

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

by Chichohagedorn

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Marvel Super Heroes vs. Capcom Ex Edition  
Sony Playstation  
Version 1.1  
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## Captain ComandOs Profile

### Table of Contents

1. Legal Stuff
2. Comments
3. Legends
4. Normal Moves
5. Special Moves
6. Combos
7. Fighting Strategies
8. Updates
9. Credits

1.

### ----- Legal Stuff -----

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### 2. Comments

- Captain Comando is (to my opinion) the best fighter, since he is a great keep away fighter (those who throw Hadou Kens all the time to KEEP you AWAY) thanks to his instant Captain Fire, he is a great close combat fighter thanks to his combos into Hyper Moves for great damage, and the best anti-air thanks to the almighty Captain Corridor.
- His entry is great, with those cool glasses and the transformation.
- His Captain Corridor is by far the most powerfull special move in the game, since it's easy to connect, and hits twice when cancelled with the Captain Sword.
- He is one of the fewer characters who has an Ultimate Combo (A combo, which takes the whole enemy's life). The other ones are Gambit and Onslaught (2nd form).
- The short form of his name is CapCom, which represents the best fighting game

company.

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### 3. Legend

In this FAQ, the punches and kicks will be represented by a number.  
From punch to kick, from weak to strong. This means that 1 is weak punch,  
2 is weak kick, 3 is medium punch, and so on.

P stands for any punch

K stands for any kick

F = Forward

B = Back

D = Down

U = Up

Two letters together mean diagonal.

QCF Means Quarter Circle Forward. (D, DF, F)

QCB means, ....., guess it.

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

HCB means, ... DO I HAVE TO WRITE THIS?

DP means the motion for a Dragon Punch (F, D, DF)

RDP would mean Reverse Dragon Punch, but it won't appear in THIS FAQ.

For the combos:

DI means Dash in, tap forward twice or PPP.

S means Standing.

C means Crouching.

AR means Into Aerial Rave. (Up or KKK after a Launcher, explained later)

OTG means Off The Ground (explained later).

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### 4. Normal Moves

There are some moves that everyone can do:

Super Jumping - D, U or KKK

Note: This will take the camera with you. Allows to hit multiple times. Use to confuse enemy and charge energy bars. If you need to Super Jump after a launcher, simply press U (KKK is still usefull).

Forward Dash - Tap F twice - PPP

Note: A great surprise approach. Don't use too often, or it will be predictable. Cancel with D.

Back Dash - Tap B twice - B + PPP

Note: Use to avoid jumping specials or Hypers damage (like Hulk's Gamma Crush). Use together

with the Forward Dash to surprise enemy. But then again, don't become predictable.

Roll - B, BD, D + P or K

Note: Can only be done if you were knocked down. You can direct the roll (if you want to go

BACKWARDS do F, FD, D + P or K). Use it when for example if someone wants to OGT you, roll

to  
the other side of him and punish him while he is doing his OGT with a Cap Storm.

Partner counter - HCF + P or K while blocking

Note: If you have War Machine as your partner (you should) try to Cap Corridor your enemy while he's being hit by the Reflect Beams. You know what to do then.

Team Up - HCF + 5 and 6

Note: CapCom will use his Cap Sword together with his partner, who will use his Hyper move (War Machine will use the Proton Cannon). Try to connect the team up after a Cap Corridor. The Screen will Shake Heavily at a Low Speed, making it look like the worst error your opponent has done. It's great, I just love to do it.

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## 5. Special Moves

Captain Comando has 4 Special Moves and 2 Hyper Combos.

Captain Fire - QCF + P

Note: The strength, quickness, and recovery time is the same for all punches.

Captain Corridor - HCB + P

Note: The P determines how far the corridor will be from you (1 for close range, 3 for medium, 5 for maximum)

Captain Kick - QCB + K

Note: The K determines the number of hits and reach. USELESS, avoid at all costs, since if you miss, you are in for serious damage intake. AND it attacks high, and tiny/crouching character won't get hit.

Comando Strike - QCF + K

Note: The K determines the partner you will call.

2 will call Sho, who hits 3 times in front of you.

4 will call Genity, who will swing his blades in an anti-air move.

6 will call Hoover, who fires himself in a missile for some damage.

## Hyper Moves

Captain Sword - HCF + PPP

Note: Don't use it alone, or smart guys will know how to punish you. Use with a combo or as counterattack.

Captain Storm - HCF + KKK

Note: Great as opener. Great damage as well.

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## 6. Combos

This is the best of Captain Comando, his combos.

Note:

Ground Combo Chain: The combo you submit when on the floor.

Super Jumping Chain: The Aereal Rave combo.

Aereal Rave Launcher: If you hit, your opponent will be open for a Super Jumping Combo.

Aereal Rave Finisher: This hit will most likely send your opponent flying, finishing an Aereal Rave combo.

Flying Attack: If hit, (standing) will send your opponent flying (duh), good Ground combo finisher.

Knockdowns: Will knock your opponent down, leaving them open (if they don't roll away) for an OGT.

OGT: The Hit which hits your opponent when he's been knocked down.

Zigzag means 1, 2, 3, 4 (From punch to kick, from weak to strong), it can be started at any point (2, 3, 4 or 3, 4)

Ground Combo Chain:	Zigzag
Super Jumping Chain:	Zigzag
Aerial Rave Launcher:	Standing 6 / Crouching 3
Aerial Rave Finisher:	5, 6
Flying Attack:	Standing 5
Knockdown Attack:	Crouching 6
OGT:	Captain Corridor
Ground Throws:	B / F + 3 / 4      B / F + 4 / 6
Aerial Throws:	Any direction but D / U + 3 / 5
Partner Counter:	HP Captain Corridor
Partner Combination:	Captain Sword

Combos:

I'll list, the level needed (if), the number of hits, and approximate damage. All the combos were tested in the training mode with Ryu, an average character. All team ups were done with War Machine.

DI, S 1, 2, 3, C 5, Captain Fire  
5 Hits / 49 Damage

I'll only explain you this one. DI means you can dash in for easier connect, but it's not obligatory. S 1 is Standing Weak Punch. The following ones don't have the "S", since there is no change in there. C 5 means Crouching Strong Punch.

Note: This is a basic Combo. Train it well and use it as a counterattack. If you don't hit the S 3, and go directly to C 5, then you can change the Cap Fire for a Cap Corridor. The C 5 stuns the enemy for incredible time, even enough to connect a Cap Storm (good timing needed).

DI, S 1, 2, 6, AR, 1, 2, 3, 4, 5 / Cap Fire.  
8 hits / 44 Damage

Note: The best AR combo available (for CapCom). I'd rather use 5 since if you finish off your enemy with the Cap Fire it won't be counted as an AR Finish (points, points!!). Sometimes AR 3 or 4 won't hit. Practice timing.

Level 1 / 2  
DI, S 1, 2, 6, Not into AR, Cap Corridor, Cap Sword/Team Up  
16 Hits / 87 Damage  
40 Hits / 111 Damage

Note: This does great damage and it's easy to pull off. The Cap Corridor will hit twice if it worked. Why War Machine? Because of his start up delay, time enough for the Sword to take the opponent down. Use often.

Level 1 / 2

Cap Corridor, Cap Sword / Team Up

14 Hits / 81 Damage

37 Hits / 107 Damage

Note: Virtually the same, but it is a great counterattack. The Cap Corridor will hit twice if it worked.

Note to Above: After delivering the Cap Sword, if you stand in the corner, you can juggle with your enemy. Try this: S 1, 2, 6, Cap Corridor. I've tried this one, but they cut the counting after the 2, letting your opponent to block. You can try a C 6 instead of the S 6, but you will be pushed back, and won't be able to connect the OGT. If anyone can post the best Juggle available, please do.

Ultimate Combo:

Level 2 / 3

DI, C 5, 6, OGT Cap Corridor, Cap Storm, Cap Sword / \*Team Up\*

27 Hits / 125 Damage

\*54 Hits / 150 Damage\*

Note: \* \* is the Ultimate Combo. A life Bar consist of 145 Hp. For the Cap Storm to connect

you have to be extremely quick. For the Team Up, (you have to be extremely accurate =) ) you must do it in the Exact Last Hit (The Cap Storm is Cap Corridor) IN THE OTHER WAY, since CapCom appears in the other side of where he started. If you are lucky enough, you'll hit. Practice A LOT and surprise your friends =)

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## 7. Fighting Strategies:

- Use the Cap Corridor a lot, when hit, connect with Cap Sword.
- Keep away with Cap Fire.
- Juggle with your opponent after the Cap Sword for extra hits (1, 2, 6, Cap Corridor for example).
- Avoid Cap Kick.
- Don't Show Mercy, two Cap Corridor + Sword will kill anyone (remember!!)
- Don't give time to rest.
- Look to both sides before crossing the street (????????????????)

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## 8. Updates

Updates since Version 1.0 11/5/00

1.1 11/8/00

Added the Extra note in combos.

Added 1 (Normal Moves) part.

Corrected some mistakes.

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## 9. Credits

ME!!!!!!

Christian Karl Hagedorn (christianhagedorn@usa.net).  
Exdeath (exdeath@earthlink.net) for the Legal Stuff.

WOW this was my first FAQ. Email me your opinion!!!

11 / 5 / 00

November the 5th of year 2000

Suprise!!! IIm from Argentina!!!!!!!!!!!!!! Sorry if there are some spelling mistakes.

CKH

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