soul eraser will be extremely damaging to her lags. Try to combo her when she's open. Captain America: An impressively balanced character who is powerful in strength. Watch out for his versatile shield and soul eraser when he lags. Try to apply pressure on him at all times. Typically played aggressively for his power, he will throw the shield many times. Use air dashes to get close to him, don't worry about evading. He has enough move lags for a strike. 0 08080808080808080808080808 8080808080808080808080 0 Captain Commando: Very inhibiting with his captain fire move. Try to keep air dashes to minimum, block his combos and throw air soul fists. Attempt to combo him during his openings. Be careful of his captain storm. Typically played extremely fast and aggressively. Calling forth his friends. Don't air dash at all if he is aggressive and anti air happy. He can be challenge, try to use soul eraser as many times possible. Charlie: Lacks a good keep away but can be hard to take out and has strength. Try to air dash when ever he lags and combo him to the grave.

> Typically played aggressively for his power. He will build up to his projectile super that is slow, apply pressure and poke with soul fists as he needs to charge. Soul eraser will be instrumental in his defeat.

Chun Li: Disregard the rumors about her because she can be highly dangerous with her combos. Air soul fists will poke at her and when appropriate, combo her. Typically played using her enhanced jumps. She will use anti air attacks, be careful when dashing. She is easy to avoid and has close range supers. Use soul eraser when the opportunity arises.

Colossus: Play keep away with him when he has super armor, other than that take advantage of his lag. But watch out for his strength. Soul eraser will come in handy as he is a large character.

> Typically played offensively with the aim for a super armor power up. It's very easy to avoid him and attack him, just use a dash. You may have to do extra time with him as he is a tough cookie.

Cyclops: A beamer than can present a challenge as he is powerful and has an effective beam that can be fired anywhere. Use air dash with care and combo him. Soul eraser may prove useful at times.

> Typically played defensively for his beams. It is easy to get close to him, but never have projectile wars for Morrigan will never win. Once close, wait for an opening and use combos to drain his health. Note that his beams can be fired in many directions.

Dan: As comic as he can be, he can be dangerous in the right hands. Don't laugh at his projectiles, take advantage of it. Soul eraser when he performs the premium sign. Basically combo him to death.

Typically played offensively due to his lack of a decent fire ball. Use air dashes to easily avoid him and attack him. He does have some lags that can be utilised, other than that, he shouldn't be much of a problem.

Dhalsim: A long range character that may be a floater but is of concern. Watch out of his teleport and throwing skills. When he's open, combo him extensively.

> Typically played defensively with yoga fires or flames. He will teleport for an attack. It may be difficult to dash without getting hit, try jumping instead. Soul eraser will

prove useful for a fire bug player as it has lag.

Dr.Doom: One word describes this character. Scary. He has insane range and keep away. Try to use soul eraser when ever you can. Combo at him. Note his beam hits once, so soul fist him.

> Typically played to trap, he can easily be avoided by super jumps and air dashes. He is large, so it won't be hard to combo him. Any dash will get her close. Watch out for his power and anti air properties.

Felicia: A combo weapon that his highly quick. But her lack of strength reduces the threat. Combo with her and push block, use aerial dashes to dazzle this potential danger.

> Typically played aggressively to apply a sense of overwhelm. Air dashes will help in escape and soul fist will help in poking. Some of her moves have lag, take advantage of that. Soul eraser will prove very useful as Felicia lacks decent defence as well.

Gambit: A card slinging character that can confuse. Watch out for royal flush and his other card tricks. Combo him and try to use soul eraser during his lags.

> Typically played with an aim to use the glitch when he has the advantage. He will use his cards many times, keep air dashing to get close and combo him. He may jump around at times, but most of his staff moves have lag.

Guile: The character that can often give Morrigan serious problems. His sonic hurricane and somersault can really inhibit her. Try to dash during his lag, note that sonic boom needs to charge, and combo him.

> Typically played with his projectiles into a somersault kick. It may be risky to dash when he has this anti air attack. Try to poke him with soul fist, and when he misses a sonic hurricane, soul eraser will take care of him.

Hayato: His sword has insane reach and he's really

a character not to be underestimated. Take advantage of his lags and use soul eraser when appropriate.

Typically played offensively with his slash moves that have severe lag. It is easy to take advantage of that, plus he comes to you. His sword moves may chip, but he is risking his own health. You can dash to avoid him.

Hulk: A power house character that can be too large and reasonably quick to avoid. His gamma crush can catch her off guard. Combo him, but focus on triggering a soul eraser against his might.

> Typically played totally offensive with his clap move. Watch out for his rock lifting wave as it eats soul fists. His dashes will get her during her dash. Take advantage of his lags, you may even be able to connect a darkness illusion.

Ice Man: The character that can be disastrous to fight. He takes no block damage and has his ice beam. Shell kick him to chip because soul fist and soul eraser will be utterly useless. Try to air dash and combo him. Be extremely aggressive or he'll chip you.

> Typically played cheaply with his ice beam and turtling. Use with care, the air dashes to get close. Never let him get away or he'll use ice beam again. Apply pressure and get him during his lags. Soul eraser may have a 50% chance of damage.

Iron Man: His beams can render soul fists useless. Try
 aerial soul fists and dash for a combo. Be
 prepared to super jump over his proton
 cannon. Take advantage of his lag moves.

Typically played long range with his multi hitting beams that chip. Use an air dash to get close and ensure that he doesn't use his beam super. Soul eraser will be very useful as he does have some major lag. You may also find that he can be really be durable.

Jill: A well decorated pixie that can combo remarkably well. Watch out for her undead helpers and use vector drain when she dashes too close. Just be cautious around her because she is highly mean. If the opportunity comes, combo her extensively. Typically played aggressively with the aid of her zombies. She will chase and combo well. Use air dash to confuse her and to get to her. Soul fists will also help dramatically in keep away. Combo her when ever she dash lags and use soul eraser at those times as well.

Jin: Highly dangerous as he possesses insane power for a guy his size. Never air dash unless when it's safe because of his blodia vulcan. Combo him when he lags. When he goes into desperation soul fist for keep away.

Typically played aggressively due to his normal chipping capabilities. Air dashing may be risky because of his anti air properties. Play keep away and combo on his many lags. Soul eraser will be needed as Jin has enhanced defence.

Juggernaut: Morrigan's nightmare comes to life in Juggernaut. She will have to do over time with him because he is far too powerful. Get him during his lags and when safe, pull a soul eraser or even a darkness illusion. He's very, very dangerous.

> Typically played aggressively to confine and with the aim of the glitch into dashing super. He cannot be avoided unless super jumps are used. Try to launch him and combo as it can be dangerous on the ground. Play keep away for chipping.

Ken: Don't expect him to be easy because he is very fast and has damaging combos. His hurricane kick is different and he is generally a challenge to swat. Use soul eraser for his failed supers.

Typically played aggressively with his high priority and damaging hurricane kick. Air dashes will be useful in avoiding him and attacking him. Most of his supers take timing to connect and take advantage of his delays.

Kobun: A tiny terror that can be hard to hit. Watch out for his chip and run tactics. Soul eraser will take care of him. Her satellite bat laser will make his size useless.

Typically played as a chipper with all his other friend servbots. Soul fists will be large

enough to hit him and soul eraser will not miss on the count of his crouching. He will combo and use air dash to avoid him. Take advantage of his low damage output.

M.Bison: There was a reason why he is called a mean boss. He can really do a number on her with his psycho crusher. Try and match him in confusion and take advantage of his lags. Using soul eraser may be risky against him.

> Typically played aggressively with his psycho crusher and psycho energy ball. He will apply the pressure and it won't be easy to avoid him. Super jumping will suffice and combos during his lags will be his down fall.

Magneto: A combo encyclopedia that is very hard to catch, let alone defeat. His beam hits once so don't worry about not using soul fists. He's quick all right, but Morrigan's dashes can usually get to him. Use soul eraser at a far, never use it against magnetic tempest.

> Typically played extremely aggressively with his deadly combos. Hyper grav will be used into his shock wave super. Mainly aims for combos, it will be hard to avoid him. Try to wait for a lag and combo him. Note that he is very, very dangerous.

Marrow: Highly confusing and irregular attacks make her a problem. She is fast and can really confuse. No matter, Morrigan is also quick to get in with extensive combos. Try using soul eraser when ever possible.

> Typically played aggressively flinging her bones to inhibit movement. She is a close range fighter, be prepared to take the load of confusing moves and combo her back during times of failed attempts.

Mega Man: A smaller character that can be very annoying to defeat. His hard punch fire ball makes soul fist useless, but not the aerial ones. He can be caught when he lags after a super such as drill rush.

> Typically played as an opportunist keep away. Meaning, he plays keep away and comes in to

to combo and then runs again. Air dashing is useful in getting near him. Combo him when possible and note that all of his supers have slow start ups.

Morrigan: She'll be using the same strategy, she can be hard to get. Wait for her to do a soul fist and then perform a soul eraser. If you've learned her well, she should be predictable, but still threatening.

> Typically played as an opportunist that can be really fast and unpredictable. Soul fist will be primary for poking and dashing in for a combo. It may take some time trying to catch her, just wait for the moment. Soul eraser will be very useful.

Omega Red: Is very, very deadly because of his long range attacks and his insane combos. Try to not air dash because he can grab you. Be as close to him as possible to take advantage of his lags.

> Typically played as a poker with his coils that go in different directions. He has enhanced defence, so you may need to work for a win. Never air dash against him, super jumping will be sufficient. Soul eraser will be extremely useful for damage.

Psylocke: A pixie that can play keep away and anti air spells trouble for Morrigan. She's fast, tricky and a combo force. Try to tangle and match her combo ability. Get her when she lags, since she lacks power like Morrigan, it should be a good tussle.

> Typically played as an opportunist with keep away and combos. Morrigan has better mobility that will be important in out classing this character. Note that Psylocke has jump enhancements but is lacking in strength. Soul eraser will take care of her during her recoveries.

Rogue: If any character is predictable yet highly dangerous, it is Rogue. She will be all over her, so push block to inhibit power drains. Mix up the aerial dashes and combo her to death.

Typically played so aggressively it's not safe.

Watch out for her offence, push block is very important. Use air dashes to avoid her power stealing and get her during her severe delays. Soul eraser will be instrumental in her defeat.

Roll: A small assassin that can be a challenge to combo due to her small size. Use soul eraser when possible, take her down during her lag moves. Roll is lacking in offence and defence so take advantage of that.

> Typically played as an opportunist because she is disadvantaged. Watch out for her projectiles and size. She can be aggressive and can combo well. She does have some notable lag for a small character, so soul eraser will take care of her.

Ruby Heart: The character than can take Morrigan down in the air due to her quick dashes and capture techniques. Try to take her during times of lag. She can dash anywhere, take note of that. Use soul eraser when the time comes.

> Typically played aggressively with her dashes, she is pretty strong and has a variety of strange moves. Most importantly she takes away air dashing on the screen. To avoid her, super jump and then dash. Combos will also be important during her dashing lags, use a super jump then dash.

Ryu: Fire ball thrower that can have fire ball wars with Morrigan. Try to get him during his failed attacks, and be careful in the air as his super hurricane kick can be dashed into. Soul eraser will take care of him, but combo him at all times.

Typically played on the offence with some keep away. He does have recovery delays, take him at those times. Morrigan does have more variety and dashing power, use these to avoid and attack him. Careful of his beam super, he may catch you on the most unlikely times, like the air.

Sabretooth: This character is large but packs a mean set of claws. He does lag many times, so take advantage of that. His large size can also lean towards Morrigan's favor. Throw lots of soul fists to keep him away. Soul eraser will do a number on him. Typically played very aggressively as he can combo surprisingly well. Play evasion and soul fist games to frustrate. Using any air dash can be used as retreat or attack. It won't be hard to combo him due to his large size. Watch out for Birdie, she advertises major delay.

Sentinel: Morrigan's grave digger is the Sentinel. He is far too superior for her to take. He has range, power and durability. He makes her combos seem useless, so try to pull off as many soul erasers as possible. It may even be necessary to pull Morrigan out.

> Typically played aggressively long range with his quick rocket punches. He takes advantage of his insane power output, watch for a flaw in this and super jump to attack. The real damage will be done in soul eraser, note that he may not take chipping damage.

Shuma Gorath: Has a variety of moves that can confuse and inhibit her from dashing. Shuma Gorath is fortunately, relatively weak. Be careful of his chaos dimension. Try to combo him to death, note that he can be tricky.

> Typically played aggressively with an impressive variety in moves. He is fast and has range on most of attacks. To avoid, super jump then dash. He is hard to attack, so use soul fist to poke at him. Soul eraser will be extremely useful.

Silver Samurai: Swords are his specialty, that makes him very good at offence. His moves have notable lag, so combo him or use soul eraser. He can be no match if Morrigan is hard to catch.

> Typically played aggressively and has dangerous range with his sword. To avoid has charging chipping, super jump and air dash. Soul fists will agitate him more to attack, and will present more lags for combos.

Son Son: The monkey acrobat that can really be hard

to attack because of her small size. She's not impossible to catch, so combo her to death. Use soul eraser during her lag supers and moves.

Typically played aggressively and is very strong in the air due to her multi hitting staff. Note that her projectile hits 3 times which could affect the soul fists. To get at her, use any air dash. Be attentive when comboing at her, she can be missed.

Spider Man: The web slinging character that can really hurt Morrigan's aerial superiority. He too is fast, so use her dashes to stay close to him. Try to combo him when near and use soul eraser for failed maximum spiders.

> Typically played aggressively with keep away. Watch out for his web swing when considering to dash. Super jumps and air dashes will assist in attacking and get away. He does have recovery delays so use soul eraser or combo him then. Use soul fist to poke and keep away.

Spiral: An extremely versatile character that has it all. She has a chipping game, a close range game and a keep away game. Watch out for her teleports and swords. Try and match her versatility with her air dashes. She'll never be able to use Metamorphosis. To deal with this character, combo her and use speed to reach her. Never take your eyes off her.

> Typically played as an opportunist playing effective trapping and keep away, then coming in for a combo. Take advantage of her floats and avoid her swords with air dashes. Spiral may enhance her qualities, note this.

Storm: The supreme ruler of the elements is highly dangerous. She is fast, can trap and deals good damage. Try to match her speed dashes and combo her when possible. Soul eraser will also be useful. Watch out because Storm is a combo force.

> Typically played dangerously aggressive with super fast and confusing air dashes. She is good damage output and variety. Use air dashes to avoid her, get her during times of delay. Keep in mind that she is extremely powerful and confusing.

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Strider Hiryu: The most dangerous pixie will certainly cause serious problems. He is extremely fast and has teleports. Blocking is the way, push blocking is better. Try to match him in his insane combos and use soul eraser when he's vulnerable. Keep your eyes on this combo dictionary.

> Typically played aggressively and it could mean serious damage when he does connect combos. Super jumping will be useful in avoiding him. Make him attack her by poking with soul fists. When he does lag, that will be the best to combo him.

Thanos: Mighty and fast for his size, he could be a challenge. He can be fast, but lacks variety. Take advantage of that and his lags. Soul eraser and darkness illusion have a good chance for connection. Basically, combo him to death, Morrigan is far more faster.

> Typically played aggressively in order to make use of his speed and power. Use soul fist to poke at him and combo his failed dashing move. Use his large size to combo him effectively, watch out for his supers that have variety.

Tron Bonne: She may have a mech to cause heavy damage but she has lag too. Use the air dashes to get to her and wait for her famous lag move that will have her comboed to death. Soul eraser will be extremely useful. Tron can dash in the air, take note of it.

> Typically played overly aggressive. She is is strong and has enhanced defence. Dashes are a must to avoid and attack her. Tron is large due to her mech, use this to combo her. Connect soul eraser when ever possible.

Venom: A powerful and quick character that can cause significant damage to Morrigan's game. Watch out for his effective venom fang. Don't try to dash because he has range. Combo him as much as possible and use soul eraser at all times.

Typically played to overwhelm and chip. He is very strong and can be extremely hard to catch

off guard. Super jump to get to him, air dashes are not recommended. Keep guard for his venom fang. Combo him during his lags, let him do the attacking. Use soul fist to inhibit him.

War Machine: The mobile rocket silo that may lag at critical times. Mainly watch for his rockets and vulnerability. Combos are effective against him as well as soul eraser.

> Typically played as keep away with his missiles. Ground soul fists will be eaten by the rockets, air soul fists are very effective for poking. Use any dash to get in for a chance to combo, you may need to do some extra work.

Wolverine: Both Wolverines are pixies that must be kept away at all times. Soul fists will do the trick. Due to his lack of range, the soul eraser will be so useful.

> Typically played aggressively and is mash friendly. It is very easy to avoid him as well as attack. Take advantage of his lag and connect soul eraser when appropriate. Frustrate him with soul fists.

Zangief: The powerful russian that can make vector drain look useless. He is quicker than before and can be scary. Try to not combo him, just use attacks that are out of his grabbing range.

> Typically played aggressively with no choice but to throw. Keep him away with strategic soul fists. Use soul eraser when possible. It is particularly effective against his metal form. Never try to combo him.

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  1. C [ LP, HK ]
  2. C [ LP ], S [ HP ]
  3. C [ LP ], S [ HK ]
  4. C [ LP ], Mysterious Arc
  5. Mysterious Arc, C [ HK ]
  6. C [ LK ], S [ HK ]
  7. C [ LK ], S [ HP ]
 8. C [ LP, LP, HK ]
  9. C [ LP, LP, HP ]
 10. C [ LP, LP ], Mysterious Arc
 11. C [ LK, LK, HK ]
 12. C [ LK, LK ], S [ HK ]
 13. C [ LK, LK ], S [ HP ]
 14. C [ LK, LK ], Mysterious Arc
 15. S [ LP, LP, HP ]
 16. S [ LP, LK, HP ]
 17. S [ LK, LK, HP ]
 18. S [ LP, LP, HK ]
 19. S [ LP, LK, HK ]
 20. S [ LK, LK, HK ]
Body Language
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 21. C [ LP, LP ], S [ HP ]
 22. C [ LP, LK ], S [ HP ]
 23. C [ LK, LK ], S [ HP ]
 24. C [ LK, LP ], S [ HP ]
 25. C [ LP, LP ], S [ HK ]
 26. C [ LP, LK ], S [ HK ]
 27. C [ LK, LK ], S [ HK ]
 28. C [ LK, LP ], S [ HK ]
 29. C [ LP ], S [ LP, HP ]
 30. C [ LP ], S [ LK, HP ]
 31. C [ LK ], S [ LP, HP ]
 32. C [ LK ], S [ LK, HP ]
 33. C [ LP ], S [ LP, HK ]
 34. C [ LP ], S [ LK, HK ]
 35. C [ LK ], S [ LP, HK ]
 36. C [ LK ], S [ LK, HK ]
 37. S [ LP, LP ], Shadow Blade
 38. S [ LP ], C [ LP ], Shadow Blade
 39. J [ Shell Kick ], Shadow Blade
40. J [ Shell Kick ], C [ HK ]
Fantasies
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41. C [ HP ], U, LP, LP, HP
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42. C [HP], U, LK, LP, HP 43. C [HP], U, LK, LK, HP

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44. C [ HP ], U, LP, LP, HK
 45. C [ HP ], U, LK, LP, HK
 46. C [ HP ], U, LK, LK, HK
 47. C [ HP ], U, LP, LP, Soul Fist
 48. C [ HP ], U, LK, LP, Soul Fist
 49. C [ HP ], U, LK, LK, Soul Fist
 50. C [ HP ], U, LP, LP, Shadow Blade
 51. C [ HP ], U, LK, LP, Shadow Blade
 52. C [ HP ], U, LK, LK, Shadow Blade
 53. C [ HP ], U, LP, LP, Shell Kick
 54. C [ HP ], U, LK, LP, Shell Kick
 55. C [ HP ], U, LK, LK, Shell Kick
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Seduction
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 56. C [ LP, HP ], U, LP, LP, HP
 57. C [ LP, HP ], U, LK, LK, HP
 58. C [ LK, HP ], U, LP, LP, HP
 59. C [ LK, HP ], U, LK, LK, HP
 60. C [ LP, HP ], U, LP, LP, HK
 61. C [ LP, HP ], U, LK, LK, HK
 62. C [ LK, HP ], U, LP, LP, HK
 63. C [ LK, HP ], U, LK, LK, HK
 64. C [ LP, HP ], U, LP, LP, Soul Fist
 65. C [ LP, HP ], U, LK, LK, Soul Fist
 66. C [ LK, HP ], U, LP, LP, Soul Fist
 67. C [ LK, HP ], U, LK, LK, Soul Fist
 68. C [ LP, HP ], U, LP, LP, Shadow Blade
 69. C [ LP, HP ], U, LK, LK, Shadow Blade
 70. C [ LK, HP ], U, LP, LP, Shadow Blade
 71. C [ LK, HP ], U, LK, LK, Shadow Blade
 72. C [ LP, HP ], U, LP, LP, Shell Kick
 73. C [ LP, HP ], U, LK, LK, Shell Kick
 74. C [ LK, HP ], U, LP, LP, Shell Kick
 75. C [ LK, HP ], U, LK, LK, Shell Kick
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Fore Play
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 76. J [ LP, LP ], C [ LP, HP ], U, LP, LP, LK, HP
 77. J [ LK, LK ], C [ LP, HP ], U, LP, LP, LK, HP
 78. J [ LP, LP ], C [ LP, HP ], U, LP, LP, LK, HK
 79. J [ LK, LK ], C [ LP, HP ], U, LP, LP, LK, HK
 80. J [ LP, LP ], C [ LP, HP ], U, LP, LP, LK,
     Soul Fist
 81. J [ LK, LK ], C [ LP, HP ], U, LP, LP, LK,
     Soul Fist
 82. J [ LP, LP ], C [ LP, HP ], U, LP, LP, LK,
     Shadow Blade
 83. J [ LK, LK ], C [ LP, HP ], U, LP, LP, LK,
     Shadow Blade
 84. J [ LP, LP ], C [ LP, HP ], U, LP, LP, LK,
     Shell Kick
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85. J [LK, LK], C [LP, HP], U, LP, LP, LK, Shell Kick 86. J [LP, LP], C [LK, HP], U, LP, LP, LK, HP 87. J [LK, LK], C [LK, HP], U, LP, LP, LK, HP 88. J [LP, LP], C [LK, HP], U, LP, LP, LK, HK 89. J [LK, LK], C [LK, HP], U, LP, LP, LK, HK 90. J [LP, LP], C [LK, HP], U, LP, LP, LK, Soul Fist 91. J [LK, LK], C [LK, HP], U, LP, LP, LK, Soul Fist 92. J [LP, LP], C [LK, HP], U, LP, LP, LK, Shadow Blade 93. J [LK, LK], C [LK, HP], U, LP, LP, LK, Shadow Blade 94. J [LP, LP], C [LK, HP], U, LP, LP, LK, Shell Kick 95. J [LK, LK], C [LK, HP], U, LP, LP, LK, Shell Kick Stimulation 0 0808080808080808080808 96. J [Shell Kick], C [HP], U, LP, LP, HP 97. J [Shell Kick], C [HP], U, LK, LK, HP 98. J [Shell Kick], C [HP], U, LP, LP, HK 99. J [Shell Kick], C [HP], U, LK, LK, HK 100. J [Shell Kick], C [HP], U, LP, LP, Soul Fist 101. J [Shell Kick], C [HP], U, LK, LK, Soul Fist 102. J [Shell Kick], C [HP], U, LP, LP, Shadow Blade 103. J [Shell Kick], C [HP], U, LK, LK, Shadow Blade 104. J [Shell Kick], C [HP], U, LP, LP, Shell Kick 105. J [Shell Kick], C [HP], U, LK, LK, Shell Kick Ultimate Climax 0 0808080808080808080808 106. S [LP, LP], Silhouette Blade 107. J [Shell Kick], Silhouette Blade 108. J [LK, LK], S [LP, LP], Silhouette Blade 109. Soul Fist, Darkness Illusion 110. Soul Fist, Soul Eraser 0 08080808080808080808 < 0 > 808080808080808080808080808080 0 0 08080808080808080808 < 0 > 8080808080808080808080808080 0 0

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