

Vs. Abigail

<https://www.twitch.tv/videos/283699679> 00:17:00 Start

Abigail's Strong Moves/Normals

crLP

- Strong neutral tool with a large hitbox
- Also has large hurtbox
- Hardly any follow up
- Can be beat with fireball or akuma's cr.MP (or equivalent)
- Whenever you see this being spammed, try out-prioritizing it with a medium button

stHP

- By annoying you with crLP and crMP, abigail players will usually sneak stHP in and aim for a crush counter
- A bit tough to whiff punish even with it getting nerfed by the added 4f of recover added to it. Recommended to go into training mode and see how your character deals with this
- If you can't whiff punish it, then he'll spam this for all eternity
- Trying to jump over this will set you up for him to crHP anti-air which is deadly. Highly recommended to whiff punish instead

crMP

- Very strong hitbox
- Contest with fireballs if you have one. (TODO: Insert a gif)

crHP

- Often used as an anti-air or early neutral tool
- Can be punished on whiff or block

V-Skill Counter (anti-air counter)

- Check to see if your character has a move to avoid this counter. For example, jHP's like mika,

rashid, or blanka can make Abigail's counter attack the wrong way.

- In the vid, 00:47:00 will show how to make early jHP whiff

Ex Gigaton Hoop (Ex Hammer Punch)

- After you block, if you put out a 6f~ move you can get a ground hit and big damage
- They often go for crMP → EX Hammer blockstrings

Gigaton Hoop

- This move has 2 parts
- Usually the 1st hit is blocked and the 2nd hit whiffs. Use a long reaching normal to combat this
- Therefore, after you block this move, make it a habit to mash on a long reaching normal. It will only come out if the second hit whiffs and you'll get a guaranteed punish.
- When he is attacking, he has a grounded hitbox so it's difficult to punish with mDP
- If you have CA available, invincible reversal, or a vskill counter use it in between the hits

EX Nitro

- The **worst thing you can do is jump back**. It's very strong.
- It's scary but **the key is to jump forward**
- Even if you jump over don't panic, just wait for your opponent to perform a followup. If you don't wait then you may eat a counter.
- It can be beat with projectile CA or raging demon

EX Abigail Punch (Abiabiabiabiabigail PUUUUNCH)

- You are +23f after blocking.
- Dash or walk in and do your most damaging combo
- You're +16f after blocking the normal one, so walk and get max damage

Nitro → stFP

- His stFP is -3f. If he performs it from the run it's -7f
- Akuma can punish with stMK. Try and figure out your characters best punish

CA

- It's fast and has a high hitting hitbox. It's very good as an anti-air.
- If he has full meter available, don't jump towards him. He can make this do even more damage by doing crHP into CA.
- On block your +95f. Dash in and neutral jump to start your most damaging punish

IMPORTANT Dealing with VT1 Abigail

Trigger 1

- VT stHP (slight charge) doesn't take away V gauge
- Can be parried right before the unblockable would hit
- Need to low parry crHP, but then if he goes into crMP you will eat EX Abigail punch or worse
- It's a 3bar vtrigger so be glad when you make him vreversal

CLOSING Important strats against Abigail

- His jHK is one of the best in the game and very difficult to anti-air
- From mid-range they will often keep jumping with jHK to approach
- You want to stand right at the range of his crLP, then you'll be able to anti-air
- Dogura vs Itazan from the RAGE league is an example of how to play this
- Dashing forward is effective. Even if you eat stHP, it won't be a crush counter so it's not that painful
- The aim will be to V-Reversal just 1 time on guaranteed V-Reversalable string so instead go for a throw
- His still is 1000, which doesn't match his 1075 health
- His command grab range got nerfed
- Overall, still a relatively strong character
- **If he's running towards you, IT'S BETTER TO JUMP FORWARD**