

Abbreviations: L= Light, M= Medium, H= Heavy, Cr= Crouching, St= Standing, HCS = Hyper Charging Star, CS = Charging Star, SS = Shield Slash, Tiger Knee= <http://youtu.be/1rGjrBLHumk>

Beginner

Combo #1:

Cr. L, Cr. M, Cr. H, S, M, M, H, Down H, S, L Shield Slash, *Dash*, S, M, M, H, S, *Dash*, L Shield Slash, Hyper Charging Star

This combo is pretty much Cap's standard UMvC3 BnB. Practice this combo until you can do it with your eyes closed and the TV on a different channel lol.

Combo #2:

Cr. L, Cr. M, Cr. H, S, Up H, L Shield Slash, *Normal Jump*, Up H, M Shield Slash, L Charging Star, H Charging Star, Hyper Charging Star

This combo is a shortened version of Caps more advanced BnB. This combo is good when you just want to kill your opponent and don't want to worry about dropping the combo.

Combo #3:

Cr. L, Cr. M, Cr. H, H Shield Slash, *Normal jump*, M, Up H, L Shield Slash, (Immediately once you touch the ground) St. H, L Charging Star, H Charging Star, Hyper Charging Star

A pretty useless and unnecessary combo lol. There are easier combo's to perform that do more damage so unless you want to just look flashy, I don't recommend using this.

Combo #4:

Back Throw, L Shield Slash, Hyper Charging Star

Again this is a simple BnB combo that should be learned immediately if you want to have a chance at becoming a good Cap Player. With certain assists (Ground bounce or wall bounce assists) Cap can combo off of his air throw for more damage and meter.

Combo #5:

Cr. L, Cr. M, Cr. H, H Shield Slash, *wait half a second*, S, M, M, H, Down H, S, L Shield Slash, H Charging Star, Hyper Charging Star

This is a great beginner BnB because it integrates his standing H shield slash for some flashy flare, and also does decent damage. Again, his normal double launch combo does more damage than this and is easier to do, so only use this when you want to "style".

Intermediate

Combo #1:

Cr. L, Cr. M, St. H, S, Up H, L Shield Slash, *Normal jump*, Up H, M Shield Slash, L Charging Star, S, M, M, H, Down H, S, Tiger Knee L Shield Slash, *Dash*, L Charging Star, H Charging Star, Hyper Charging Star

This is the holy grail of Cap Combos. It is not too hard to do and does easily over 800k for one meter. The setup for the ending can be a little situational (depending on where you start the combo on the screen) but if you are able to get the Tiger Knee Shield slash and two charging stars, then you will be doing some serious damage. Make sure you learn this combo!

Combo #2:

Cr. L, Cr. M, Cr. H, H Shield Slash, *Normal Jump*, M, Up H, H shield slash, *Normal Jump*, Air S cancel into L Shield slash, *Dash*, S, M, M, H, Down H, S, Tiger Knee L Shield Slash, L Charging Star, H Charging Star, Hyper Charging Star

This is a flashy combo that I like to do when I am styling on my opponent. It looks great because most people don't know you can cancel off of his jumping S into a shield slash. This is definitely one of my favorite combos to perform.

Combo #3:

Cr. L, Cr. M, Cr. H, S, *Hold Up Back for Super Jump*, H, M Shield Slash, *Normal Jump Up Back*, Up H, L Shield Slash, *Walk Up*, S, M, M, H, Double Jump, M, Down H, S, L Shield Slash, (Optional Assist Call + Charging Stars) Hyper Charging Star

This is the easier version of Cap's Corner Combo. Once you get the hang of it its way easier to do than his corner relaunch combo, and it does just about the same damage. I like to use the other relaunch combo because it looks more flashy and rewards my execution with a bit more damage. However, based on your execution level with Cap you should decide which combo you want to use.

Combo #4:

Cr. L, Cr. M, St. H, S, Up H, L Shield Slash, Up H, S, L Shield Slash, *Dash*, S, M, M, H, *Double jump*, M, Down H, S, Tiger Knee L Shield Slash, *Dash*, L Charging Star, H Charging Star, Hyper Charging Star

This is my slightly modified version of Gimpyfish62's Cap BnB. This is the combo that I do whenever I get a hit, and this is the combo that I feel is the easiest and most reliable. This combo and combo #1 in the intermediate section are the two most used and reliable combos for cap. Practice this combo until you can do it without the system even being on lol.

Advanced

Combo #1:

Cr. L, Cr. M, Cr. H, H Shield Slash, *Normal Jump*, M, M, *delay a tiny bit* H, *Normal Jump*, M, H, *Double Jump*, M, Down H, L Shield Slash, S, M, M, H, S, Tiger Knee L Shield Slash, L Charging Star, H Charging Star, Hyper Charging Star

Pretty flashy and cool double jump combo I found on the internet and decided to put into my video. Not really practical, but again you need some swag sometimes. . . .

Combo #2:

Cr. L, Cr. M, Cr. H, S, *Delay Super Jump*, M, H, Down H, *Delay *, L, Down H, *Land* L Charging Star, St. M, St. M, S, M, M, H, *Double Jump*, M, Down H, S, L Shield Slash, (Optional Assist call), Hyper Charging Star

This is my modified version of Cap's corner relaunch combo. I love this combo! It's probably more practical to do the other corner combo that I showed in the intermediate section, but this combo to me is just the greatest thing in the world lol. I've practiced this so much so I am able to get it about 8 out of 10 times. It's a pretty hard combo, but if you land this in a match. . . .people will give you props! Lol

Combo #3:

Cr. L, Cr. M, Cr. H, S, M *Delay*, M *Delay*, H *Delay*, Down H *Delay*, * Land and Normal Jump*, M, Down H, S, L Shield Slash, *Dash*, S, M, H, Down H, S, L Shield Slash *Optional Assist Call*, Hyper Charging Star

This is a combo I first started working on when the game first came out, but it took me a while to get all the pieces right. It finally came out the way I wanted it to. . . .sort of. I wanted to relaunch my opponent without the generic M,M,H,S stuff and I realized that his H's in this game have lots of hitstun so yeah. Lol idk this combo is weird.

Fun & Resets

Combo #1:

Cr. L, Cr. M, Cr. H, H Shield Slash, H Shield Slash, H Shield Slash, S, M, H, Down H, S, Tiger Knee Shield Slash, *Dash*, L Charging Star, H Charging Star, Hyper Charging Star

Swag Cap old infinite loop combo lol. For shit and giggles :-)

Combo #2:

Forward Grab, *Explosion*, Cr. L, Cr. M, Cr. H, S, M, M, H, *Double Jump*, M, Down H, S, *Optional Assist Call*, L Shield Slash, Hyper Charging Star

Cool combo that is EXTREMELY situational and really cool looking. Again, shits and giggles lol.

Combo #3:

Jump Down H, St. M, St. M, St. H, S, H, Down H, S, L Shield Slash on the way down, *Dash*, St. M, St. M, S, M, H, Down H, S, Tiger Knee L Shield Slash, L Charging Star, H Charging Star, Hyper Charging Star

Fun, not too practical. Something not a lot of people have thought about before. . .and it works lol.

Combo #4:

Cr. L, Cr. M, Cr. H, S, Up Heavy, L Shield Slash, *Normal Jump*, Up Heavy, S, L Shield Slash, *Dash*, St. L & *Call Hawkeye* at the same time, M Charging star, St. L, St. M, St. H, S, M, M, H, *Double Jump*, M, Down H, S, Tiger Knee L Shield Slash, L Charging Star, H Charging Star, Hyper Charging Star

A great reset by my friend Mr. BGuy, the only problem is that it doesn't work if they forward tech. . .but that shouldn't be a problem if you use this sparingly lol

Combo #5:

Cr. L, Cr. M, Cr. H, H Shield Slash, *Normal Jump*, M, M, Down H, H Shield Slash, Cartwheel, St. M, S, M, M, H, *Double Jump*, M, Down H, S, L Shield Slash, Hyper Charging Star

This is a cool looking combo that will definitely bring in some swag points. Looks great, does good damage, ehh lol why not use this in a match!

Combo #6:

Cr. L, Cr. M, Cr. H, H Shield Slash, *Normal Jump*, M, M, Down H, *Call Sentinel*, H Shield Slash, Taunt, *X-Factor*, *Dash*, L Charging Star, H Charging Star, Hyper Charging Star

I was thinking about comboing into and out of taunt for a while and this is what I came up with. . .its not the best combo but this is pretty much the extent of what Cap can do since his taunt is soo long.

Combo #7:

Cr. L, Cr. M, Cr. H, S, Up H, L Shield Slash, Up H, S, L Shield Slash, *Dash*, S, M, M, H, Down H, S, Tiger Knee Shield Slash, *Dash*, *Call Nova*, *Cartwheel*, etc lol

This is my patented reset that works with both forward and back techs. . . kind of lol. If the opponent back techs, they are put into and unblockable once they hit the ground with your Cr.L and Nova's overhead. If they press buttons in the air, just block and let Nova hit them and cause a groundbounce. If they tech forward however it gets tricky because you can dash under them and confuse them on which side to block and then combo off of nova when he hits them. Its a decent reset and shouldn't be used too much or else it will get figured out.

Combo #8:

Cr. L, Cr. M, Cr. H, S, Up H, L Shield Slash, *Normal Jump*, M, H, *Double Jump*, M, Down H, *Call Spencer*, S, *Dash Under*, Cr. L, Cr. M, Cr. H, S, Up H, L Shield Slash, Up H, S, L Shield Slash, H Charging Star, Hyper Charging Star

This reset was brought to my attention by my friends on the Cap forums and I decided to put it in the video because it looks really nice and they work pretty well also. They are a little hard to execute but when you get them it is great damage, and no one knows how to block them!

Combo #9:

Cr. L, Cr. M, Cr. H, S, Up H, L Shield Slash, *Normal Jump*, Up H, L Shield Slash, S, M, M, H, *Double Jump*, M, Down H, S, Tiger Knee L Shield Slash, *Call Spencer*, L Charging Star, Cr. L, Cr. M, Cr. H, S, Up H, L Shield Slash, Up H, S, L Shield Slash, H Charging Star, Hyper Charging Star

This reset is a little more tricky but is built around the same principles as the one before it. Do a combo, call spencer, go behind them, start new combo lol. Trust me it works though!

Combo #10:

Cr. L, Cr. M, Cr. H, S, *Delay Super Jump*, M, H, Down H, *Delay *, L, Down H, *Land* L Charging Star, St. M, St. M, S, M, M, H, *Double Jump*, M, Down H, Down Exchange, Initial hit of the down exchange, M, M, H,   , L, H,   , L, H, Fly, M, M, H,   , L, M, H,   , M, *Land on ground* Super Nova, Early DHC into Final Justice!

This is the combo that EVERYONE wants the notations for lol. This was, I thought, a great way to end my combo video, and to really have my viewer leave with his mouth hanging open/ frantically rewinding the video to see it again lol. It isn't that tough to do because exchanges have no hitstun scaling so its just a matter of getting the buttons in order. I even put the Nova notations in the literal sense instead of having you go and look up Nova's moves! Anyway, I hope you enjoyed my combo video, and also I hope you guys like what I did with the notations and everything. This took me a while and I have been swamped with responsibilities lately since I'm graduating from High School in two days. Again I wish you all the best of luck in all your Cap

related activities and please continue to support me and my channel!

