

# 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
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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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