

Firebrand

- i. **Preface**
- ii. **Terminology**
- iii. **Normal, Special, and Hyper Moves**
- iv. **Neutral Game and Extra Information**
- v. **Combo Specifics**
- vi. **Special Thanks and Credit**

- I. **Standing Confirms**
- II. **Air to Air Confirms**
- III. **Grab Confirms**
- IV. **Hard Tags to Dr. Doom**
- V. **DHCs from Firebrand**
- VI. **Unblockable Set-ups**

i. Preface

Hello, my name is Kresent. I've been playing Firebrand since the release of Ultimate Marvel vs Capcom 3, over 3 years as of writing this guide. Over the years, I kept a notebook of the characters I played that included primarily combos, character specific notes, and some unblockable set ups. Recently I decided that I wanted to update and rewrite my notebook, choosing to type it instead.

When I mentioned it to a friend, they recommended posted it online for people to read. I decided it would be a good idea for anyone who is looking into getting into Firebrand but really just doesn't know where to start. As a Firebrand/Doom/Amaterasu and Firebrand/Dormammu/Doom player, this guide mostly focuses on solo Firebrand combos and hard tags/DHCs/THCs/assist extensions/unblockables that Dormammu, Doom, and Amaterasu offer Firebrand.

I will also offer up some of my opinions on how Firebrand should operate in neutral, along with information on Firebrand tech that you probably know about, but don't know how it works. It's important to remember that even though I'm trying to write this as factual as possible, it will be hard to not inject my opinions into what I'm writing. For this reason, I will avoid discussing match-ups and team composition as much as I can unless I feel very confident in the subject. Being such a long and extensive guide, I apologize if some sections seem disorganized or hard to understand.

With all of that aside, I want to thank you for putting time into reading this. If you have any specific questions or ways to improve the guide, please contact me and let me know what you'd like to see added. Thank you for reading and thank you for participating in this Aperture Science Computer Aided Enrichment Activity.

-Kresent

-Kevin Habel

-Twitter: @KresentNC

-Reddit: KresentNC

-Shoryken: Kresent

ii. Terminology

This guide is written with a lot of jargon that can be hard to understand at first, so here is a mostly comprehensive list of the abbreviations used.

Marvel is a 6 button game. For this guide, when referring to using the A1 or A2 buttons, it will instead refer to the specific assist or character that you need to use. For the four attack buttons, L M H S, they are separated into three categories: Crouching, standing, and jumping.

c.L -> Crouching Light	s.L -> Standing Light	j.L -> Jumping Light
c.M -> Crouching Medium	s.M -> Standing Medium	j.M -> Jumping Medium
c.H -> Crouching Heavy	s.H -> Standing Heavy	j.H -> Jumping Heavy
	s.S -> Standing Special	j.S -> Jumping Special

To refer to the joystick and directions, we will use the standard number pad on most keyboards. The guide assumes you are on player 1 side.

7 – Up Back	8 – Up	8 – Up Forward
4 – Back	5 – Neutral, no input	6 – Forward
1 – Down Back	2 – Down	3 – Down Forward

- These numbers will be specifically used to denote command normals, such as Firebrand's down Heavy in the air, denoted as j.2H.

Using the number pad, you can denote motions. For example, a quarter circle forward would be denoted as 236. However, for simplicity purposes, this guide will use abbreviations to denote motions.

QCF – Quarter Circle Forward (236)	DP – Dragon Punch/Shoryuken (623)	HCF – Half Circle Forward (41236)
QCB – Quarter Circle Back (214)	RDP – Reverse Dragon Punch/Shoryuken (421)	HCB – Half Circle Back (63214)

- There is an extra input that some characters use, which is Down Down Attack. Amaterasu's stance changes and Morrigan's Astral Vision are examples. When that input is used in this guide, it will be referred to as 22+attack

iii. Normal, Special, and Hyper Moves

A. Normals

Firebrand's normals take a lot of practice to use well. While his normals are somewhat short ranged, they come with very good angles and properties on them. A key part of good Firebrand neutral is using the right normal at the right time, and using all of your mobility tools to put yourself within range of your normals.

➤ **c.L – Crouching Light Attack**

- Firebrand puts his fist out in front of his crossed legs for a fast low attack
- Can be chained into itself or s.L, rapid fire
- Hits low
- 4 frame start up, -1 on block
 - Great move that you will need to make a lot of use of. Along with s.L, it is great for tick grabs. You can rapid fire it and mix it up with j.L to perform un-reactable 50/50 mix-ups. Being only 4 frames of start-up, this is a great option to buffer when you expect an opponent to tech your ground grab, as most characters will not have any moves fast enough to contend and will be forced to block after the grab tech.
 - While the actual range of the move is slightly more than the visual hitbox, this move is still a short range move and cannot be thrown out everywhere

➤ **c.M – Crouching Medium Attack**

- Firebrand brings both of his claws forward
- Low attack
- 8 frame start up, -3 on block
 - While s.M has more horizontal range than c.M, c.M hits low and has a really low profile. This can allow him to duck some assists while still putting out a hitbox, such as Magneto's Disruptor and Hawkeye's triple arrow. It also does slightly more damage than s.M, but it isn't as good for hitconfirms at longer ranges.

➤ **c.H – Crouching Heavy Attack**

- Firebrand puts his feet forward and performs a low profile slide
- Low attack, causes knockdown
- Moves Firebrand forward, very low profile
- 10 frame start up, -11 on block
 - One of Firebrand's most useful pokes and one of the best slides in the game. Even though it is -11 on block, Firebrand can cancel it into a fireball or command dive on block to make it safe. It also makes

Firebrand's hurt box become very low profile, so it can be used to duck under certain attacks.

➤ **s.L – Standing Light Attack**

- Firebrand swipes one claw in front of him
- Can be chained into s.L or c.L, rapid fire
- 5 frame start-up, +6 on block
 - A really good normal that you will use a lot. It is only 5 frame start-up, but has a pretty large hitbox for a light attack. It can also be rapid fired if needed, and it is +6 on block! This makes it really useful for tick grabs and frame traps.
 - It can be used as an anti-air if your timing is good, but you must go straight into s.M. Unless the opponent is really high up, s.L will not juggle an airborne opponent. However, if you are in x-factor or Luminous Body, you can chain up to 4 s.L against an airborne opponent before going into s.M

➤ **s.M – Standing Medium Attack**

- Firebrand whips his claw in the other direction, putting his body into it
- 8 frames start up, +0 on block
 - It has more range than c.M, but also brings Firebrand slightly forward. This is useful for forcing your opponent to block, as you can call and assist and s.M at the same time, cancel into DP+M and then start mix-ups.
 - Basically, this move is most useful for putting the opponents into a blockstring and hitconfirming from c.L or s.L

➤ **s.H – Standing Heavy Attack**

- Firebrand performs two subsequent swipes in front of him in an X formation
- 10 frame start-up, +1 on block
 - A very good Heavy attack. Hitbox reaches slightly farther than it looks, and having 2 hits makes it easier to hit confirm. Can cancel into c.H on hit/block for more time to hit confirm.
 - Because Firebrand can't combo off of a back ground grab, you will be option selecting your s.H with forward motion to get a grab. If they are too far to grab, s.H will come out. If the second hit connects, it is +1 on block. Firebrand's fast walk speed combined with a plus-on-block s.H and comboable forward ground grab make his high/low/throw game very strong

➤ **s.S – Standing Special Attack**

- Firebrand brings his claw up from the ground in an upward arch
- Launcher attack, not special or hyper combo cancellable
- 9 frame start-up, -12 on block
 - Firebrand's launcher. It moves him forward when he does it, but it is -12 on block. This should never go unpunished, so only use this after a hit confirm. It can sometimes be used as an anti-air, but it isn't recommended

➤ **j.L – Jumping Light Attack**

- Firebrand puts his claw down at a 45 degree angle
- High attack
- 5 frame start-up, +11 on block
 - This is a great move. First off, the angle is really good. The downward angle makes it useful for overheads on crouching characters. On top of that, it is only 5 frames start up, making it useful as an instant overhead. When mixed up with c.L, it is an unreactable 50/50 mix-up
 - When in X-Factor or Luminous Body, j.L can be cancelled into Bon Voyage (QCF+S) for an instant overhead anywhere on the screen
 - Against tall characters or when you have forced a fuzzy guard situation against most of the cast, you can go for instant overheads with j.L, j.L, j.M, j.H. The last hit of j.H will hit just before you land.
 - When your opponent is locked down by an assist, you can do j.L cancelled into Hell's Dive L (airborne QCB+L). This puts out the j.L and then instantly brings you back down to the ground, where you can go for a c.L or jump again for another j.L. Mix up c.L, j.L, and empty command dives to open up your opponent
 - Can create pseudo tridashes using QCB+M into j.L

➤ **j.M – Jumping Medium Attack**

- Firebrand swipes the area in front of him with his foot
- Overhead attack
- 8 frame start-up, +16 on block
 - A very good air-to-air normal. It has 8 frames start up, which is the same as j.H. So you'll primarily use this normal when you are out of range of j.H, or you need a higher hitting hitbox.
 - Can be a good overhead out of Hell's Dive M (QCB+M into j.M)

➤ **j.H – Jumping Heavy Attack**

- Firebrand kicks both of his feet at a 45 degree angle for 2 hits
- Overhead attack
- 8 frames start up, +18 on block

- Arguably Firebrand's most versatile air normal. Being 2 hits makes it easier to hit confirm, and it has a lot of hitstun. This allows you to convert it in almost all situations
 - Normal Jump height -> j.H, delay, j.S, land, s.L into combo
 - Super Jump height -> j.H into j.2H or Bon Voyage (QCF+S)
- Remember to always option select this normal when you perform it by inputting back+H. Firebrand can convert back air grabs better than he can convert front air grabs. Inputting down back+H will give you Devil's Claw, which has a lot of start-up and is not recommended when in grab range.
- j.H and j.S are your go-to normals after a QCB+M (Hell's Dive M), but remember that j.H can be option selected and is two hits. J.S, however, has a bigger hitbox and has a better hitbox behind Firebrand. Lastly, j.H can be cancelled into another dive or a fireball, whereas j.S cannot

➤ **j.S – Jumping Special Attack**

- Firebrand brings both of his claws down from above his head
- Overhead attack
- Ends launcher state
- 10 frame start-up, +14 on block
 - Standard j.S, will end the launcher state if done after a s.S. Surprisingly good hitbox, can be used to cross up after a QCB+M. However, you can be grabbed out of it and you can't special cancel it to save yourself like you could with j.H.
 - Has a lot of hitstun and carries opponents downwards, great for converting normal jump air-to-air hits into grounded combos.

➤ **j.2H – Devil's Claw**

- Firebrand performs a footdive at a 35 or so degree angle.
- Ground bounces opponent on hit
- Enters flight on hit or block
- Not special cancellable
- 18 frames start-up, +11 on block
 - This is a weird move. Once it is started, it is pretty good. It travels down pretty fast and will ground bounce on hit, allowing for very easy confirms. However, it will always leave you in flight mode on contact with an opponent, even if you were already in flight mode. This can be useful for blockstrings, but you will always need to input QCB+S, QCB+L/M/H, or j.S for flight mode to end. This means that if someone were to block this

and then x-factor cancel to attack you, you'll have to manually enter your unfly in order to be able to block.

- Unfortunately, this move is really held back by those 18 frames of start-up. The start-up animation is very obvious and is easy to get grabbed out of. It becomes significantly more useful in Luminous Body or X-Factor, however.
- Negates pushblock if your opponent pushblocks before the flight animation finishes
- It is recommended to use a down-back+H input for Devil's Claw. This will cause it to option select for a grab if your opponent is nearby.

B. Special Moves

Firebrand's special moves aren't necessarily the strongest, but they are extremely versatile. Other than his fireballs, all of his special moves are also usable as mobility tools. Learning how to use all of his specials to both move around and attack is the key to playing Firebrand well.

➤ **QCF+L/M – Hell Spitfire L/M**

- Firebrand shoots a fireball
 - L version always shoots forward
 - M version shoots up-forward on the ground and down-forward in the air
- Ground or air okay
- 5 points of low durability
- 16 frames start-up, -1 on block
 - Firebrand's fireball itself really isn't that special. It travels at an average speed, stops his momentum if done in the air, and honestly has a lot of recovery for such a mobile character. The best parts about it, however, are the facts that each fireball does 100,000 damage each and he can shoot both up-forward and down-forward.
 - Up-forward projectiles are surprisingly rare in Ultimate Marvel vs Capcom 3, which makes it very useful for sniping people out of the sky at various ranges. The down-forward fireball is useful for stalling at super jump height and full screen assist snipes.
 - You can end most blockstrings in a fireball to make it safe, but watch out for pushblock that could make it unsafe.
 - Fireballs become a lot more useful in Luminous Body and X-Factor, as they travel faster and Firebrand can convert them better.

➤ **QCF+H – Hell Spitfire H**

- Firebrand spits a large fireball on the ground that travels forward for a bit
- Ground or air okay
- First hit has 5 points of low durability, then produces 5 hits with 3 low points of durability
- 26 frames of start-up, +54 on block
 - This move seems like it would be good, but it is unfortunately very situational. The first problem is that the moment your opponent blocks this fireball, they can pushblock you straight to full screen. Along with this, it has a lot of start-up, making it harder to get out in the first place.
 - The durability seems like it would be good, but the hits don't come out at the same time so it doesn't beat out very many projectiles. It also doesn't really travel that far, and will disappear if Firebrand gets hit. If done in the air, Firebrand will fall to the ground and be unable to block until he lands
 - Useful vs ground based characters like Wolverine, if you can find the time to get it out. Honestly more useful off of wall clings than doing it raw.
 - Used to OTG off of grabs

➤ **QCF+S – Bon Voyage**

- Firebrand launches himself, feet first, at a 45 degree angle down forward. If done on the ground, he slides along the ground.
- Ground or air okay
- Hit grab – On contact, Firebrand becomes invincible until the end of the animation
- Always carries to the corner
- 13 frames start-up, -30 on block for ground version, +10 on block for the air version
 - The famous Kidnap, the move that defines Firebrand. This move is very useful and very fast, and will be a big part of your Firebrand neutral. Along with being a good offensive tool, it is a very useful mobility tool. It is the quickest move you have to get to the ground at that angle while also putting out a hitbox.
 - In Luminous Body or X-Factor, j.L cancelled into Bon Voyage is an instant overhead that works anywhere on the screen.
 - If you perform Bon Voyage at the peak of a super jump, the move will end with Firebrand hovering just above the ground. He will stall for a split second for recovery and can be punished. It is best to not use Bon Voyage at this height, as it has significantly less recovery if you land with it.
 - While this is a great move, do not throw it out mindlessly. If the hitbox collides with a hurtbox, it will cause the hitgrab state. However, Firebrand's feet are the only hitbox on the move, and it will lose to

disjointed normals. Weak Firebrand players can be found through how often and how obvious they use Bon Voyage.

- Sometimes it is better to not Bon Voyage. If your opponent always blocks your Bon Voyage, it means you're being too obvious about it. When that happens, start doing command dives into normals or command dive away. The key to Bon Voyage is to do it when they don't expect it. After enough practice, you'll start to see the situations where you should and shouldn't Bon Voyage.
- This move always corner carries, and is one of the most useful moves for setting up hard tags into Doom. However, because this move always corner carries, it will scale the combo during the drag. For this reason, it is generally recommended to do Devil's Claw (j.2H) in your combo before your do Bon Voyage, as doing Bon Voyage first will needlessly scale your damage.
- Even though the ground version of this move is -30 on block, it is still useful if protected by an assist. You can use this as a quick punish from mid screen that a lot of people don't expect if you make it safe with an assist call. If the Bon Voyage connects, the assist will not interrupt the drag. If they block Bon Voyage, the assist will protect you. You can also use this below falling opponents to perform a quick cross up with an assist.

➤ **DP+L – Demon Missile L**

- Firebrand launches himself forward like a missile and bounces backwards into flight mode on hit or block
- Ground only
- 15 frames start up, +1 on block
 - This move is almost useless in neutral. Firebrand shoots forward, but he always bounces off when he connects. This basically makes it impossible for him to convert, even if it hits, unless he has special assists or is willing to X-Factor cancel.
 - The main use I have found for this move is in mix-ups. For example, let's say that Firebrand causes a knockdown in the corner. Firebrand predicts a back ground tech, and is correct. In this situation, you do either DP+L or DP+M during the tech roll. Because the opponent is tech rolling, neither of the moves will connect. Even though the moves look completely identical, DP+M will always force a cross-up and DP+L won't.
 - This means that after a hard knockdown, you can call an assist and if your opponent chooses to back tech roll, they have to guess a 50/50 mix-up of whether you did DP+L or DP+M.

➤ **DP+M – Demon Missile M**

- Firebrand launches himself forward like a missile. This move will not cross up, but will almost always cause Firebrand to end up on the other side of his opponent.
- Ground only
- Ignores pushblock unless your opponent does it at the very end of the move
- Will go through opponents unless blocked at the very end
- 15 frames start-up, -18 on block
 - The better version of the 2, DP+M has a lot more uses. When it connects with an opponent, it keeps going. Meaning that if you time it right, you can cause cross-ups with assists. However, this move is extremely unsafe without the cover of an assist
 - This move mostly ignores pushblock, making it useful for forcing blockstrings. For example, if your opponent is blocking and you do c.L, s.M + Call Cold Star, xx DP+M, Firebrand will pass through them with DP+M and Cold Star will come out on the original side. Now your opponent has Cold Star pushing them towards you and Firebrand can go for high/low mix-ups.
 - Just like Bon Voyage, it can be used with an assist on falling opponents to force cross ups.

➤ **DP+H – Demon Missile H**

- Firebrand jumps back into the air and then does his signature Ghosts 'n' Ghouls swoop.
- Ground only
- Can be charged by holding H. Once fully charged, it becomes unblockable and causes soft knockdown on airborne opponents and stagger on standing opponents
- Enters flight mode upon finishing
- 23 frames start-up, -4 on block (Sorry, don't have frame data for charged version)
 - Firebrand's other signature move, the swoop. Uncharged, this move isn't very special. It can be used to create cross-ups in the same way as DP+M or QCF+S, but not as well. Uncharged, it is easy for your opponent to grab you after it even if they block it.
 - Once charged for a set number of frames, it will auto-release. The hitbox stays the same, but the move itself becomes completely unblockable. If it connects on an airborne opponent, it will cause soft knockdown. If it connects on a standing opponent, it will cause a stagger. Both provide a lot of time to convert.

- This move will always leave you in flight mode after you finish it, similar to Devil's Claw (j.2H). You will have to enter specific moves to end your flight mode.
- This move is central to Firebrand's neutral game, and I'd argue that every good Firebrand team needs at least one consistent unblockable set-up.

➤ **QCF+Attack – Hell's Elevator**

- Firebrand launches himself into the air and ends in flight mode
 - L version sends straight up
 - M version sends up back
 - H version sends up forward
- Ground only
- Ends in flight mode
- 26 frame start-up, 1 frame recovery
 - Ends in flight mode, similar to Devil's Claw (j.2H) and Demon Missile L (DP+L). The H version is the most useful, as it is good for quick escapes and making blockstrings safe. L is also useful, though not as much. I generally do not recommend the M version, as a smart opponent will grab you out of it, especially if you're trying to perform a cross up out of a block string. Most of the time you can tech the grab, but there's no need to put yourself into a situation where you're forced to tech a grab.

➤ **QCB+Attack – Hell's Dive**

- Firebrand dives downward in one of three directions.
 - L version sends straight down
 - M version sends down forward
 - H version sends down back
- Air only
- Can be chained into itself as long as you have enough air actions
- Can be cancelled into jumping normals after enough frames
 - If not cancelled into a normal, Firebrand will stop and fall straight down after the dive. If cancelled into a normal, Firebrand will keep the momentum of the command dive, similar to how air dashes function. This allows you to use them similar to a tridash.
- 15 frames start-up
 - These dives are Firebrand's best mobility tools. As long as you have an air action left, you can chain them into another one. This makes them very useful for baiting. For example, Firebrand at super jump height can command dive down forward and then command down back. This may seem like it accomplished nothing, but the less predictable you are with

your command dashes, the more likely you will be able to do command dive down forward into Bon Voyage and it work.

- The main goal with these dives is to make your movement unpredictable. Unfortunately, Firebrand cannot go up with these dives, meaning that he can have trouble with people who can air dash above super jump height.
- Mastering these dives is key to Firebrand neutral. Be very wary of cross-ups. Opponents will try to get under you and cross up your input so that you get a fireball instead of a command dive. This is particularly bad if you're going for Hell's Dive H but get Hell Spitfire H, because you won't be able to block on the way down.

➤ **QCB+S – Fly/Unfly**

- Firebrand spins around and enters his flight mode.
- Can only enter flight once per jump unless a move forces flight mode
- 30 frames start-up, lasts 90 frames
 - Unfortunately, this is not a very good flight mode. At 30 frames, it is tied with Thor for the slowest start-up in the game. Once in flight mode, he doesn't travel very fast. However, a lot of Firebrand's moves leave him in flight mode:
 - Demon Missile L, Demon Missile H, Devil's Claw, Devil's Elevator L, Hell's Elevator M, Hell's Elevator H, and airborne Luminous Body
 - Along with activating flight mode, QCB+S can end flight mode. If one of the above moves leaves you in flight mode, you can enter QCB+S to end it, or any of the following moves:
 - Hell's Dive L, Hell's Dive M, Hell's Dive H, Bon Voyage, Devil's Claw (whiff), Dark Fire, j.S

➤ **(4, 5, 4) Back, Neutral, Back – Wall Cling**

- Firebrand clings to the wall from which he can perform 4 actions that all cause him to dismount from the wall
 - L – Firebrand performs Hell Spitfire L while dismounting from the wall
 - M – Firebrand performs Hell Spitfire M while dismounting from the wall
 - H – Firebrand performs Hell Spitfire H while dismounting from the wall
 - S – Firebrand dismounts from the wall with no action
- Air only
- Must be close enough to and facing away from the wall
- Extra Information:
 - **Wall Cling – Back, neutral, Back**

- The input for the wall cling is back, neutral, back or (454) if using the number pad. The neutral input is critical to the wall cling. If your neutral input is not in there, it will not count.
 - Even though wall clings can only be performed in the air, there is a trick that allows low altitude wall clings from a standing position. This guide will go into more detail on the subject of wall cling fireballs later on, but for now, there are two methods of doing this. The 1st method is the optimal way.
 - 1. Back, up-back, neutral, back (4, 7, 5, 4)
 - 2. Up, up-back, neutral, back (8, 7, 5, 4)
- Firebrand can wall cling any time that he is in the air and close enough to the wall. Firebrand's back must be facing the wall.
 - If you are in the corner, you can wall cling regardless of where your opponent is. If you are mid-screen, there is a minimum distance from your opponent to be able to cling to the wall.
- The wall cling itself counts as 1 air action. If you are clinging to the wall and press L, M, or H, it counts as a 2nd air action. Pressing S while wall clinging does not use an extra air action
 - Normally a character can only have 3 air actions per jump. You need a minimum of 1 air action to be able to wall cling. However, if you have already used 2 air actions and you choose to wall cling as your 3rd action, the game will give you a 4th air action by letting you press L, M, H, or S.
 - If your 3rd action is a wall cling and you choose to press S to dismount from the wall, you will not be able to perform any more special actions on the way down.
 - Here is an example of why it is important to track your air options. Firebrand is against the corner and super jumps, does Hell's Dive M (QCB+M) (1st action) cancelled into a wall cling (2nd action), then presses M to shoot a down forward fireball (3rd action). He has used up all three of his air actions, so Firebrand will fall to the ground unable to block. If he had chosen to not do Hell's Dive M or chose to press S instead of L during the wall cling, he would still have 1 air action left and could cancel

his fall into Luminous Body. This would leave him in flight mode with more air actions.

- **Hell Spitfire L – L during wall cling**
 - Pressing L during the wall cling will cause Firebrand to shoot a straight forward fireball. This fireball functions exactly like the QCF+L variant. When done low to the ground, you can shoot the L fireball, land and perform QCF+L to shoot another fireball, cancel into Luminous Body, and follow behind them.
 - At the minimum possible wall cling height, the L fireball will hit standing Morrigan.
 - Uses 1 air action (1 for the wall cling, 1 for the L)
 - Pressing L during a wall cling prevents Firebrand from blocking until landing

- **Hell Spitfire M – M during wall cling**
 - Pressing M during the wall cling will cause Firebrand to shoot a down forward fireball. This fireball functions exactly like the QCF+M variant.
 - This move is generally best when you're wall clinging and an opponent is approaching you on the ground, or done just above normal jump height. L tend to be more useful.
 - Uses 1 air action (1 for the wall cling, 1 for the M)
 - Pressing M during a wall cling prevents Firebrand from blocking until landing

- **Hell Spitfire H – H during wall cling**
 - Pressing H during a wall cling will cause Firebrand to perform Hell Spitfire H. Firebrand will jump slightly off the wall before dropping a large fireball straight down. While falling, it has 5 points of low durability. Upon contact with the ground, the fireball moves forward and produces 5 subsequent projectiles with 3 low durability points each
 - Most useful against characters who lack strong air tools or rely heavily on the ground to move forward, such as Wolverine.
 - Consumes 1 air action (1 for the wall cling, 1 for the H)
 - Pressing H during a wall cling prevents Firebrand from blocking until landing

- **Dismount – S during wall cling**

- Pressing S during a wall cling will cause Firebrand to dismount from the wall without any action.
- Does not use an air action (Only uses 1 for the wall cling)
- Firebrand can still block and act out of the dismount
- Dismounting can sometimes be used to transfer momentum. For example, if Firebrand is on incoming and he knows the opponent will not hit him with a meaty attack, he can wall cling instantly the moment he enters the screen and dismount instantly after wall clinging. This will sling shot him all the way to just past mid-screen while still being able to block or attack.
 - This can be hard to describe, so just try wall clinging and dismounting right as Firebrand comes on the screen and you'll see for yourself

C. Hyper Moves

While Firebrand's level 3 isn't the most useful, he does have two very good level 1 hyper moves that cover a lot of situations

➤ **QCB+Attack+Attack – Luminous Body**

- Firebrand strikes a pose and his entire body turns white. During this power up, Firebrand gains a 25% speed increase for almost 600 frames, or around 8 Marvel seconds.
- Ground or air okay
 - If done in the air, Firebrand is left in flight more
- Level 1 hyper combo
- 9 frames pre-flash start-up, 11 frames post-flash recovery
 - I want to argue this as one of the best install supers in the game, but it is hard to when there are so many good installs in the game. Firebrand gets significantly better with this 25% speed increase, giving him access to an instant overhead anywhere on the screen with j.L cancelled into Bon Voyage. This 25% speed increase is the same that he gets in X-Factor 1, so any combo you can do in X-Factor 1 can also be done in Luminous Body.
 - One of the best parts about this install super is that you can still build meter during it, meaning that any combo that you get during Luminous Body will still allow you to build meter.
 - The 11 frames post flash recovery is more than it sounds like. A lot of characters can react to the flash and punish after the flash, so be careful about when you activate Luminous Body. Also be wary of activating it in the air, as it will leave you in flight mode afterwards.

- A lot of Firebrand's special moves cause him to be airborne. Though some of them are pretty obvious, this is the list of all the moves that will leave you in flight mode if you cancel them into Luminous Body:
 - Hell's Elevator L/M/H, Hell's Dive L/M/H, Demon Missile L/M/H, airborne Devil's Claw, Airborne Bon Voyage, flight mode
 - Fireballs travel faster while Firebrand is in Luminous Body, and he gets more opportunities to convert fireballs into combos. Luminous Body wall cling fireballs are also easier to chain together for full screen confirms
 - This is a great DHC in after something like Dormammu's Stalking Flare or Dr. Doom's Photon Array.

➤ **QCF+Attack+Attack – Dark Fire**

- Firebrand sprays fire in an upward sweeping motion starting from his feet that reaches full screen.
- Level 1 hyper combo
- Hits OTG, mashable
- Has 20 hits, each with 3 points of high durability.
- 192k damage when fully mashed at minimum damage scaling
- 12 frames pre-flash start-up, 1 frame post-flash start-up, -25 on block
 - This move is good and it's bad. At 192k, it is one of the stronger level 1s in the game at the minimum damage scaling. To get max damage, you must be close to your opponent and be airborne (or you'll miss the last hit). At full screen, it will do almost no damage.
 - Firebrand sweeps fire breath across the entire screen. This can be tough for DHCs, as you have to be close to get the maximum damage and Firebrand leaves them in the air. However, when done at full screen, the fire spray will cover the entire screen and wipe out any low and medium durability projectiles. This can be great for DHCing into something like Dormammu's Stalking Flare or Dr. Doom's Sphere Flame.
 - If Firebrand does Dark Fire in the air, he will not be able to block until he lands.

➤ **Chaos Tide – DP+Attack+Attack**

- Firebrand summons another Red Arremer that flies around at normal jump height performing moves based on what button is pressed.
 - L – The Red Arremer performs Hell Spitfire M
 - M – The Red Arremer performs Demon Missile M
 - H – The Red Arremer performs Demon Missile H

- Level 3 hyper combo
- Lasts for just under 600 frames, or about 8 Marvel seconds
- 9 frames pre-flash start-up, 20 frames post-flash recovery
 - Unfortunately, not a very good move. Firebrand can find much better uses of 3 meters. The best use of it is to combo into it and go for fireball loops with the helper. You'll use 3 meters and build 2 back, doing about 200,000 damage. More for style than anything else
 - If Firebrand launches the opponent with the right timing, he can juggle them between himself and the helper by using Devil's Claw (j.2H) and the helper's H attack.

iv. Neutral Game and Extra Information

A while back, I did a lot of editing on the Shoryuken Firebrand wiki page (http://wiki.shoryuken.com/Ultimate_Marvel_vs_Capcom_3/Firebrand). A lot of good information is on there, including minimum damage scaling and X-Factor values. Starting from the “Basic Strategy” section and down, I wrote basically the rest of the wiki. I still think the information covered there was explained well, so most of the content I wrote for Firebrand’s wiki page will also be copied and pasted to this section for completion sake. Some content will be re-written or modified.

It’s important to note that when it comes to explaining how to explain neutral with a character, it can become pretty opinionated. I will try to write this section as factually as possible, but take it with a grain of salt. You may have different methods of playing Firebrand, and that’s okay. This is just the way that I have had success with the character.

A. Basic Strategy

Firebrand is a dangerously fast and mobile character, especially when he activates Luminous Body. His mix-up game is one of the strongest in the cast when paired with the proper lockdown assists, and he can easily convert nearly any hit he gets. Unfortunately though, his damage is some of the worst in the game and his normals (while possessing great properties and angles) tend to have somewhat small hitboxes. This forces him to rely on his team to get his damage for him, and his assists to cover his approach. However, a properly optimized Firebrand team can be one of the scariest teams to fight against, as Firebrand is capable of killing two or even three characters off of one touch using his Demon Missile H combined with DHCs or assists to unblockable incoming characters.

Firebrand makes up for his poor damage through the use of his team. His combo potential tends to be pretty lackluster, using both the wall and ground bounce in his standard combos. However, he is always guaranteed corner carry on any combo thanks to Bon Voyage. This, combined with hard tag set ups off of Bon Voyage and other set-ups, make it easier to compensate for Firebrand’s poor damage and meter build. It also can help make TAC infinities more reliable, as you’ll ALWAYS get the corner carry. His moveset is pretty good, with a lot of tools that can be used for both mobility and offense. Both of his level 1 hypers are very good, though Dark Fire can be hard for some characters to DHC from. However, Luminous Body is the only traditional “air-okay” install super (Amaterasu’s Veil of Mist is also air-okay, but it affects the opponent instead of Amaterasu herself), and is one of the few install supers that allow you to still build meter during it. All of his normals have great angles and frame data, with his j.L being an instant overhead on most of the cast and his j.H being two hits. He also has a great c.L and s.L(+6 on block!) and his c.H slide is very good too. His j.S has a good backwards hitbox and

j.M is a great air-to-air tool. s.M has deceptive range and is great for cancelling into Demon Missile M on block in combination with an assist. His s.S has a good hitbox, but is very negative on block and pushes him towards the opponent. His c.M is a generally lackluster move, with a significantly smaller hitbox than s.M. However, it does slightly more damage than s.M and hits low.

All in all, Firebrand is a character that specializes in not letting the opponent play. He can run away and zone with fireballs until he can get in. Once there, he can lock you down and put you through 2-3 high/low mix-ups. Depending on your team, the first hit that Firebrand gets could lead to you winning through unblockable set-ups. However, while his combos are easy to execute, Firebrand is still an executionally demanding character. His low damage and meter build force you to be perfect with your hard tag set-ups and TAC infinites, while his neutral requires a lot of inputs to move around (Quarter Circle Backs instead of an air dash). Despite being a strong character with some cheap options, he is very demanding from both the handler and his team (meaning that his "competitively viable" teams will limit you to very specific characters). This causes him to be a somewhat rare character, generally only played by character specialists. Do not let this discourage you though, as Firebrand offers a playstyle with some very unique tools that set him apart from every other character.

B. Mobility

Firebrand has a lot of mobility tools in his arsenal. To start it off, he has a better-than-average forward walk speed, and a fairly fast normal jump speed. This makes him good at pressuring at the start of the round, but also helps a lot with his mix-up game (more on mix-ups below). Both his forward and his back dash are fast and have short active frames, making them really good for OS plink dashing. These factors combine to make Firebrand a very fast character on the ground, but he also has grounded Bon Voyage (qcf+s) and Demon Missile M (dp+m) to cover large distances quickly. Hell's Elevator (qcb+atk) also causes Firebrand to leave the ground and enter flight mode. c.H is a slide that covers a good distance and can be cancelled into other mobility tools such as Bon Voyage, Demon Missile M, or Hell's Elevator.

In the air, Firebrand has some very unique options. The most noteworthy is Bon Voyage (qcf+s). This move launches Firebrand down forward with a hitbox on his feet, like a divekick. If it connects, it enters a special hit grab state that can't be interrupted and always corner carries. This is a great move on its own but is ALSO very useful as a mobility tool, as it starts up and moves very quickly towards the ground. Hell's Dive (qcb+atk) allows him to perform a short command dash in one of three directions (down back, down forward, or down. They act similar to air dashes, in that if you "cancel" it into a normal, you will keep your air dash mobility all the way down. The short active frames (15) on these dives allow you to "chain" them into each other, changing your direction and momentum on a whim. Devil's Claw (down+H) has a lot of start up, but has a decent hitbox and leaves you in flight on hit or block. Even if you have used

your flight mode already, this move will put you back in flight mode. Luminous Body (qcb+atk+atk) also leaves you in flight when done in the air. Lastly, he has his wall cling to stall and "fling" himself (see Wall Clings and Fireballs)

Firebrand's mobility is his most vital asset. He can't bully his way in like some characters can (such as Vergil with Spiral Swords or Zero with Sougenmu), so he must rely on mobility and mindgames to bait and punish the opponent. Understanding how to use his mobility both offensively and defensively is very important in getting the most out of Firebrand.

C. Grab game

Firebrand has an exceptionally good grab game. As mentioned in the mobility section, he has a good set of dashes for OS plink dashes. This ties into his s.H though. His s.H is a very good normal with two hits, a decent hitbox, and is +1 on block. This makes his ground grab attempts a lot safer if whiffed, but his fast forward walk speed makes it even more threatening. It is recommended to go for forward ground grabs instead of back ground grabs, as you can't combo off of back ground grabs without XF2 or faster. Unless you are in the corner, you should do a forward dash after a grab, as some characters will fall out of the OTG QCF+H if you don't (try it on C. Viper without dashing to test this). When attempting a forward grab, it is important to buffer your next input depending on the situation. If your opponent techs your grab, buffer a c.L or QCB+H. The c.L will hit low and beat out most character's options right out of a tech except to block. The QCB+H will launch Firebrand backwards to safety. Other options are to input your s.H grab OS and then buffer an assist call and DP+M at the same time. If timed properly, you will only get the DP+M and assist call if you do not get a grab and just get s.H.

Firebrand's air grab game is strong too, mainly due to having a good option select in his j.H and the ability to buffer Bon Voyage or Hell's Dive to cover missed grabs. His hitbox is very small in the air and he rises very fast, causing Firebrand to be really good at grabbing people just off the ground. It is recommended to go for back air grabs over forward air grabs if possible. Both grabs can be comboed from at normal jump height, but you can only combo a back air grab at super jump height (at SJ height, combo from a back air grab by doing Hell's Dive M into j.L, land, then Hell Spitfire H). You can also option select Devil's Claw (j.2H) by doing down-back+H or down-forward+H. However, Devil's Claw has quite a bit of start up, so sometimes it's better to option select with just j.H.

Unfortunately, Firebrand has miserable damage and meter off of throws. Still, every bit of meter and damage counts, along with the possibility of a TAC infinite. Being able to grab well with Firebrand is important and shouldn't be looked over.

D. Wall clings and fireballs

Firebrand can wall cling using the input of back, back. While clinged, he can shoot a fireball by using L, M, or H. The button used corresponds to the inputs of Hell Spitfire (qcf+atk). If you hit s while clinged, Firebrand will jump off without performing an action. If you choose to shoot a fireball while on the wall, you can't block until you touch the ground. Also, if you choose to shoot a fireball while on the wall, it counts as an air action. As in, the wall cling itself counts as one air action, and then shooting the fireball counts as the second. If you simply jump off with s, you only use one air action. This is very important to remember, as you only have a total of 3 air actions. Once you have used all 3, you will fall straight to the ground. However if your third action is a wall cling, you can still shoot a fireball off the wall, allowing you to perform a "fourth" air action. Ideally, your wall clings should be low enough that if you shoot an L fireball from the wall, that it will hit a standing Morrigan.

His normal fireballs are pretty good as well, and are a vital asset in his game. Sporting an average 5 points of durability, aren't the strongest things around. Fortunately though, they do great damage (100,000 each) and travel pretty slow. Firebrand also has very good angles with this move, being able to shoot it forward on the ground and in the air, and being able to shoot it up forward on the ground and down forward in the air. Air fireballs also stop your decent during the duration of the move. All of this combines to give Firebrand some very good angles on his fireballs. His H fireball is useful in very specific match-ups (like vs Wolverine) in that it acts somewhat like Dormammu's Flame Carpet.

You can switch between regular fireballs and wall cling fireballs to allow you to get multiple on the screen at one time at a bunch of different angles. Use this to abuse the angles that individual characters have trouble covering. Being able to seamlessly switch from offense to zoning is a key trait of Firebrand and one that takes a lot of practice.

Wall cling into S has some odd properties and can sometimes preserve momentum. For example, if you are Firebrand and on incoming, if you wall cling instantly as you enter the screen and then press S right away, Firebrand will jump nearly full screen off the wall, amplifying his momentum from him entering the stage. This is great for escaping incoming mix-ups if you time it well, but be wary of meaty set-ups. This can method can also transfer momentum from the screen shrinking. As in, if you wall cling at full screen and then jump off instantly, you can sometimes do the same full-screen jump. Mess around with this to see when you can use this wall jump as a momentum tool.

E. Mix-ups

Firebrand happens to possess very good mix-ups when combined with assists. He has a lot of cross up set-ups using beams or horizontal assists along with cross up Bon Voyage or Demon Missile H, but also has a powerful high/low game. His j.L is an instant overhead on nearly every character in the game. Not only that, but it can be cancelled into Bon Voyage or

Hell's Dive L to get back to the ground fast. This makes it very easy for Firebrand to instant overhead you the moment you block an assist, or fake out a high with Hell's Dive L into c.L. As mentioned before, his grab game is very powerful and allow for some good guard break set-ups using fireballs and Luminous Body. His fuzzy guard set-ups also work on a large amount of the cast.

When trying to figure out mix-ups with Firebrand, try to think about the unique properties of his specials and the angles they cover. Simple ideas can be something like Demon Missile M + Plasma Beam on an incoming character for a cross up. More advanced things including plink dashing to full screen into a low wall clinged L fireball, and then plink dash behind it to attempt a guard break from the fireball's blockstun.

F. Air vs Ground Dark Fire

You may notice that some players will do their Dark Fire at the end of their combo in the air. This is because you do slightly more damage. If you do a grounded Dark Fire on a hard knockdown opponent without mashing, you'll get 19 hits. With air Dark Fire, you get 20 hits (doing roughly 9k more damage). This is important to remember, but it can vary based on character size slightly. However, it is also important to understand why you might want to do a grounded Dark Fire instead. After Dark Fire, your opponent is going to be above you. If you do it in the air, you cannot act or block until you land. So if you do not plan to DHC and the extra bit of damage would not kill, you should do grounded Bon Voyage instead. If you were to do an air one and not DHC, it is very possible for your opponent to neutral tech and then punish your recovery with a footdive or helmet breaker. Unfortunately, Dark Fire doesn't leave the opponent in a great spot for Firebrand to apply pressure afterwards.

G. Bon Voyage Hard Tags

Bon Voyage is one of the most powerful tools in Firebrand's arsenal, and it is important to understand how it works. Bon Voyage can connect at 3 different heights (ground, normal jump, super jump), and at 4 different screen positions (corner, near corner, near full screen, full screen). This causes 12 different ways that Bon Voyage can hit. While each of them have minuscule differences, the most important thing to note is that **grounded Bon Voyage ALWAYS throws farther into the corner than normal or super jump Bon Voyage**. This is really important when considering hard tags, because a midscreen grounded Bon Voyage into hardtag will NOT work the same way as a midscreen normal jump Bon Voyage. Be very wary of how and where your Bon Voyage connects and if/how you can hard tag out of it. Be very wary of hard tag videos that use grounded Bon Voyage, as they may not work off of air Bon Voyages (which are way more common).

H. Unblockable Set-Up Basics

Firebrand can set up unblockables using his charged Demon Missile H. This seems overpowered at first glance, but there is more to it than meets the eye. As a Firebrand player, it is up to you to know what set-ups your team has, but also how to escape them. Here are some factors to be aware of when trying to unblockable an enemy:

- Incoming height/options: Different characters come in at different heights on incoming. For example, Magneto comes out significantly higher than Vergil. This makes it a lot easier for him to escape even meaty set-ups. Dante and Strider also come out significantly higher than others, but also have double jumps. This makes it a lot easier for them to escape solo or poorly timed incoming unblockables. Sentinel has an air okay invincible super, so he has a pretty good chance of escaping any unblockable that has a gap. Try to be aware of what options your opponent has on incoming and the heights their characters come in at.
- X-Factor: A lot of unblockables can be escaped using Xfactor. Set-ups that seem guaranteed can be escaped using XFactor guard cancelling. For example, Angelic's "Heaven or Hell" set-up (Shown above) can be escaped by blocking the Stalking Flare, and then XFactor cancelling the block stun and then taking the hit from the Purification assist. This carries you up too high for Firebrand to convert. Some characters can also XFactor cancel blockstun into invincible hypers. While it seems advantageous to force your opponent to use XFactor, try to be aware of how much of your resources you commit to your set-up.
- Available resources: As mentioned in the above paragraph, be very aware of your available resources. You do not want to blow all of your meter to unblockable a character and then be unable to kill them once you get the hit. You also do not want to waste a lot of meter only to have the opponent escape your set-up. Firebrand requires a lot of resource management.
- Opposing team composition: When trying to unblockable an enemy, make sure you are very aware of their team composition. If you were to get a hit on Magneto/Doom/Vergil, you could kill Magneto and attempt to unblockable Doom, but then later end up having to deal with anchor Vergil. On the other hand though, if you were to get a hit on a Magneto/Dormammu/Doom team, it would be better to unblockable Dormammu and leave them with anchor Doom. This aspect of unblockabling is open to interpretation and can vary a lot based on the player. However, it is still something to be aware of and requires a lot of thought.
- Ground vs Air: If at all possible, it is usually better to go for air-based unblockables. Only three characters in the game have air-okay invincible supers (Phoenix, Sentinel, and Morrigan). However, a large portion of the cast have invincible ground supers. Be very conscious of the opponent's available meter and whether they have XFactor, as you don't

want to attempt a ground unblockable on Spencer, only for them to XFactor cancel into Bionic Arm and hit both Firebrand and the assist you are using to unblockable.

I. Wall Cling Fireballs

- Mentioned above, Firebrand can perform a wall cling using the input of back, neutral back. From this cling, he can perform actions with L, M, H, or S. More specifically, he can shoot a forward fireball by pressing L.
- It is possible to wall cling from a standing animation. There are two ways of doing this:
 - 1. Back, Up-Back, Neutral, Back (4, 7, 5, 4)
 - The most optimal way to do it. This method results in the lowest height wall clings, as you've already entered part of your input before jumping.
 - 2. Up, Up-Back, Neutral, Back (8, 7, 5, 4)
 - This way works, but not as well. Because your first action is your jump, you end up higher off the ground when you finish the input. Along with this, because your first input is a jump straight up, you have to be closer to the wall to be able to wall cling. Method 1 will bring you close to the wall because your jump input is an up-back
- If done at the minimum height, wall cling L fireballs can hit standing Morrigan
- The neutral input is absolutely critical. If you do not have a neutral input in your motion, it will not work. Along with this, you must have a minimum of 3 inputs. You must have two inputs that count as a back, and one input that counts as a jump. You can use back or up-back for your back input, and up or up-back for your jump input. The key though is that you cannot have one input count for two actions. So, up-back can't count for both your jump and a back input.
- This is an example of what wall cling fireballs can do:
 - <https://gfycat.com/GenerousWhisperedDwarfrabbit>
- This technique is easiest on a Hitbox, though it is definitely still possible on stick. It is considered one of the more executionally heavy techniques that Firebrand has, but it's not something that you can do blindly. It takes a lot of practice to be able to instant wall cling fireball on command, and it takes even more practice to use it properly. However, it is recommended that you learn to plink dash as well to make use of this. It will allow you to shoot a fireball and then plink after it (probably with an assist behind you), or it will allow you to shoot fireballs until you are too close to do it again, where you can then just plink back to full screen and shoot more fireballs. This technique is becoming a staple in Firebrand's neutral, so don't skip over this part of his game. Watch Apologyman for some good examples of instant wall cling fireball use.

J. Option Select Plink Dashing

- Firebrand is lucky enough to have very good forward and back dashes, especially when plink dashed. Dashing is an important part of his gameplay, and there are two types of dashes you'll have to master to get the most out of Firebrand
 - 1. Plink Dashing
 - Plink dashing is done by “plinking” one button into a two button dash. So you can hit H into LM, or L into HM, or M into LH. Plinking is hitting one button a couple of frames after the first one, as if it were a piano (“piano linking”).
 - The logic behind plink dashing is that you're cancelling a normal into a dash, that is cancelled into a normal that is cancelled into a dash and so forth. You're cancelling the normal into the dash so fast that you never see the normal. This allows you to cover large distances a lot faster than walking or wave dashing.
 - If you hold forward or back and plink H into LM, every dash will option select a grab. However, it will only option select if you change directions or the opponent does something like teleport into your range.
 - This can be used as a defensive option. If you think someone will teleport near you and be on the ground, you can plink dash away. If they teleport, you'll get a ground grab.
 - This is also a very useful start of the round option. Instead of going for a ground grab with s.H, you can plink Forward+H into LM at the start of the round. If they stay on the ground and are in range, you'll get a grab. If they aren't, you'll just get a dash. This is better because you can cancel a dash into anything, but you can't cancel s.H into anything
 - Youtube the “Pope Select” for more info
 - 2. (Option Select) Wave Dashing
 - Wave dashing is simply pressing 2 buttons to dash and then cancelling that dash into a crouch. You can hold back to backwards wave dash, but a dash without a direction will default to a forward dash.
 - Similar to plink dashing, you can option select wave dashes. By plinking Forward+H into LM into a crouch, you perform an action that looks exactly like a wave dash. However, each wave dash is a

grab option select. Because you crouch each time, each one will option select if your opponent is in range.

K. Strategy vs Firebrand

> While it may seem as if I'm trying to give out the secrets of beating Firebrand, it is important for the Firebrand player to be wary of the things that can cause Firebrand problems. It is up to you, as the player, to overcome his weaknesses through your team and neutral play.

- Firebrand's normals, while possessing great angles and frame data, are somewhat small. This can cause him to struggle vs characters with big disjointed normals, such as Zero or Vergil.
- At first, it may seem like Firebrand has an overwhelming zoning game because of his good angles and the speed of wall cling fireballs, but it is important to remember that each fireball is only 5 points of medium durability. Wall cling fireballs can be ducked by a large portion of the cast, and he can't block until he lands. His air fireballs are great for sniping assists, but each fireball completely stops Firebrand's momentum and makes it easier to punish him. His grounded fireballs also have enough recovery to prevent him from being able to match the stronger zoners. Morrigan in particular gives him problems, but other characters like Dormammu, Zero, and Magneto can either out-durability or outmaneuver his projectiles. It's up to the Firebrand player to be unpredictable with his fireballs in order to limit your approach options, so always be wary of where he is and what angles he can shoot his fireballs at.
- Be wary of your options during unblockables. Try to use your meter and XFactor to disrupt his unblockables or to escape them. Each character comes out at different heights, making it easier for some characters to escape them (like Magneto, Dante, or Strider). If Firebrand attempts an unblockable while you're grounded, you can XF cancel the blockstun into an invincible move and punish both him and his assist. Sometimes it is better to take the hit from whatever Firebrand is using to lock you down in order to scale the following combo and force Firebrand to use more meter or go for a TAC infinite to kill.
- Firebrand cannot break the super jump threshold. As in, once you've reached your maximum super jump height, the only way you can get higher is if something hits you up there (such as with Hidden Missiles). This can cause problems vs characters like Doom who can super jump and then air dash up, as Firebrand will not be able to reach him up there. Other characters like Magneto and MODOK can make this harder for him too.

- Sometimes it's better to dismantle the team around Firebrand than it is to kill Firebrand. Use snapbacks in a way that disrupt his team synergy, and focus on the "core character" of the team (Usually Doom). Be careful though, as XF3 Firebrand is extremely fast and can actually do damage. If your team has poor incoming options, it's possible for Firebrand to get a hit on your first character, XF to kill, and then solo unblockable both characters before XF runs out.
- Save your Xfactor vs a Firebrand team until you absolutely need it. Xfactor is an important resource to Firebrand, as it is his most reliable way to guarantee a kill. If Firebrand uses his XFactor to kill a character, you will still have your XFactor to attempt an anchor comeback or maybe escape an unblockable set-up.
- Firebrand has NO invincible moves. He cannot challenge your invincible moves, so characters like Spencer can bully him with the threat of a Bionic Arm. Because he can't XFactor cancel blockstun into an invincible move, characters like Vergil can lock him down for long periods of time too.
- Firebrand cannot block until he lands if he does Hell Spitfire H (QCF+H), Dark Fire (QCF+atk+atk), or a wall cling fireball in the air. If you can get under Firebrand while he is at super jump height, you can possibly cross him up and force him to get Hell Spitfire (QCF+H) instead of Hell's Dive (QCB+h), or Dark Fire (QCF+atk+atk) instead of Luminous Body (QCB+atk+atk).
- If Firebrand does Bon Voyage (Qcf+s) at super jump height, he will not reach the ground. Bon Voyage will end slightly below normal jump height with 28 frames of recovery. A smart Firebrand will avoid doing Bon Voyage at that height, as you can easily punish him if the move ends in the air.
- Air Bon Voyage is +10 on block, whereas ground Bon Voyage is -30 on block. Without an assist, grounded Bon Voyage can always be punished (you can mash grab if you're worried about missing the punish window. Even if he calls an assist with it, mash grab anyway. If you leave blockstun, you'll grab him. If you don't leave blockstun before the assist hits, then just stop mashing grab and start blocking). Air Bon Voyage is a lot safer, but it is possible to chicken block it right off the ground and punish it with a grab or quick normal.
- Luminous Body has 9 frames of pre-flash start-up and 11 frames of post-flash recovery. This is pretty bad when compared to either of the Devil Triggers (which are only 4 frames total) or installs like Spiral Swords (swords appear on frame 2 after flash) or Sougenmu (1 frame of post flash recovery). So if Firebrand does Luminous Body near you, you have 11 frames after the flash to punish it. It's also worth noting that if done in the air, Luminous Body will leave Firebrand in flight mode. He will have to manually input something to end his flight after waiting for the 11 frames of recovery. Pay a lot of attention to when Firebrand does Luminous Body as well. You can tell whether it was a grounded or air Luminous Body by looking at his feet right as the game zooms in on him for the cinematic.

Lastly, if Firebrand cancels any of his Shoryuken motion (Demon Missile L, M, or H) moves into Luminous Body, he will be in flight mode.

- Unless you are in block stun or Firebrand is in Luminous Body or XFactor, do not be afraid to crouch block him. Without those, he cannot convert j.L into a combo unless he forces you to fuzzy guard. So, if Firebrand uses Plasma Beam to approach and then attempts to go high right after the last hit of the beam is blocked, he cannot convert it even if it hits you. This will take some practice to get the hang of when he can and can't go high, but it will become intuitive after you've gotten enough experience vs him.
 - Be wary of j.L into X-Factor cancel instant overheads, similar to what Wolverine can do.
- Dark Fire is an air-okay super with high-durability points. If Firebrand is at full screen and super jump height, Dark Fire will hit the entire screen in front of and below him. It will do barely any damage, but it will clear the screen of all non-hyper projectiles and usually hit you out of anything you are doing. Be wary of Firebrand using this as an option to DHC out into something like Dormammu's Chaotic Flame or Doom's Photon Array.
- A lot of moves leave Firebrand in flight mode. Pay attention for moves that leave Firebrand in flight mode. These moves are as followed: Demon Missile H (DP+H), air Luminous Body (QCB+atk+Atk), Hell's Elevator (QCB+atk), Devil's Claw (down+H, on hit or block), Demon Missile L (DP+L, on hit or block), and obviously flight mode (QCB+S)
- Firebrand has a very small crouching hitbox, allowing him to duck under a lot of common assists such as Doom's Plasma Beam or Hawkeye's Greyhound (triple arrow). Be careful about relying on these assists, as Firebrand's c.L will hit you and keep him under the assist. Look for situations that forcing Firebrand to duck your assist will help, such as going for a grab.
- Try very hard to track Firebrand's air actions. He only gets 3 until he lands again, unless he enters flight mode. Every move he does in the air counts as 1 action, with the one exception being wall cling fireballs (1 for the cling, 1 for the fireball shot). If you know that Firebrand has used all three of his air actions, try to punish him on the way down.

v. Combo Specifics

- **1. Firebrand corner Bon Voyage hard tag to Dr. Doom's level 3**
 - In the corner, Firebrand can input Bon Voyage and hard tag to Dr. Doom instantly and perform Doom Time, Doom's level 3 hyper combo, before the opponent lands.
 - This list is important to remember, because it is very similar to the XF1 version of this
 - This hard tag **FAILS** on:
 - Nemesis, Hulk, Sentinel, Tron Bonne, MODOK
 - Hawkeye, Wesker, Haggar, Dr. Doom, Thor, Ghost Rider, Phoenix Wright
 - Amaterasu

- **2. No X-Factor Firebrand Corner Bon Voyage hard tag to Dr. Doom Combo**
 - In the corner without X-Factor, Firebrand can Bon Voyage and hard tag to Dr. Doom instantly after recovery, who can then combo with c.L into Hard Kick (s.6H)
 - This hard tag **ONLY WORKS ON:**
 - Dormammu
 - Taskmaster, Deadpool
 - Zero

- **3. X-Factor 1 Firebrand corner Bon Voyage hard tag to Dr. Doom combo**
 - In the corner while in X-Factor 1, Firebrand can Bon Voyage and hard tag to Dr. Doom instantly afterwards, who can then combo with Hard Kick (s.6H).
 - This list is the same as the one above, except that Dormammu is on the list instead of MODOK.
 - This hard tag **FAILS** on:
 - Nemesis, Hulk, Sentinel, Tron Bonne, Dormammu
 - Hawkeye, Wesker, Haggar, Dr. Doom, Thor, Ghost Rider, Phoenix Wright
 - Amaterasu
 - On the characters that it does work on, you can normally do a raw Hard Kick after hard tagging. On the following characters, you must do a s.L before Hard Kick:
 - MODOK
 - Arthur, Viewtiful Joe, Rocket Raccoon

- **4. X-Factor 2 Firebrand corner Bon Voyage hard tag into Dr. Doom combo**
 - While in X-Factor 2, Firebrand can hard tag into Dr. Doom after a Bon Voyage.
 - In almost all cases, Dr. Doom will not collide with his hard tag and you can combo with s.M

- In some cases, Dr. Doom will collide on incoming, but you might still be able to save it with c.L into Hard Kick (s.6H)
 - This hard tag **FAILS on**
 - Amaterasu
 - The following characters **REQUIRE** s.L, s.6H:
 - Hulk, Sentinel, Tron Bonne, MODOK
 - Shuma-Gorath, Hawkeye, Wesker, Haggar, Dr. Doom, Thor, Ghost Rider, Phoenix Wright
 - Arthur, Viewtiful Joe, Rocket Raccoon

- **5. Combo IIIb (Advanced Solo Ground Grab Combo) Fails On:**
 - Storm, Dr. Strange, Shuma-Gorath
 - Viewtiful Joe

- **6. Firebrand/Dormammu Stalking Flare (1D1C) DHC**
 - After Firebrand DHCs from Dark Fire to Stalking Flare in the corner, Dormammu can build 1 spells and release 1D1C. Different character sizes cause the Stalking Flare to deplete faster. If you have 1D1C when you DHC, you can build 1D2C to make it work on the characters below.
 - If you have no spells when you DHC in and build 1D1C, then the DHC **FAILS** on:
 - Nemesis, Dormammu, Sentinel, Tron Bonne, MODOK
 - Zero, Arthur, Viewtiful Joe, Firebrand, Rocket Raccoon

- **7. Combo IVd (Luminous Body or X-Factor 1 Corner Hard Tag) Fails on:**
 - MODOK
 - Wolverine, Morrigan
 - Zero, Arthur, Rocket Raccoon, Firebrand, Viewtiful Joe

vi. Special Thanks and Credit

This is the section where I give special thanks or credit to individual players who have helped make this guide, whether it be through discovering tech or directly helping me

- **Zak Bennett**
 - Even though Zak doesn't play Marvel much anymore, this man was the original Firebrand pioneer. Originally using Firebrand/Dormammu/Amaterasu, he showed us a lot of what Firebrand/Amaterasu and Firebrand/Dormammu can do. He also discovered the standard Stalking Flare THC. He later switched to Firebrand/Doom/Amaterasu and was doing really well with it before he stopped playing. Since the beginning, Zak Bennett has been an inspiration to my Firebrand and is the main reason I didn't drop him early on into Ultimate.
- **Apologyman**
 - Apologyman was the first man to prove that Firebrand's unblockables were a threat. He took Firebrand/Doom/Skrull to the top and started winning with it, redefining how Firebrand teams are supposed to be played. Along with being one of the top players in the world and no doubt one of the best Firebrand players in the world, Apologyman is also really friendly. He has shared a lot of tech with me and I've shared a lot with him. Thanks Apologyman for being so open and willing to discuss Firebrand with me
- **Angelic**
 - Just like Apologyman, Angelic has been very friendly towards me about discussing tech. Though most of my discussions with him have been about Dormammu and we don't see to agree on everything, I'm really appreciative of all of his input and his willingness to help me improve. He also discovered the Heaven or Hell unblockable set-up for Firebrand/Dormammu, something they sorely needed.
- **EMC**
 - EMC has contributed more to the Shoryuken wiki than anyone else combined and basically did everything on the Firebrand wiki page that I didn't. A very smart man, he is really helpful and a credit to the community
- **Psychoshot/Unsaxon/Helter Skelter/PinkLemonade/SkyHighClaw**
 - I want to thank you guys for convincing me to write this guide. I've known most of you since I was just starting out, and your kind words and encouragement definitely kept me going with Firebrand.
- **Will Richards**
 - I don't care what anyone says, this man has the best Dr. Strange in the world. Will has been my training partner in Marvel for 3 years now, and he has seen my Firebrand evolve the entire time. Other than maybe Apologyman's training

partner, I'd argue that no one in the world has as much Firebrand experience as Will Richards, and if it weren't for him constantly forcing me to improve, I would not be where I am today.

- **Shoryuken Forums/UMVC3 SubReddit**

- I lurk more than I post, but I frequent both websites. I've watched both grow and I've seen people come and go, but I want to thank everyone from both forums that have discussed Marvel with me and helped me figure out the game. I couldn't have done it without you all.

I. Standing Confirms (Solo)

a. Universal confirm on standing opponent

c.L, c.M, c.H, s.S, j.H xx QCB+M ~ j.H, s.H, s.S, j.M, j.H, j.2H, QCB+L, c.H, s.S, j.M, j.H, QCF+S, back dash, s.S, j.H, j.S, Dark Fire

	Normal	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	560k	845k	980k	1.1m
Meter Built	.95	1.15	1.3	1.55

- Works anywhere on screen
- Omit both j.M's if starter is scaled
- Opponent must be standing before the first c.H for the j.H, QCB+M ~ j.H to work properly
 - This part can be harder in X-Factor 2 and 3

b. Universal confirm on (airborne) opponent

s.L, s.M, s.H, c.H, s.S, j.M, j.M, j.H, j.2H, QCB+L, c.H, s.S, j.M, j.M, j.H, QCF+S, back dash, s.S, j.H, j.S, Dark Fire

	Normal	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	535k	780k	915k	1.05m
Meter Built	.85	1	1.2	1.4

- Works anywhere on screen
- Good for scaled confirms, good beginner combo
- Poor meter build and damage, add assist extensions if possible
- Best used on airborne opponents

c. (Meter Positive) Luminous Body/X-Factor 1 combo

c.L, c.M, c.H, s.S, j.H xx QCB+M ~ j.H, jump up forward, j.M, j.M, j.H (1 hit), j.S, s.M, s.H (1 hit), c.H, s.S, j.M, j.H, j.2H, QCB+L, c.H, s.S, j.H, QCF+S, back dash, s.S, j.H, j.S, Dark Fire

	Luminous Body	X-Factor 1
Damage Done	560k	935k
Meter Built	1.2	1.4

- Works anywhere on screen
- Best for solo X-Factor 1 or Luminous Body confirms on standing opponents

d. X-Factor Cancel Confirm

c.L, c.M, c.H, QCF+L xx X-Factor, jump up forward, j.M, j.H, j.S, jump up forward, j.M, j.H, j.S, jump up, j.M, j.H, j.2H, QCB+L, s.H (1 hit) xx c.H, s.S, j.M, j.M, j.H, QCF+S, back dash, s.S, j.H, j.S, Dark Fire

	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	900k	1m	1.1m
Meter Built	1.3	1.5	1.7

- Works anywhere on screen
- Requires X-Factor to cancel the QCF+L

e. "Happy Birthday" combo on standing opponents without X-Factor cancel

c.L, c.M, c.H, s.S, j.H xx QCB+M ~ j.H, s.H, c.H, s.S, j.M, j.M, j.H, j.S, Dark Fire

	Normal	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	500k	665k	780k	895k
Meter Built	.6	.75	.85	.95

- Works anywhere on screen
- Numbers calculated on point character, damage and meter build will vary based on how many hits you connect on the assist character
- Weak combo, but it's the most Firebrand can do without assists or X-Factor cancel
- Occasionally works without it, but works best if point character is hit standing

f. "Happy Birthday" combo with X-Factor cancel

c.L, c.M, c.H xx X-Factor, jump up forward, j.M, j.H, j.S, jump up forward, j.M, j.H, j.S, jump up, j.M, j.H, j.S, s.S, j.M, j.M, j.H, j.S, Dark Fire

	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	730k	835k	940k
Meter Built	.95	1.1	1.3

- Jump loops by using X-Factor to cancel c.H
- Damage calculated on point character. Damage and meter build will vary with how many hits connect on the assist, though this one does significantly more damage to the assist than the previous combo.
- Omit last jump loop if you're unsure about the scaling

- “Happy Birthday” combo

II. Air-to-Air confirms (Solo)

a. Normal jump height air-to-air confirm

(j.L, j.M, j.H, j.S, s.L, s.M, s.H, c.H, s.S, j.M, j.M, j.H, j.2H, QCB+L, c.H, s.S, j.M, j.M, j.H, QCF+S, back dash, s.S, j.H, j.S, Dark Fire

	Normal	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	530k	805k	970k	1.05m
Meter Built	~1	1.1	1.3	1.5

- Universal confirm off of air-to-air normals at jump height
- Omit first c.H if opponent is too high for it to connect
- You can delay your j.S after the starting j.H to regulate opponent’s height

b. Universal Bon Voyage confirm

(j.M, j.M, j.H), QCF+S, back dash, c.M, s.H, c.H, s.S, j.M, j.M, j.H, j.2H, QCB+L, c.H, s.S, j.M, j.M, j.H, j.S, Dark Fire

	Normal	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	445k	750k	940k	1.05m
Meter Built	.85	1	1.2	1.4

- Usually is heavily scaled by Bon Voyage dragging to the corner

c. X-Factor/Luminous Body Bon Voyage confirm

(j.M, j.M, j.H), QCF+S, back dash, jump up, j.M, j.H, j.S, jump up forward, j.M, j.H, j.S, jump up forward, j.M, j.H (1 hit) xx j.2H, QCB+L, c.H, s.S, j.M, j.M, j.S, Dark Fire

	Luminous Body	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	445k	780k	940k	1m
Meter Built	.95	1.05	1.2	1.4

- Jump Loops off of Bon Voyage while in X-Factor or Luminous Body
- Can X-Factor before jump loops if needed

- d. Universal Devil's Claw (j.2H) confirm
(j.M, j.M, j.H), j.2H, QCB+L, c.M, s.H, c.H, s.S, j.M, j.M, j.H, QCF+S, back dash, s.H (1 hit), c.H, s.S, j.M, j.M, j.H, j.S, Dark Fire

	Normal	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	535k	780k	905k	1m
Meter Built	.75	.95	1.1	1.3

- Universal Devil's Claw confirm
- Can do QCB+S, j.S instead of QCB+L depending on spacing
- May need to go from QCB+L into c.H depending on spacing

- e. Universal Devil's Claw (j.2H) confirm in X-Factor or Luminous Body

(j.M, j.M, j.H), j.2H, QCB+L, jump up forward, j.M, j.H, j.S, jump up forward, j.M, j.H, j.S, jump up, j.M, j.H (1 hit)xx QCF+S, back dash, s.H (1 hit), c.H, s.S, j.M, j.M, j.H, j.S, Dark Fire

	Luminous Body	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	530k	790k	925k	1.05m
Meter Built	.9	1	1.2	1.4

- Luminous Body or X-Factor confirm off of Devil's Claw
- Can X-Factor after QCB+L if needed

III. Grab Confirms (solo)

Each of Firebrand's grabs requires a different starter. Below is an index of what you need to do based on which grab you get. If the combo starts with "grab", that combo will work off of any grab as long as you use the appropriate starter. Otherwise, the combo will specify which grab to start with

Midscreen Forward Ground Grab (MGG).....: Dash forward

Midscreen Neutral Jump Grab (MNJG).....: Bon Voyage (whiff)

Midscreen Super Jump Back Grab (MSJG)...: QCB+M~j.L (whiff)

Corner Forward Ground Grab (CGG).....: Nothing

Corner Air Grab (CAG).....: QCB+L

a. Universal Grab Combo

Grab, QCF+H, dash forward, s.H (1 hit), c.H, s.S, j.M, j.M, j.H, j.2H, QCB+L, c.H, s.S, j.M, j.M, j.H, QCF+S, back dash, s.S, j.H, j.S, Dark Fire

	Normal	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	420k	725k	845k	985k
Meter Built	.9	1	1.2	1.4

- Works off of any grab
- Off of a grab that throws them deep into the corner, add s.L, s.M after QCF+H

b. Ground Grab Combo

(MGG)/(CGG), QCF+H, jump up forward, j.M, j.H, j.S, s.H, c.H, s.S, j.M, j.H, j.2H, QCB+L, c.H, s.S, j.H, QCF+S, backdash s.S, j.H, j.S, Dark Fire

	Normal	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	410k	760k	890k	1m
Meter Built	.95	1.1	1.3	1.45

- Doesn't work on: Storm, Viewtiful Joe, Dr. Strange, or Shuma Gorath as they will all fall out before the final j.S. Omit the last relaunch on these characters.
- Ground grab only
- Omit first c.H in XF2 and XF3, but add an extra j.M to the first relaunch and add two j.M's to the second relaunch.

c. Luminous Body or X-Factor Grab Confirm

Grab, QCF+H (Luminous Body or X-Factor if needed), jump up forward, j.M, j.H, j.S, jump up forward, j.M, j.H, QCF+S, back dash, s.H, c.H, s.S, j.M, j.M, j.H xx QCB+L, c.H, s.S, j.H, j.S, Dark Fire

	Luminous Body	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	425k	785k	915k	1.1m
Meter Built	~1	1.15	1.3	1.65

- Grab combo with X-Factor or Luminous Body
- In X-Factor 3, you can add two j.M's to the final relaunch

d. Back ground grab confirm with X-Factor cancel

(BGG), forward dash xx Dark Fire xx X-Factor Cancel, land, jump up forward, j.M, j.H, j.S, jump up, j.M, j.H xx QCF+S, back dash, s.H, c.H, s.S, j.M, j.M, j.H, j.2H, QCB+L, c.H, s.S, j.H, j.S, Dark Fire

	X-Factor 1	X-Factor 2	X-Factor 3
Damage Done	900k	1m	1.1m
Meter Built	1.1	1.3	1.6

- Dark Fire is used to OTG and must be X-Factor cancelled before it carries them too far away.
- This confirm is best for option select back plink dashing that results in a back ground grab on a problem character or the last character.
- In X-Factor 3, you can add two j.M's to the final relaunch.

IV. Hard Tags to Dr. Doom

- This section focuses on various ways to hard tag to Dr. Doom. Your distance to the corner is the biggest factor in whether or not you hard tag, and you must recognize the situations where you'll need to use s.M or s.H, and whether to use s.S or Hard Kick. Different spacing, character sizes, and confirms will require different normal. Ideally, if you it will fit in the combo, s.H, s.S is better than s.M, Hard Kick simply for the damage. Only use s.M if you know that s.H has too much start up, and only use Hard Kick if you're unsure about the hitstun scaling on your last relaunch.
 - The rule of thumb is that you can almost always get 2 relaunchees with Dr. Doom, and you can get 3 off of Raw Bon Voyage
 - This does not contain all possible hard tags to Doom, just the most consistent and universal
 - If you have not used Dr. Doom's assist before you hard tag, you will be able to use Firebrand's assist to add some extra damage to every combo.
- a. Basic Midscreen Hard Tag to Doom

c.L, c.M, c.H, j.M, j.M, j.H, QCF+S -> Hard Tag to Dr. Doom, s.M/s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ j.H, s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ QCF+H xx Photon Array

	Normal	X-Factor 1	X-Factor 2
Damage Done	700k	1.1m	1.3m
Meter Built	1.4	1.7	2

➤ Midscreen only, works best with Firebrand's back to the corner

b. Alternate Midscreen Hard Tag to Doom using Devil's Claw

c.L, c.M, c.H, s.S, j.H (1 hit) xx j.2H, QCB+M ~ j.H (1 hit) xx QCF+S -> Hard Tag to Dr. Doom, s.M/s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ j.H, s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ QCF+H xx Photon Array

	Normal	X-Factor 1	X-Factor 2
Damage Done	730k	1.15m	1.3m
Meter Built	1.5	1.8	2.1

➤ Side Switch hard tag to Dr. Doom

➤ Uses ground bounce

➤ Do your first j.H immediately after leaving the ground and cancel it into Devil's Claw the moment it connects

c. Optimal Midscreen Hard Tag to Doom on standing opponent

c.L, c.M, c.H, s.S, delay, super jump up forward, j.H xx QCB+M ~ j.H, jump up forward, j.H (1 hit) xx QCF+S -> Hard tag to Dr. Doom, s.M/s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ j.H, s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ QCF+H xx Photon Array

	Normal	X-Factor 1	X-Factor 2
Damage Done	730k	1.15m	1.35m
Meter Built	1.5	1.85	2.2

➤ Best hard tag to Dr. Doom outside of raw Bon Voyage

➤ Side Switch combo

d. Corner hard tag to Doom in Luminous Body or X-Factor

c.L, c.M, c.H, s.S, j.H, QCF+S, back dash, s.S, j.H xx QCB+M ~ j.H (1 hit), j.S -> Hard tag to Dr. Doom, s.M (1 hit), s.S, j.M, j.M, j.6H, j.S xx ADDF ~ j.H, s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ QCF+H xx Photon Array

	Luminous Body	X-Factor 1
Damage Done	740k	1.15m
Meter Built	1.5	1.9

- Not universal, check combo specifics #7
- Best for Luminous Body
- In X-Factor, it's best to go for the next combo, unless it doesn't work on that character
- Not recommended for X-Factor 2
- Can be done from raw Bon Voyage as well

e. X-Factor Corner hard tag to Doom

c.L, c.M, c.H, s.S, j.M, j.M, j.H, QCF+S -> Hard Tag to Dr. Doom, s.6H, j.M, j.M, j.6H, j.S xx ADDF ~ j.H, s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ QCF+H xx Photon Array

	X-Factor 1	X-Factor 2
Damage Done	1.05m	1.25m
Meter Built	1.6	2.1

- Not universal, check combo specifics #3 and #4
- Most useful hard tag, works on most of the cast. In X-Factor, default to this combo
- In X-Factor 2 or 3, you must do s.M xx s.6H instead of raw s.6H

f. Midscreen hard tag to Dr. Doom using Bon Voyage

(j.M, j.M, j.H) QCF+S -> hard tag to Dr. Doom, s.M/s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ j.H, s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ j.H, s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ QCF+H xx Photon Array

	Normal	X-Factor 1	X-Factor 2
Damage Done	680k	1.2m	1.35m
Meter Built	1.65	2.1	2.5

- Must be far enough from the corner for Doom's hard tag to not connect
 - If Doom's hard tag does connect, you may be able to save it with c.L xx s.6H

- Must be quick with your first two reps to get the third relaunch. You can omit the final j.M or replace the final s.S with s.6H if you are unsure.
- If you have an extended starter, you might not get a third rep.
- Against Zero, Deadpool, Taskmaster, and Dormammu, you this combo can be done in the corner if you do c.L, s6H instead of s.M/s.H, s.S
- Slightly less damage than other hard tag combos, but builds a bit more meter instead.

g. Midscreen hard tag to Dr. Doom from a grab

Grab, QCF+H, j.M, j.M, j.H xx QCF+S -> Hard tag to Dr. Doom, s.M/s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ j.H, s.H, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ QCF+H xx Photon Array

	Normal	X-Factor 1	X-Factor 2
Damage Done	585k	980k	1.15m
Meter Built	1.4	1.7	1.95

- Must be far enough from the corner that Dr. Doom's hard tag does not connect
- In X-Factor 1, this can be done in the corner except on those listed in combo specifics #3
- In X-Factor 2, this can be done in the corner except on those listed in combo specifics #4

h. Midscreen hard tag to Dr. Doom from a grab using a side switch

Grab, QCF+H, DP+H j.H (1 hit) xx QCF+S -> Hard Tag to Doom, s.M, s.S, j.M, j.M, j.6H, j.S xx ADDF ~ j.H, s.H, s.6H, j.M, j.6H, j.S xx ADDF ~ QCF+H xx Photon Array

	Normal	X-Factor 1
Damage Done	565k	885k
Meter Built	1.3	1.55

- Side switch off of a midscreen grab to tag to Dr. Doom
- Uses uncharged Demon Missile H to switch sides, must Bon Voyage instantly after recovery
- Very scaled, second rep requires Hard Kick and only one j.M
- Not recommended for X-Factor 2

i. Firebrand combo into Dr. Doom's "Doom Time" super

- ➔ Any combo can be ended with QCF+S -> Hard Tag to Dr. Doom, Doom Time (QCF+LMH)
- ➔ Not universal, check combo specifics #1
- ➔ In XF2, you must s.M before Doom Time. At all other times, combo Doom Time off of the hard tag hit.

j. Dr. Doom extension using Demon Missile M assist

After a hard knockdown from j.S, land, call Demon Missile M assist, s.H (both hits) xx dash cancelled instantly into a jump, slight delay, j.S xx ADF ~ QCF+H xx Photon Array

	Normal	X-Factor 1	X-Factor 2
Damage Added	~45k extra	~130k	~160k
Meter Built	.3	.4	.5

- Assist extension using Demon Missile M at the end of a Dr. Doom combo or hard tag to Dr. Doom
- Damage is calculated as the extra damage you get from the s.H, Firebrand's Demon Missile assist, and the extra j.S. The H Plasma Beam is present regardless of if you do this extension or not
- Doesn't need the ground bounce, but will use the ground bounce if it is available
- Instead of dash cancelling s.H, you can cancel it into DP+H xx Sphere Flame

V. DHCs/THCs with Firebrand

a. Firebrand into Dr. Doom

- Dark Fire into Sphere Flame
 - Basic damaging DHC
- Dark Fire into Photon Array or Sphere Flame
 - Great for screen clearing and safely DHCing into Dr. Doom

b. Dr. Doom into Firebrand

- Sphere Flame/ Photon Array into Luminous Body
 - Great for neutral, puts out a lot of hitboxes that Firebrand can use to approach. Photon array in particular is useful because you can do Photon Array above someone and if it hits, DHC into Luminous Body, QCF+H, jump QCF+S and hard tag back to Doom for a combo.
 - Depending on your assist, standing Photon Array into Luminous Body can allow you to set up unblockable situations if they block it at the wrong time.
- Photon Array into Dark Fire
 - Somewhat strong DHC, Photon Array leaves them in hard knockdown for Dark Fire to hit.

c. Firebrand into Dormammu

- Dark Fire -> Stalking Flare in combo
 - Dark Fire, Stalking Flare, QCB+L, QCB+M, QCB+H, s.6H xx QCF+L xx Chaotic Flame
 - Very damaging DHC, builds back some meter as well
 - Not universal, check combo specifics #6
 - If you already have 1D1C or 0D2C before DHC, you can build 1D2C instead of 1D1C for more damage
 - If Demon Missile M assist is available, instead of s.6H after QCB+H, let them fall, call Demon Missile M, s.3H, s.6H xx QCF+L xx Chaotic Flame
 - If you use 1D2C, you can build back two spells while waiting for them to go into hard knockdown
- Dark Fire + Chaotic Flame THC
 - Very powerful THC, great for “Happy Birthday” combos
 - Also good for characters that the Stalking Flare DHC fails on, or if you want to save your spells or keep Firebrand on point
- Dark Fire - > Stalking Flare in neutral

- Great for clearing the screen and helping Dormammu get a Stalking Flare on the screen and get set up.
- e. Firebrand to Amaterasu
- Dark Fire to Okami Shuffle
 - Basic DHC, can get another Okami Shuffle if you saved your ground bounce
 - Dark Fire to Veil of Mist
 - Clears the screen for Amaterasu to use slow down.
 - Can be used at the end of a combo. If Dark Fire kills, go to Veil of Mist and set a paper. Hard tag back to Firebrand and go for an incoming mix-up
 - Luminous Body to Okami Shuffle
 - Can be used as a somewhat slow punish against assists or near full screen whiffs
 - You won't have Luminous Body to DHC into later
 - Dark Fire + Okami Shuffle THC
 - Great THC for a lot of reasons. Can be used at the end of the combo for good damage, but you can also get another Dark Fire after Okami Shuffle puts them in hard knockdown, giving Firebrand/Amaterasu a pseudo level 3 hyper combo.
 - Can be used as an assist punish, although it isn't the fastest
 - Fills up the screen a lot, can possibly get unblockables off of it using an X-Factor cancel vs certain characters or if the opponent doesn't know better
 - If Dark Fire kills, you can get a raw unblockable by timing your unblockable so that you start charging the moment Dark Fire is over. If Okami Shuffle kills, you can get a raw unblockable by timing it so that you start charging the moment the "DOWN" symbol leaves the screen.
 - Ideally, if this THC kills, you should always be able to get a frame perfect unblockable on the incoming character the exact frame that they enter the screen.
- f. Amaterasu to Firebrand
- Okami Shuffle to Dark Fire
 - Simple DHC
 - Okami Shuffle to Luminous Body

- DHC just before the ice appears in order to get a conversion off of it, though with a heavily scaled combo
- Veil of Mist to Luminous Body
 - Very powerful DHC. Your opponent get slowed down while Firebrand speeds up. Can create some very oppressive situations and even unblockables.

VI. Unblockable Set Ups

1. Unblockables with Dormammu

➤ **Heaven or Hell set-up**

- Discovered by Angelic – Check Youtube
- On incoming, Stalking Flare, DHC to Luminous Body. If they block, call Purification assist, charge DP+H. If they take the hit, super jump and convert
 - Use the super freeze to confirm if they are blocking or took the hit from the Stalking Flare
 - Opponent can block the Stalking Flare and then X-Factor cancel and take the hit from Purification to escape

➤ **DHC glitch set-up**

- Can't remember who discovered it but it wasn't me. Please inform me if you know
- Get a hit into Bon Voyage, after the wall bounce, Bon Voyage in the other direction. Before they hit the wall, Luminous Body into Stalking Flare to trigger the DHC glitch. Hard tag back to Firebrand, dash towards them, call Dark Hole and charge the unblockable
 - The DHC glitch will put them into hard knockdown, they'll tech roll and wake up inside the Stalking Flare. They are then forced to block Dark Hole while you charge the unblockable.
 - Watch out for X-Factor cancels into invincible moves, it can cost you two characters
 - Best for anti-Dark Phoenix set-up

2. Unblockables with Doom/Amaterasu

➤ **Sphere Flame + Cold Star**

- After a kill with Doom, stand slightly away from the corner, Sphere Flame into Luminous Body, call Cold Star, delay, charge Demon Missile H
 - Incoming unblockable, perfectly inescapable if timed perfectly
 - Can be escaped by double jumped if not timed well
 - Best after a Doom TAC infinite
 - Opponent can X-Factor cancel into an invincible move, but you can X-Factor on reaction in most situations

➤ **Dark Fire + Okami Shuffle Team Hyper Combo**

- Firebrand can end his combos using a THC with Firebrand/Amaterasu. Firebrand will OTG with Dark Fire, and Okami Shuffle juggle them for a while.
 - If Dark Fire kills the opponent, Firebrand can start charging Demon Missile H instantly after he finishes Dark Fire. If timed properly, the unblockable will connect with the opponent on the exact frames that their character appears on the screen
 - If Okami Shuffle kills the opponent, Firebrand can time his Demon Missile H charged using the “down” symbol in the corners when a character is killed. Ideally, you want to start charging right as the down symbol disappears. If done right, the unblockable will connect at the exact moment that the opponent’s character appears on screen.

~The End~

~Thanks For Playing~