

# Marvel vs Capcom 2 Dr. Doom Character Guide

by dragonkahn

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Marvel vs. Capcom 2  
Doctor Doom FAQ v1.4

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1. Profile  
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Real Name: Victor Von Doom  
Height: 6' 2"  
Weight: 225 lbs.  
Place of Birth: Gypsy camp outside of Haassenstadt, Latveria  
Occupation: Monarch; King of Latveria

First Appearance: Fantastic Four, Vol. 1 #5

Superhuman Powers: While in his armor, Dr. Doom can lift (press) approximately 2 tons. He is one of the smartest men in the world and has an almost endless variety of weapons and equipment at his disposal. At the very least, Doom's armor contains a force field and concussion beams -- though more weapons may also be included. Dr. Doom also has the ability to switch minds with another person and he possesses a small amount of mystical knowledge as well.

History: Victor Von Doom was raised by gypsies in a small European county called Latveria. He lost both of his parents at a very young age. Swearing revenge, Victor began to increase both his scientific and mystical knowledge with such determination that he was given a full scholarship to Empire State University. It was at ESU that Victor met Reed Richards and Ben Grimm (current members of Fantastic Four), and where he started his extradimensional research. Doom's vanity prevented him from adjusting the schematics to one of his experiments, and the

end result was an explosion that scarred Victor for life. Expelled from school, Victor began to travel the world, eventually stumbling upon a village of Tibetan monks who trained him and crafted him a suit of body armor, complete with face plate. He soon returned to Latveria, overthrew the government and crowned himself King. Ruling with an iron fist, Doom began to turn the resources of his small nation to his plans of world conquest.

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## 2. Overview

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Doom is one of the more overpowered and abused characters in the game. But he is not a character for the scrub or button masher, he's an expert's player. He's also one of the more cooler-looking villains, carrying that "I can kick your @\$@" look. Don't you agree?

### Strengths

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Keep-away - IMO, Doom is the best keep-away character in the game. He has 6 variations of projectiles, flight, and air dash, making it nearly impossible to get anywhere near him. He can cover more area than Cable and Sentinel, and is one of the very few characters who can beat them.

Trap - Doom is the centerpiece for many trap teams when teamed up with certain characters like Strider or Blackheart. His Molecular Shield assist can be used in traps and his Photon Shot and Fierce Beam Gun can hold your opponent on the ground. \*Go to Partner Recommendations for traps.

Anti-Air Assist - Behold! The ultimate assist!!! This is probably the main reason why people play with Doom. It's the Swiss army knife of assists. It will stop dash-ins and jump-ins, set up traps, act as a shield, help you dash in, hold your opponent in place, chip turtlers (Iceman), mini-launch opponents for an air combo, and much more. Very abusable.

Damage - Doom can inflict heavy damage with his specials and hypers while receiving little himself. Almost all of his specials and hypers cause a lot of chip damage, especially his Photon Array at close range. So you know a keep-away Doom is very dangerous.

### Weaknesses

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Speed - Doom is slow as hell. It takes him quite a while to get from point A to point B, on the ground or in the air. His jump barely gets him off the ground and his dash isn't even a dash. More like a small hop. And his flight mode is the slowest among the flyers in the game. Once your opponent gets Doom in the corner, he's pretty much a sitting duck.

Size & Weight - Doom is a big target. Anything you throw at him will most likely hit Doom, even when he's crouching. His size is perfect for combos since any attack will most likely hit him. His weight, too, is good for combos because he falls down at the right speed. (Imagine trying to do Cyclops' double-jump combo against Cable and Sentinel. It's much easier to do on Cable but extremely hard, next to impossible, on Sentinel because he falls down a lot faster.)

Lag & Recovery - Most of Doom's specials and hypers either have lag or recovery time. Either you can see it coming a mile away or you can block it and then punish Doom. This really inhibits Doom's close-up game. Never ever pull out any special or super at close range, with the exception of the Air Photon Shot. You will be punished.

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### 3. Notable Normal Moves

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#### jumping Fierce

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Rating: \*\*\*\*-

Pressing Fierce while in the air will cause Doom to pull out a gun and shoot out a beam that travels slowly across the screen. I call this the "Beam Gun". This is mainly used to keep your opponent grounded and prevent him from jumping or dashing in on you by using this move consecutive times. To do this, jump backwards. Right when you get off the ground, hit Fierce. This will cause the beam to travel the entire length of the screen. Once you land, repeat the process over again. If you press it a little late during the jump, it won't travel the whole distance, which will allow the opponent to jump-in. As long as the beam travels the entire length of the screen, he can't dash-in or jump-in. But, he can super jump out of it anytime.

#### crouching Fierce

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Rating: \*\*\*\*-

This is Doom's main launcher. It's also Doom's main defense, besides Sphere Flame, against an opponent that is directly above Doom's head. It has a little bit of startup and recovery time. But, it covers both sides of Doom and has amazing ground-to-air priority, making jump-ins and crossovers against Doom useless. If your opponent blocks this move, cancel into Plasma Beam, since it has a lot of recovery time and the Plasma Beam will give Doom more room to recover.

#### jumping Jab

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Rating: \*\*---

Nothing special about this move. I'm only mentioning this move because it's Doom's main way of Guard Breaking. \*See Strategy section for his Guard Break.

#### DF + Roundhouse

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Rating: \*\*---

Doom's kick launcher. It's faster than his Fierce launcher, but not as useful. This is used to combo off of Doom's Guard Break. \*See Strategy section for his Guard Break.

#### jumping Roundhouse

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Rating: \*\*\*\*-

Doom flies across the screen with a jet blast on his back, flying feet first. Surprisingly, I don't really use this as an attack. Instead, I use it as a way for Doom to get around in the air and to fake out my opponents. It travels just as fast as his Air Dash, but is a little riskier. A good way to fake out your opponent is to jump-in with Rocket Dive. If you see that your opponent is about to attack you, quickly cancel into Photon Array. They will most likely fall for it but don't do it all the time, because they will catch on.

D + Roundhouse (in air)

Rating: \*\*---

Same as Roundhouse Rocket Dive. He just flies at a steeper angle.

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#### 4. Special Moves

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Plasma Beam: D, DF, F + any punch

Rating: \*\*\*--

Has a very quick startup and knocks your opponent across the screen. But has a little bit of recovery and isn't really a true beam, does only one hit. Pull this out if your opponent is far away.

Air Plasma Beam: D, DF, F + any punch (in air)

Rating: \*----

A Plasma Beam that aims 45 degrees downwards. Doom falls a lot slower while doing this move, prolonging his time in the air. But, pretty much a worthless move.

Photon Shot: F, DF, D, DB, B + any punch

Rating: \*\*\*\*-

Has slow startup and travels slowly across the screen. But it covers both sides of Doom and spreads nearly all over the screen, except above Doom's head. Nearly impossible to escape, good chip damage, pushes jumpers away if blocked. Pull this out if your opponent is far away.

Air Photon Shot: F, DF, D, DB, B + any punch (in air)

Rating: \*\*\*\*\*

A more focused Photon Shot aimed downwards. This is Doom's main keep-away weapon. Use and abuse this as much as possible.

Molecular Shield: F, DF, D, DB, B + any kick

Rating: \*\*\*--

Has almost no startup time and does a lot of chip damage, but has a lot of recovery time. When playing against dashers, sweep them and cancel into this move.

Flight: D, DB, B + both punches

Rating: \*\*---

Not really useful since Doom has the slowest flight among all flyers in the game. Use this if your opponent doesn't have good anti-air. If your opponent is in flight mode, have Doom fly too. Bring Doom to the same height as your opponent. Then pull out Fierce Beam Gun. Does about 5 hits max and good damage. Doom cannot block while in flight mode.

Air Dash: any direction + both punches (in air)

Rating: \*\*\*\*-

Doom's main transportation in the air. Use this to escape from some supers or to get near your opponent. Can also be used in an air combo when you want to

position yourself so that you can get more hits with Photon Array. If playing keep away, air dash straight up and rain Photon Shots while falling down.

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## 5. Hyper Combos

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Electric Cage: D, DF, F + both punches  
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Rating: \*\*\*--

Looks cool and does good chip damage. It goes across the screen very slowly and has long recovery time. Good for punishing a blocked long-range super, but it's hard to judge if it's gonna hit because of its speed.

Photon Array: F, DF, D, DB, B + both punches  
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Rating: \*\*---

Does a lot of chip damage if done at close range and is nearly inescapable. But has long recovery time and can't be comboed with. Don't even bother doing this move, the air version is way better.

Air Photon Array: F, DF, D, DB, B + both punches (in air)  
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Rating: \*\*\*\*\*

A more focused Photon Array. Does a lot of chip damage. Always waste your supers and finish your air combos with this move. Practice timing of your air combos so that you get at least 15 hits with this move.

Sphere Flame: D, DF, F + both kicks  
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Rating: \*\*---

Doom's vertical super. Has fast startup and good horizontal range for a vertical super. But has horrible recovery and is too risky to pull out. Doom's pretty much dead if it's blocked. I would never pull these in a match unless I was winning against a scrub and wanted to finish in style.

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## 6. Assist Types

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Doom has the best assists overall in the game. All three assists are quite useful compared to the assists of all the other characters'. Only Jin comes close IMO. Even his worst assist, Projectile, is as good as Magneto's best assist, Projectile (IMO, capture is too slow to be useful).

Alpha  
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Expansion: Photon Shot

Rating: \*\*\*\*\*

Good against jumpers and flyers. Decent assist but his Anti-Air is way better.

Beta  
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Anti-Air: Molecular Shield

Rating: \*\*\*\*\*

As I said before, this assist will do a lot things for you. IMO, it's the best assist in the whole game. The only ones that come close is Jin's Saotome

Dynamite and Blackheart's Inferno. Always pick and abuse this assist.

Gamma

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Projectile: Plasma Beam

Rating: \*\*---

The worst of Doom's assists. Don't bother picking this one.

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7. Strategy  
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When fighting against Pixies, play a act/react game. Keep jumping up and down, while busting out Fierce Beam Gun. As long as the beam travels the entire length of the screen, he can't dash-in. If he super jumps, throw a ground Photon Shot. If he does manage to dodge your Photon Shot and jump-in on you, do his crouching Fierce launcher. It has amazing priority over jump-in attacks. If he dashes in, Roundhouse sweep xx Molecular Shield. You can also try to do the "Tiger Knee" Air Photon Array (F, DF, D, DB, B, UB + both punches) against dash-ins, If he does not block by the time the super is in freeze mode (the frame where the action stops and Doom's mug is in the background), he'll eat the super. Try to stay out of corners!

When fighting against beamers, try not to stay on the ground. You do not want to be in their beams' line of sight (horizontally straight). Super jump, air dash as high up as possible, and throw out Photon Shots. If they try to super jump up with you, throw a ground Photon Shot. Doc Doom will most likely chip more damage than the beamers, so go ahead and play a chipping game. If you see a beam super coming, super jump and air dash across the screen (fly, if necessary), and land behind him to combo his @\$\$\$. And punish blocked beam supers with Electric Cage.

When fighting against giants, stay away from them. There is no way they'll get near you if you play a good keep away game. Keep super jumping and throwing out Photon Shots. If you see an opening, dash-in and combo his @\$\$\$. Make sure you finish off your combos with Air Photon Array since their huge size will eat almost every single shot.

Doom's Guard Break

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To do his Guard Break, your opponent must appear in the corner. When his next character pops out, hit him with a jumping Jab at the peak of your jump (you must jump even before he comes onto the screen). Once he blocks it, land and hit DF + Roundhouse (his kick launcher) and bust out your air combo.

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

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8. Combos  
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Legend

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

xx = special/hyper cancel

- crouching (Short, Forward, Fierce), super jump (Jab, Short, Strong, Forward, Air-Dash UF xx Photon Array) (thanx Richard!)
- crouching (Short, Forward, Fierce), super jump (Jab, Short, Strong, Forward, F + Fierce (throw), Photon Array)
- Jump-in (Short, Forward), standing Roundhouse xx Electric Cage

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

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## 9. Partner Recommendations

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Strider Hiryu - The 2nd half of the Strider/Doom trap. Use Doom's Anti-Air assist to keep your opponent in place. Teleport to the other side, above your opponent. If he blocks, do his Ouroboros super and get up-close while calling out Doom again, for a lot of chipping damage and super meter. There are some other variations of this trap, so email me if you got a different version. (dragonkahn@yahoo.com)

Blackheart - Doc Doom and Blackheart are perfect partners for traps since you can have either Doom or Blackheart as the trap assist for the other one. If Doom is out, keep busting out Fierce Beam Gun while jumping up and down. If your opponent super jumps, call out Blackheart's Anti-Air assist. Another Doom trap is to call out Blackheart's assist and super jump. Throw out Photon Shots while falling down. If Blackheart is out, call out Doom's Anti-Air assist while throwing out Fierce demons.

Spiral - Use Doom's Anti-Air assist to aid Spiral with her "Wall of Swords". I don't know how it really works. If you know it, email me.

Rogue - Call out Doom's Anti-Air assist to hold your opponent in place. If he blocks it, then Power Drain kiss him.

Cable - A scrub's keep away team. Call out Doc Doom's Anti-Air assist, Fierce AVB, (wait for rocks to hit), Electrap, repeat.

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## 10. Credits

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Thanks to...

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Shuzer for mentioning "Tiger Knee" Photon Array against dash-ins...

Strider2000 for suggestions on improvements...

Joshua for Strider/Doom trap...

Marvel Comics for Doctor Doom profile...

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

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

I would luv to hear from ya

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Long Live the Dragon

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