

# Marvel vs Capcom 2 Juggernaut FAQ

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I'M JUGGERNAUT!11111one  
Marvel vs. Capcom 2  
Juggernaut FAQ  
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Disclaimer  
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Version 1.20: Added some excellent corner combos, added some Juggernaut game history, added throw descriptions.

Version 1.10: Added a few changes here and there, with the input of Zack Sabile. Kudos to him.

Version 1.00: Yay! FAQ is complete! More updates to come, such as how to fight that freaking Spiral, Juggernaut history, etc.

## =====

### 1. Juggernaut! (Why choose this loser)

## =====

Truth be told, Juggy is actually in the higher tiers(though definitely not top tier material). The majority think that since he's a freakin' giant, he's slow and automatically sucks. He does have god-awful walking speed and recovery, but some of his moves, like the Body Slam and Headcrush, are very fast and useful.

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### Juggernaut's Game History

## -----

Juggy made his fighting game debut in X-Men: Children of the Atom, where he was a boss character you fought before fighting the almighty Magneto. Juggs was DISGUSTING in this game; rigged beyond all belief, his Doublefist attack knocked off 1/4th of a lifebar, and his Headcrush did CATASTROPHIC damage... and that was without the Power-Up. His Power-up lasted 7 seconds instead of

past the first hit. So if you got hit by the Headcrush when he was powered up, let's just say your ass was grass. Unfortunately, our big hero was unplayable except through the use of a cheat device, which I can understand...the murder rate would climb if the beast was playable.

Juggernaut made a return as a PLAYABLE character in Marvel Super Heroes! Fans flocked to machines only to find out that he was toned down. >.<; However, his power was still up there, as he was the strongest character in the game. In MSH, Juggy could pick up beams in his stage and smack the crap out of his opponent with 'em! Talk about AWESOME. His Headcrush was toned down in damage, but it still did a number. In this game, Jugg could make good use of the Infinity Gems; using the Power Gem almost brought him back up to his X:COTA power, but using the Space Gem made him practically INVINCIBLE. I actually think he couldn't take damage while using the Space Gem. Also, Juggers was the only fighter to have the Super Armor in Marvel Super Heroes. Toned down, but definitely not weak at all, Juggers again made an impact in his second fighting game. (BTW, his massive size lagged up the PSX version like hell.)

Jugg's third game appearance was in X-Men vs. Street Fighter, the beginning of the Vs. Series. Juggernaut had some freakishly fast Aerial Raves o.O;. But his Headcrush was AGAIN reduced in damage. However, he could chain THREE of the bad boys together with the EX cancelling! Not that it did that much more damage, but it was still a gorgeous sight to behold. Juggernaut had a taunt throw in this: it was hard as all hell for it to actually connect, but when it did hit, oh, was it satisfying. He also gained the one-hit wonder Power-Up we all know and love in this. The addition of Team HCs brought Juggernaut to a new level as well: His Headcrush was very useful as both a supporting HC OR a lead HC. Imagine a Headcrush paired with a Shinkuu Hadoken...ouch.

Juggernaut did not appear in Marvel Super Heroes vs. Street Fighter.

He did make an appearance in Marvel vs. Capcom as a support partner. You called him out, and he did a MUCH, MUCH weaker version of the Headcrush, but it did do four hits and left your opponent WIDE open for beam supers. Sadly, you could only use this a limited amount of times. Juggernaut was not actually a playable character in this game.

Juggernaut returns in Marvel vs. Capcom 2! Not only does he have some damn good combos now, but his Headcrush has gotten some of its power back! Not to mention his Dash Assist...Now you can call it out anytime you want. Sadly, he no longer has the mighty taunt throw or can no longer beat the crap out of opponents with metal beams, but he's STILL goin' strong. WOOT!

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Pros and cons of Fat Man:  
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- +Insane strength; can knock away life bars with just a few hits
- +Dash Assist Juggernaut Punch is an excellent punisher
- +Has Super Armor; means giant boost in priority for Juggernaut
- +High Defense; takes only 85% damage
- +Has the infamous Power-Up Glitch (Arcade/DC Only)
- +Headcrush special does enormous damage, comes out very quickly, can punish mistakes greatly
- +Can cancel normals and Earthquake Punch into Headcrush
- +Looks like a big chicken nugget man
- +When glitched, can take out whole lifebars with Headcrush
- +Can go through single projectiles such as Hadoken and punish with Juggernaut Punch/Headcrush

- Slower than a freaking turtle...with crutches
- INSANE recovery on most moves; Juggy can be punished VERY easily if you are not careful
- No real projectile; Earthquake Punch travels along the ground
- Without glitch, Power-Up technique is worthless as crap
- Only one Hyper Combo (that's all he needs)
- He's pretty dumb
- Fattest character in game; fodder for aerial specials like Doctor Doom's Photon Array; Fatness makes him combo fodder, and Zangief throw fodder
- Weighs 900 pounds. Wtf.

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 Fat Man's Ability Ratings:  
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Power: 9.5- Second only to Sentinel, this big man has a whole bunch of muscle in that 6'10 frame. Juggernaut's specials are VERY damaging, and his Headcrush is easily one of the most damaging Hypers out there. They call him Juggernaut for a reason.

Defense: 9.5- Also second to Sentinel, or third to Ice Silver Samurai or a Defense-beefed Rogue. Juggy only takes 85% damage from attacks, and he also has Super Armor to boot. This makes him quite a tank, but remember that since he's fat, he can take way too much hits sometimes.

Speed: 5- If this were based solely on moving speed, this giant piece of crap would have a 1. His walking speed is atrocious, so you should use jumps or moves to approach an opponent. His special moves and Headcrush, however, come out quite fast.

Recovery: 1- Hell, I'm being GENEROUS with a 1. Juggers has the WORST recovery in the game, hands down. His more powerful moves usually give your opponent a couple of SECONDS to punish him. All in all, to be good with Juggernaut, you need to know when to smash, and not throw out moves randomly.

Combos: 7- Juggernaut's combo strength lies not in the number of hits they do, but rather the MASSIVE amount of damage they do. Juggernaut's combos, most importantly Headcrush-oriented ones, do godly damage.

Assists: 8- Juggernaut's Dash assist is one of the best out there for its sheer damage and punishment capability. Stick with the Dash assist to get the most out of Juggernaut assistance.

Overall: 7- Jugg's pros outweigh his cons, and someone who learns to use him well can end a match in two minutes. One just has to be wary of his craptastic speed and recovery time, and they're home-free.

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 That done, here's a legend for abbreviations:  
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- LP, MP, HP- Light Punch, Medium Punch, Hard Punch
- LK, MK, HK- Light Kick, Medium Kick, Hard Kick
- P, K- Any Punch Button, Any Kick Button
- PP, KK- Both Punch Buttons, Both Kick Buttons
- A1, A2- Assist 1, Assist 2
- B, DB, D, DF, F- Back, Down-back, Down, Down-Forward, Forward
- AC- Air Combo
- HC- Hyper Combo
- DHC- Delayed Hyper Combo
- OTG- Off-The-Ground

xx- Cancel

Jugg, Jugs, Juggy, Juggers, Juggaroo, etc.- Juggernaut

QCF- Quarter Circle Forward (D, DF, F)

RQCF- Reversed Quarter Circle Forward (F, DF, D)

DP- Dragon Punch Motion (F, D, DF)

HCF- Half Circle Forward (B, DB, D, DF, F)

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2. A quick swig of Juggernaut

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A quick list of Juggernaut's moves:

Earthquake Punch: RQCF + P

Juggernaut Punch: HCF + P

Body Slam: HCF + K

Cytorak Power-Up: DP + PP

Doublepunch to the Face: F + HP

Headcrush: QCF + PP

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3. Smashing for Dummies; Basic Moves

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Light Punch

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Standing: A quick (for Juggernaut; as far as LP's go, the speed is crap) pop to the face. good combo starter, good damage for an LP.

Ducking: Quicker than standing LP, this punch is a nice pop to the opponent's midsection (groin and then some ;\_). Good for hitting into a launcher and going into a nice Air Combo.

Jumping: Quicker than ducking LP; another pop to the face. Good only as Air Combo filler.

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Medium Punch

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Standing: Hammer punch to the head. Good combo filler, but not much else.

Ducking: Looks like the Earthquake Punch, without the quake. Best of the MPs; it hits twice. Great for cancelling into Headcrush.

Jumping: Another hammer punch to the head. Air combo filler.

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Hard Punch

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Standing: Freaking enormous uppercut to the face. Great damage and good for stopping aerial assaults, but leaves Juggy WIDE OPEN if he misses or is blocked, due to its freakish recovery.

Ducking: Juggy's launcher! In addition to that, use this insane-priority move to counter jump-ins. Also, the "punch effect" lingers after the move is done, meaning that if an opponent runs into your outstretched fist after the swing, they'll take damage and be launched. One of Juggy's greatest moves.

Jumping: A giant backhand. Good priority and damage, but stick to the kick.

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Light Kick

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Standing: Boot to midsection. Very quick. Follow this up with a combo.

Ducking: Pretty much the same thing as standing, only you're ducking.

Jumping: See other 2, air combo filleroo.

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Medium Kick

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Standing: Jugg stomps on the ground. Good for combos, but it has piss-poor range.

Ducking: OTG attack. Juggy sweeps them off their feet (LOLOLOL), providing a prime moment for Earthquake Punch into Headcrush. GREAT combo filler.

Jumping: Boot to the head! Juggers smacks them in the face with his foot. Air combo filler, cancel into Body Slam to own.

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Hard Kick

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Standing: Big boot to the head. Big damage and priority, great for some hypercancelling into the Headcrush.

Ducking: Boot to head. Also great for super/hypercancelling.

Jumping: Mid-air boot to the head. Great reach = good for stopping aerial assaults. Also good for supercancelling into Body Slam.

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4. Smashing Part 2; Special Moves

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Juggernaut's Special moves focus on two things: Power, and knocking the crap out of your unfortunate opponent. Take a look-see.

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Head Trauma (when close, F or B + HP)

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Juggy's HP throw. The better of the two IMO, because in the corner, this thing has INSANE combo potential. Use it to vanquish turtles, and start anti-turtle corner combos.

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I Don't Like You (when close, F or B + HK)

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Juggy grabs the opponent and slams 'em FREAKIN' hard into the ground. Less combo potential than the HP grab, but get for getting opponents into the corner.

-----  
Doublefist to the Face (F + HP)

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If it isn't obvious, I don't know the official name of this damn move. Anyway, this move makes Jugg clap both his fists together to smash the opponent's face. I haven't got much to say about this move; it's strong, but it leaves Juggy wide open due to a horrible-ass recovery. This move can be used as a follow-up to a Jump-in tag or an aerial assault; otherwise, it's not much use. Use it sparingly.

Rating: 2/5

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Earthquake Punch (RQCF + P)  
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This move serves as Juggy's pseudo-projectile. Juggernaut slams both fists into the ground so hard that the ground splits, traveling in a path toward your opponent. Some people see this move as a slow-traveling, crappy projectile that is just asking for a Super Jump, AHVB to the face. But that's what happens when you whip it out by itself. The LP version's quake travels just a bit, traveling for about 3 hits or so. The HP version travels the whole screen for about 6 hits. What makes this move awesome is that the character, if hit, is carried along with the quake, stunning him/her for a long-ass amount of time. If you don't Headcrush during this time, you must be dumb.

The best use of this move is after a LP, MP and/or LK, MK; these moves can both cancel into an Earthquake Punch, and RIGHT when Juggernaut's fists hit the ground, causing the quake, Headcrush them. Thus, the earthquake will be raging below them, damaging them, with you Headcrushing them all the while! This totals to about 75-85 damage, when NOT glitched...a nice little amount! On a side note, this move is Juggernaut's Projectile Assist.

Rating: 4/5

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Juggernaut Punch (HCF + P)  
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Juggernaut's namesake move is a giant punch that simply knocks the crap out of your opponent and sends them (and said crap) flying across the screen. The LP version makes Juggernaut do the punch from where he's standing, and the HP version makes him dash way forward and then do the punch. The HP version also has ATROCIOUS recovery; use it to punish mistakes. The LP version, though, is a prime combo finisher. Link it after a Ducking LK, MK for 35+ damage. This move's best use is as the Dash assist type, to punish whiffed or blocked moves. Remember the insane lag when using this move. Note that this can hit downed opponents. Juggy's Dash assist.

Rating: 4/5

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Body Slam (HCF + K)  
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This is Juggy's air-also attack. While it can be done on the ground, it's better used on a cancel or as an AC finisher. The LK version makes him leap a small distance up and a tiny bit horizontal. The HK version makes him FLY up there, go a bit more horizontally, and do more damage; this move is most useful as an AC finisher. Using the LK version as a finisher has almost no risk, as it is almost guaranteed to hit. However, if you can land the HK, it will do more damage. Go with the LK unless you are a master of this move. It's just that the HK tends to fly way above the opponent, and then he has time to block.

Rating: 3/5

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Cytorak Power-Up (DP + PP)  
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Juggernaut lifts both fists high in the air and lets out a big goofy cry of "POWER UP!" This move is infamous for the Juggernaut Power-Up arcade glitch. More on that later. Anyways, this move powers up Juggernaut's next hit. Also, there's a DIFFERENCE between "hit" and "move". For example, if Jugg uses the Power Up and then does a Headcrush, only the first hit of the Headcrush would do extra damage. The rest would do normal Headcrush damage. Therefore, it's

best to use this move (if you even use it) before a strong single hit, like a Doublefist or a launcher, to maximize its effectiveness. This is all assuming that you don't plan to glitch with Juggernaut. If you do, shame on you. >=0 But it'll still be fun as hell seeing a Headcrush rip off an entire character. For more on the glitch, see Other Stuff.

Rating: 2/5 without glitch, 5/5 if glitch

Annyywaayys, on to the Crush O' the Head.

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5. The Greatest Smash; the Headcrush  
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Juggernaut Headcrush (QCF + P)  
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The Headcrush. It DRIPS with excellence. Anyways, this is Juggernaut's only Hyper Combo. What happens is that Juggernaut rushes forward with his head EXTREMELY fast, barreling straight into your unfortunate opponent for MASSIVE damage. This Hyper Combo plays a PIVOTAL role in Juggernaut's game, and if you know how and when to use it properly, you will be a master Juggy.

When the Headcrush comes out, it momentarily stops time; meaning, if you catch someone in the middle of a swing, they're history. And that's what this move is for; punishment. The Headcrush goes through single projectiles, like Ryu's Hadoken, Psylocke's Psy Blast, etc. So, if they're dumb enough to whip one of those out, punish them for it. Another use is to punish Hyper Combos such as the Shun Goku Satsu.

The Headcrush is also a combo ender. It is best use after an HP, HK, or Earthquake Punch. By doing so, you'll add even more damage to the greatness that is the HEADCRUSH. One other use is to punish assist characters. If you do this enough, you'll be wiping out 2 or 3 characters at a time.

Since the Headcrush is so malleable, find your own uses for it. Just don't spam it, since people already fear this move, and if you do, they'll always see it coming a mile away.

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6. Smashing 101; Combos and Strategy  
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Juggernaut's combos do disgusting amounts of damage. Try these out.

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LP, MP, Headcrush  
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Just your basic combo. Be sure to actually connect with the MP to make sure the Headcrush hits.

-----  
Ducking LP, Ducking HP xx HK Body Slam  
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Pretty good damage. Be sure to do the HK Body Slam, since the LK version flies too low.

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Jumping HP, (land) Ducking HP, Headcrush  
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Unleash the HP RIGHT before you land, and then immediately use Ducking HP once you do. When the opponent is in the air, time your Headcrush right for muchos damage.

LP, MP, Earthquake Punch xx Headcrush

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My favorite. RIGHT when the punch hits the ground on the Earthquake Punch, go into the Headcrush. you can vary this with a Ducking LP and MP, or standing LK, MK, etc.

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Ducking LK, Ducking MK, Earthquake Punch xx Headcrush

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BETTER variation of above combo. This is EXCELLENT. The MK OTG's, so if you follow up with an Earthquake and cancel that into a Headcrush, you'll knock off almost three-fourths of their lifebar.  
If I say "The Ducking LK, MK Combo" I mean this one.

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Corner Combos

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The following combos can ONLY be done in the corner, but do GROSS damage.

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Jumping HP, Ducking HP, (Super-Jump) LP, LK, MP, HP, HK, (land), Ducking LK, Doublefist.

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I'm sorry, but this is just amazing. This thing takes off even more than his ground Headcrush combos. Have fun with this one. Ducking HP or HK may be used in place of Doublefist.

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HP Throw, (OTG)Ducking HP, (Super-Jump) LP, LK, HP, HK, (land), Ducking LK, Doublefist.

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THE anti-turtle. If someone decides to turtle in the corner, whip this out and they'll be crying on the ground.

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HP Throw, (OTG)Ducking LP, Headcrush.

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Also a good anti-turtle, but not as much damage as above combo.

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There's a lot more combos, but I'm too lazy to write 'em all. =P Have fun.

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Strategy

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1. Abuse the Headcrush. I know it sounds cheap, but it's Juggernaut's GREATEST asset. The reason is that it stops time very shortly when it comes out, making ANYTHING extremely punishable. A blocked jab can be punished. What's more is that since Juggy has Super Armor, the Headcrush won't be cancelled out when he hits a single projectile such as the Hadoken or Sonic Boom. Another use is cancelling a jab or Earthquake Punch into Headcrush, because the hit stun from the jab(s) will be enough for Headcrush to punish. ABUSE. RAR.  
Alternatively, if you don't have any HC meter, use LP Juggernaut Punch in close quarters to punish, and HP Juggernaut Punch to go through projectiles and punish.

2. If someone tries to jump on you, crouching HP. This move has got huge air reach and priority, and it'll stop almost any aerial assault your opponent tries to mount. Even if he/she hits you, your super-awesome Super Armor will protect your ugly face as you pound the snot out of your opponent's face.

3. Watch out for recovery. Though Juggernaut is a character who relies on punishing, he can be punished too, because his recovery is PISS POOR. Some of his moves give his opponents SECONDS to react, so you'll be eating all kinds of crap if you screw up.

4. Don't use the Power-Up glitch. It's dishonorable. >=0

5. Hit 'em while they're down! The Earthquake Punch and Juggernaut Punch hit grounded opponents, so if they decide to take a nap, wake 'em up.

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7. Juggernaut and Friends  
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Juggernaut needs a good set of partners and assists to be unstoppable. Having a good, fast character and a good Anti-Air assist is a great way to start. Here's some potential helpers for Juggernaut:

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Anakaris  
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He is EXCELLENT at building up Hyper Combo meter with his Mummy Drop throw. This horror-movie reject's role is to build up valuable meter so that Juggers can Headcrush away.

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Blackheart  
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Blackheart is good for Juggernaut. Although he's a big slow guy like Jugg, he has an excellent Anti-Air assist that could be put to good use for Juggernaut. Also, bring him in and play his keep-away game; your opponent will have to adjust to two radically different play styles. Juggy REALLY needs an Anti-Air, and Blackheart can fit that bill nicely.

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Captain Commando  
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GREAT Anti-Air assist for Jugg; if you're not comfy having two giants on your team, pick this dude. He's fast and powerful, and has got one of the best Anti-Airs in the game.

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Doctor Doom  
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This guy's Anti-Air fits ANYBODY. You could use it to repel people from Juggernaut, get rid of pesky fliers like Sentinel, or to do some great chip. If you don't like his Anti-Air, pick Projectile; it's a very fast beam that can cover Juggernaut well, though it only hits once.

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Cable  
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Two great assists: The Projectile and Anti-Air. The Projectile is the one to go with. Since it's a constant beam, you can cover Juggernaut with it or use it to sturn as he goes for a Juggernaut Punch or Headcrush. If you don't want a beamer assist, go for his Anti-Air, as it hits upwards of 8 times and is damaging.

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Iron Man/War Machine  
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Another solid beamer assist, although the Repulsor Blast Anti-Air Assist can

work well for jump-ins...but you've got the crouching HP for that crap, so go with Projectile assist.

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Wolverine (Bone)  
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His Gamma assist is the only assist that attacks low; therefore you could use it to throw your opponent off and follow up with a Juggernaut Punch or Earthquake Punch xx Headcrush.

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Iceman  
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Solid beam assist with massive chip; need I say more? I never use this one actually, because I don't like Iceman. Way too cheap. Not recommended unless you like being hated. >=0

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Zangief  
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Though Zangief and Juggernaut might not make the best team, it's always fun to bring Zangief out for a Throw assist when you opponent is rushing and Juggers can't do anything. This'll break off their rhythm and give you time to punish. The best part is that it's unblockable. The same can go for Tron Bonne or Anakaris, but remember that Anakaris's throw is duckable and needs distance.

There are plenty other good assists for Juggernaut, and these are just a few, so experiment with different partners until you create an awesome kick-ass team!

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8. Juggernaut vs. the World  
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Here ya go, the biggest part of the FAQ. This'll give you strategies for facing each of the other 55 losers in this game(and possibly yourself). Note that like, about half of this is mostly theory and CPU match-based. I'm pathetic.

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1. Akuma (AKA Gouki)  
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Akuma is to be feared, for his amazing power and speed, which can prove a big problem to Juggernaut. Balancing this out is the fact that this guy CANNOT TAKE HITS. Two Headcrushes will lay him out. Unfortunately, a good Akuma user knows this and will try his best to not let you have those two Headcrushes. Akuma has FIVE Hyper Combos, and the one you want to watch out for is the Tenma Zankuu Hadou, the one where Akuma fires a bunch of fireballs at you from the air. The reason is that your big butt covers up half the screen, so most of the time, ALL of these fireballs will hit you if you are not blocking. If you see him going for this move, jump and then Body Slam him. Look for any opportunity to unleash a combo ending in a Headcrush. If he tries a Shun Goku Satsu, Headcrush him for his stupidity.

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2. Amingo  
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This guy is pretty damn weird, but you'll have him in your pocket if you know what to do. Amingo has a great priority jump-in, and his Jumping HK will hurt. He also has a pretty good Air Combo ending in that Onion Rush, but it's pretty balanced out by his crappy launchers. When you see Amingo reaching into his

hat to plant one of his little cactus dudes, Juggernaut Punch and/or Headcrush him. Do not use Body Slam on him unless you want a Boon to the Sun in the face (it's the giant vine hyper). Anyway, anytime he calls a partner, punish, and don't get launched.

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3. Anakaris  
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Even weirder than Amingo, this may move even slower than you, but his moves are so nuts that you won't even be focusing on that. Watch out for his Mummy Wrap throw, as it's unblockable and it has a lot of room to hit you since you are fat. If he tries a Coffin Drop, he'll telegraph it by striking a goofy pose with his hand in the air; if you've got good reflexes, Headcrush him before he can drop it on you. If he tries the Hyper version, wait until a coffin in front of you drops and then Headcrush or Juggernaut Punch. One weird thing about his launcher is that it can smack you out of your Headcrush; be wary of that when you punish. Just block his Pharaoh Magic special, because it is way too risky punishing that due to its massive damage.

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4. Blackheart  
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The main thing to watch out for in Blackheart is his HK Demons xx Heart of Darkness. If the initial kick of the HK Demons hits you, the demons themselves will grab on you, rendering you unable to block, and leaving you free to get your ass handed to you by Heart of Darkness. DON'T let this happen. Push-block the initial HK kick, and then use Headcrush. You may hit a demon or two, but it won't stop you. Basically, Blackheart's attacks leave him wide open. If you block the initial hit of Inferno, he'll be stuck in that goofy hands-out pose, leaving you free to do whatever you please. The main thing to watch out for in Blackheart is his Anti-Air assist on another character; it'll hit twice and stop any attempt to Body Slam or any aerial assault on your part.

On a side note, another Hyper of his to watch out for is Judgement Day. This is because, once again, your size is a huge liability, because all of those demons, be it the air or ground Judgement Day, will murder you. Armageddon is nothing to fear, but you can't do squat about it because the meteors will stop your Headcrush.

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5. B.B. Hood (AKA Bulleta)  
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She'll give you a migraine with that Cruel Hunting HC of hers. Since, once again, you're so fat, the other guys will be hitting you as well, and you will take massive chip damage. Watch when she's calling for those losers and Super Jump over the special and nail her. If you can't Super Jump in time, wait until she's done with the Hyper and twirling her uzi, and Headcrush her face. She hasn't got much of an air game, only her Cheer & Fire technique, so feel free to Body Slam away. Watch out for Hyper Apple For you; it's unblockable like Zangief's Final Atomic Buster, and you're huge, and that's not a good combination. To compensate, leap outta there when she initiates that friggin Hyper, and kick her in the face when you're coming down.

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6. Cable  
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Scrubs love this loser. If your opponent is a "spam Standing HP and/or Viper Beam cuz it's pretty" opponent, you've got it made. Jump over said projectiles and Body Slam his face into the pavement. No more scrub. Against an EXPERT Cable, DON'T Headcrush from afar unless you want an AHVB (or three) to the face. Cable can't really do much when you're up in his face except his usual

tactics or a Psicharge to knock you back. Also, be wary of an Electrap to the face; though it's unlikely he'll do it, it could still spell death for Juggy if he's caught in the trap. If he is, say hello to an AHVB to the face. Annnyways, even though Cable is a keep-away god, try your best to get up in his face and punish.

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7. Cammy  
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DAMN this woman! Anyways, Cammy is one of the fastest characters in MvC2 and a total spaz comboer, which Juggernaut ISN'T. I actually have not played a lot of Cammy players at all, but what I understand is that some of her moves are just asking for a Headcrush when she lands. Overall, just don't get caught in a big combo, because you'll regret it. Headcrush when applicable.

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8. Captain America  
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Captain is a well-balanced guy, which can pose problems for Juggy. If he tries to cartwheel cross-up you, let him have it by tossing him as he approaches. If you can't, then just block the other way and await an opening. Cap's moves leave him wide open, so if he screws up a Stars and Stripes or whips out the Final Justice, Headcrush him for it. Instead of trying to combat a Hyper Charging Star, Super Jump over and then nail him from behind. Watch out for his HP in all forms as it has godly priority.

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9. Captain Commando  
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The other captain might be more of a pain in the ass than Mr. America. The reason: Commando's FREAKING KEEP AWAY GAME. If you try to Body Slam, expect a Captain Corridor or Sword to the face; so throw that option out of the window. If he gets Captain Fire-happy, then there might be a problem; the best option is to negate it with a Projectile Assist and then punish accordingly; if you can't do that, then jump over the projectile and boot him in the face. Your options from there include jumping back and Headcrushing (too damn RISKY) or go from that boot to a launcher and do an AC. The second option is my choice. ALSO, his helpers are annoying as hell. If he calls Sho (who is really friggin fast to come out), just block. Duck for Jennety, and jump over Hoover's missile. A tough fight.

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10. Charlie (AKA Nash)  
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This guy has a goofy vest, and you must slaughter him for it. Anyhow, he's got more power and less comboability than Guile, and arguably the worse of the two. But don't underestimate him at all, as he can still wipe the floor with your big brown ass. Sonic Boom isn't a threat. Headcrush him if he uses it. The Sonic Blade HC IS a threat. It pushes you away and gives Charlie plenty of time to rush up and throw you when you're blocking it. Good thing for you, it moves slow. Super Jump and Body Slam his unfortunate ass from above if he uses the Sonic Blade. If he does his Somersault Justice HC, don't even try to Headcrush. Wait until he lands, THEN unleash Hell. >=D Anyway, Charlie is actually very punishable, just be wary for any Crossfire Blitzes or Sonic Blades.

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11. Chun-Li  
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Toned down severely, Chun-Li doesn't pose too much of a problem for Juggers.

The only thing you've got to worry about is her Kikosho super. It'll own any Headcrushes or Juggernaut Punches. Any other moves she has are crap for Jugg. If she uses her fireball, punish. If she does her weird multi-kick thing, then give a big WTF before punishing. You can have Chun Li's ass easily.

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12. Colossus  
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Aw, crap. Colossus is way up there with you in the power department. This is really a fight where you can't make mistakes. If you do, Colossus will have your ass before you can say "POWER UP!!!lllone". ANYWAYS. Colossus's best asset is his Hyper Armor special. He gets armor just like Abyss, unflinchable, but he can actually BLOCK. When he uses it, just wait it out. Anyways, if you can avoid being tackled too much, you'll win the day. As soon as he tries to tackle, block and then POUND HIS ASS. But don't do so if he has Hyper Armor, or he'll block and seriously lay the hurt on you. If he is actually dumb enough to try that Dive Bomb special of his, you will not get hit unless you REALLY suck. As soon as the loser lands, murder him. But it's not actually gonna happen unless you face the computer. And even the computer doesn't do it that much. Anyway, defense is the name of the game in this fight.

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13. Cyclops  
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Ol' Cykey can really put the hurt on you if you're an idiot. First of all and most important, DON'T TRY TO HEADCRUSH ANY OF HIS HYPER COMBOS! YOU'LL GET OWNED! Second of all, don't get in the way of his projectiles, period. He's got one for every freaking situation. Anyways, sometimes scrubs pick Cyclops and abuse his Standing HP and that's it. If he does, Headcrush POR FAVOR. It will hit him quite hard. Good people generally know what to actually do. He's got a good anti-air attack which can be used to stop any Body Slam you might foolishly attempt. He's got damaging throws, and his Mega Optic Blast is freaking ENORMOUS; it's the biggest beam in the game. Your fat butt won't be able to Super Jump over that, so block. If you think you can connect a Headcrush afterwards, try. One of the harder fights for Jugg.

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14. Dan  
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I LOVE Dan. He's my favorite character. ANYWAY, although Dan is a joke character, don't underestimate him. He's surprisingly lethal in the hands of an expert. Expect lots of Dan players to jump into an aerial assault, and follow with a launcher. Counter this by doing a Ducking HP and NAILING his ass as he jumps in, then do an Air Combo of your own. Since quite a bit of Dan "players" only have this maneuver, you'll be home free to wreak havoc on Dan's goofy face. Also, don't let him taunt a lot, or you'll be eating Koryurekkas and Hisshou Burai-kens a lot. Another thing is, DON'T let him get you into a corner. If he gets you there, focus on getting out, cuz you can expect to get some long Shinkuu-Gadoken combos in there. Headcrush if you get into the corner; even if it's blocked, you'll still get out of there.

One more thing; some Dan players are absolutely insane and use the LK Premium Sign to try and stop the Headcrush. Another thing; it works. Don't use the Headcrush on an idle Dan, because that might happen. Always look out for the dread Otoko-Michi; since you're huge, he can get in way close and do the move before you can even react. If he does it from far away, though, he's just asking for a Headcrush.

ONE LAST THING: If he does his Hyper Taunt, let him finish. =D

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15. Dhalsim  
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Dhalsim is nuts. Expect massive poking from afar with those long-ass arms of his, and expect him to teleport out of the way of the Headcrush! Anyways, punish any Yoga Fire idiocy, Body Slam any Yoga Flame. Don't Headcrush from across the screen, because Dhalsim will teleport out of it and then crisp your ass even browner with Yoga Inferno. The key to winning against Dhalsim is that when he tries one of his full-screen pokes, Headcrush his arm, because he will not be able to cancel it into anything. Be wary for any sort of Anti-Air or Projectile assists. Then again, if you can easily take down Anakaris, then you should be able to walk all over Dhalsim's ass.

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16. Doctor Doom  
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Doctor Doom will give you problems. His keep-away game is amazing, and he has every tool to counter the Headcrush. If you Headcrush from afar, expect to eat electric death by that Electric Cage of his. If you Juggernaut Punch, expect him to jump, wait until he's close to you, and unleash an Air Photon Array, and due to Juggernaut's massive size, EVERY Photon will hit, and that will HURT. Any attempt to Body Slam? Rising Flame will stop that. So what will you do? Get in his face. Doom is a bit too slow to keep away a sustained assault. You'll take a lot of hits, but you'll critically wound Doom. With Doom, the main thing to fear is the Air Photon Array. Doom players know about Jugg's fatness and will land this move constantly if you're dumb and leave yourself open. It takes about 2-4 of these to kill Jugg. SO DON'T GET HIT! RAR!

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17. Felicia  
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Catwoman (LOLOLOLOL) is a spazzer. Her strategy is to rush in and immediately start assaulting with combos, assists coming out like crap. Expect her cat scratching throw thing to be used to build meter. You can cancel her Rolling Fury hyper (the one where she rolls at you, stupid) with Headcrush; jump over it or block if you don't have meter. Her Litterbox hyper thing (wtf were they thinking) comes out pretty fast, do only Headcrush if you're close. Her Help Me thing (wtf x2) is too risky; the cat that comes out will catch you and you will get raped by a million cats...ja. Anyways, don't worry about getting close because she will come to you(rowr). Interrupt combos with a launcher to the face, follow up with an air combo, repeat. Watch out for any projectile assists, a Cable or Iceman assist can make her friggin' annoying, but all in all not a tough fight.

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18. Gambit  
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Gambit can charge your ass so full of kinetic energy that it won't even be funny. Like this FAQ. Don't stay at a distance, because you'll be eating cards to the face. Don't make your jump-ins too obvious, or you'll take a Trick Card to the crotch. Headcrushing from afar will definitely equal a Royal Flash to every part of your body, and turtling too much could equal him leaping to your wall and nailing your face with a Cajun Strike or Cajun Explosion. To tell if he'll use a Trick Card, he'll hold the cards in front of his face before thorwing them in the air. Anyway...

Gambit has a bit of lag before the Royal Flash and after it. Use the lag after the Royal Flash. Block it and Headcrush that stupid taunt of his afterwards. As long as you capitalize on Gambit's small lag before he does his moves, you can do well. The only thing to look after is that stick (heh) of his, which can give him some range. Cajun Slash is one of his most annoying moves, but it can just be Headcrushed if he's actually dumb enough to try it. Easy fight, but tough if you can't get close.

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19. Guile  
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Guile poses problems for our big hero. The MAIN thing to worry about is a Jumping HK -> Ducking HK xx Any of his 2 Ground Specials. That'll take out A LOT of your life, and a DHC into...say, Sentinel's Plasma Ball HC will be even worse for this big brown loser. Every time Guile jumps, block and then block low. If he hits that Ducking HK, push-block and then Headcrush while he's doing the second kick. He won't be able to cancel in time, and he will be butchered by your big ugly head. One rule of thumb with this loser: Don't get caught in an air combo. You really don't want to get hit by a Crossfire Assault AC finisher. Anyways, punishable things include Sonic Boom, his NORMAL Somersault Kick, and his ducking HK. Things you don't want to try punishing include his Sonic Hurricane (although you can wait right after it finishes and Headcrush/Juggernaut Punch for good timing), and his Hyper Somersault Kick (wait till he lands, then punish). The main rule here is to not get hit by almost any basic attack, as he can cancel pretty much anything into one of his 2 ground specials. Don't get OTG'd by his Ducking HK and punish, and you will give this loser a REAL dog tag. (ba doom CHH)

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20. Hayato  
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This guy's greatest strength is his range and priority. The only two real things worth mentioning is his double slash special move (punishable) and the Shockwave-type Hyper of his (punishable IF YOU BLOCK IT). That being said, go wild. He may have long reach, but YOU'VE got HUGE ARMS! Hayato has got a Dragon-Punch style move, except it's pretty weak and best used as an AC finisher (although you shouldn't get hit by his launcher in the first place), but if he's dumb enough to do it on his own, HK Body Slam and/or Headcrush him in mid-air or when he lands. Not a tough fight.

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21. Hulk  
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This guy has a lot of your strength and more speed. This could be a problem for Juggy. Avoid being hit by his Gamma Slam, or he'll cancel it into his Hyper version, and nail your ass. Jump over the Gamma Wave and nail him with a Jumping HP or Body Slam; it's your best way of countering the move. For the Hyper version, jump over it, land, and Headcrush. Try your best not to get hit by Gamma Crush, as it'll have the best chance of hitting you because you are fat. His Gamma Charge is the answer to your Juggernaut Punch, and it beats it unless your timing is right. Your Headcrush beats the Gamma Charge though, so do so if your opponent is giving you lip.

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22. Iceman  
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Captain Cheapass is fodder for Juggernaut. Maneuver around his Ice Beams with jumps and Juggernaut Punches, and smack it to him when you reach him, as his close-combat skills are crap. Your worst fear in close quarters is an AC combo ending in Arctic Attack, but it won't happen if you keep up your offensive and nail him whenever he tries to do anything. Although his ability to not take block damage is excellent, his defense blows. Take advantage of that with frequent Juggernaut Punches and Headcrushes, and you'll come out on top.

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23. Iron Man  
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The Unibeam is similar to the Ice Beam, only that it's slower. Any Unibeam spam should be countered by a jump-over and Body Slam to the face. Don't do any Body Slamming or air assaults when Iron Man isn't doing anything; you'll end up eating a Repulsor Blast xx Proton Cannon to the face, and that will sting like hell. If he takes to the air and begins a Smart Bomb spam, your options are to try to Super Jump over the projectiles and boot him in the face or wait it out and Headcrush him when he lands. Not a difficult fight.

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24. Jill  
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Jill players come in two flavors: One who uses zombies, dogs, and birds to keep you occupied and kept away until she Rocket Launchers you (REALLY easy for Juggernaut), or the kind that pixies you, stays in your face, and slaps you silly with speed and combos (not as easy but not difficult). Against the keep-away type, AS SOON as you see the surprised look on Jill's face when she's doing one of her zombie calls, Juggernaut Punch or Headcrush. You will NAIL her (and maybe the zombie, too). So, with the zombies gone, the birds and dogs are left. The dogs are a little harder to punish, but punishable nonetheless. The birds are easy to avoid by ducking (but watch out for them if you Body Slam), so Juggernaut has Keep-Away Jill in his pocket. Combo Jill may be a bit harder. Block when she jumps or dashes near you, push block, and Headcrush. One thing you do not want to happen is get launched, or you'll eat an AC ending with Elbow Tackle xx Hyper Elbow Tackle, and those hurt. As long as you stop jump-ins with a Ducking HP and generally stay on the defensive on Combo Jill, you'll own. Also, if she has her Heal Assist on, knock her away when she comes out.

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25. Jin  
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Jin may be hard. For his small size, he's got a whole lotta power. Beware the Typhoon, if you get hit, he can cancel it into a Blodia Punch and knock the pooie out of your lifebar. It's all about blocking and letting Jin have it when one of his moves finishes, because he has some pretty crappy recovery time. Blocked Blodia Punches or Vulcans should be Headcrushed or Juggernaut Punched, but take care not to be doing an aerial assault and be sucked into a Saotome Cyclone. If he's the last character left and goes Super Saiyan, be a bit more cautious, but follow the same strategy. Though Jin is more powerful, it won't be enough to stop your onslaught. TYPHOONNNNNNNNNNNNNNNNN!

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26. Juggernaut  
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It's YOU! Anyways, if he throws out Juggernaut Punches and Headcrushes with reckless abandon, punish him for tainting Juggernaut. It all comes down to who screws up first, since both of you have awful recovery. Having a good assist is key (Projectile Assists like Cable or Iceman or Doom AAA), but make sure he doesn't nail your assist character with a Headcrush. Punish Body Slam with a Ducking HP. In a battle of Headcrush, the guy who used it second will come out on top.

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27. Ken  
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Ken may be pretty fast and his Dragon Punches and Hurricane Kicks may hurt like hell, but his special moves are pretty much make-or-break, because they do big damage, but leave him WIDE open. You know what to do. The most alarming thing is his Air Hurricane Kick, which is crazy strong and will knock off something like 10% of your life PER KICK, and scrubs may like to abuse this.

If they do, block and Headcrush when they land, or try to Body Slam them when they're in the air. Ken is largely geared toward Anti-Air, so avoid aerial assaults and Body Slams unless they're for punishment. As for his Hypers, they are just like his specials: very damaging, but leave him way too wide open to just throw around. One of the easier shotokans for Juggy.

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28. Magneto  
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Bleh. A god-tier. This fool happens to be the FASTEST CHARACTER IN THE GAME. Anyways, prepare to get the crap rushed out of you. You do not want to eat any of those 50+ hit combos, so block until a Headcrush chance presents itself, which might not happen anytime soon if you're facing an INCREDIBLE Mags player. Anyways, if you miss pretty much ANY move, you'll end up with a faceful of Magnetic Tempest. Long-range assists are helpful here, as you can have those back you up while you try to look for an opening to punish. If at any point he screws up a Tempest(rare), take the opportunity and HEADCRUSH him. A VERY tough fight.

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29. Marrow  
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Putting an UGLY woman in a fighting game?! Unprecedented! Anyways, she's fast, so Headcrush after you block her Bonemerangs. Always watch out for Stinger Bones and an AC ending in Bone Buster. Towering Spine will stop any air attack attempts. All in all, no one plays this woman because you'll face harder battles from other pixies.

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30. M. Bison (AKA Vega)  
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Bison can be taken care of. Bison may be strong and fast, but he isn't so good at taking damage and he's got no real anti-Juggernaut tricks. Don't Headcrush his Psycho Crusher HC, because they'll cancel each other out and you will have wasted a Headcrush. Feel free to Headcrush his Knee Press Nightmare, though. M. Bison is Juggernaut fodder. His Head Stomp can be Ducking HP'd, so do so. His projectiles wait a certain time before exploding, so pass through them with a Headcrush or Juggernaut Punch and laugh in his face. Not a hard fight at all.

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31. Mega Man (AKA Rockman)  
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His Standing HP will be abused. It's guaranteed. Either way, his main assets are his easy projectiles, stupid voice, and weird weapons. For scrubs that only know how to abuse the Mega Buster(common), Headcrush and Juggernaut Punch away. If his Mega Buster is charged up, avoid getting caught in a combo. Mega Man is just a bit too weak to overwhelm Juggers; his supers are way too slow to come out and very punishable; for Hyper Mega Man, super jump over him (unless he hit you into it, in which case, prepare for a world of pain) and Headcrush/Juggernaut Punch from behind. For Rush Drill, if you're close, you can punish him as he's going into it, but the friggin' tank is invincible once he's in it. If he tries that stupid-ass Beat Plane; just smack the crap out of him any time you so desire. Not a tough fight, but don't be comboed.

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32. Morrigan  
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This secksy lady can be a thorn in your side because of all that speed, but other than that, she's not hard at all. Go through Soul Fists with Juggernaut

Punches and Headcrushes (unless it's in the air, in which case Body Slam), and block-and-punish any other moves, since her defense blows and you can lay her out with a few good smacks. Take care to not do anything stupid yourself, because her Hyper Combos can really punish the crap out of you. Soul Eraser is probably the one to look out for. As long as you don't make any dumb mistakes, you'll do well.

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33. Omega Red  
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This dork will just throw you till you explode. You're gonna have to be evasive, and with JUGGERNAUT, no less. Your Super Armor will be of little use here, as his coils have been beefed up to bypass it. If you jump over any coils, you're clear to punish, as they have disgusting recovery time. Omega Strike is punishable. Don't get caught in Omega Destroyer, just block. Rare fight.

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34. Psylocke  
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Speedy. If she tries her Psi Blast (with that stupid accent of hers), Headcrush immediately. Psi-Blade is punishable if blocked. A concern is if she teleports out of the way of a Juggernaut Punch or Headcrush and leaves you WIDE open for a psychic blast up your ass. Cancel her Psi-Thrust with a Headcrush, and if she uses her Shinryu-ken style HC, eat her when she comes down. You can punch her out of her retarded butterfly technique, but it's risky. Blocking is the best course of action against that move, but the chip damage is big. If she goes up and tries to pixie you, show her face your big fist. Speedy all in all but not too difficult.

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35. Rogue  
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Don't let her kiss you (even though she probably won't because you're so ugly) because she gets Super Armor from you, and coupled with her speed and power, that won't be good. Since she's a close-and-personal fighter, you don't have to worry about approaching her. However, she's got the ability to spaz out with her diving punches and fast moves, so be wary of that and don't let her bog you down and let her have a Super Armor power-up. You can kick her in the air with her dive kicks, but be on the look out for her aerial Power Drain. Projectile assists could be useful here to disrupt her rhythm and give you time to punish; anti-air could be useful if she spazzes. A tough fight.

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36. Roll  
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Damn, she's pathetic. So pathetic, she's in her own tier. Imagine having a god-awful country with pollution, radioactive waste everywhere, no food, no water, etc. Now imagine being the ruler of AND only person living in that country. That's Roll's situation. Anyways, the only move to watch out for is Tornado Hold, because it hits multiple times and actually does damage. To combat this, smack the crap out of her when she's calling Eddie for the Tornado Hold, and if she somehow gets it, don't be OTG'd unless you want your back to be raped by an LP Tornado Hold. Rock Ball could hurt, but not a lot of people use it. Roll's Hypers are really, really awful. Hyper Roll has crap start-up, so Super Jump behind her and Headcrush, or just pound her out of it, or block, since it does piss chip damage. Rush Drill could be hit out of, but it's invincible so don't get jacked up by it. Beat Plane? Pound the crap out of it with Headcrush or Juggernaut Punch.

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37. Ruby Heart  
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Not too difficult. Swartzchille (however the hell you spell it) is EXTREMELY vulnerable when she's over with it. Just make sure not to get caught in it or she'll cancel into the Hyper version and flame your ugly butt. In any case, watch out for Fantome, because it'll drain that beautiful HC energy of yours. I've seen some good Ruby players cancel Sublimation into her ship HC at the exact right moment for some big damage, but it's rare and it shouldn't happen to you. Other than her ship and Hyper Swartzchille, her HCs blow...Mille Fantomes has such ridiculous start-up; Super Jump behind her and Headcrush her if she pulls that ghostie crap. Her Tour de Magie thing is just dumb, so she probably won't use it. Anyways, as long as you don't get caught in a complex Swartzchille combo, you'll pound her face into the ground.

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38. Ryu  
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HADOKEN! Some scrubs pick him and HADOKEN! until they get a level of HC, then they SHINKUU...HADOKEN! Treat this scrub as you would a Megaman or Cyclops scrub: Headcrush/Juggernaut Punch through Hadokens, Super Jump and Body Slam through the Shinkuu Hadokens. AWAY SCRUB! For actual good people, apply above strategy if they are foolish enough to use a surplus of Hadokens/Shinkuu Hadokens. The HP Shoryuken is adept at pushing you back and setting up for a Hadoken frenzy, but any version of the move is easily punished if blocked. Tatsumaki Senpū Kyaku (good lord) is one of his better moves, but not against Juggers. Punish if he uses, but be very careful that he doesn't cancel it into the Shinkuu version. The important thing is to not get hit by Shinkuu-Hadoken, as Juggernaut gets eaten alive by Beam Supers. The easiest Street Fighter shotokan.

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39. Sabretooth  
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Strength and speed are on this guy's side. This is SIMILAR, but not nearly the SAME, as fighting a bigger, stronger Wolverine. Tooth has got a very fast special in the form of Berserker Claw. You can't punish that unless you block. His Birdie Call leaves him wide open, so punish as you see fit. Be sure to block Hyper Birdie and punish afterwards...if you can tell, I know \*\*\*\* about fighting this guy.

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40. Sakura  
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She's got speed, decent strength, and small size. This is a tough fight for Juggernaut. She can easily jump over your Juggernaut Punches and bombard you with Hadokens. To counter this, stay more defensive. You need only fear Hadokens if she is Dark Sakura. As Normal Sakura, the thing to watch out for is Shouken, cuz that thing hits a lot and can smack you around. Super Jump over it. Her HCs won't be any problem, because the only one that focuses on ground is only really effective in combos (which you won't get hit by, right?) and is easily blocked otherwise. Don't get smacked around by Shinkuu Hadokens, Normal or Dark, because you'll take hefty damage. Counter her Hurricane Kick equivalent with a ducking HP and follow up with a combo. As Dark Sakura, the thing to fear is an Ashura Warp behind you (when you're doing one of your huge recovery moves) and follow up with a Shinkuu Hadoken. If that happens, prepare to bleed. To counter this, trip her up with Ducking LK, MK, follow up with an Earthquake Punch, and Headcrush! Yay!

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41. Sentinel  
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Wow. This is stupid. Juggernaut is the ONLY guy who would actually survive in a power duel. One of your best weapons is the D. LK, D.MK, Earthquake xx Headcrush/Juggernaut Punch combo, as it'll do hefty damage even to Sentinel, but be sure to watch out for any stupid counters or lasers he might have. Your Headcrush goes THROUGH Hyper Sentinel Force. Goodie. Watch your opponent and his dumbfounded face when your mighty brown head goes through his nine Sentinel buddies. Unfortunately, the fun won't stop there! If Sentinel gets you in a corner and lands an HSF, you're screwed; he'll do his HP laser to hit you OTG; than HSF again. Repeat until all of his meter is gone. Juggernaut is dead and/or critically wounded. So CORNER = BAD! If he takes to the sky, try to Body Slam and/or Ducking HP/Jumping HK him out of it. Ridiculous fight.

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42. Servbot (AKA Kobun)  
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This little crap has nothing on you(though he's cyoot). Anyways, one of this nerd's greatest moves, The Servbot Grab Assist, won't work on you(YAY Super Armor)! Unfortunately, none of his hypers can be canceled good enough. On any of his Servbot Rush specials, you may nail the actual one, but you'll still be eating Servbot if you do. For King Servbot, you may land the 'Crush, but you won't cancel out the HC, so you get a face full of hammer. But then again, this is Servbot; he does piss damage and can't take hits for his life. Have fun walking all over this dork.

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43. Shuma-Gorath  
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This guy has great grappling skills, and you suck at avoiding those. Counter those jump-ins with an HP or else you'll be eating Devitalization. Avoid Mystic Stare. Counter Blocked Mystic Smashes, and try to Super Jump over any Hyper Mystic Smashes. As you can see, the only thing you've got to fear is being grappled like a fool. Chaos Dimension? STAY AWAY, you fool. Trying to Headcrush him in Chaos Dimension mode is the last thing you'll ever do(unless you happened to OTG him into it, in which case, good for you). All you've got to do is counter anything by knocking him away, in which case he can't do much harm to you. Headcrush when he does something stupid.

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44. Silver Samurai  
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One of this guy's best assets is his insane chipping. Don't block too many of his Shurikens, and be SURE as hell you don't block a Cho-Shuriken, as they chip just way too much damage. Try not to get launched, because you'll be eating Raimenken(which RAPES if you're in the air), or an AC. Against his Fire Mode, take ADVANTAGE of his wuss defense, as only a few Juggernaut Punches will lay him out in that state, but be aware of his totally jacked-up attack. Against Ice Mode, do not Headcrush; his incredible defense will make that effort a waste, and if he goes into Ice x3, don't go on the offensive, you fool; wait him out, as he has all of his offense, the same amazing defense, AND Hyper Armor to boot. Against Lightning Mode, take care not to get caught in a combo; increased comboability is the Lightning Mode's main strength, so expect Lightning-users to be all over you when they engage that mode. Against any Element x3s, try your best to wait it out, using Projectile Assists, push blocks, rolls, whatever you can to keep him the hell away from you.

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45. SonSon

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PUNISH. Some of her moves are near-suicidal. Those stupid monkeys of hers are extremely punishable, Her Seitenrengeki is punishable when she lands, her Hypers have extreme recovery, and her Heal Assist is just asking to be owned. Her Wall Walk thing can just be Ducking HP'd. SonSon's offense isn't great, her defense isn't that much better, and her recovery leaves something to be desired. Butcher her.

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46. Spider-Man  
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Spider-Man won't be difficult. Your Ducking LK, MK, Earthquake XX Headcrush combo will knock off most of his life, and a lot of his moves leave you with the opportunity to do that. If he jumps in, ducking HP and Body Slam. If he does the HC where he rushes at you, Headcrush. You'll beat his candy ass out of the stage. His Web Ball will do damage, but you won't get caught in a web due to your Super Armor. I think his Web Throw works, but I'm not sure. In any case, Spider-Man is an easy fight for Juggy.

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47. Spiral  
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WTF. I know NOTHING of fighting her. Her teleport is nigh unpunishable due to the fact that it has no recovery time. She may super jump to the corner and pull sword after sword on you, so if that happens, don't block a lot or you'll be chipped to death. Her Metamorphosis is ridiculous, so watch out there...if she takes to the sky, try an anti-air assist or Super Jump to Body Slam. Good luck.

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48. Storm  
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The second typhooner. Her Typhoon has pretty good recovery, so Super Jump and Jumping HP. Try your best to pressure her into the corner with LPs, fast moves and LP Juggernaut Punch. Once there, rip into her, because Storm is not good at taking a sustained Juggernaut assault. One thing not to do is try to match her in an air fight; in addition to amazing air moves and a great air throw, she's got her Lightning Storm HC. If she messes up on a super, Headcrush. The main thing is to forget about air fighting with her; her ACs are deathly to you, and her Lightning Storm will own you. As long as you keep pressuring her and keep her in the corner, the fight is yours.

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49. Strider Hiryu  
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Strider isn't too tough of a fight. His Ourobouros can do damage, but are generally not threatening, considering your high defense. Unless you are careless, you won't get caught in a giant Ourobouros mega combo. Treat the animals like Jill's zombies, and Super Jump to avoid the insane chip of the Legion HC. Instead of calling an assist to counter the animals, Juggernaut Punch or Headcrush. Every hit counts against this guy, so utilize all of your punishing tricks to keep him pressured.

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50. Thanos  
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If this bad boy gets a whole lotta HC gauge, you'll be eating it if you make too many mistakes. You can't Headcrush through ANY of his HCs(unless you brilliantly time it when he's using Gauntlet Space), so be wary. Gauntlet Reality is the one to watch out for, as it pops up where you are and does good

damage. Gauntlet Soul comes in second; it may do the least damage of his HCs, but it comes out hellishly fast and refills his red health. If you block it, though, he'll be standing there in that stupid pose for like 2 seconds, so use that time to smack the crap out of him. Gauntlet Space does insane chip, especially if you're close to him (and insane damage). Gauntlet Power is always a threat, but it shouldn't pose too much of a problem to you in this fight. If he's out of meter, his threat level reduces significantly; his Death Bubble can't capture you, so he can't set you up like that. His Titan Crush, though, is strong; it does decent damage, comes out relatively fast, knocks you away regardless of your Super Armor, and he can also do it in the air. Wait it out with Thanos, so he can use up all of his HC; use that moment to pound his ass.

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51. Tron Bonne  
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Gah. She's got weird and crazy moves, and variations of Servbot's HCs. Don't take her lightly. Her Bonne Strike is an excellent combo finisher, but it does less damage than it looks. In other news...her Lunch Rush HC has atrocious lag time if blocked, so capitalize on that with a nice, big Headcrush. Her King Servbot HC can be seen coming, so Super Jump over that and smash her ass. Her Servbot specials are of little threat, but watch out for her normal moves, as she has an MP Flamethrower, an HP Boulder, among other things, so her fighting style could catch you off guard. Her Throw Assist is pretty much instant, but it does little damage, so that's great for Juggy-Wuggy. Anyways, the same as before: Capitalize on her high recovery, as it's her greatest weakness.

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52. Venom  
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Venom could be a toughie. Expect his Venom Fang to be abused to hell and back again. You could try to block and Headcrush, but the move has got great recovery, so you don't have room for errors. His Venom Web HC can be countered by a Ducking HP if blocked. His Death Bite HC is one NOT to get hit by, as Jug will take massive damage. Try to Super Jump over it and nail him on the way down. Venom Fang is a big concern out of all of these, though; if you don't want to Headcrush, then just smack his ugly face with an HP or HK, or try to land the Ducking LK, MK combo. Tougher than Spider-Man.

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53. War Machine  
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Similar to Iron Man. His main differences are the missiles and that shiny new HC of his. He has great chipping capabilities, but a lot of his moves are just asking to be Headcrushed, like his War Destroyer HC. Otherwise, treat him the same as his buddy Iron Man.

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54. Wolverine (Adamantium)  
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Murder this guy. Wolverine has nothing on Juggernaut. Pretty much all of his moves have nothing on the Ducking LK, MK combo. Your main fears are his Berserker Barrage xx Berserker Barrage X combo and Weapon X. Otherwise, go wild. If he tries Berserker Rage, don't fear. You just have to react faster to his rushes. Fatal Claw could have your ass if he jumps right in the middle of your fat butt, but otherwise, it's nothing to worry about. Easy Fight.

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55. Wolverine (Bone)  
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Like other Wolvie, only easier. Only watch for his jacked-up speed, and take

much advantage of his shafted defense. Pathetic, other than his air Tornado Claw, which can make his ACs a lot more damaging.

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56. Zangief  
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Prepare for a big fight. The Red Cyclone can REALLY, REALLY put the hurt on your big butt with his Spinning Pile Drivers and Final Atomic Buster. Be very, VERY careful, as any screwed-up move you make will have you SPD'd into the ground, and those REALLY add up. Take it slow; Zangief players will know about Juggernaut's huge size and take advantage of it by doing GRAB after GRAB, never stopping until your big butt is on the ground. To stop this, counter Zangief's jump-ins with an HP; his dashing and walking is slow as hell, so Zangief will probably use jumps to move around. Headcrush when he misses a grab; he'll eat it. DON'T Headcrush a Final Atomic Buster, because YOU will end up getting crushed(LOLOLOL). If he uses Iron Body, it gets even worse; You can be thrown out of your Headcrushes(ow). He'll still take damage, but you're gonna end up eating an SPD or an FAB. Anyways, take advantage of his no-blocking, flame-spewing stupidity by jumping in, doing some HPs and HKs, and getting outta there. You'll eventually win the hard, long fight.

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Abyss (Trash Can)  
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This guy is stupid. Since he takes about three hours to do a move, just LP, MP spam, maybe a few HPs or HKs, until he dies. Just take care not to get hit in that relatively fast dash move of his, because you'll regret it.

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Abyss (Stupid Green Thing with Itchy-as-Hell Trigger Finger)  
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Hardest for Juggernaut. Call out any Projectile Assists that are handy. Spam Earthquake Punches if you want, but they do crap damage to Abyss, so that'll take too long. You may wanna just Juggernaut Punch, take hit, Juggernaut Punch, take hit, etc, but it's risky, because you never know when he'll whip out that super-damaging HC of his outta nowhere. My advice? Tag out.

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Abyss (Fat Dinosaur)  
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Spam HPs until he dies. Simple as that. If you get hit by his HC or his Ground Flames special, you'll regret it.

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Summarizing the whole thing:  
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1. Headcrush/Juggernaut Punch when opponent screws up.
2. Ducking LK, Ducking MK, Earthquake Punch XX Headcrush is a GREAT combo.
3. Counter jump-ins with Ducking HP.

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9. Other Crap  
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The Cytorak Glitch  
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Well, this glitch makes Juggernaut even more beefed. What happens is that,

instead of Juggernaut's NEXT move being powered-up, his moves will do more damage PERMANENTLY. However, this is cheap. >:O If you use this glitch, you can expect your opponent to not like you. Without further ado:

1. Have Juggernaut use Cytorak Power-Up.
2. Switch him out with someone.
3. Bring him back in.
4. ENJOY having absolute power, as your Headcrush rips through life bars.

Note that if you use Power-Up again, you will revert back to normal strength. Have fun being a cheapass. >:O Please not that this glitch is only doable in Arcade and DC versions.

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Colors of Juggy  
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LP: Brown with some Red  
HP: Rose color and lightish Brown  
LK: Dark Grey, Brown  
HK: Light Green, Brown  
A1: Orange, some lighter Orange  
A2: Red with some light Orange

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Assists  
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Alpha: Projectile- Earthquake Punch. Avoid.  
Beta: Dash- Juggernaut Punch. Abuse.  
Gamma: Variety- Body Slam. Somewhat useful as a ghetto anti-air, but Dash will work better.

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Winning Poses  
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- 1: He raises both arms to the sky and yells, "I'm unstoppable!"
2. Raises both arms in the air and yells. Worthless.
3. Walks over to the fallen enemy and stomps on their remains. Somehow, that knocked the breath out of him, so he's breathing heavily. Right when Juggy reaches the opponent, press Start to have him stop. It makes this pose even stupider.
4. He crosses his arms with a gleam in his eye and says "I'm Juggernaut!" This is also Juggernaut's in-game taunt.

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10. Thankaroonies  
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Capcom: For making an excellent game, plus other games  
Marvel: For helping make the game. And making JUGGERNAUT!  
Juggernaut: For being lovable.  
GameFAQS: For being the best site evar.  
CJayC: For maintaining the best site evar.  
Parents: For making me.  
Dan: He's Dan.  
Zach Sabile: For your input. Gracias.

AND THUS ENDS THIS EPIC TALE. GOODBYE. LOLOLOLOLOL.

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