Vs. M.Bison

# **Bison’s Strong Moves/Normals**

## *Be aware that basically all his normals are strong*

* stHP is particularly strong and as whiff punish tool it is special cancelable
* stHP can clip crouching attacks because the later active frames extend low
* Contest this move with sweep for whiff punish
* stLP, crLP, stLK, stMP, crMP, stMK, crMK, stHP, dfHP are all very strong
* The fact that almost all of his normals cancel into psycho blast or scissor kicks make them strong

## *Psyho Axe (df.HP)*

* Neutral/Spacing tool which is seriously powerful
* In the newest patch extended the amount of recovery frames on the hurtbox, so it is possible to whiff punish with a tool like Akuma’s stMK
* If you block at max range it’s best to OS jumping back because if followed up with anything other than light psycho blast you can get a punish

## *stLP*

* This move can be buffered into exScissorKicks
* Usually after throw teching Bison can use this to beat a majority of moves

## *Heading*

* Detail 1
* Detail 2

## *Heading*

* Detail 1
* Detail 2

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# **Dealing With M.Bison in V-Trigger**

## *Trigger 1*

* He can activate off a Boom, so he will often make you block a Boom then activate.
* Detail 2

## *Trigger 2*

* Exceptionally strong V-Trigger
* Gains access to a command grab and full screen dive
* Startup of scissor kicks and devil’s reverse become invincible
* Command grab installs a bomb that takes ~5.7 seconds to explode unless you hit him
* **Command Grab Defense Tip:** If you get command grabbed, quickly glance at the clock and subtract 5 seconds to get an idea of when it might explode)
* If command grabbed, quick rise and OS jump back
* If you’re juggled in the air Bison can dive behind you for a crossup when you land

# **Important strategies against M.Bison**

* If your character has access to an invincible reversal establish that you’re not afraid to use it. This will cause M.Bison to 2nd guess using meaty attacks and grants you space
* M.Bison is a charge character, if he’s standing still or walking forward he only has access to his normal moves
* When you backdash/jumpback M.Bison will begin committing to scissor kicks
* M.Bison doesn’t have and EX reversal but will use EX devils reverse to escape the corner
* Bison has the best throw range in the game, practice shimmying so you don’t get caught
* Pay attention to gaps in offense. If you let Bison get away with fake frame traps, he will not stop
* Mix up your defensive options with the help of this:

