

WOLVERINE

BIO

REAL NAME

JAMES HOWLETT

OCCUPATION

ADVENTURER

ABILITIES

WITH HIS MUTANT HEALING FACTOR AND ADAMANTIUM CLAWS, WOLVERINE IS THE BEST THERE IS AT WHAT HE DOES...BUT WHAT HE DOES BEST ISN'T VERY NICE.

WEAPONS

CLAWS COATED IN VIRTUALLY INDESTRUCTIBLE ADAMANTIUM, WHICH HE CAN FREELY RELEASE FROM BOTH HANDS. THE CLAWS ARE PART OF HIS SKELETON, WHICH IS ALSO COATED IN ADAMANTIUM.

PROFILE

BENEATH HIS GRUFF AND CRUDE EXTERIOR LIES A NOBLE SPIRIT WHO GENUINELY TREASURES HIS COMRADES. HOWEVER, IN THE FACE OF HIS ENEMIES HE IS MERCILESS, OFTEN EMPLOYING EXTREME MEASURES IN HIS METHODS.

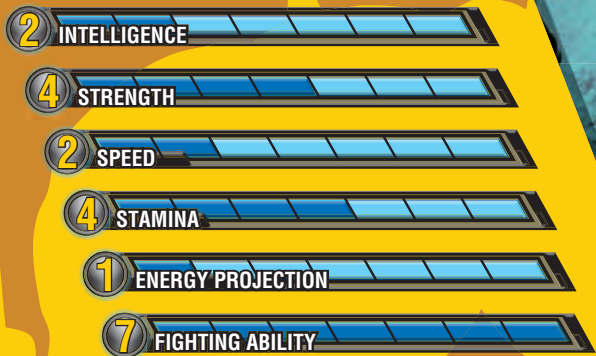
FIRST APPEARANCE

THE INCREDIBLE HULK #180 (1974)

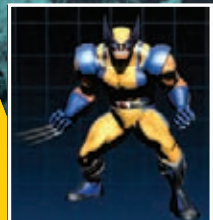


"YA FIGHT ME, YER GONNA GET HURT. END OF STORY."

POWER GRID



ALTERNATE COSTUMES



*This is biographical, and does not represent an evaluation of the character's in-game combat potential.

ATTACK SET

STANDING BASIC ATTACKS

The second frame data value is for Wolverine with Berserker Charge active.

Screen	Command	Hits	Damage	Startup Frames	Active Frames	Recovery Frames	Frame Advantage on Hit	Frame Advantage if Guarded	Notes
1	Standing L	1	53,000	4/4	3/3	11/8	0/+3	-1/+2	—
2	Standing M	—	67,000	6/5	3/3	22/17	-6/-1	-8/-3	—
3	Standing H	1	95,000	11/9	4/4	24/18	-2/+4	-6/0	Knocks down opponent, \downarrow \leftarrow \rightarrow + PlatP2 snap back
4	S	1	80,000	9/7	4/4	27/21	—	-9/-3	Launcher attack, not special- or hyper combo-cancelable



CROUCHING BASIC ATTACKS

The second frame data value is for Wolverine with Berserker Charge active.

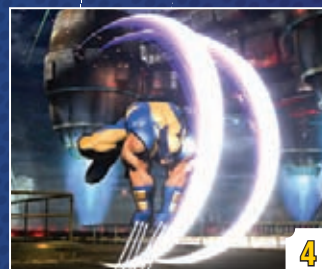
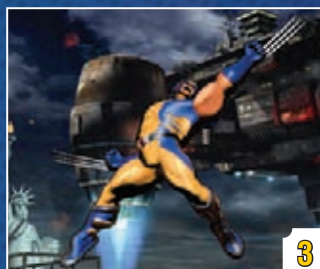
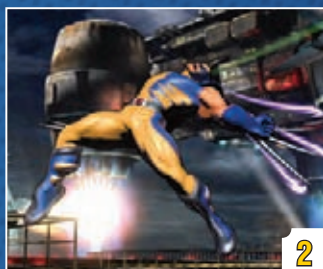
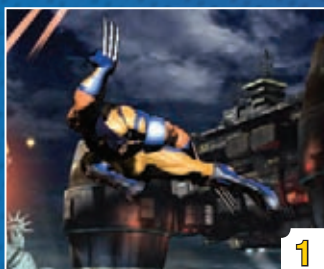
Screen	Command	Hits	Damage	Startup Frames	Active Frames	Recovery Frames	Frame Advantage on Hit	Frame Advantage if Guarded	Notes
1	Crouching L	1	48,000	6/5	3/3	12/9	-1/+2	-2/+1	Low attack
2	Crouching M	1	70,000	7/6	3/3	19/14	-5/0	-5/-3	Knocks opponent into the air
3	Crouching H	1	78,000	12/10	4/4	20/15	—	-2/+3	Low attack, knocks down



AERIAL BASIC ATTACKS

The second frame data value is for Wolverine with Berserker Charge active.

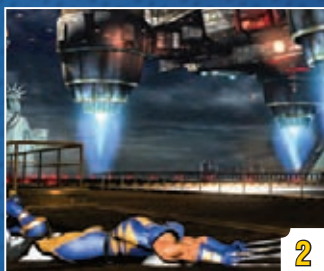
Screen	Command	Hits	Damage	Startup Frames	Active Frames	Recovery Frames	Frame Advantage on Hit	Frame Advantage if Guarded	Notes
1	Air L	1	50,000	4/4	7/6	12/9	—	—	Overhead attack
2	Air M	1	70,000	6/5	3/3	24/18	—	—	Overhead attack
3	Air H	1	80,000	8/7	2/2	26/20	—	—	Overhead attack
4	Air S	1	90,000	11/9	4/4	21/16	—	—	Overhead attack, causes flying screen state if comboed after a launcher attack



COMMAND ATTACKS

The second frame data value is for Wolverine with Berserker Charge active.

Screen	Command	Hits	Damage	Startup Frames	Active Frames	Recovery Frames	Frame Advantage on Hit	Frame Advantage if Guarded	Notes
1	(During st. M hit) L	1	64,000	3/3	2/2	17/13	0/+4	-2/+2	Pulls opponent towards Wolverine
2	↵ + M	1	70,000	10/8	8/7	21/16	—	-12/-6	Low attack, OTG-capable, knocks down, not special- or hyper combo-cancelable
3	(During air M hit) L	1	64,000	3/3	3/3	29/22	—	—	Overhead attack
4	Air ↵ + H	1	75,000	8/7	Until Grounded	10/8	+9	+8	Staggers opponent on counterhit, ground bounces airborne opponent, not special- or hyper combo-cancelable



WOLVERINE



AS A PARTNER-CROSSOVER ASSISTS

Screen	Type	PI+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Startup Frames	Active Frames	Recovery Frames (this crossover assist)	Recovery Frames (other partner)	Notes
1	α - Alpha	Fatal Claw	Tornado Claw M	3	94,800	30	11	136	106	Knocks down opponent
2	β - Beta	Berserker Barrage X	Berserker Slash M	1	100,000	44	3	121	91	Attack automatically re-aligns in opponent's direction, knocks down opponent
3	γ - Gamma	Berserker Barrage X	Berserker Barrage M	4	103,000	33	16	117	97	—



SPECIAL MOVES

The second frame data value is for Wolverine with Berserker Charge active.

Screen	Name	Command	Hits	Damage	Startup Frames	Active Frames	Recovery Frames	Frame Advantage on Hit	Frame Advantage if Guarded	Notes
1	Berserker Barrage L	↵ ↘ ↙ + L	2-4	66,500 – 104,900	6/5	7-16/ 6-13	25/20	-4/+2	-6-8/0--1	Can be mashed for additional two hits, additional hits knock down opponent
	Berserker Barrage M	↵ ↘ ↙ + M	4-6	103,000 – 143,100	9/7	16-25/ 13-20	25/20	-5/+3	-7-8/+1--1	Can be mashed for additional two hits, additional hits knock down opponent
	Berserker Barrage H	↵ ↘ ↙ + H	6-8	131,100 – 156,100	13/10	24-24 (1) 9/19-19 (1) 7	25-26/ 20-21	-6/0	-8/-2--1	Can be mashed for additional two hits, additional hits knock down opponent
2	Tornado Claw L	↵ ↘ ↙ + L	3 - 7	81,200 – 131,200	6/5	11-11 (1) 5 (1) 5/9-9 (1) 10	32/24	-9-+1/ -2-+9	-15/-5	Can be mashed for additional hits, knocks down
	Tornado Claw M	↵ ↘ ↙ + M	4 - 10	103,000 – 164,300	6/5	14-17 (1) 5 (1) 4/11-25	39-30/ 30-22	-15-+3/ -8-+11	-25/-16	Can be mashed for additional hits, knocks down
	Tornado Claw H	↵ ↘ ↙ + H	5 - 11	122,600 – 177,700	6/5	17-17 (1) 5 (1) 5 (1) 5 (1) 5/14-34	47-30/ 36-18	-26--3/ -14-+10	-38/-24	Can be mashed for additional hits, knocks down
3	Drill Claw (in air OK)	Ⓢ + ATK	1	80,000	16/13	14/11	25/19	+18/+20	+9/+11	Can be directed using the controller, knocks down opponent, on hit or guard Wolverine recovers in neutral state in air, on whiff does not recover until Wolverine lands, has 1 frame ground recovery
4	Berserker Slash L	↵ ↘ ↙ + L	1	100,000	18/14	3/3	24/18	—	-10/-5	Invincible from frame 5-10, can pass through opponents from frame 1-10, attack automatically re-aligns in opponent's direction, knocks down opponent
	Berserker Slash M	↵ ↘ ↙ + M	1	100,000	20/16	3/3	26/20	—	-12/-6	Invincible from frame 5-12, can pass through opponents from frame 1-12, attack automatically re-aligns in opponent's direction, knocks down opponent
	Berserker Slash H	↵ ↘ ↙ + H	1	100,000	22/17	3/3	27/21	—	-13/-7	Invincible from frame 5-15, can pass through opponents from frame 1-15, attack automatically re-aligns in opponent's direction, knocks down opponent



1

Berserker Barrage: Berserker Barrage is generally only used in combos when Ⓢ launcher won't reach. Even in these situations, if you have hyper combo bar to spare you should combo into Berserker Slash instead, hyper combo-canceling into Berserker Charge for a higher damage combo.

All versions of Berserker Barrage are unsafe if guarded, regardless of whether the move was mashed for extra hits or not.



2

Tornado Claw: It's difficult to use Tornado Claw effectively in an actual match; it's not invincible at all, and only works reasonably well as an anti-air when performed very early. Even if you can do that well, it's horribly unsafe if your opponent guards it in the air.



3

Drill Claw: Drill Claw can be directed in all eight directions, and is Wolverine's only special move that can be used in the air. It is most often used in combos, allowing Wolverine to connect an air ↵ + H for a ground bounce afterwards.

Outside of combos, Drill Claw can be used sparingly as an aerial movement option, but it is generally unsafe to do so unless the attack makes contact with the opposing character. If the Drill Claw misses completely Wolverine is vulnerable all the way until he lands. This can be offset by calling a crossover assist during a normal jump, however.



4

Berserker Slash: Wolverine's most important move by a large margin, Berserker Slash causes Wolverine to dash forward a pre-determined distance before attacking. The dash can pass through opponents to their other side, and Wolverine will automatically attack in the direction of his opponent. In other words, different strengths of Berserker Slash can be used to create a mix-up of crossing up or staying in front of an opponent!

If that weren't enough, Wolverine is completely invincible for a period of time before the attack executes. This allows you to Berserker Slash straight through pesky zoning projectiles and stationary defenses like Chris's land mines and Dormammu's Flame Carpets!

If you have the right crossover assist, you can call that assist just before performing the Berserker Slash to get a full combo after it hits. If you don't have a compatible assist you can still cancel the Berserker Slash into Berserker Charge, which then allows you to get a full combo at the cost of a hyper combo gauge bar.

Berserker Slash is unsafe if guarded, so try to refrain from using it if you don't have covering fire from an assist or hyper combo bar to cancel into Berserker Charge.



WOLVERINE

HYPER COMBOS

Screen	Name	Command	Hits	Damage	Startup Frames	Active Frames	Recovery Frames	Frame Advantage on Hit	Frame Advantage if Guarded	Notes
1	Berserker Barrage X	↓ ↘ ↙ + ATK ATK	17	286,200	13+3	71(13)4	29	—	-10	Invincible from frame 1-7, knocks down opponent
2	Fatal Claw (in air OK)	↓ ↘ ↙ + ATK ATK	13	302,100	9+8 (10+8 in air)	50	37	—	-17	Knocks down opponent, air version does not recover until landing
3	Berserker Charge	↓ ↓ + ATK ATK	—	—	4+9	—	—	—	—	Frames 3-5 invincible, puts speed-up effect on Wolverine for 400 frames, hyper combo gauge does not fill while speed-up effect is active, Berserker Charge cannot be activated while speed-up is already active
4	Weapon X (level 3 hyper combo)	↔ ↓ ↘ ↙ + ATK ATK	27	440,000	16+1	17	15	—	-10	Frames 1-20 invincible, unrecoverable knockdown



1

Berserker Barrage X: Wolverine's signature hyper combo from previous games isn't terribly useful in *Marvel vs. Capcom 3*. While it can combo easily off of most things, the additional damage of the Fatal Claw hyper combo make Berserker Barrage X less useful in most situations. Berserker Barrage X does have a small amount of invincibility upon activation, but it's small enough to make it difficult to use effectively.



2

Fatal Claw: Fatal Claw is the combo-ender of choice for Wolverine, since it does high damage and can be used on the ground as well as in the air. Unfortunately, its lack of invincibility and finicky hitboxes make it difficult to utilize anywhere outside of combos. Fatal Claw drops opponents down in a vulnerable state until they reach the ground, making it great for use in THC combos to nearly any other hyper combo. Characters that have quick-recovering, power-up hyper combos can even come in and continue with their own combos.



3

Berserker Charge: Activating Berserker Charge bestows a speed-up effect onto Wolverine that lasts for 400 frames, or roughly about 6.5 seconds. During this time Wolverine gains faster movement speed on the ground and in the air, and also faster startup speed and less recovery frames on all of his attacks.

Wolverine's air ↓ + H gets significantly better while the speed-up effect is active; the frame advantage if guarded becomes +4 or better, allowing you to use it much more freely to attack your challenger without fear of being punished by a throw. Berserker Barrage H becomes much more useful as well, becoming only -3 if guarded. This leaves Wolverine outside of your opponent's throw range, making it safe to use to close the distance on your opponent and inflict chip damage.

While the benefits are certainly convenient, Berserker Charge is typically only activated when it is hyper combo-canceled off of moves with slower recovery time. This allows you to land a full combo from the Berserker Slash attack, or make it safe if it is guarded. Berserker Charge is also a great for use in team hyper combos because Wolverine recovers fast enough to get his own full combo after many hyper combos. It's also a good way to tag Wolverine in safely, at the cost of two bars.



4

Weapon X: Like all level 3 hyper combos, Weapon X is not subject to damage scaling during combos. This makes it a great way to finish off opponents after extended combos. Unfortunately, Wolverine requires an OTG-capable crossover assist or X-Factor to be able to perform any extended combos that would greatly benefit from having Weapon X tacked on at the end.

Weapon X has a sizeable amount of invulnerable frames, but it still has some vulnerable frames before the startup period is over. If you intend to use it to blow through projectiles, it's generally a better idea to use Berserker Slash instead, then hit-confirming the attack into Berserker Charge for a similarly-damaging combo at less of a cost.

BATTLE PLAN

OVERVIEW

VITALITY: 950,000

X-Factor	Lv.1	Lv.2	Lv.3
Damage	130%	160%	190%
Speed	110%	120%	130%

Your goal with Wolverine is to get into position to cross-up your opponent with Berserker Charge. An exceedingly simple goal! This strategy is powerful for many reasons:

Berserker Slash can cross-up an opponent, leading into a full combo with the proper crossover assist or a hyper combo-cancel into Berserker Charge.

Berserker Slash cannot realistically be guarded on reaction.

Opponents that guard a cross-up Berserker Slash are essentially guessing; they can be mixed-up with a lighter strength of Berserker Slash, or sometimes even a simple dash to combo.

Berserker Slash is completely invulnerable for a period of time, allowing Wolverine to run straight through most zoning tactics.

CHAIN COMBO ARCHETYPE: HUNTER SERIES

How does one go about getting into position to cross-up an opponent with Berserker Slash?

Using the invincible frames of Berserker Slash H to pass through projectile attacks and hit an opponent.

Advancing forward behind the covering fire of a crossover assist.

Using Wolverine's quick dash to advance forward steadily and safely, not taking unnecessary risks.

Super jumping and using air ↓ + ⊕ + ⊕ to dive down into safe spots in your opponent's zoning defense, or attack the front of your opponent's body—if possible.

ON THE GROUND



Berserker Slash is an incredible move; it's both a single-move mix-up and a method to counter zoning tactics!



If your opponent is zoning while jumping back, simply dash forward and guard until your opponent's character reaches the corner. Crossover assist projectiles should be avoided if possible however, since they can create an opportunity for your opponent to push you backwards much further.



Wolverine has a tough time keeping opponents out with traditional anti-airs. Either meet your opponent in the air, or cross them up with a Berserker Slash M!

Wolverine can function as the meter-builder for your team well, but he really shines when given hyper combo gauge to burn—every stray hit he lands can be converted into a full combo ending in Fatal Claw, two of which will K.O. any character in the game. In addition, having hyper combo bar to burn allows you to become more liberal with hyper combo-canceling attacks into Berserker Charge for additional offensive potential.

The key to approaching zoning characters with Wolverine is to avoid their crossover assist's projectile, then to counter one of the point character's next two attempts to keep you out. If you can't make any forward movement within that frame of time, your opponent will regain access to their crossover assist, and you'll have to start the process over again.

If you read that your opponent is going to attempt to keep you back with a projectile, simply blow through it with Berserker Slash. Ideally, you'll want to call your own projectile crossover assist immediately before doing the Berserker Slash, making your attack attempt safer if guarded. If you don't have your assist available, cancel your Berserker Slash into Berserker Charge. In either situation, if you successfully Berserker Slash through a projectile and hit the target you'll get a full combo.

If you have neither a projectile assist nor hyper combo gauge bar to cancel into Berserker Charge, Berserker Slash becomes too risky to use if there's a chance it'll be guarded. In that situation, you should only use it if you're completely sure it's going to hit your opponent. If not, try to close the distance completely and build hyper combo gauge bars via normal fighting.



WOLVERINE

If your adversary is not throwing projectiles for you to Berserker Slash through, simply dash in closer. The closer you get to your opponent, the more likely they will do something that you can counter with Berserker Slash. If your challenger opts to not commit to any big moves while waiting for their crossover assist to become available again, dash in even closer and back them to the corner. Keep the option of mixing up with Berserker Slash open, but don't get too impatient and use it recklessly; Berserker Slash is most difficult to defend against when it is used unpredictably, or in situations where your opponent has no choice but to guard it.

One of those situations is any time that your opponent is about to land from a jump in either direction. A common response to pressure from an approaching opponent is to jump backwards. In that situation a cross-up Berserker Slash is very difficult to hit Wolverine out of; your opponent will have no choice but to guard it. If you time the Berserker Slash early enough, your cross-up attack becomes guaranteed if your opponent sticks out an attack. They are not likely to guard it anyway, but be aware that against opponents who are more experienced at fighting Wolverine that you'll have to mix it up and attack your opponent with a non-cross-up version of Berserker Slash occasionally. This is very vulnerable if your opponent comes down from the jump with an attack, but if you've been crossing your opponents up enough they shouldn't try this. To be on the safe side, you should call a crossover assist in advance when you attempt a non-cross-up Berserker Slash against a jumping opponent.

The same strategy holds true against an opponent attempting to super jump away from your offense: maneuver near where your opponent is about to land, call your crossover assist, then mix them up with Berserker Slash. Even against a character with a Flight special move, Flight mode doesn't last particularly long, so you can just avoid their air projectiles and wait for your chance to mix them up when they come down.

Against an attacking foe your focus doesn't change a whole lot; you're still trying to find opportunities to sneak in a Berserker Slash mix-up. If your opponent jumps at you, crossing them up with Berserker Slash is just as potent as the same situation with them jumping backwards. However, attacking characters often employ aerial movement options in their approach, making it more difficult to predict when and where their jump is going to descend.

A more universal anti-air against attacking characters is to meet them in the air with air **H**. This can be canceled into Drill Claw for a full combo if it hits, and it is safe if guarded. More maneuverable characters can counter this by jumping towards you and airdashing downwards; this will cause your air **H** and Drill Claw to miss completely, leaving you vulnerable on the way down. If possible, call a projectile crossover assist before attempting this against these characters to cover your descent. Opponents approaching via the ground can be mixed up with Berserker Slash just like anybody else; you'll just have to be more careful not to get hit before the invulnerable frames kick in.

If your opponent gets close and begins putting pressure on you, you may want to think twice before deciding to use advancing guard to push your challenger away: Wolverine's standing **L** attack is very fast at 4 frames and has exceptional range, allowing you to guard and punish certain attack strings that are safe against most other characters. You generally won't be within range to chain combo into a launcher in these situations, but you can always combo into a Berserker Slash, then hyper combo-cancel into Berserker Charge and get a full combo that way.

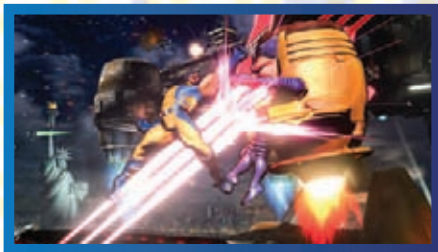
If you can't find anything that's punishable when guarded, a Wolverine player will typically have to resort to advancing guard to push opponents away; Wolverine does not have any instantly invulnerable moves besides Berserker Barrage X and Weapon X, both of which are too risky to use as a raw guess. The speed of Wolverine's standing **L** attack can often be used to punish characters that leave small holes in their offense, but this is generally not recommended, since you'll find yourself getting hit much more this way.

When dashing in and attacking your opponent with basic attacks, it's important to hit-confirm and stop at the standing **H** attack if your moves are guarded. Almost nothing Wolverine has is safe if it is guarded, unless canceled into Berserker Charge. This includes the standing **H** attack, but you will generally be too far away from your target to be punished. If your opponent is not pushing you away with advancing guard in attempt to punish you, take this as an opportunity to cancel into Berserker Slash for a mix-up!

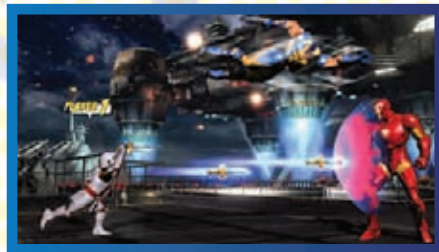
UP IN THE AIR



Wolverine's air **↵** + **H** attack can be very difficult to anti-air, but usually results in frame disadvantage if guarded. If you're within range, this can often result in a guaranteed throw for your opponent.



Air **H** is a strong air-to-air attack that leads to a full combo when canceled into Drill Claw.



Using a projectile assist in tandem with the air version of Drill Claw can control most of the screen, in addition to making the Drill Claw much safer.

Wolverine has two moves allow him to adjust his aerial trajectory: air **↵** + **H** and Drill Claw. Air **↵** + **H** is used more often, allowing Wolverine to quickly drop down to ground level with relative safety. Air **↵** + **H** can also be used to attack an opponent as well, as long as it is aimed at the front of the opposing character. If your opponent guards the air **↵** + **H** at the top of their head, it will result in a frame disadvantage at close range, letting your foe land a guaranteed throw on you. Attacking your challenger from the front will keep you out of their throw range in a situation that is close to neutral on both sides. Wolverine's fast 4 frame standing **L** attack can often beat your opponent's attack to the punch here. If the kick is spaced safely in this way you will also be able to connect a combo afterwards if it hits, starting with standing **L**. Air **↵** + **H** also has the added benefit of being very difficult to anti-air with non-invulnerable moves. If the kick counterhits any attempted anti-air attacks, your adversary is put into a stagger state for easier combos.

Drill Claw can be aimed in all eight directions, but its lengthy recovery when it misses makes it difficult to use safely. This can be mitigated in normal jump situations with a crossover assist creating covering fire for you while you're landing. Attacking with Drill Claw can be strong because it will cleanly beat many attacks. If the Drill Claw hits you can often connect an air **↵** + **H** afterwards for a full combo if distances permit. If guarded, Drill Claw recovers at frame advantage, allowing you to attack your opponent with air **↵** + **H** afterward.

When attempting to engage your adversary in an air-to-air clash, air **H** is your best bet unless your opponent is below you. Be sure to hold either forward or backwards on the controller when pressing the button, which will also allow you to get an air throw if your challenger is within range. If the air **H** makes contact with the opposing character, canceling into air Drill Claw will lead to a combo on hit.

If your opponent is coming from below you, air **L** and air **↵** + **H** are your best options. Air **L** is very fast at 4 frames and has a strong hitbox below Wolverine. If the kick hits, chain into air **H** and combo into Drill Claw. If you have more time to prepare for your opponent meeting you in the air, air **↵** + **H** is a better choice as it will beat more of your foe's options. The kick will also ground bounce the opposing character if it connects, allowing for an easy combo. Wolverine's aerial options aren't bad by any means, but staying on the ground where you have access to Berserker Slash is almost always the better option.

COMBO USAGE

I. CR. **L**, ST. **M**, CR. **M**, ST. **H**, **S** CANCEL → SUPER JUMP, AIR **M**, **M**, **L**, **H** CANCEL → → + **S** + **ATK**, AIR ↓ + **H**, ST. **H**, **S** CANCEL →
 SUPER JUMP, AIR **M**, **M**, **L**, **H**, **S**, LAND, ↘ + **M** OTG

(460,400 damage) Wolverine's standard meter-less combo from a crouching **L** hit. If the hits are guarded, end the chain combo at standing **H** for relative safety. If your opponent does not use advancing guard to push you away, you can cancel the crouching **M** into Berserker Slash **M** or **H** for a mix-up. Be sure to cancel into Berserker Charge!

If you have a projectile assist ready, you can also call the assist simultaneously while pressing standing **H**, then perform a slightly late cancel into Berserker Slash **M** or **L**. This allows you to convert a successful Berserker Slash mix-up into a full combo without spending hyper combo gauge on Berserker Charge.

Calling a crossover assist before hitting the ↘ + **M** OTG will usually juggle your target for a few hits, then cause them to air recover. Use this to your advantage and set up a cross-up Berserker Slash **M**! Having just used your crossover assist, this set-up requires you to hyper combo-cancel into Berserker Charge to get a combo after it hits.

II. CR. **L**, ST. **M**, CR. **M**, ST. **H**, **S** CANCEL → SUPER JUMP, AIR **M**, **M**, **H** CANCEL → → + **S** + **ATK**, AIR ↓ + **H**, ST. **H**, **S** CANCEL →
 SUPER JUMP, AIR **M**, **M**, **L**, **H** CANCEL → → + **S** + **ATK** CANCEL → ↓ ↘ ↙ + **ATK** **ATK**

(644,200 damage) Wolverine's combos that end in Fatal Claw have a single, subtle difference from the meter-less combo that needs mentioning: adding the air **L** in the first super jump will cause slightly less damage due to damage scaling.

Ending combos with Fatal Claw creates a situation where you're in position to mix-up the opponent no matter which direction they ground recover in—see the Advanced Tactics section for details.

III. (AGAINST AIRBORNE OPPONENT) AIR **H**, **S** CANCEL → → + **S** + **ATK**, AIR ↓ + **H**, LAND, ST. **H**, **S** CANCEL → SUPER JUMP, AIR **M**, **M**, **L**, **H** CANCEL → → + **S** + **ATK** CANCEL → ↓ ↘ ↙ + **ATK** **ATK**

(631,400 damage) Wolverine has one of the best air-to-air combos in the game; it does very good damage and can be performed at any height! This combo does 446,800 damage without the Fatal Claw ender; omit the Drill Claw and induce flying screen with air **S**, then hit your opponent with a ↘ + **M** OTG.

ASSISTS



Arthur—**β** is arguably the best all-around crossover assist for Wolverine.



Crossover assists that pin an opponent down for large periods of time are great for maintaining offensive pressure, and can be set-ups for Berserker Slash mix-ups. They also allow you to extend combos after ↘ + **M** OTG hits.



Sentinel—**α** is one of the best covering fire crossover assists to close the distance with your opposition.

Wolverine's crossover assist types aren't particularly useful as a whole. Tornado Claw has no invincible frames at all, making its usefulness as an anti-air assist highly suspect. Berserker Slash does not retain any of the invincibility frames that the move normally has, also making the assist difficult to use effectively. Berserker Barrage has the most utility as a crossover assist; it's useful for pinning the opponent down in the corner, and produces enough hitstun to help characters that cannot normally combo after their own OTG attacks, like Chris and Wesker.

Arthur's Dagger Toss complements Wolverine's game in several ways:

Allows you to easily combo after Berserker Slash mix-ups from almost any range.

Dagger Toss occupies the screen for much longer than a beam attack, allowing you to dash forward safely behind the daggers.

Dagger Toss has only three hits; the damage of combos with Dagger Toss isn't drastically reduced by damage scaling.

It doesn't knock down, allowing you to easily get a full ground combo after hitting an instant overhead air **L; see Advanced Tactics section.**

Beam-based crossover assists such as Doctor Doom—**α** can also work well with Wolverine's overall gameplan, but your damage output will be decreased significantly. Other projectile-based crossover assists usually won't create enough hitstun for you to easily combo after, even a powered-up Zero Hadangeki is significantly more difficult to use effectively.

Wolverine has a great option to punish crossover assist-calling from the opponent: blow through the attack and cross-up with Berserker Slash! This tactic is very likely to hit both your opponent's point and crossover assist character, and canceling into Berserker Charge allows you to connect a full combo on both. If you have another hyper combo gauge bar to burn, you can knock out some crossover assist characters in one combo!

IV. ↓ ↘ ↙ ← + ATK CANCEL → ↓ ↓ + ATK/ATK, DASH, CR. M, ST. H, S CANCEL → SUPER JUMP, AIR M, M, L, H CANCEL → → + S + ATK, AIR ↓ + H, ST. H, S CANCEL → SUPER JUMP, AIR M, M, L, H, S, LAND, ↘ + M OTG

(512,800) This is Wolverine's standard combo from a Berserker Slash that has been hyper combo-canceled into Berserker Charge. The timing to land the initial dashing crouching M can be a little tricky—dash earlier than you think you're able to.

V. (WHILE BERSERKER CHARGE IS ACTIVE) CR. L, CR. M, ST. H CANCEL → ↓ ↘ ↙ ← + L, CR. M, ST. H CANCEL → ↓ ↘ ↙ ← + L, CR. M, ST. H CANCEL → ↓ ↘ ↙ ← + M, CR. M, ST. H, S CANCEL → SUPER JUMP, AIR M, M, H CANCEL → → + S + ATK, AIR ↓ + H, LAND, ST. H, S CANCEL → SUPER JUMP, AIR H, S, LAND, ↘ + M OTG

(582,700 damage) If your opponent guards your Berserker Slash, hyper combo-canceling into Berserker Charge still leaves you in speed-up state. If you land a clean hit while in this state you can do substantially more damage with this modified combo.

After the air ↓ + H, doing Berserker Barrage H into Fatal Claw does 745,300 damage.



WOLVERINE

ADVANCED TACTICS

SET-UP VERSUS GROUND RECOVERY



Most of your combos will end with Fatal Claw. This sets up a mix-up which can K.O. your opponent if it hits!

If your foe does not ground recover at all, simply call your crossover assist immediately upon landing, then use Berserker Slash M to cross-up and Berserker Slash L to stay in front. In both the forward- and neutral-recovering situations, simply dashing towards your adversary and doing a chain combo will also work as a mix-up to the Berserker Slash cross-ups. You can also set up an instant overhead air L in these situations; see the following section for details.

AIR L INSTANT OVERHEAD



Being able to get an entire combo after an instant overhead air L makes Wolverine's offense even more difficult to defend against.

Most combos that end with Fatal Claw will inflict at least 50% damage on the opponent. After falling down your opponent has the option of ground recovering backwards, forwards, or to not ground recover at all. If you correctly guess your opponent's reaction you can put them in a very strong mix-up to finish off their character!

The most common reaction from your opponent will be to ground recover backwards. To counter this you can dash forward while calling a crossover assist, then immediately do Berserker Slash H to cross-up the opposing character. Doing Berserker Slash M will not cross-up your challenger, completing the mix-up.

If your opponent wises up and does not ground recover backwards, they will likely go forwards. In this case you should stand still as your challenger ground recovers through you and immediately call your crossover assist as your opponent reaches the other side. From there, immediately cross-up your opponent with Berserker Slash M, or stay in front with Berserker Slash L.

Air L pressed immediately after jumping is an overhead on every character in the game. If you plan ahead of time to use this overhead, you can call a crossover assist like Arthur-β first. This allows you to land a full combo on your opponent after landing from the jumping attack. The proper timing to call the crossover assist for most assists is to press P1/P2, dash, then immediately jump and press L.

There are two instances in a match that are great for setting up the instant overhead air L. The most common instance is after knocking down an opponent: call your crossover assist and dash in the direction that they ground recovered in. This allows you to mix your opponent with instant overhead air L, crouching L, or Berserker Slash L.

If your challenger is sitting there attempting to guard your Berserker Slash mix-up, that's another great time to set up the air L instant overhead. Knowing when your opponent is bound to sit there and take the mix-up takes experience, but looking for the opportunity will definitely improve your Wolverine game.

COMBO APPENDIX

GENERAL EXECUTION TIPS

Call your crossover assist immediately before performing Berserker Slash.

Perform wavedashes with $\rightarrow + \text{ATK} \text{ATK}$, $\downarrow, \rightarrow + \text{ATK} \text{ATK}$ to avoid getting accidental Berserker Charges.

Requirements (Position, meter, etc.)	Notes	Command Sequence	Damage
Corner required	—	Cr. L , st. M , cr. M , st. H , S \rightarrow super jump, air H \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air H \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air $\downarrow + \text{H}$, land, st. H , S \rightarrow super jump, air M , M , H \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air $\downarrow \rightarrow \rightarrow + \text{S} + \text{ATK}$, air $\downarrow \rightarrow \rightarrow + \text{S} + \text{ATK}$	676,700
Arthur— β	468,800 if standard meter-less combo is performed instead	$\text{P1}=\text{P2}$ $\downarrow \rightarrow \rightarrow + \text{ATK}$, st. M , st. H , S \rightarrow super jump, air M , M , H \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air $\downarrow + \text{H}$, st. H , S \rightarrow super jump, air M , M , H \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air $\downarrow \rightarrow \rightarrow + \text{S} + \text{ATK}$, air $\downarrow \rightarrow \rightarrow + \text{S} + \text{ATK}$	645,600
Arthur— β	Combo from instant overhead air L . To time the assist correctly, press $\text{P1}=\text{P2}$, then immediately dash and do air L .	$\text{P1}=\text{P2}$ dash, air L , land, cr. M , st. H , S \rightarrow super jump, air M , M , H \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air $\downarrow + \text{H}$, st. H , S \rightarrow super jump, air M , M , H \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air $\downarrow \rightarrow \rightarrow + \text{S} + \text{ATK}$, air $\downarrow \rightarrow \rightarrow + \text{S} + \text{ATK}$	596,800
Doctor Doom— β	—	Cr. L , cr. M , st. H , S \rightarrow super jump, air M , M , L , H \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air $\downarrow + \text{H}$, st. H , S \rightarrow super jump, air M , M , L , H , S , land, $\text{P1}=\text{P2}$, $\downarrow + \text{M}$, $\rightarrow \downarrow \rightarrow + \text{ATK} \text{ATK}$	935,200
—	Air S can be an instant overhead on large crouching characters, leading to a full combo without need for a crossover assist. Air S works as an instant overhead against Tron, Haggar, Hulk, Sentinel, Captain America, She-Hulk, Doctor Doom; the air $\downarrow + \text{H}$ only connects in the corner against Ryu, Chris, Wesker, Akuma, Spencer, Iron Man, Thor, Taskmaster; air $\downarrow + \text{H}$ won't connect at all against M.O.D.O.K.	Air S \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air $\downarrow + \text{H}$, land, cr. M , st. H , S \rightarrow super jump, air M , M , L , H \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air $\downarrow \rightarrow \rightarrow + \text{S} + \text{ATK}$	619,800
Level 1 X-Factor	—	Cr. L , st. M , cr. M , st. H , S \rightarrow super jump, air M , M , L , H \rightarrow $\rightarrow + \text{S} + \text{ATK}$, air $\downarrow + \text{H}$, st. H , S \rightarrow super jump, air M , M , L , H , S , land, $\downarrow + \text{M}$ OTG \rightarrow $\downarrow \rightarrow \rightarrow + \text{M}$ \rightarrow $\rightarrow + \text{M}$ \rightarrow $\rightarrow + \text{M}$ \rightarrow $\rightarrow \downarrow \rightarrow + \text{ATK} \text{ATK}$	1,142,800

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