



Wolf O'Donnell, Mysterious Leader of Team Star Wolf

Super Smash Brothers Brawl

Character Strategy Guide 18

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Wolf O'Donnell is the leader of the Star Wolf mercenary team and is the self-appointed rival to the Star Fox team. While he started out as an enemy to Fox McCloud and he has been defeated a number of times by them, he has pulled your typical bad guy turning good guy schtick after this. While it's terribly predictable the vicious Wolf makes for an interesting, if dangerous, ally to Fox and the rest of the Star Fox crew.

Wolf is, as you can probably expect, a clone of Fox. While his moves are a little bit slower and stronger they are all almost totally identical. It's actually somewhat depressing seeing yet another clone character but it's expected at this point. If you know how to use Fox you can use Wolf as well, it's just a matter of compensating for a bit more strength and endurance and a bit less speed.

Game Appearances

StarFox Command - DS.....2006

StarFox Assault – GameCube.....2005

StarFox 64 – N64.....1997

Wolf'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.

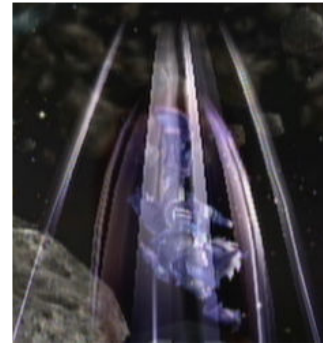
* Green Skills can be charged to do more damage.

Ground Attacks	Command	Dmg.	Description
Punch	Attack Button	3%	Your basic punch attack.
Punch and Claw Combo	Attack x3	9%	Punch your foe before claw slashing them.
Flailing Claws	Attack (held)	9%	Flail your claws until you hit, starts above combo.
Twin Claws	Attack (while walking)	5-11%	Throw out both hands to claw the opponent.
Running Backflip	Attack (while running)	9%	Rush forward and perform a backflip.
Upwards Kick	Up + Attack	10%	Kick upwards to knock foes airborne.
Leg Kick	Down + Attack	6%	Kick at your opponents legs.
Ledge Attack	Attack (while hanging)	8%	Chase away those pesky ledgeguarders.
Grapple and Knee	Grab / Attack button repeatedly for attacks	0-1%	Hold your opponent and knee them repeatedly.
Throw and Slash	Up + Grab	7%	Grab enemies & throw upwards before clawing.
Leaping Slash	Down + Grab	12%	Leap up and claw at your opponent.
Sideways Smash	Left or Right + Grab	7%	Claw or kick your opponent away from you.

Airborne Attacks	Command	Dmg.	Description
Body Spin	Attack	4-8%	Punch enemies while in the air.
Upwards Claw	Up + Attack	12%	Attack upwards to slash foes into the air.
Downward Axehandle	Down + Attack	15%	Clench hands & pummel foes beneath you.
Jumping Claw	Toward Opponent + Attack	11%	Claw swipe at your opponent.
Back Kick	Away from Opponent + Attack	11-14%	Kick backwards to knock foes away.

Smash Attacks	Command	Dmg.	Description
Upward Split Kick	Up + Attack together	18-25%	Split kick upwards to knock foes airborne.
Area Claw Strikes	Down + Attack together	14-19%	Attack enemies to both sides of Wolf.
Thrusting Fist	Left or Right + Attack together - Chargeable	10-21%	Rush forward with a punch to send foes flying.

Special Attacks	Command	Dmg.	Description
Wolf Blaster	Special Button	5-9%	Fire off bursts of energy. Stabs close enemies.
Booster Pack	Up + Special	4-8%	Zip upwards kicking at your foes as you go.
Reflector	Down + Special	3%	An energy barrier that reflects projectile attacks.
Fire Wolf	Left or Right + Special	5-10%	Charge up before rushing forward at enemies.



Final Smash	Damage	Description
Landmaster	15-104%+	Call upon your tank to run over foes or blast them with the main cannon by using the attack button.



Combat Strategies

Wolf is indeed yet another Fox McCloud clone but only in the vaguest sense. Many of his moves, while functionally similar to ones Fox and Falco use, have a number of differences that change how Wolf operates. Due to the way that he has been set up, with a great mix of speed and strength, his major place in a fight lies in ruthless aggression. Constantly being on the assault and working to pick off a single foe is where Wolf excels.

- When one refers to speed with Wolf it isn't necessarily in his movement speed, he's rather average there. It's more of a reference to the speed of his attacks which come out quite fast and can surprise foes. Using this you can keep even a skilled player guessing as to what you're going to be doing next so long as you don't use Wolf too predictably.

- For someone of his speed you will be surprised at just how heavy wolf is. While not a true heavy in this regard he is rather hard to send flying until his damage percent really starts to rack up. This is especially good since Wolf's recovery attack isn't very good and is hard to aim due to how quickly it comes out.

- Never use Wolf's grapple attack, it's totally worthless. Sure you might be able to knee the guy in the head six times before he breaks free but that will usually only be 3% damage at best since some of the attacks do 0% at times. One good Leaping Smash, his down grab, will do 12% damage and leave the opponents vulnerable to further attacks for a short moment.

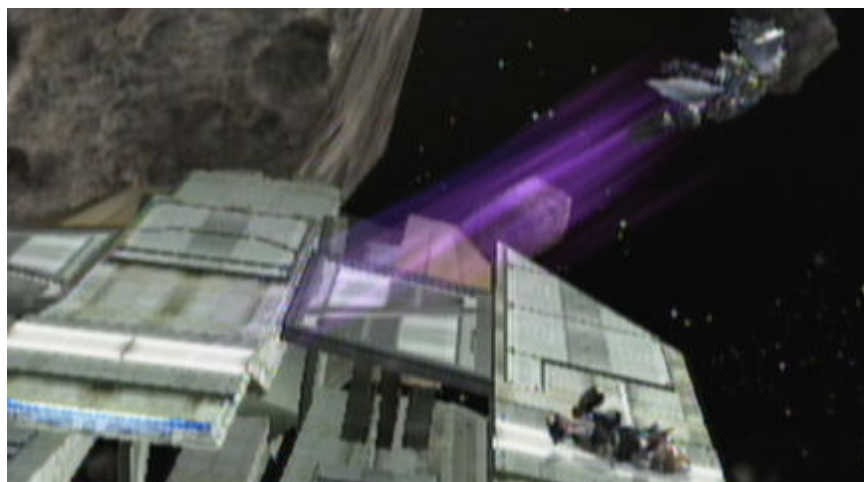
- Always try to be on your opponent and in their face, hitting them with everything you have. By keeping up the non-stop assaults on your foes you will ensure that they don't have the time to properly form a plan of how to counter you.

- Properly keeping the heat on your foes requires you to know what moves to use when. If you're unsure as to how to handle an opponent a good strategy can be to try and leap on top of them and use the Double Axehandle to knock them in the head before you use the Twin Claws attack to slash at them. This can easily be followed up with a smash or a special attack but by itself it will do a good 25% damage or so, meaning that most foes will be hurt pretty badly just by those two hits. Not bad for a quick jump in especially when you can set them up for more attacks after it.

- Learning how to be properly aggressive can take plenty of time and practice, make good use of the training mode before you start trying to get all up in the faces of your opponents. This will spare you lots of embarrassments from getting absolutely thrashed by Princess Peach. It will also help you learn how to use Wolf's special moves without killing yourself. They can sometimes be a bit tricky to handle so the more practice that you get the lower the chance of you flinging yourself off the stage with a high speed Booster Pack.

- Wolf is a killer if used properly and one of those major uses is to single out a target. This isn't a problem in a one on one match but when playing against multiple opponents it might present a challenge. What you generally want to do is find one of the enemies to focus on and go after them like nobodies business. If it's someone big, like Bowser or Ganondorf, you might find the other fighters helping you. Work hard to eliminate that first target before switching your attention to another target.

- Some players will get wise to what you are doing and you may find yourself on the receiving end of an attempted group beat-down. Should this happen make liberal use of his Area Claw Strikes and the Fire Wolf to damage foes and break up their little attempt on your life.



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