



## Falco Lombardi, Ace Pilot



# Super Smash Brothers Brawl

Character Strategy Guide 16

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While he is nominally a member of team Star Fox Falco is something of a loose cannon. He shows little to no respect for Fox McCloud as the leader of the team and generally acts the part of pessimistic ally. However he is an incredible pilot with great skill who typically comes and goes from the team at his leisure whenever he gets bored. However he always returns showing a surprising amount of loyalty to the team.

Much as he was in SSB Melee Falco is a clone of Fox (something that would annoy him to no end, I'm sure). However there have been some alterations to his general moveset and playability that lend to a unique playing style all his own. He is still comparable to his teammate: fairly fast and strong, not as fast as Fox but a bit stronger. Learning to use him isn't that hard if you can use one or the other.

### **Game Appearances**

<i>StarFox Command – DS.....</i>	<i>2007</i>
<i>StarFox Assault – GameCube.....</i>	<i>2005</i>
<i>StarFox Adventures – GameCube.....</i>	<i>2002</i>
<i>Super Smash Bros. Melee – GameCube.....</i>	<i>2001</i>
<i>StarFox 64 – N64.....</i>	<i>1997</i>
<i>StarFox – SNES.....</i>	<i>1993</i>

## Falco's Moves

This is a comprehensive list of all the moves available to this character. They are broken up by the type of attack they are with the Smashes and Final Smash getting their own sections. A few notes before we begin:

- \* Red Skills are range dependant – The closer you are, the more damage you do.
- \* Blue Skills are range dependant – The farther away you are, the more damage you do.
- \* Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Belly Punch	Attack Button	4%	A punch aimed at your foes stomach.
Punches to Spinning Top	Attack (repeatedly)	4-12%+	Throw a few punches before spinning in place.
Side Kick	Attack (while walking)	9%	A far reaching side kick.
Leaping Kick	Attack (while running)	9%	Leap forward throwing out a kick.
Upward Punches	Up + Attack	5-9%	Throw off a flurry of upward attacks.
Tail Sweep	Down + Attack	12%	Use your tail to knock the enemy down.
Ledge Attack	Attack (while hanging)	8%	Chase away those pesky ledge guarders.
Rapid Knees	Grab / Attack button repeatedly for attacks	2%+	Hold the enemy and knee them in the side.
Aerial Shot	Up + Grab	8%	Throw enemy upwards and shoot them.
Ground Shot	Down + Grab	9%	Bodyslam foes and then shoot them.
Headbutt	Toward Opponent + Grab	7%	Headbutt your foe, knocking them away.
Toss and Shoot	Away from Opponent + Grab	6%	Toss enemies backwards and shoot them.

Airborne Attacks	Command	Dmg.	Description
Spinning Fists	Attack Button	4-12%	A series of spinning punches to your foes face.
Body Flip	Up + Attack	11%	Spin yourself, knocking foes airborne.
Spinning Dive	Down + Attack	6-13%	Dive down into your target feet first.
Head Spin	Toward Opponent + Attack	2-12%	Thrust forward, spinning headfirst into foes.
Backwards Kick	Away from Opponent + Attack	13%	A long legged back kick to send foes flying.

<b>Smash Attacks</b>	<b>Command</b>	<b>Dmg.</b>	<b>Description</b>
Backflip Kick	Up + Attack together	14-19%	Flip in place to knock foes airborne.
Split Kick	Down + Attack together	15-21%	Drop down into a split, hitting foes nearby.
Sideways Headbutt	Left or Right + Attack together	15-21%	Ram forward with your head to knock foes flying.

<b>Special Attacks</b>	<b>Command</b>	<b>Dmg.</b>	<b>Description</b>
Blaster Beam	Special Button	3%	Fire a beam of energy from your sidearm.
Fire Bird	Up + Special	4-13%	Go up in flames and rush at your foes.
Reflector	Down + Special	6%	Kick forward your shield to reflect projectiles.
Falco Phantasm	Left or Right + Special	7%	Speed across the stage leaving afterimages.



<b>Final Smash</b>	<b>Damage</b>	<b>Description</b>
Landmaster	9-105%+	Summon down a landmaster tank and ram foes with it or fire shots with the attack buttons.



## **Combat Strategies**

Falco is, for all intents and purposes, still a Fox McCloud clone. His basic moves and general strategy are all very reminiscent of how you might control Fox. The major differences come in how you use his special abilities and his smashes by and large. However all of the ways that they are different aren't enough to truly separate them and if you can use either Fox or Falco then you can use the other more or less as well.

- Although Falco is a bit slower than Fox he makes up for it in a bit of strength. However the minor drop in speed may make him easier for novices and intermediate users to use with more precision than you might be able to use McCloud. If you are thinking of becoming a Fox player then it is suggested that you start off with Falco first and work your way up.

- Falco's Reflector attack isn't as reliable as some of the other projectile reflectors in the game. Since he kicks it forward it can sometimes be hard to time it properly to bounce back certain projectiles. As a general rule you can wait until the projectile is about half way towards you before knocking out the Reflector and sending the attack right back to sender.

- You should learn to use the Reflector as an offensive weapon as well. Most people seem to get caught up with the fact that reflector type moves are usually stationary where Falco's isn't. It will usually take people by surprise when suddenly it comes out, whiffs them and does a bit of damage to them rather unexpectedly.

- Most of his aerial attacks are fairly worthless, especially the Head Spin attack. His only two moves that are worth using are his Body Flip and Backwards Kick. The first move is useful for hitting enemies that are nearby, taking them out of the air and doing some damage. The latter is more useful for actually trying to eliminate foes, performing a short hop and then back kicking them right off the level since it has pretty good knockback.

- In addition to a weak aerial game his ground game is actually fairly weak as well. The two major exceptions are his Tail Sweep, good for throwing out quick and easy damage, while his combo attack which can do some pretty impressive damage if you perform it up close to your opponents. While it doesn't do much damage initially it sure as heck can begin to rack up and do a really good amount of damage to opponents and can sometimes catch more than one opponent up when you start to do the spinning punches.

- Learn to use the Fire Bird and Falcon Phantasm attacks to their utmost so that you can save yourself from certain death and use them as offensive tools. Fire Bird is of utmost importance since you can aim that however you like and catch enemies with it rather well to do a goodly amount of damage if aimed properly.

- Falco's Blaster is actually quite good, surprisingly so really. It doesn't fire as fast as Fox's does but it does seem to do a good job of stun locking opponents if you hit them at the right time. If you can hit them just as they are getting up there is a chance that you can lock them in a recovery and knock them right off the other side of the stage.

- By and large Falco isn't really all that hard to use. You simply need to figure out what of his moves you like to use and learn to make combos involving those moves. Since there are so few hard coded combos in the game you can really improvise. Things such as that make playing as the faster characters, and Fox clones, a lot of fun.



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