WOLVERINE

"YOU WANNA TRY YOUR LUCK AGAINST THE WOLVERINE?"

Bio

REAL NAME
James Howlett

OCCUPATION
Adventurer

ABILITIES
A specialist in close-quarters combat, Wolverine's healing factor gives him that extra edge in a fight. In addition to his fighting abilities, he is also fluent in multiple languages.

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)

POWER GRID

- **2** INTELLIGENCE
- **4** STRENGTH
- **2** SPEED
- **4** STAMINA
- **1** ENERGY PROJECTION
- **7** FIGHTING ABILITY

*This is biographical, and does not represent an evaluation of the in-game combat potential of this hero.

ALTERNATE COSTUMES

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Overview

Vitality	950,000
Chain Combo Archetype	Hunter Series

X-Factor Boost	Damage	Speed
Level 1 (3 teammates remaining)	125%	115%
Level 2 (2 teammates remaining)	145%	125%
Level 3 (1 teammate remaining)	165%	135%

Your goal with Wolverine is to get into close range with frame advantage, ideally with access to a crossover assist.

When up close to an opponent, Wolverine gains access to his fearsome Berserker Slash mix-ups. Since Berserker Slash has lost all invincibility in *Ultimate Marvel vs. Capcom 3*, Wolverine must now be at frame advantage to effectively prevent getting hit out of the mix-up.

- Wolverine's Berserker Slash is a self-contained mix-up: depending on the distance to the target and which version of the attack is performed, it can hit as either a cross-up or a frontal attack
- Berserker Slash cannot be guarded correctly on reaction; the opposing player must commit to a guess
- With the right circumstances, hitting with a Berserker Slash leads to a full combo
- In most cases, a character cannot avoid the Berserker Slash mix-up by jumping; the competitor simply gets hit out of the air, allowing you a free combo

How does Wolverine get into range to threaten with Berserker Slash?

- Using Wolverine's fast wavedash to cover distance safely, while still being able to guard incoming attacks
- Normal jumping over threats that stop Wolverine from wavedashing across the ground
- Advancing behind the cover of a long range crossover assist

TUNING SINCE ORIGINAL MVC3

Many fans agreed that Wolverine was one of the top three characters in *Marvel vs. Capcom 3*. His ease of use, high damage, and invincible Berserker Slash combined to make him a threat at all skill levels!

The largest change to Wolverine's gameplay involves the Berserker Slash: it no longer has any sort of invincibility, which makes Wolverine players work much harder to get through long range defenses. It also forces Wolverine players to deal with an opposing player's long range attacks and tactics. These players can constantly press buttons while their character is far away in an attempt to fake you out or hit you.

The other major changes to Wolverine's gameplay are more indirect: level 1 X-Factor has been substantially weakened, drastically reducing Wolverine's ability to K.O. two characters in the first few moments of a match. Wolverine's primary crossover assist, Akuma—β, has also been significantly weakened to result in an overall less powerful Wolverine.

On the flip side, Wolverine gains a new special attack in Berserker Rage, and the damage of both his Berserker Barrage X and Fatal Claw hyper combos actually has increased significantly! While Wolverine players must work harder to mix opponents up now, they are still working with a character that has all the tools to win at a high level.

- All invincibility removed from Berserker Slash
- New special attack: Berserker Rage
- Berserker Barrage additional hits now launch an opponent into the air
- Tornado Claw active and recovery frames tweaked
- Berserker Barrage X now can be mashed for additional damage
- Fatal Claw now can be mashed for additional damage

Attack Set

Standing Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Standing (L)	1	53,000	424	4/4	3/3	11/8	0/+3	-1/+2	—
2	Standing (M)	1	67,000	536	6/5	3/3	22/17	-6/-1	-8/-3	—
3	Standing (H)	1	95,000	760	11/9	4/4	24/18	+11/+17	-6/0	Knocks down opponent

Crouching Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Crouching (L)	1	48,000	384	6/5	3/3	12/9	-1/+2	-2/+1	Low attack
2	Crouching (M)	1	70,000	560	7/6	3/3	19/14	+15/0	-5/0	Knocks opponent into the air
3	Crouching (H)	1	78,000	624	12/10	4/4	20/15	—	-2/+3	Low attack, knocks down

Ground Special Attack—Launcher

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	(S) (while standing or crouching)	1	80,000	640	9/7	4/4	27/21	—	-9/-3	Launcher, not special- or hyper combo-cancelable

Air Basic Attacks

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air (L)	1	50,000	400	4/4	7/6	12/9	+9/+9	+8/+8	Overhead attack
2	Air (M)	1	70,000	560	6/5	3/3	24/18	+13/+14	+12/+11	Overhead attack
3	Air (H)	1	80,000	640	8/7	2/2	26/20	+17/+15	+14/+13	Overhead attack

Air Special Attacks—Flying Screen and Air Exchange

Air (S) causes a hard knockdown when used in a launcher combo (this is sometimes called flying screen). When used outside of a launcher combo, air (S) behaves mostly like another basic attack. Air exchange attacks, performed by inputting a direction plus (S), are only possible during a launcher combo. Exchange hits initiate team aerial combos by tagging in the next available character to continue the air combo.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Air (S)	1	90,000	720	11/9	4/4	21/16	+16	+14	Causes hard knockdown if used in launcher combo
2	Air ↖ + (S) (during launcher combo)	1	25,000	200	8/7	2/4	26/16	—	—	Tags in next available ally while lofting opponent upward
3	Air ➡ or ⬅ + (S) (during launcher combo)	1	40,000	320	6/5	2/2	23/21	—	—	Tags in next available ally while causing wall bounce, erases 1 hyper meter from foe
4	Air ⬇ + (S) (during launcher combo)	1	60,000	480 + 10,000	11/9	4/4	21/15	—	—	Tags in next available ally while causing ground bounce, generates 1 hyper meter

Command Attacks

Command attacks resemble basic attacks but have different chaining and canceling properties. It's usually possible to chain *into* a command attack from basic attacks, but most command attacks cannot be chained from or canceled themselves.

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Cross Slash	(During st. (M) hit) (L)	1	64,000	480	3/3	2/2	17/13	0/+4	-2/+2	Pulls opponent toward Wolverine
2	Sliding Claw	↙ + (M)	1	70,000	560	10/8	8/7	21/16	—	-12/-6	Low attack, OTG-capable, soft knockdown
3	Brutal Claw	(During air (M) hit) (L)	1	64,000	480	3/3	3/3	29/22	+15/+14	+13/+13	Overhead attack
4	Diving Kick	Air ⬇ + (H)	1	75,000	600	8/7	Until Grounded	10/8	—	+11 maximum	Staggers opponent on counterhit, ground bounces airborne opponent
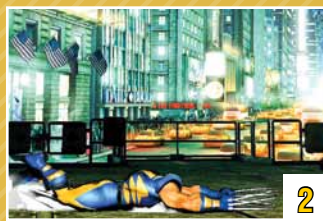
Throws

Throws are for snagging passive or blocking opponents. Since throws are active so quickly, you can also use them to preemptively toss opposing characters out of their offense. Combos are usually possible after throws, one way or another.

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Notes
1	➡ + (H) (ground)	5~9	60,000~100,000	600~1,000	1	1	Can be mashed for additional hits
	⬅ + (H) (ground)	5~9	60,000~100,000	600~1,000	1	1	Can be mashed for additional hits
2	➡ + (H) (air)	6~10	60,000~100,000	600~1,000	1	1	Can be mashed for additional hits
	⬅ + (H) (air)	6~10	60,000~100,000	600~1,000	1	1	Can be mashed for additional hits

WOLVERINE

As a Partner—Crossover Assists

Screen	Type	P1+P2 Crossover Combination Hyper Combo	Description	Hits	Damage	Meter Gain	Startup	Active	Recovery (this crossover assist)	Recovery (other partner)	Notes
1	Wolverine—α	Fatal Claw	Tornado Claw M	3	94,800	840	30/24	11/9	135/126	106/83	Knocks down opponent
2	Wolverine—β	Berserker Barrage X	Berserker Slash M	1	100,000	800	44/35	3/3	121/114	91/71	Attack automatic re-aligns ally in opposing character's direction, knocks down opponent
3	Wolverine—γ	Berserker Barrage X	Berserker Barrage M	4	103,000	960	33/26	16/13	117/112	87/69	—

Wolverine's crossover assist attacks were fairly subpar in *Marvel vs. Capcom 3*. This hasn't changed much in *Ultimate*.

For the most part, you'll want to choose Wolverine—γ for the Berserker Barrage assist. It isn't great, but it can do a fairly decent job of keeping your opponent in blockstun long enough to set up a strong offense. If it hits, it generally carries your target too far away to continue a combo from it, unless the opposing character was in the corner.

Some characters have very specific combo requirements, such as needing an assist that brings the opponent high into the air. Dante's a good example of this, since he generally needs help converting his air throw into a full combo. For very specialized situations like these, you may want to look into picking Wolverine—α for the Tornado Claw. Otherwise, this assist is generally best avoided.

Berserker Slash in assist form doesn't cross up on its own, making its usefulness to a team questionable at best. Wolverine can momentarily increase his speed with the Berserker Charge hyper combo, then tag out to permanently increase the speed of all of his assist attacks. Even so, you won't see much of an increase in utility. Unfortunately, Wolverine's new Berserker Rage attack did not become one of his three assists. It would have been great for Wolverine to gain an assist similar to Chun-Li's Hyakuretsukyaku!

Snap Back

Screen	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded
1	↓↘→ + P1+P2	1	50,000	500 - (-1 hyper meter bar)	2	3	28	—	-10
Notes									
On hit, snap back forces the opposing point character to be replaced by an assist. Opposing assist calls or tag outs are also locked out for 4 seconds									

Special Moves

Screen	Name	Command	Hits	Damage	Meter Gain	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Berserker Barrage L	↓↘→ + L	2-4	66,500 – 104,900	560 - 960	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 – 134,100	960 - 1360	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	131,000 – 156,100	1344 - 1744	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	720 - 1360	6/5	11~11(1)5(1)5/9~9(1)10	26~32/20–23	+3~+14/+12~+21	-18/-8	Can be mashed for additional hits, knocks down
	Tornado Claw M	→↓↘ + M	4 - 10	103,000 – 164,300	960 - 1920	6/5	11~18(1)7(1)5/9–28	35~30/27–22	+5~+32/+8~+25	-28/-16	Can be mashed for additional hits, knocks down
	Tornado Claw H	→↓↘ + H	5 - 11	122,600 – 177,700	1200 - 2160	6/5	12~17(1)5(1)5(1)3(1)7/9–34	45~22/39–18	+8~+17/+1~+30	-38/-24	Can be mashed for additional hits, knocks down
3	Drill Claw (in air OK)	S + ATK	1	80,000	640	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
4	Berserker Slash L	↓↙← + L	1	100,000	800	18/14	3/3	24/18	—	-10/-5	Can pass through opponents from frame 1-10, attack automatically re-aligns in opposing character's direction, knocks down opponent
	Berserker Slash M	↓↙← + M	1	100,000	800	20/16	3/3	26/20	—	-12/-6	Can pass through opponents from frame 1-12, attack automatically re-aligns in opposing character's direction, knocks down opponent
	Berserker Slash H	↓↙← + H	1	100,000	800	22/17	3/3	27/21	—	-13/-7	Can pass through opponents from frame 1-15, attack automatically re-aligns in opposing character's direction, knocks down opponent
5	Berserker Rage L	L	5~18/4~16	81,700~169,200/68,600~162,200	800~2880	11/9	29/23	14/11	+9/+8	+7/+6	Can be mashed for additional hits
	Berserker Rage M	M	5~24/4~26	81,700~183,400/68,600~187,400	800~3840	11/9	29/23	14/11	+9/+8	+7/+6	Can be mashed for additional hits
	Berserker Rage H	H	5~52/4~46	81,700~239,400/68,600~227,400	800~8320	11/9	29/23	14/11	+9/+8	+7/+6	Can be mashed for additional hits

Berserker Barrage: The Berserker Barrage, formerly Wolverine's signature move in older games, is now difficult for Wolverine players to use effectively outside of combos. It's very unsafe if guarded, and it is also difficult to cover with crossover assists due to the long duration of the attack. There aren't many reasons to pick Berserker Barrage over the amazing Berserker Slash.

In combos, Berserker Barrage can be useful for adding damage in situations where hitstun has scaled severely, making it impossible to combo into Fatal Claw. In these situations, you can simply tack on Berserker Barrage H, then hyper combo cancel to Berserker Barrage X for good damage.

Berserker Barrage can be mashed for additional hits and damage, but in *Ultimate Marvel vs. Capcom 3*, the additional hits now immediately knock your foe into the air. This doesn't have any noticeable effect on juggle combos, however.

Tornado Claw: The Tornado Claw may look like a Shoryuken-esque attack, but unfortunately, it does not have any invincibility to speak of. This makes its usefulness very limited: it's not great as an anti-air, it cannot be used to break out of your opponent's offensive patterns, and it's still incredibly unsafe if guarded. However, the Tornado Claw has one very specialized use—it's the key component of the incredibly difficult Fatal Claw loop combos! See the Combo Appendix section for details.

Mashing buttons while Tornado Claw is hitting results in substantially more damage, but it also causes Wolverine to travel higher into the air. In *Ultimate Marvel vs. Capcom 3*, there are various changes to the active and recovery frame numbers of the Tornado Claw attacks, but these changes don't seem to have any major practical effects.

Drill Claw: While Drill Claw is Wolverine's only special attack that is accessible while jumping, it's still generally used only in combos. In combos, the Drill Claw conveniently bounces the opposing character up near Wolverine, allowing an easy Diving Kick combo, which in turn leads into a ground bounce for more punishment.

You can aim Drill Claw in all eight directions, as well as redirect it off of walls. Outside of combos, the Drill Claw is generally safe as long as Wolverine makes contact with the opponent. In this case, Wolverine bounces backwards in a neutral state, allowing you access to actions such as guarding, Diving Kicks, or even another Drill Claw! If the Drill Claw misses your foe completely, Wolverine becomes completely vulnerable to punishment all the way until he reaches the ground. Don't use Drill Claw as a substitute for an airdash!

Wolverine has a powerful mix-up using Drill Claw against new characters coming into the playing field. Check the Advanced Tactics section for more details!

Berserker Slash: Your most important attack by far, the Berserker Slash causes Wolverine to run forward a distance specific to the attack button pressed. While running forward, Wolverine can run straight through the opposing character to get behind them. After running the specified distance, Wolverine automatically attacks in the direction of the opponent. In other words, you can use the Berserker Slash to either cross up your opponent or hit your foe from the front!

A simple, yet incredibly effective mix-up, the Berserker Slash is simply too fast for human opponents to be able to consistently guard correctly on reaction. For the most part, players simply must commit to guarding in a specific direction ahead of time.

While the Berserker Slash is technically unsafe if guarded, few characters can consistently punish it due to the awkward range left between the two characters after it finishes. Also, you should always cover Berserker Slash by a crossover assist, or cancel the move into Berserker Charge or X-Factor. Doing any of the above not only allows you to convert any Berserker Slash mix-up into a full combo if it hits, but it also leaves you at frame advantage if guarded!

In original *Marvel vs. Capcom 3*, the Berserker Slash was completely invulnerable whenever Wolverine's shadows were visible. This gave the attack incredible utility, and it was the answer to practically every potential problem Wolverine could face. But in *Ultimate Marvel vs. Capcom 3*, the Berserker Slash isn't invincible at all, which forces Wolverine players to deal with many situations that never bothered them before.

Berserker Rage: A brand new attack for *Ultimate Marvel vs. Capcom 3*, Berserker Rage is very similar to Chun-Li's Hyakuretsukyaku. Unfortunately, it's also worse than Hyakuretsukyaku in nearly every way.

It's difficult to find a use for Berserker Rage in Wolverine's general gameplan: it adds a large amount of hitstun and damage scaling to Wolverine's combos, and it pushes Wolverine away if it is guarded. If your opponent is guarding, you'll almost always want to use crouching L or Berserker Slash instead. Berserker Rage does leave Wolverine at a large frame advantage if guarded, but the opposing player can easily choose to use advancing guard to push him away.

It only takes three consecutive button presses to execute Berserker Rage; make sure to control your button presses to avoid performing this move on accident! Don't mash!

Hyper Combos

Screen	Name	Command	Hits	Damage	Startup	Active	Recovery	Advantage on Hit	Advantage if Guarded	Notes
1	Berserker Barrage X	↓↘→ + ATK ATK	17~34	286,200~343,600	13+3	71(13)4	29	—	-10	Invincible from frame 1-7, knocks down opponent. Can be mashed for additional hits
2	Fatal Claw (in air OK)	↓↙← + ATK ATK	13~26	302,100~362,500	9+8	50	37	—	-17	Knocks down opponent, air version does not recover until landing. Can be mashed for additional hits
3	Berserker Charge	↓↓ + ATK ATK	—	—	4+0	—	8	—	—	Puts 30% 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	—	—	21 frames invincibility, hard knockdown

Berserker Barrage X: Like the regular Berserker Barrage, you should typically only use the hyper combo Berserker Barrage X at the end of long combos where hitstun scaling won't let you combo into Fatal Claw.

On the flipside, in *Ultimate Marvel vs. Capcom 3*, Berserker Barrage X is now mashable for significantly more damage (still less than a mashed Fatal Claw, however). Berserker Barrage X is also much more conducive to set up a THC to another teammate, as the opposing character will be much lower to the ground.

Berserker Barrage X has a small amount of invincibility frames before super flash occurs, which has situational use in blowing through attacks. However, this isn't recommended, since it's very difficult to properly time the attack in this manner. You're much more likely to eat a full combo and also lose an entire hyper combo bar for your efforts.

Fatal Claw: With its ability to be performed in the air, Fatal Claw is the preferred combo ender for Wolverine. It also inflicts significantly more damage than Berserker Barrage X!

One of the few improvements that Wolverine received in *Ultimate Marvel vs. Capcom 3*, you can now mash Fatal Claw to deal much more damage to your target. A fully mashed Fatal Claw inflicts a ridiculous 362,500 damage!

A weakness of the Fatal Claw is that it does not allow you to THC to a teammate for very long after the final hit lands. This generally leaves your opponent much too high up in the air for most hyper combos to connect properly. You can string together several Fatal Claws in one combo, guaranteeing a K.O. on any character. See the Combo Appendix section for details.

Outside of combos, the Fatal Claw doesn't have much use other than allowing Wolverine to THC out safely: super jump into the air, activate Fatal Claw, then THC to a different teammate's safe hyper combo!

WOLVERINE

Hyper Combos continued

Berserker Charge: Activating Berserker Charge puts Wolverine in a state where he becomes 30% faster for 400 frames. This effect stacks with the speed-up effect of X-Factor!

Use Berserker Charge primarily with a hyper combo canceling a Berserker Slash; if the Berserker Slash hits, you can capitalize and go into a full combo. If the Berserker Slash is guarded, it is still +7 if hyper combo canceled into a Berserker Charge. From there, you can still salvage the situation by immediately mixing up your opponent.

Wolverine does not build any hyper combo gauge bars at all while Berserker Charge is active. This is a significant detriment, as landing a combo while in Berserker Charge state causes you to lose one to two bars, all while your opponent is gaining bars by getting hit! Of course, this doesn't mean that you should refrain from using Berserker Charge after Berserker Slash; just use it in moderation so you don't find yourself at a massive hyper combo bar differential compared to your opponent.

Tagging in another teammate while Berserker Charge is active retains the speed-up effect while Wolverine remains inactive, giving you access to crossover assists that are 30% faster. This isn't quite as cool as it seems, however, since Wolverine's assists are still fairly lacking even with increased speed.

Generally, you won't want to activate Berserker Charge purely for the increased speed; it's mainly used to cancel Berserker Slash. However, activating Berserker Charge while already using X-Factor makes a huge difference: the combined speed-up boost is enough to allow jumping Ⓛ to combo into Drill Claw! This allows you to combo off of an instant overhead jumping Ⓛ against every character in the game! Previously, players could have Wolverine use Berserker Charge in THC combos to trigger the THC glitch, allowing for easy 100% damage combos. In *Ultimate Marvel vs. Capcom 3*, this glitch has been removed.

Weapon X: Like most level 3 hyper combos, you should use Weapon X primarily at the end of long combos because it causes massive, unscaled damage. It has a fair amount of invulnerable frames on startup, allowing you to use it to blow through certain attacks and hit your opposition. However, the invulnerable window after Wolverine starts dashing forward is very brief: only five frames. You can't use Weapon X to go through projectiles from afar, but you can employ it in point-blank situations to beat other hyper combos.

Battle Plan

Wolverine must close the distance to his competitor primarily with ground dashes and normal jumps.

Use a crossover assist to get close if you have to, but this forces you to use Berserker Charge in order to capitalize off of a Berserker Slash.

Though his crossover assist has been weakened, Akuma—β is still one of Wolverine's best partners. Ryu—β is pretty good, too!

Sentinel—α is great for pinning opponents down for long periods of time. This lets you set up instant overheads, as well as Berserker Slash cross-ups!

When using Wolverine, you really want to try to get close to your opponent so you can threaten with a Berserker Slash mix-up. Wolverine has no practical air mobility options to speak of: Drill Claw is much too unsafe for moving around. As such, you need to get in close the old-fashioned way: wavedashing forward on the ground while normal jumping over defensive threats.

Wavedashing normally with Wolverine frequently causes you to accidentally activate Berserker Charge (⬇↘➡ + ATK ATK). To mitigate this, cancel your dashes with ⬋ on the controller instead of ⬇. This ends up looking like ➡ + ATK ATK, ⬋, ➡ + ATK ATK, ⬋ …

Wavedashing with Wolverine also has to be performed much slower than with most characters, as Wolverine travels most of the distance in the latter portion of his dash. To get the most out of his wavedash, simply cancel the forward dash by pressing ⬋ much later than you normally would. Increased ground control now becomes necessary to position Wolverine closer to the opposing character!

Ideally, you'll want to close the distance on your opponent without using crossover assists; this lets you set up Berserker Slashes that are covered by the assist attack, allowing for combos if the slash hits and frame advantage if the slash is blocked. But realistically, this technique is often difficult, so at times, you should settle for simply forcing your opponent to guard a crossover assist. This gives you the frame advantage you'll need to freely set up a Berserker Slash mix-up and cancel into Berserker Charge. Crossover assists that nullify projectiles are greatly preferred; see the following section for details.

Once you manage to work your way into the range of Diving Kick, things become considerably easier. Diving Kick is fast and beats or trades with most anti-air attempts. It's also very difficult to air throw! If it counterhits, it causes a stagger state on your foe, which allows for easy conversion into a combo, and if it hits an airborne opponent, it causes a ground bounce state for a combo. If guarded, Diving Kick leaves you at a highly varied frame advantage situation: the lower the Diving Kick hits, the more frame advantage you have. Ideally, aiming the Diving Kick at the feet of your target can give you up to 11 frames of advantage! Conversely, aiming the Diving Kick at the top of your opponent's head places you in disadvantage territory, which leaves you open to guaranteed ground throws and snap backs. In more extreme cases, opposing players who intentionally guard a Diving Kick in the air by jumping back at the last second can actually punish it with a full combo. Be careful with your Diving Kick placement!

Calling a crossover assist simultaneously with Diving Kick is a strong tactic: the assist starts hitting almost immediately after your opponent recovers from the guardstun of the divekick, giving you the frame advantage you'll need to set up a Berserker Slash.

Typically, you'll find that the Diving Kick counterhits both the opposing player's point character and crossover assist character. When this happens, don't hesitate to immediately use your X-Factor. When you get a lucky break like this, use the damage boost from X-Factor to K.O. both characters at the same time with a single basic combo. Happy birthday!

Wolverine reaches his full potential only when backed up with the right crossover assists. He needs the help of an assist to do the following critical things:

Combo after Berserker Slash without having to use Berserker Charge

Convert air throws and ground throws into full combos

Nullify projectiles to allow Wolverine to get near zoning opponents

Place the opponent in large amounts of guardstun from afar, setting up a mix-up

Out of all the assists in the game, only Akuma—β fills all four of these roles extremely well. He also keeps the number of hits in a combo low, resulting in more damage. Akuma—β causes much less hitstun in *Ultimate Marvel vs. Capcom 3*, but he is still the best overall assist to pair with Wolverine.

Iron Man—α and Doctor Doom—α both fill all four roles nicely, as well, and these characters also give you a fullscreen threat for the opposing player to deal with. However, both of these assists hit eight times, significantly reducing the damage in your combos.

Sentinel—α isn't great for nullifying projectiles, and he can't be used to combo from throws at all. However, Sentinel—α is arguably the best assist in the game for placing your foe in huge amounts of guardstun. This sometimes makes it much easier for you to close the distance against your opponent, and it also allows you to establish the threat of overheads! See the Advanced Tactics section for details.

Other honorable mentions:

Ryu—γ causes much more hitstun than Akuma—β, but he doesn't nullify projectiles.

Arthur—β is a little more difficult to combo off of, but this is still very possible with practice. He also becomes much more powerful with Gold Armor!

Ghost Rider—α and Iron Fist—γ don't nullify projectiles or place your opponent in a ton of blockstun, but their single-hit attacks allow for the most damaging combos!

Hawkeye—α is a faster version of Arthur—β, but many characters can crouch under his arrows.

Battle Plan continued

Now that the Berserker Slash is not invincible anymore, you'll have to do more work to ensure that your opponent doesn't press buttons. The simplest way to accomplish this is to pressure your opponent with crouching Ⓛ attacks. Using advancing guard against a single crouching Ⓛ attack is very difficult, and it is practically impossible to do purely on reaction. If the opposing player is trying to use advancing guard against your crouching Ⓛ attacks, simply place a longer delay between the kicks: your opponent then likely gets a crouching Ⓗ attack instead of an advancing guard, causing them to be counterhit by your crouching Ⓛ. From here, verify the hit with another crouching Ⓛ or two before going into a full combo.

Being able to cross the opposing player up with Berserker Slash while still having an assist available is the best scenario for Wolverine players!

Stagger the timing of your crouching Ⓛ attacks to catch opponents attempting to use advancing guard. If they aren't pressing any buttons, break their defenses by canceling into a Berserker Slash L!

Dash forward and use standing H to counter attempts to stop your Berserker Barrage with normal attacks!

If the opposing player chooses not to use advancing guard, simply cancel one of your crouching Ⓛ attacks into Berserker Slash L to cross them up. This is nearly impossible to guard on reaction! If your opponent commits to guarding the other way, they'll instead get hit by your delayed crouching Ⓛ kicks.

Ideally, you'll want to call your crossover assist just before attacking with Berserker Slash; this lets you convert a successful hit into a full combo without having to cancel into Berserker Charge. If the Berserker Slash is guarded, your opponent will still be in guardstun from the crossover assist, giving you plenty of frame advantage to dash forward and put your foe in a second mix-up.

If you don't have the luxury of having a crossover assist available when doing a Berserker Slash, you'll have to cancel it into Berserker Charge to get any real damage from a successful hit. A successful hit leads into a full combo (see Combo Usage section) that is damaging, but it doesn't gain any hyper combo gauge bars whatsoever. You should avoid being left without any hyper combo bars to work with!

A guarded Berserker Slash that is canceled into Berserker Charge still results in a +7 frame advantage. See the Advanced Tactics section for details on how to maximize this situation.

You can still threaten your opponent with a cross-up Berserker Slash from much farther ranges, but first, you'll have to convince the opposing player to stop pressing buttons. Getting your challenger to guard a long range crossover assist is the easiest way to accomplish this, but it forces you to use a Berserker Charge to capitalize. Simply jumping forward and quickly using Diving Kick generally beats most ground-based attempts to keep you away. Any Diving Kick hit in this situation generally is a counterhit, leading to an easy conversion to a combo. Players who are repeatedly pressing crouching Ⓛ to stop Berserker Slashes can often stop and guard a Diving Kick on reaction; in this situation, dashing forward and hitting your opponent with the tip of standing Ⓗ works very well. Standing Ⓗ has a very strong set of collision hitboxes, with Wolverine's vulnerable area sitting well behind his attacking area. Cancel the standing Ⓗ into forward Drill Claw, then use Diving Kick to go into a full combo.

If your adversary instead attempts to avoid your offense by jumping away, the simplest solution is to immediately mix them up with a cross-up Berserker Slash H or a non-cross-up Berserker Slash M. But keep in mind that certain characters have large air attacks that can beat both of these options, such as Nemesis T-Type's air Ⓗ. Against these characters, you'll want to aggressively dash forward and attempt an air throw. Air throws can lead to a full combo, depending on the crossover assists you are using. See the Combo Appendix for details.

COMBO USAGE

I. CR. Ⓛ, CR. Ⓛ, ST. Ⓜ, ST. Ⓗ, Ⓢ [CANCEL] ➤ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ [CANCEL] ➤ ATK + Ⓢ, ⬇, ➡ + Ⓗ, LAND, ST. Ⓗ, Ⓢ [CANCEL] ➤ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓛ, Ⓗ [CANCEL] ➤ ATK + Ⓢ, ⬇↘➡ + Ⓗ (OR [CANCEL] ➤ ⬇↙⬅ + ATK ATK), MASH ATK)

470,300~661,000 damage, 99% meter gain

Wolverine's famous "easy" combo. When the opening crouching Ⓛ x 2 is guarded, follow up with a throw, delayed crouching Ⓛ into Combo I again, or cancel into Berserker Slash L to cross up your opponent. If you're trying to combo after Wolverine's Diving Kick, replace crouching Ⓛ with standing Ⓛ, which is faster and makes the incoming link easier. Starting this combo with standing Ⓛ also allows it to catch low-altitude triangle jumps for similar damage.

Performing this combo without the second crouching Ⓛ results in 681,500 damage.

II. ⬇↙⬅ + ATK [CANCEL] ➤ ⬇↓ + ATK ATK, DASH, CR. Ⓜ, ST. Ⓗ, ST. Ⓢ [CANCEL] ➤ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ [CANCEL] ➤ ATK + Ⓢ, ⬇, ➡ + Ⓗ, LAND, ST. Ⓗ, ST. Ⓢ [CANCEL] ➤ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ [CANCEL] ➤ ATK + Ⓢ [CANCEL] ➤ ⬇↙⬅ + ATK ATK, MASH ATK

730,800 damage, 192% meter loss

Canceling the Berserker Slash into the Berserker Charge allows for a follow-up combo if it hits. Dash forward as quickly as possible after the Berserker Charge activation to ensure that you're in range for the juggle hits. You can input the dash earlier than you think!

III. WITH BERSERKER CHARGE ACTIVATED, CR. Ⓛ, CR. Ⓜ, ST. Ⓗ [CANCEL] ➤ ⬇↘➡ + Ⓛ, CR. Ⓜ, ST. Ⓗ [CANCEL] ➤ ⬇↘➡ + Ⓜ, CR. Ⓜ, ST. Ⓗ [CANCEL] ➤ ⬇↙⬅ + Ⓜ, FORWARD DASH, ST. Ⓜ, Ⓢ [CANCEL] ➤ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ [CANCEL] ➤ ATK + Ⓢ [CANCEL] ➤ ⬇↙⬅ + ATK ATK, MASH ATK

771,700 damage, loses 100% meter (in addition to the cost of activating Berserker Charge)

This small loop takes advantage of the Berserker Charge speed-up effect for extra damage. The opening crouching Ⓜ, standing Ⓗ [CANCEL] ⬇↙⬅ + Ⓛ combo bumps your opponent high enough into the air for another crouching Ⓜ to hit. If the opposing player has a tendency to attack after guarding your Berserker Slashes, you'll be landing this combo quite often.

IV. CR. Ⓛ, CR. Ⓛ, ST. Ⓜ, ST. Ⓗ, Ⓢ [CANCEL] ➤ FORWARD SUPER JUMP, AIR Ⓜ, Ⓜ, Ⓗ [CANCEL] ➤ ATK + Ⓢ, ⬇, ➡ + Ⓗ, LAND, ST. Ⓗ [CANCEL] ➤ ⬇↓ + Ⓗ))) [CANCEL] ➤ ➡↓↘ + ATK ATK

859,700 damage, 220% meter loss

This basic method of landing Wolverine's level 3 hyper combo deals heavy damage, but it's not always worth the meter use. Save it for instances when you need to make a big comeback, or when you're fighting the opposing player's final team member.

COMBO USAGE CONTINUED

IV. CR. L, CR. L, ST. M, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, H (CANCEL) ATK + S, ↓ + H, LAND, ST. H (CANCEL) ↓↘→ + (H)) (CANCEL) →↓↘ + ATK ATK

859,700 damage, 220% meter loss

This basic method of landing Wolverine's level 3 hyper combo deals heavy damage, but it's not always worth the meter use. Save it for instances when you need to make a big comeback, or when you're fighting the opposing player's final team member.

V. CR. L, CR. L, ST. M, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, H (CANCEL) ATK + S, ↓ + H, LAND, ⬓ , ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, L, H (CANCEL) ATK + S (CANCEL) ↓↘← + ATK ATK

862,900~1,024,900 damage, 10~27% meter gain

This combo gives you plenty of time to decide whether or not to activate X-Factor, perfect for situations when you manage to catch two enemies with any random hit. Usually, you'll be able to take out both characters in one fell swoop! If you have trouble hitting the airborne enemy after the air ↓ + H hits, try actually canceling the dive kick's landing recovery period with X-Factor to give yourself more time.

VI. THROW OR AIR THROW, WAVE DASH FORWARD, ↘ + M (CANCEL) ⬓ , ST. M, ST. H, ST. S (CANCEL) SUPER JUMP FORWARD, AIR M, M, H (CANCEL) ATK + S, ↓ + H, LAND, ST. H, S (CANCEL) SUPER JUMP FORWARD, AIR M, M, L, H (CANCEL) ATK + S (CANCEL) ↓↘← + ATK ATK, MASH ATK

848,100~1,073,400 damage, 26~63% meter gain

If you land a throw against the last character on your opponent's team, or if you're behind and you need momentum, OTG your target with ↘ + M, then immediately cancel it into X-Factor. If you're fast, you can juggle your foe with standing M, H, S before they touch the ground again. Note that you only need to dash forward after the throw if you go for one of Wolverine's ground throws; his air throws leave him directly next to his foe.

VII. WITH X-FACTOR AND BERSERKER CHARGE ACTIVATED, INSTANT AIR L (CANCEL) ↘ + ATK + S, ↓ + H, LAND, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, H (CANCEL) ATK + S (CANCEL) ↓↘← + ATK ATK

773,100~1,020,300 damage, 100% meter loss (in addition to activating Berserker Charge)

This combo only works when both Berserk Charge and X-Factor are activated. It's intended to act as a very fast overhead opening attack. When guarded, continue a basic offensive pattern once you land from air ↓ + H. There's a high likelihood that you'll still be powered up when it's blocked, so you can even go for another instant overhead air L.

"YOU LOST, I WON. DEAL WITH IT, BUB."

COMBO APPENDIX

GENERAL EXECUTION TIPS

When performing chain combos, be careful not to spam inputs carelessly or you'll produce Berserker Rage on accident

After activating Berserker Charge or X-Factor, attack as soon as possible after the screen freeze to keep a combo going. You can dash and attack with crouching M after Berserker Charge sooner than you think!

THROW OR AIR THROW, FORWARD WAVE DASH, CALL AKUMA—β, ↘ + M, FORWARD DASH, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, H (CANCEL) ATK + S, ↓ + H, LAND, ST. H (CANCEL) ↓↘→ + (H)) ((CANCEL) ↓↙← + ATK ATK, MASH ATK)

Notes	Damage
Throw combo using Akuma—β	438,400 damage

WITH X-FACTOR LEVEL 2 OR 3 ACTIVATED, CR. L, CR. M, ST. H (CANCEL) ↓↙← + L, CR. M, ST. H (CANCEL) ↓↙← + M, CR. M, ST. H (CANCEL) ↓↙← + M, FORWARD DASH, ST. M, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, H (CANCEL) ATK + S, ↓ + H, LAND, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR H, S, LAND, ↘ + M

Notes	Damage
Damaging loop combo using level 2 or 3 X-Factor	1,350,400~1,595,700 damage, builds 2 meters

FORWARD JUMP, INSTANT AIR L (CANCEL) ⬓ , AIR M, ST. M, CR. M, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, H (CANCEL) ATK + S, ↓ + H, LAND, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, L, H (CANCEL) ATK + S (CANCEL) ↓↘← + ATK ATK

Notes	Damage
Instant overhead air L into X-Factor combo	1,013,900~1,322,200 damage, 33-74% meter gain

WHEN USING AN ALTERNATE TEAMMATE, ACTIVATE A TAC WITH ↗ + S, THEN AS WOLVERINE COMES IN PERFORM AIR M, M, H (CANCEL) ↗ + ATK + S, ↓ + H, LAND, ↘ + M, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, H, S, LAND, CALL PHOENIX—β, ↘ + M, ↓↘→ + (H)) (CANCEL) ↓↘← + ATK ATK

Notes	Damage
Optimal ender from upward TAC	—

WHEN USING AN ALTERNATE TEAMMATE, ACTIVATE A TAC WITH → + S OR ↓ + S, THEN AS WOLVERINE COMES IN, PERFORM AIR M, M, H (CANCEL) ↗ + ATK + S (CANCEL) ↓↘← + ATK ATK

Notes	Damage
Optimal ender from forward TAC	—

FORWARD JUMP, INSTANT AIR S (CANCEL) ↘ + ATK + S, ↓ + H, LAND, CR. M, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, L, H (CANCEL) ATK + S (CANCEL) ↓↘← + ATK ATK

Notes	Damage
Combo from instant overhead air S on large characters	648,100

CR. L, CR. M, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, H (CANCEL) ATK + S (CANCEL) ↓↘← + ATK ATK (CANCEL) ⬓ , ↓ + H, LAND, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR H (CANCEL) ATK + S (CANCEL) ↓↘← + ATK ATK

Notes	Damage
1 million damage combo with level 1 X-Factor	1,026,900

ST. M, CR. M, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, H (CANCEL) ATK + S, ↓ + H, LAND, ST. H, S (CANCEL) FORWARD SUPER JUMP, AIR M, M, H, S, LAND, CALL DANTE—β, ↘ + M, →↓↘ + L (3 HITS) (CANCEL) ↓↘← + ATK ATK) X 5

Notes	Damage
The Fatal Claw loop! When the opposing character soars over Wolverine after juggling with →↓↘ ↘ + L (must hit three times) (CANCEL) ↓↘← + ATK ATK , reverse the command for the follow-up Tornado Claw to compensate. If Fatal Claw hits as high as possible without sacrificing hits, you'll recover in time to juggle with repeated Tornado and Fatal Claws until your meter is depleted	800,000~1,400,000

ADVANCED TACTICS

INSTANT OVERHEADS

When using Wolverine, you must often employ X-Factor to finish off certain problematic characters early. When you use X-Factor in this way, you may want to think about activating Berserker Charge before the next character comes in: when both X-Factor and Berserker Charge are active, hitting your opponent with an overhead air L immediately after leaving the ground becomes a combo starter. Simply cancel the air L into Drill Claw, then Diving Kick, then proceed as normal. With the damage boost from X-Factor, this combo inflicts a ton of damage and likely instantly K.O. any characters with less than 800,00 health!

As an alternative, you can simply use an "instant overhead" air L, then immediately cancel into an aerial X-Factor and continue the combo! This is a much bigger gamble because you cannot verify the instant overhead air L to hit before canceling into X-Factor, but the surprise factor is much higher. The resulting combo also deals at least one million damage points! If your opponent guards the instant overhead air L, mix the opposing player up again with an overhead air M attack, or simply land and go low with crouching L.

If your opponent is guarding a multi-hit crossover assist, simply going for an instant overhead air L is an incredibly strong tactic. The assist combos after air L hits, allowing you to combo into a Drill Claw, then Diving Kick!

Against very large characters, you can use air S as an instant overhead attack, then immediately cancel into Drill Claw for a free combo. Instant overhead air S works against the following characters:

Captain America	Haggar	Sentinel	Nemesis T-Type	Doctor Strange
Doctor Doom	Hulk	She-Hulk	Ghost Rider	

Activating Berserker Charge while already in X-Factor adds an incredibly scary overhead threat to Wolverine's offense.

SALVAGING A BERSERKER CHARGE

If you attack with Berserker Slash and it is guarded, canceling into Berserker Charge leaves you at a +7 frame advantage at a relatively close distance. This also applies if your opponent activates advancing guard before the Berserker Charge super flash! From here, you have three major options:

Dash forward and attack with crouching L. This beats all attempts from the opposing player to stick out any ground normal attacks. Jumping away helps avoid this.

Immediately performing Berserker Slash M crosses up opposing players who sit there and guard low. It also crosses up opponents attempting to jump away. If you hit an opponent jumping away with Berserker Slash M, the speed bonus from Berserker Charge allows you to dash forward and get a full juggle combo. To combo against a grounded opponent, call a crossover assist before performing Berserker Slash M.

If you think your challenger is going to jump and block in the opposite direction, counter with an immediate Berserker Slash L. This also leads to a full combo if hit.

If your opponent uses advancing guard after the super flash, the situation changes a bit. The additional guardstun gives you enough time to dash forward and hit them with crouching L before they can even jump away. However, advancing guard in this situation pushes Wolverine back a very miniscule distance; not enough to cross up with Berserker Slash M. If you want to cross up in this situation, you'll have to dash forward and use Berserker Slash L.

If Berserker Slash to Berserker Charge is guarded, use your +7 frame advantage to try to salvage the mix-up!

CHINATOWN MIX-UP

When a new character enters the playing field, you have an incredibly simple and effective mix-up at your disposal. Simply run directly under your foe and attack with upwards Drill Claw while the opposing character is coming in. The timing of the Drill Claw determines whether the attack must be guarded in the cross-up direction or not, but it's impossible to visibly distinguish!

After the Drill Claw, call your crossover assist and use Diving Kick. If the Drill Claw hits, you can convert into a full combo. If the Drill Claw is guarded, your opponent then gets pinned in place by the Diving Kick and the crossover assist. Mix your challenger up with Berserker Slash, crouching L, or instant overhead L.

Best of all, this Drill Claw mix-up beats nearly all attempts by the opposing player to press buttons; the Drill Claw beats all normal aerial attacks on the way in, and it also cleanly hits attempts to airdash or fly away.

When a new character is coming in, Wolverine has a nearly invisible mix-up using upwards Drill Claw!