

Duo Battle



From the Compendium

HP: 15

Damage Chart:

| | | | | | |
|-----------|---------|---------|---------|---------|---------|
| M. Buster | M. Ball | T. Hold | F. Bomb | I. Wave | T. Claw |
| 1:1:2 | 1 | 1:1 | 1 | 1 | 1 |

| | | | | | |
|----------|------------|----------|-----------|---------|-----------|
| A. Crush | W. Balloon | F. Sword | H. Sniper | R. Bike | R. Bomber |
|----------|------------|----------|-----------|---------|-----------|

| | | | | | |
|-----|-----|-----|-----|---|-----|
| --- | --- | --- | --- | 1 | --- |
|-----|-----|-----|-----|---|-----|

Damage Values:

| Contact | Get Ready | Energy Fist |
|---------|-----------|-------------|
| 4 | 4 | 6 |

Since everything deals 1 damage to Duo (barring full Buster charges), the most important thing in this fight is keeping Duo in i-frames - in whatever way is possible. For a slightly optimized fight, you can try a “cf-0”-esque strat. The easiest way to do this is to mitigate charge time by hitting Duo with a Flash Bomb and letting that keep him in i-frames, then hit him with the charge when the Flash Bomb runs out.

** cf-0 refers to the intro boss in Mega Man X 2, where a lemon is fired from far away to allow iframes to dissipate, and the player uses that time to charge the buster*

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