

Boss Invincibility Periods

Mavericks in Mega Man X8 typically follow a few common rules

- They enter invincibility frames every 8 HP of damage.
- After the 2nd and 5th sets (at around 16 and 40 HP of damage), they advance to the next phase.
- Between phases 2 and 3, there is an extended period of invincibility frames for the boss's super attack.

One notable exception to the above is if you have X's Ultimate Armor and Giga Attack. Nova Strike will reduce bosses to 1 HP and immediately trigger their super attack.

Weaknesses and Flinching

Bosses will all have a reaction to their weakness weapons. This makes for easy, if slow, fights.

Making Invincibility Periods Shorter

There are two main methods for making i-frames shorter, depending on your character

- With Zero, only connect with jump slashes (sword or glaive). Each does 2 damage, and after 4 the boss will have a smaller number of i-frames than if you used full combos or a weakness.
 - This can use either weapon and probably more, but the glaive is the most effective in New Games for humans, as it often "double hits".
 - Sigma Saber is also viable, but is only available in NG+ when you would have X's Ultimate Armor anyway
- With X, only use half charges, rather than full charges or lemons
 - This is only a viable technique if you acquire the Buster Upgrade that increases the power of each charge level, turning Mega Man's "half charge" into a full charge for damage purposes.

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