# Dr. Cossack Himself - Cossack Catcher

## Damage Table

| | |
|---|---|
| Buster | 1:1:3 |
| Dust Crusher | 2 |
| Wire | 1 |

## Buster Strat

The Cossak Catcher has an interesting quirk - it stops moving if Mega Man slides. You can use this to essentially freeze the Cossak catcher in place, and work on optimizing full charge buster shots.

Remember the Catcher fight ends on its next move once reduced to 2 or fewer HP. You should try to move towards the left side of the screen (jumping left off the high ledge) for the last hit if possible.



## Dust Crusher?

While Dust does extra damage to Cossak, Buster is the superior choice with castle routing. This really boils down it being faster to just use buster than it is to both use 12 Dust shots and then collect the ammo later.

# Region Differences

1. In the North American release, the Cossak Catcher takes an extra few seconds before moving at all, letting you get some free hits.
2. The english text, as ever, is slightly slower

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