

The Counter Attacker

The little flame item in the shop is "The counter attacker." This item makes all attacks do 2 extra damage whenever Mega Man is under 8 HP.

Beyond the obvious but annoying method of counting tiny bars on the screen, you can tell if your character is under 8 HP by their idle animation. If they are "breathing heavy" and grabbing their shoulder, you are in low health.

Because of this, a runner using Counter Attacker must be aware of enemy damage values when routing, and routing backup damage in the event of unexpected health drops.

Select Enemy Damage Values

Sniper Joe - Contact	3
Big Rhinos - Contact	10
Astro Man Orbs	2

Revision #1

Created 2024-07-15 04:01:13 UTC by mrcab55

Updated 2025-04-24 22:54:14 UTC by mrcab55