



**Fox McCloud,
Leader of the Star Fox Team**



Super Smash Brothers Brawl

Character Strategy Guide 17

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Fox McCloud is the current leader of team Star Fox having taken over the position when his father, James, died due to the machinations of the evil warlord, Andross. He is a fearless leader at the forefront of any charge that his team is on and has proven to be a capable warrior on both the ground and in the air. A talented pilot and brave warrior Fox faces incredible odds, overcoming them with relative ease.

Always one of the fastest fighters in the Smash Bros. games Fox has lost none of his signature speed and gained a bit of strength in the meantime. Some of the basic properties of a few attacks have been modified but by and large, anyone who has been using him for the past two games will be able to go right on and pick him up and use him well.

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>Super Smash Bros. – N64.....</i>	<i>1999</i>
<i>StarFox 64 – N64.....</i>	<i>1997</i>
<i>StarFox – SNES.....</i>	<i>1993</i>

Fox'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.

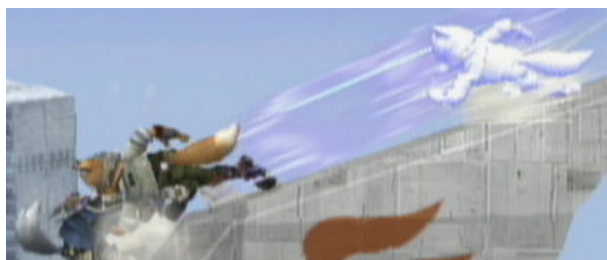
* Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Punch	Attack	2%	A basic punch attack.
Punch and Rapid Kicks	Attack (repeated)	4-30%	After a few punches keep on kicking your foe.
Flurry Punches	Attack (held)	4-30%	Keep on punching rapidly until striking someone.
Side Kick	Attack (while walking)	6%	Kick at your enemies ribs with this.
Leaping Kick	Attack (while running)	7%	Leap forward and kick your opponent.
Handstand Kick	Up + Attack	8-10%	Flip onto your hands and kick forward.
Tail Slap	Down + Attack	8-9%	Sweep at your opponents legs with your tail.
Ledge Attack	Attack (while hanging)	8%	Chase away those pesky ledge guarders.
Forward Knees	Grab / Attack button repeatedly for attacks	1%+	Start kneeing your opponent in the gut.
Target Practice	Up + Attack	8%	Throw the enemy into the air and shoot them.
Ground Shooting	Down + Attack	9%	Knock enemies to the floor and shoot them.
Headbutt	Toward Opponent + Grab	7%	Punch your foe, knocking them away.
Toss and Shoot	Away from Opponent + Grab	8%	Toss enemies backwards and shoot them.

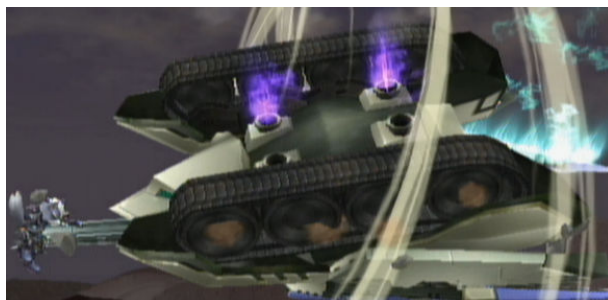
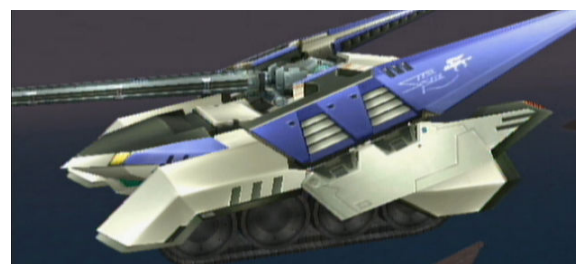
Airborne Attacks	Command	Dmg.	Description
Forward Kick	Attack	6%	An airborne forward kick.
Vertical Flip	Up + Attack	16%	Flip forwards and hit foes repeatedly.
Spinning Dive	Down + Attack	3-15%	Corkscrew into your opponents.
Rapid Kicks	Toward Opponent + Attack	10-16%	Rapidly kick your foes with little knockback.
Backwards Kick	Away from Opponent + Attack	15%	Kick backwards to send foes flying away.

Smash Attacks	Command	Dmg.	Description
Backflip	Up + Attack together	17-23%	Do a backflip kicking foes near you.
Split Kicks	Down + Attack together	14-19%	Perform a split, hitting nearby opponents.
Flip Kicks	Left or Right + Attack together – Chargeable	12-33%	Leap forward and flip kicking your foes.

Special Attacks	Command	Dmg.	Description
Blaster Beam	Special Button	3%	Rapidly fire bursts of energy from your gun.
Fire Fox	Up + Special	4-28%	Go up in flames and rush at your foes.
Reflector	Down + Special	5%	Form a barrier to reflect projectiles.
Fox Illusion	Left or Right + Special	4-8%	Speed across the stage leaving afterimages.



Final Smash	Damage	Description
Landmaster	10-104%+	Call upon your tank to run over foes or blast them with the main cannon by using the attack button.



Combat Strategies

Fox is essentially the hyperactive monkey of the Super Smash Bros. series. While not the fastest character he is still one of the faster characters. However he is fairly weak and somewhat light requiring you to master hitting enemies and then backing off so that you don't get knocked for a total loop. He is still an impressive fighter but he requires a good amount of patience and practice to get the most out of him.

- Speed is the name of the game here, hit and run will get you quite far. Move in, get a few hits in and then retreat. Make the enemy come for you and learn to counter their attacks so that you come out on top of any exchange. It can be hard to judge just how much range Fox has on some of his attacks so you will just have to resort to trial and error with lots of practice. Learn the range of your foes attacks and which moves can counter it.

- Should you need to practice simply go into a Brawl, set yourself as the only player and set the enemies to level 1 AI and fight a few different fighters one at a time. Once you can defeat them with minimal injuries try to fight three of them at once. If you can get through these without too much damage (30% or so) then up the difficulty and start all over. Using this method you should get enough practice and over time slowly but steadily get good enough with Fox to handle most anything that human opponents can throw out at you.

- If you can close in on your opponent with an attack to stun them you can unleash Fox's most dangerous basic attack, his combo. When you perform this attack your enemy will be locked mostly in place getting railed upon for lots of damage and be slowly knocked away. Should you have them wall trapped or an enemy on the other side hitting them the damage they sustain can easily go over 40% on your side alone.

- The Blaster is a surprisingly useful move if you use it in the right situations. When an enemy is off the stage if you keep hitting them with the blaster you will pick at their health and weaken them. It will often prevent them from using a rushing forward special to get back on the stage, forcing them to resort to a vertical special to escape you. Sometimes this will kill them but don't rely on it. Another good use is to try it on a falling opponent and start blasting away as they are on their back, sending them falling away from you and letting the damage rack up.

- His side smash, the Flip Kick, is surprisingly effective. It has pretty good range, does appreciable damage (especially when fully charged) and it can really lay into foes. Learn from just how far away you can hit your opponent, taking full advantage of this move. It also comes out surprisingly quickly so you can sometimes catch people by surprise with one of these.

- To perform a pretty nice, yet nasty, little combo use this: jump into your foes and perform a short hop at your foe, use the aerial Forward Kick before you land and then perform the Fire Fox immediately. If your luck holds then you will catch them with the full attack and you will inflict a good 34% damage or so. It's actually rather impressive damage and it can be done in a split second, making it good for hit and run attacks.

- Learn just how well the Fire Fox and the Fox Illusion abilities can save you. They are both quite useful but if you aren't careful with using them then they can actually kill you. When using the Fire Fox you cannot double jump or pretty much do anything else to save yourself so if you go off the stage you're a goner. The same goes for accidentally shooting off the stage with the Fox Illusion. However they are both quite good at getting you back onto the stage so learn how to use them properly quickly if you intend to use them.



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