

The Art of the Fiists - A Mii Brawler Guide made by Kowalski_023 (patch 13.0.1)

- **Introduction**

Hey there, Kowalski here and welcome to my Mii Brawler Guide! I'm here to show that this character is actually pretty good. I will be covering all of their moves, including each one of the specials, alongside some combo guides and general tips. Frame Data according to: https://ultimateframedata.com/mii_brawler

A video guide can be seen here: <https://www.youtube.com/watch?v=DXUnfL77wng>

- **Overview**

Mii Brawler is a fox-like character, but less oppressive. His playstyle is a mix of a bait and punish and rushdown when in advantage, meaning that he mostly has a good time by getting landings, dodges, laggy moves, whiff punishing and parries; but his approaching tools also allow him to get big damage and score kills. His fast frame data allows him to pressure the opponent well and get some easy and effective combos, juggles and ledgetrapping (their strongest points). But different from fox, their strongest kill confirms shine at mid percentages, meaning that sometimes you need to be careful with dealing too much damage. It's possible to get kill confirms at higher percentages, but they're kinda predictable, meaning that sometimes you will need to risk yourself or using a raw kill move.

- **Pros and Cons**

- ❑ **Pros:**

- great frame data and mobility;
- impressive combo game due to their tilts, aeriels and grabs;
- great recovery depending on which specials you choose;
- has some stupid early suicidal kill setups depending on specials;
- decent edgeguarding against some characters;
- insane kill power when you dominate their kill confirms;
- nice advantage state with juggles and ledgetrapping;
- above average disadvantage state depending on your special moves;
- strong mixup game depending on which specials you choose;
- frame 3 nair allows you to escape from pressure and break combo strings;
- can rack up damage really fast.

❑ **Cons:**

- your timing on kill confirms must be on point if you don't wanna struggle to get a kill;
- it can be easily noted when you are fishing for your kill confirms;
- approaching can be hard due to his low range;
- projectiles and disjoints are a pain to deal with;
- shields can be hard to deal with, depending on your special moves;
- escaping from disadvantage onstage can be rough sometimes;
- their skill-gap is mid-high, and the fact that there are other characters who can do better and easier than Mii Brawler hurts their popularity on the meta.

● **Special Moves**

I will be mentioning all of brawler's specials and their utility, alongside the pros, cons and frame data. In the end, I list recommended movesets for people to use. The order is neutral special/side special/up special/down special (for example: 1312).

★ **Neutral Specials**

❑ **Neutral Special 1: Shot Put**

Startup: Frame 28

FAF (First actionable frame, a.k.a which frame you can act after the move ends): 68



Mii Brawler throws an iron ball in an arc that sends opponents at a horizontal angle. It bounces on the ground, and each bounce makes the knockback weaker (even allowing some combos when it bounces). It also rolls on slopes, making it a really versatile projectile depending on the stage. In general, it's a great edgeguarding tool, being able to kill and gimp people offstage while dealing a good amount of damage. It also does a good amount of damage and shield damage, so throwing one of these when you're really high up is not a bad idea.

❑ **Neutral Special 2: Flashing Mach Punch (a.k.a FMP)**

Startup: Frame 10

FAF: 57 when you miss, 107 when it hits



Brawler throws a series of multijabs while standing in place (it stalls your momentum in the air, but it won't stall you if used more than once in the air). If you hit someone with it, Brawler unleashes a barrage of punches (while being fully invincible) into an uppercut, which has some good kill power. Its main use is to get airdodge reads from down tilt/down throw, kill confirms from falling up air/sourspot nair, using it at the ledge to catch unsafe getup options, as an out of shield option (that can be used from behind) and for tech chases. Sadly this move still has issues on working properly, since people can fall out of it depending on your spacing. The invincibility part is great for doubles, and it's good to point out that you can also shield poke with this move after weakening a shield, but this requires some positioning.

❑ **Neutral Special 3: Exploding Side Kick (a.k.a ESK)**

Startup: Frame 50 (52 if reversed)

FAF: 79 (81 if reversed)



It's a better falcon punch. Besides having super armor during the transition between releasing the kick from the charge and the 1st active frame, and being safe on shield, there's nothing left to say about this one.

→ **Recommended Specials: Shot Put, Flashing Mach Punch**

Shot Put's utility is insane, and Flashing Mach Punch is a good extra kill move to have. It's up to you between these two moves.

★ **Side Specials**

❑ **Side Special 1: Onslaught**

Startup: Frame 15

FAF: 70, 73 if you miss

Landing Lag: 30, 40 if you miss



Brawler dashes forward and unleashes a powerful combo into a flash kick with an insane kill power. It covers 1/3 of Final Destination, which is not that bad. What makes this move special is that it has its own **staleness** and **aura** mechanic, meaning that the more percentage Mii Brawler has, stronger (in knockback) it will be, and spamming this move just makes it weaker. A pink light will blink on brawler when this move is back at its full power. It's important to mention that this move is weaker in the air. Now for the flaws: It's sloooooow when missed, and it doesn't even activate on shields, leaving you very vulnerable (even more in the air because endlag + landing lag).. Also, sometimes it fails to connect into itself depending on positioning, but it's uncommon to happen.

❑ **Side Special 2: Burning Dropkick (a.k.a BDK)**

Startup: Frame 18

FAF: 68 in the air, 60 at ground level, 34 endlag on hit



Brawler charges a fire dropkick and leaps forward, activating on opponents, shields and some active hitboxes (notably on some projectiles like Belmonts' axe and Snake's Nikita, where you bump into them without taking any damage). It travels like 1/3 of FD. If it hits someone, something or a wall, brawler leaps backwards, which can be punished by dashing forward before hitting brawler. When used in the air, this move doesn't put Brawler in freefall, allowing you to act with anything, even with another BDK, but Brawler is still vulnerable to punishes during its endlag. Great recovery move with a good amount of shield damage, decent burst option, allows you to edgeguard linear recoveries and it setups for edgeguards/ledgetraps. Also, if you B-reverse it in the air, it gets a huge momentum boost (traveling half of FD), increasing even more your mixup game. Its only downside is the lack of kill power onstage. You need to be careful with ledgesnapping with it too, because Brawler will bounce backwards if your positioning is bad, leaving you vulnerable for a bit.

❑ **Side Special 3: Suplex**

Startup: Frame 13

FAF: 51 when missed, 79 when connected



Brawler dashes forward with a command grab that deals a lot of damage (22% when fresh) and jumps alongside the opponent backwards. It has the length of a BF platform and it also has low landing lag when used in the air. Its knockback is very weak, meaning that it will never kill. Its main purpose is to make people stop shielding and rack up damage really fast. It shines on platform stages, since people usually sit on shield to avoid combo extensions. It can suicide kill opponents near the ledge, but Brawler always dies first and some opponents can even return to the stage unless their recovery is really bad.

→ **Recommended Specials: Burning Dropkick, Suplex**

It's up to you if you want a better recovery and a mixup tool in BDK, or a command grab to deal damage and beat shields. Onslaught is not really necessary, although it can shine against heavies.

★ Up Specials

❑ **Up special 1: Soaring Axe Kick (a.k.a SAK)**

Startup: Frame 10

Landing Lag: 22 for the first hit, 29 for the second one

FAF: N/A



Basically the better version of Cloud's Climhazzard. It auto snaps the ledge (not backwards for the falling kick) and covers a great vertical distance, being the best Up Special for recovery. The spike part of the move is insanely strong in knockback, not to mention that when used for suicidal kills, the opponent dies first most of the time (and you have a few amount of setups for that). The rising hit of the move has a surprisingly huge hitbox, outranging even Marcina's Ftilt. Combined with its speed, it's a nice out of shield option, a strong tool against characters with swords/disjoints, combo finisher at low-mid percentages, a conditioning tool against opponents that like to jump, an amazing 2-frame move that can be used to edgeguard by running offstage and using it towards the ledge, and a ledgetrap tool. At higher percents it can also kill near the ledge. A solid move overall.

❑ **Up Special 2: Helicopter Kick (a.k.a Helikick or HK)**

Startup: Frame 8

FAF: N/A

Landing Lag: 26



A very strong horizontal kill move that has some good confirms from moves like down tilt, up tilt, down throw, falling uair and neutral air. It shines when the opponent is at the ledge, taking stocks even from heavyweights at mid percentages. When not used at the ledge, it's a decent out of shield option with some decent air movement that can be used to confuse the opponent. Recovery-wise, it's the worst of all three up specials, trading vertical reach for horizontal, however this allows Brawler to edgeguard deeper horizontally, assuming the other special moves can make up to the ledge (Burning Dropkick, Feint Jump).

Very important info: You can influence the trajectory this move sends by holding your analog stick onstage or offstage for the last hit (and the last hit only), meaning that if you want this move to kill horizontally, hold offstage for the last hit. You can also drift offstage for the first hits, drift onstage for a bit in the middle of the move, and then hold offstage just for the last hit. By doing that you will keep the kill power of the move without self-destructing. In the air, holding away increases its horizontal angle, and by holding in when performing the grounded version, it sends in a more vertical angle, even being able to kill if the opponent also decides to DI inwards. The grounded version also does more damage than the air version.

❑ **Up Special 3: Thrust Uppercut (a.k.a TU, Thrupper)**

Startup: Frame 3

FAF: N/A

Landing Lag: 30



One of the fastest moves of the game, panic button and combo finisher. You can basically combo into it from any move that sends your opponent upwards, meaning that it's great for racking up damage. Recovery-wise it has an awful horizontal range, so you need to recover from below with it; it also hits above the ledge, which can be either good or bad depending

on the matchup. This move shines on platforms, being able to take stocks incredibly early, but it can also kill from down throw from the ground stage. When using this move, Brawler can hold inwards on the analog stick to travel slightly more vertically, which can help to score kills a bit earlier and to recover too.

→ **Recommended Specials: All**

It's up to you if you want a solid recovery alongside a conditioning tool against jumps that can also suicide kill people and edgeguard, an insane horizontal combo finisher/kill move that can take stocks early, or a great combo finisher with vertical kill power and speed. Needless to say that HK is the hardest up special to use, but if you enjoy flashy combos, sheer power and like to take risks, go for it. Thrupper offers some scary kill power with platforms, speed to catch opponents off guard, and it also denies some ledgetraps due to its hitbox reaching above the ledge when recovering. Just pick the one you like the most, or the one that does better in specific matchups.

★ **Down Specials**

❑ **Down Special 1: Head-On Assault (a.k.a HoA)**

Startup: Frame 8

FAF: N/A

Landing Lag: 58



Your nerfed version of Bowser Bomb that always spikes the opponent. When using the grounded version, Brawler makes a small flash kick and then headbutts the ground. You can slightly influence your landing when using the grounded version by holding the analog stick to the left or to the right (which can be used to crossup DI, but sometimes this just makes the move miss). It's a decent combo finisher at low percents that deals a great amount of damage, has true suicidal combos, destroys recovery moves that don't snap the ledge, can kill at high percents ("can" because the correct DI makes the opponent survive even at very high percentages) and also does heavy shield damage. For its cons, you can't grab the ledge backwards, the air version doesn't break a full shield, you can't pass through platforms, and... the rising part of the move has a very weak knockback on airborne opponents, meaning that they can either airdodge or shield. Not a very good move.

❑ **Down Special 2: Feint Jump (a.k.a FJ)**

Startup: Frame 1 (intangibility on frames 2-4)

FAF: 56 if you don't land with it

Landing Lag: 29 for the leap, 37 for the kick



This move has 2 parts, the leap (just press down B once) and the kick (hold a direction and press B during the leap). The kick is a really strong kill move when used against aerial foes. It also has a weak spike that sends opponents behind you if the leap lands above your opponent, allowing for some gimps and tech chases. Outside of being a nice recovery move, it's also really fast, allowing you to escape from strings and making your disadvantage state better. The biggest downside is the awful landing lag and FAF, not being able to land lagless even from a fullhop and making it only possible to escape from disadvantage by using it really high or by grabbing the ledge. The kick is very hard to use due to the landing lag, not to mention that it only has decent killpower against aerial opponents and you have no reliable confirms into it. In the end, you will mostly use this move purely for recovery or as a surprise option to whiff punish and to catch jumps.

❑ **Down Special 3: Counter Throw (a.k.a CT or just counter)**

Startup: Frame 6 (intangibility on frame 5, counter window is frame 6-23)

FAF: 38 when missed, 48 on success



One of the strongest counters in the game, with a 1.5x multiplier. It also has the lowest FAF from all the counters, meaning that it can work as a bait option sometimes. The downsides are the low active frames that you can counter, you can't counter moves that hit below/behind you, you can't counter projectiles and the grabbox can miss the opponent due to their spacing. A grounded counter sends people behind Brawler, but the aerial version sends people diagonally up. On top of that, the aerial counter has an insanely bigger detection than the grounded version, so Brawler can catch opponents trying to land with disjoints to score a kill near the ceiling.

→ **Recommended Specials: Feint Jump**

Recovery is a huge necessity for Brawler, due to his bad airdrift. Feint Jump basically fixes this issue, giving Brawler a great recovery move that allows him to recover either high or low. Unless you're using Burning Dropkick as a side special, it's 100% recommended that you pick Feint Jump as your down special. The other down specials are just too niche or inconsistent, while FJ will always be useful regardless of the matchup.

● **Recommended Loadouts:**

★ Optimal layouts:

→ **1312 or 2312**

Allows you to have a great recovery, a decent projectile for gimps in Shot Put or a strong kill move in FMP and good out of shield in SAK/FMP/Suplex. You may have some issues to get a kill, but you can always rely on SAK or FMP for that. It's easy to use and a safe pick. Also your best chance against sword characters and disjoints.

→ **1322 or 2322**

The same as the first build but with Helicopter Kick to boost your kill power. Awareness with HK is key so Brawler doesn't struggle to kill once the opponent is out of the range of HK's confirms.

→ **1332 or 2332**

It focuses on getting early kills with the help of platforms, and since this build can also rack up damage really fast, FMP can end stocks just fine. Thrust Uppercut also allows you to escape from pressure against characters like Fox and Ken. Using Shot Put is also valid as an anti-zoning tool in this moveset, specially against Snake. It's one of brawler's best builds imo.

★ Miscellaneous layouts:

→ **1211 or 1213 (optional FMP too)**

Similar to the last one but you trade Suplex for the utility BDK has, and a surprise tool in HoA/CT. Also has the best recovery brawler can have, with BDK + SAK. You can also use FMP if you prefer it.

→ **1221 or 1223**

That's the build I used for some months before 4.0.0. It has some crazy kill power, and BDK is a good compliment to HK.

→ **Also, it's okay to think outside the box and use whatever you want!**

Some people in the Brawler Discord actually use Exploding Side Kick as their neutral B, Onslaught as their Side B and so on. I just listed the most successful sets competitively-wise. Nothing stops you from trying new things, who knows what people may discover by doing that!

- **Moveset breakdown**

Now I will be talking about the rest of Brawler's kit, while rating this move from 1-5.

- ❑ **Jab**

Rating: 3/5

Startup: Frame 2 (for jab 1 and 2), Frame 5 for finisher

FAF: 15 for jab 1, 18 for jab 2

Your classic get-off-me option. It's really fast, the first 2 jabs can jablock your opponent, and the multijabs can rack up some damage, specially near edges. Sadly it has no gentleman finisher, but it's still a really good jab.

- ❑ **Forward Tilt**

Rating: 3/5

Startup: Frame 6

FAF: 27

It's an alright poking tool. You can angle it upwards and downwards too. It's mostly used as your secondary get-off-me option due to its better range, it's mostly safe on shield if well spaced and it causes tech chases at mid percentages, which can setup for a hard punish, a combo or even a kill. It doesn't have kill power, sadly.

- ❑ **Up Tilt**

Rating: 4/5

Startup: Frame 5

FAF: 29

One of your main combo starters at low-mid percentages. It can combo into itself, leads into some nice combos, strings and kill confirms, and it has a good hitbox, hitting people in front of Brawler, slightly below Brawler and also above you (for reference it hits people standing on Battlefield's lower platforms when you're below them). It also lingers well, so you can use it to intercept or trade with aerial approaches. The angle is weird, sending people right above you (with DI, the opponent can be sent either behind or in front of Brawler), so it can be difficult to combo into other moves besides up air. It would be a 5/5 move if the angle was better.

- ❑ **Down Tilt**

Rating: 5/5

Startup: Frame 7

FAF: 27

One of your main combo starters. It has some decent range, it combos into most aerals and up specials from low-high percentages and that includes kill confirms. It's also a great move to punish ledge regrabs and the 2-frame window, leading into easier kills or

extending your combo window. The opponent's only escape option from combos and kill confirms is to DI out of down tilt, but since it's a fast move, that doesn't happen too often.

❑ **Dash Attack**

Rating: 4/5

Startup: Frame 6

FAF: 35

A quick option to punish landings and laggy moves away from you and a decent combo finisher at low percentages. It's not safe on shield and it doesn't crossup, so be careful when using it.

❑ **Forward Smash**

Rating: 3/5

Startup: Frame 17

FAF: 67

That thing is stroooooong. You can also angle it and it even hit some characters holding the ledge. People can die at 60 to this move and it has a reliable kill confirm into it at mid percentages (weak nair into fsmash)! But it's sloooooow, punishable on shield and it's only active for two frame. Outside from that kill confirm, it's mostly used to hard read people.

❑ **Up Smash**

Rating: 4/5

Startup: Frame 8

FAF: 47

Here's your discount Fox Up Smash. Not as strong as Fox's but it's one of your main tools to score kills at high percentages. You can use it to read rolls, to punish tech chases, as an out of shield option, out of parry option and to anti-air people, since Brawler's legs become intangible during the move. It also hits people standing on lower platforms.

❑ **Down Smash**

Rating: 3/5

Startup: Frame 9

FAF: 43

A fairly quick option to punish crossups and rolls, mainly when they roll behind Brawler (the foot hitbox has a stronger knockback). It has some decent FAF, making it a bit more safer than the other smash attacks. Brawler really needs to get closer to the opponent in order to hit it though.

❑ **Neutral Air**

Rating: 10/5 (yes)

Startup: Frame 3

FAF: 45

Landing Lag: 6 Frames

AC (autocancel window): Frames 1-2, 37>

Brawler's best move by a margin. It does almost everything!!!!!!: Starts combos, breaks combos, extends combos, pressures shields, works as an approach option, landing option, ledge trap, edgeguard, setups for kills and it even kills by itself. All in one single move! Both sweetspot and sourspot are amazing. At low-mid percentages, both parts of the move are great combo starters, and at mid percentages the sweetspot leads into tech chases. As percentages get higher, sweetspot nair starts getting stronger in knockback, and weak nair starts putting people in a tech chase situation. It would be a 15/5 move if the FAF wasn't that big.

❑ **Forward Air**

Rating: 2/5

Startup: Frame 8 (frame 15 for second hit)

FAF: 44

Landing Lag: 11 frames

AC: Frames 1-2, 30>

A decent combo finisher and good combo extender. As a combo extender it leads into stuff like rising nair, attack cancel back air or even another fair if you fastfall it correctly at low percentages, but outside of that, it doesn't do too much. And sadly, it has some issues. The 1st hit of this move is awful, in the air it fails to connect into fair 2 sometimes, and if you cancel fair 1 by fastfalling, it doesn't lead into anything in a reliable way due to having a low hitstun. It also never kills.

❑ **Back Air**

Rating: 4/5

Startup: Frame 7

FAF: 39

Landing Lag: 11 frames

AC: 28 >

Another great kill move at high percentages. It has some good range, it can be safe on shield when well spaced, it's a nice pressure tool, it can be used to edgeguard and to finish combos. It has good kill power at the ledge, but the same can't be said when you use it midstage.

❑ **Up Air**

Rating: 4/5

Startup: Frame 6

FAF: 35

Landing Lag: 10 frames

AC: 23>

Brawler's best combo starter besides nair, but also the hardest one to use. Falling uair can combo into literally anything, but landing it in a match can be very hard due to its hitbox. Both falling uair and rising uair can be used to extend combos, specially on platforms, to deal tons of damage. It's also his easiest combo finisher. Rising uair can be good to intercept aerial approaches too and it can even start combos at mid-high percentages.

❑ **Down Air**

Rating: 1/5

Startup: Frame 16

FAF: 49

Landing Lag: 18 frames

AC: Frames 1-4, 37>

This move can spike airborne opponents and... yeah that's it. It doesn't have any reliable confirms besides falling uair into it. It's slow and laggy. It has some great killpower when the opponent is grounded and it has some decent range, but it only autocancels from a fullhop, making it really unsafe. Mostly a tool to maybe get a 2-frame punish or a ledge regrab punish, and a high risk - high reward kill move at high percentages.

❑ **Forward Throw**

Rating: 3/5

Your classic forward throw, it does some good damage, it's useful for stage positioning and that's it. It can eventually kill at very high percentages too.

❑ **Back Throw**

Rating: 2/5

Exclusively used for stage positioning and for tech chases into platforms. It has a good amount of endlag, so even that is hard. The kick actually has a hitbox, so you can hit other people with it in doubles.

❑ **Up Throw**

Rating: 3/5

It does the most damage of brawler's throws, and a decent throw for stage positioning. Useful at high percentages if you don't want to stale your kill throws.

❑ **Down Throw**

Rating: 4/5

Your best combo throw at low-high percentages. You can always combo into any aerial but dair until around 70% (after that, only uair will combo), and into any up special too (axe kick only combos until mid percentages). If you use helicopter kick or thrust uppercut, down throw will be one of your best friends for killing. Reading/reacting to the opponent's DI from down throw is important to your followups too. Past 100% it won't combo into anything, but for some reason it becomes a kill throw at very high percentages. Rage is your best friend if you wanna go for that.

- **Combos, kill confirms and kill options**

Brawler is pretty straightforward regarding combos and killing, so this will be just a basic listing to give a general idea on what to look for as brawler.

- ☐ For combos starters:

1. Strong nair at 0-20%;
2. weak nair at +10%;
3. Down tilt at +10%;
4. Up tilt at +10%;
5. Down throw until around 90%;
6. Falling up air from mid until high percents.

- ☐ Basic combos:

1. Down throw into aerials except dair (0 - 90%);
2. Down tilt into aerials except dair (low-high percents);
3. Nair into any combo starter mentioned above. You can also combo into side b 2/3 and dash attack;
4. Falling uair into any aerial or up special (low - high percents);
5. Up tilt into itself (mid percentages) or into aerials except dair (mid-high percentages).

- ☐ Basic kill confirms:

1. Down throw into Up B 3 on platforms at around 30-90% (depends on platform height, character weight and rage);
2. Down throw into up B 2 at around 40-70% (depends on stage positioning, stage blastzones, character weight, rage, and brawler needs to read DI from down throw);
3. Down tilt into up B 2 at mid-high percentages (same rules as dthrow up B 2);
4. Dtilt/Utilt into up B 3 on platforms at around 60-90% (same rules as dthrow up B 3);
5. Falling up air into: Up B 2; Up B 3; Dair; Bair; Neutral B 2;
6. Landing weak nair into fsmash/up B 2 at around 50-70%;
7. Landing weak nair into attack cancel bair/up B 1 at +100%;
8. Rising up air on platforms into up B 2/3 at high percentages.

- ☐ Basic kill options:

1. Up smash for anti air, ledge options and out of shield at high percentages;
2. Back air/strong nair near the ledge at high percentages;
3. Up specials out of shield or for catching jumps;
4. Nair gimps;
5. Ledge drop (run offstage) into up B 1 towards the ledge for easy spikes and 2-frames, works better against recoveries without a hitbox;
6. Down air against grounded opponents (risky);
7. Down smash for roll reads and tech chases;
8. Fsmash for hard reads or out of a jab lock from strong nair/fair/bair/ftilt at mid percentages and from weak nair at high percentages (around +90%);

9. Neutral B 2 against jumps, shield drops and ledge options;
10. Shot Put edgeguards.

For more combos and other specific kill confirms, alongside detailed information about your most important kill setups, be sure to watch [Gaegel's YouTube channel!](#)

- **Stage recommendation**

Stages are a very important aspect for Brawler, as some of them allow you to get better combos, strategy or even more kill confirms depending on your set. Let's start with a stagelist for the Helicopter Kick:

Helickick Stage Preference				
S				
A				
B				
C				

- ❑ **S Tier:** Yoshi's Story has everything Brawler loves: a triplat stage with long platforms (for combo extensions and easier kill confirms), lower blastzones for earlier kills, walls for walljumping and slopes (that allow short hop fair to autocancel, leading to deadly combo extensions). Always pick this stage if available.
- ❑ **A Tier:** The shorter side blaszones group, which is one of the aspects that Helickick enjoys. Smashville's platform allows some custom combos, and it can even provide some kill setup for helickick (like falling uair from the platform into up b). Town & City is a big stage, which can be either good or bad depending on the matchup. Since Brawler has the ability to camp with Feint Jump with the platforms, this can be

handy, but zoners can also lame you out. The platform layouts are fantastic for combo extensions, so this stage is recommended if your consistency with Helikick is on point; Lylat has slopes that allows fair extensions and even better 2-frame dtilt conversions. The lateral platforms' height are low to the point that up smash can hit opponents from below. A decent pick, unless your opponent likes this stage better than Brawler does.

- ❑ **B Tier:** The Kalos + other regular stages group. Kalos is similar to Town & City in some aspects, like its size and the platform layout, with walls as a bonus, but its blastzones are bigger, meaning that Brawler can struggle if his punish game isn't on point. Battlefield and the other bi-platform stages are decent, but they don't provide any boost to helikick's power. But as always, Brawler enjoys platforms to extend combos and tech chase people, so they aren't bad picks unless the opponent uses these stages better.
- ❑ **C Tier:** And lastly, there's FD. The lack of platforms limits Brawler's advantage state, so most of the time it's better to avoid it. Not a bad stage but it really doesn't offer anything valuable to Brawler.

Recommended stages for Soaring Axe Kick:

Soaring Axe Kick Stage Preference			
S			
A			
B			
C			

Since you won't totally rely on the ledge to score your kills, your main objective can be scoring your kills with weak nair confirms, raw kill moves, offstage SAK towards the ledge

to spike recoveries, and killing with OoS options. As percentages get higher, you can focus on ledgetraps with Axe Kick to score your kills. These stages from S to A Tier allow you to have an easier time with this

The B and C Tier stages are alright, still allowing the same plan as the stages above, but nothing else. In Yoshi's Story case, despite being a great stage for brawler in other aspects, it actually disturbs SAK, failing to connect on opponents below the platforms sometimes, and the wall allowing the opponent to tech its spike.

Avoid Town & City and Kalos. The platforms are awful for SAK, making it weaker in recovery and general utility; and Town's bottom blastzones even make suicidal kills inconsistent, with the risk of brawler dying first when using SAK offstage.

Recommended stages for Thrust Uppercut:

Thrust Uppercut Stage Preference					
S					
A					
B					
C					

The stage preference with Trupper is pretty simple. Since it kills vertically, stages with platforms closer to the ceiling and stages with the lowest possible ceilings are preferred. Although Battlefield is a triplat stage, its ceilings are wider, so it can take some time until Brawler can score a kill there. With that said, Town & City and Kalos become difficult stages for Brawler to score kills.

- Now, some overall advice for stage selection, regardless of up specials

- ❑ Shot Put can be tricky on stages with a dark background (FD, Lylat and in some Omega/BF variations), being difficult to see it. It's nice to catch people off guard;
- ❑ Due to Shot Put's bouncing mechanic, you can throw it on a platform and it will bounce and fall from it while still having an active hitbox, allowing a good amount of mixups and combos with the weaker knockback. It also allows more angles when performing in on a platform or slope;
- ❑ If you drop through a platform, and shortly after perform Flashing Mach Punch, you will fall while performing FMP but without stalling in the air. Maybe it can catch people off guard. You can also jump cancel it near the ledge to drop offstage while performing it without stalling in the air;
- ❑ Suplex and Head-On Assault are great for platform pressure, since people usually shield when approached in this situation;
- ❑ If you perform Burning Dropkick shortly after jumping against someone under a low platform, you will land on the platform.
- ❑ If you Feint Jump Kick towards a platform, Brawler will land on it, but if you don't kick, brawler goes through the platform.
- ❑ Feint Jump Kick towards a wall allows Brawler to recover low much easier with walljump, double jump and up special.

- **Recommended players to watch + some of their matches/clips:**

- WDBTHtGP (yes it's his tag);
Match example: https://www.youtube.com/watch?v=0U6Qfco_qh0
- Cakepoint;
Match example: <https://www.youtube.com/watch?v=FPKtD0G3RkM>
- BigLord;
Match example: https://www.youtube.com/watch?v=Y0kqNm_kyiU
- BMZ;
Cool montages: https://www.youtube.com/watch?v=zkujuv_iNX7Y
- Gimmick;
Check out his [Twitter](#) and [YouTube](#), he has some nice clips and montages.
- FireThePyro (he has the most vods of all brawlers!);
Match example: <https://www.youtube.com/watch?v=OUtwMJhCFWU>
YT: https://www.youtube.com/channel/UCZETiGSqhtpksswJBsZ_CbA
- Kowalski_023 (inactive);
Match example: <https://www.youtube.com/watch?v=wxQCQDf6SFA>
- iTheta;
Match example: <https://www.youtube.com/watch?v=9pi6yZom9zc>
- LeeT (inactive);
Match example: <https://www.youtube.com/watch?v=W5jSsPY5STg>
- Amiin (inactive);
Example: <https://www.twitch.tv/videos/400645698?t=00h11m47s>

- Teku/Rizeasu (てく or りぜあす)
Example: <https://www.youtube.com/watch?v=PRBUHcxFSxA>
- Ghost;
Example: <https://www.twitch.tv/videos/521396878>
- JMafia;
Example: <https://www.youtube.com/watch?v=2yGrLvG3Kfl>

- **Conclusion**

And that's it for now! Since patches are now over for Ultimate, revamps on this doc should be way less common, except maybe on the notable players section. Thanks for reading until here and I hope you have some fun with this character like I do! Be sure to join our community, the Mii Brawler Discord: <https://discordapp.com/invite/GBkjrd3> (lemme know if the link is broken). Follow me on [Twitter](#) and [YouTube](#) too if you want, though I'm not playing brawler that much nowadays. If you notice something wrong or discover something new, please contact me through Discord: @Kowalski_023#7638.

- **Update history:**

1. Finished the overview on Brawler's moves, including simple combos and recommended players to watch (03/19/19);
2. Added "iTheta" to the list of recommended players to watch (03/20/19);
3. Added a stage recommendation guide for the 1X2X loadout (03/20/19).
4. Added a stage recommendation for Soaring Axe Kick (03/21/19);
5. Added a trivia for special moves' utility on stages (03/21/19);
6. Added Burning Dropkick's B-reverse momentum boost on its description (03/21/19);
7. Added "LeeT" to the list of recommended players to watch (03/21/19);
8. Added the Mii Brawler Discord on the conclusion (03/21/19);
9. Added a "feel free to try new things" part on the recommended movesets section (03/24/19);
10. Added "Amiin" to the list of recommended players to watch (03/24/19);
11. Added links for some matches/cool clips on recommended players to watch (03/26/19);
12. Changed the game version to 3.0.0. It seems nothing was changed for brawler (04/26/19);
13. Added an "External references" section (04/26/19);
14. Added my Discord number in the conclusion, for contact (04/26/19);
15. Some small changes in phrases/words to make the reading a bit more friendly (04/26/19);
16. Added "Teku" to the list of recommended players to watch (05/12/19);
17. Added "1112" to the "Recommended sets" (05/21/19);
18. Added frame data on shield in "External references" (I'll put this info alongside the frame data at some point, 05/21/19);

19. Added a "patch notes history" at the beginning, showing his changes through the patches. Added changes from patch 3.1.0 and updated Forward Air's description. (06/01/19);
20. Changed the match for iTheta's presentation on "recommended players to watch" (he asked me to do so, so why not). (06/04/19);
21. Updated with 4.0.0 changes, descriptions for Forward Air, Flashing Mach Punch and Thrust Uppercut (alongside the recommended specials) were updated (08/02/19);
22. Added the video version of this guide on the Introduction (why did I take too long to do this) (08/02/19);
23. Added patch notes for patches 5.0.0 and 6.0.0, and updated some move's description (11/08/19);
24. Added patch notes for patches 6.1.0 and 7.0.0. (02/08/20);
25. I learned that Teku and Rizeasu are the same person under a different tag, so I decided to keep just Teku on the "Recommended players to watch", since that's the tag they usually choose when playing mii brawler (02/08/20);
26. Updated vod for Kowalski (lol) on the "Recommended players to watch" (02/08/20);
27. Updated the description of 1322/2322 on the "recommended movesets" section (02/08/20);
28. Added patch notes for patch 8.0.0 (07/09/2020);
29. Small text corrections + added "Ghost" to the list of recommended players to watch (07/22/20);
30. Added patch notes for patch 9.0.0 and onwards (04/09/2021);
31. A revamp was made on the moves' and specials' descriptions (04/09/2021).
32. Another quick revamp was made on some moves' descriptions (06/23/2021).
33. JMafia was added to the list of recommended players to watch (06/23/2021).
34. Added patch notes for patch 12.0.0 (07/07/2021);
35. A last revamp was made on the description of normals, aerals and specials. I'm finally satisfied with this part. (07/07/2021).
36. still waiting for fair 1 fix (the dream is dead, 12/27/2021)

- **Patch notes history (starting with 3.0.0)**

- ❑ **3.1.0**

- Fall speed: 1.92 -> 1.7;
 - Fastfall speed: 3.072 -> 2.72;
 - Endlag after get footstooled in midair: 31 -> 35
 - They basically gave Brawler his Smash 4 values again. Not a too much of

fastfaller anymore, meaning his pressure was a bit nerfed but his combo game is now easier to perform.

- ❑ **4.0.0**

→ Fallspeed values were reverted to the 3.0.0 values (see above). So we're fastfallers again. Brawler lost his short hop autocancel fair combos and his edgeguarding is slightly worse, but in exchange, his pressure got better;

→ Flashing Mach Punch startup: Frame 15 -> Frame 10. Kill power was increased as well;

→ Thrust Uppercut's kill power was increased. For reference, it kill Mario at 140% from the ground on FD compared to ~180% from prepatch.

❑ **5.0.0**

→ No notable changes.

❑ **6.0.0**

→ No notable changes.

❑ **6.1.0**

→ No notable changes.

❑ **7.0.0**

→ Suplex: Increased grab hitbox for the aerial version. Whiffing this move should be harder now.

❑ **8.0.0**

→ No notable changes.

❑ **9.0.0**

→ No notable changes.

❑ **9.0.1**

→ No notable changes.

❑ **9.0.2**

→ No notable changes.

❑ **10.0.0**

→ No notable changes.

❑ **10.1.0**

→ No notable changes.

❑ **11.0.0**

→ No notable changes.

❑ **11.0.1**

→ No notable changes.

❑ **12.0.0**

→ Increased horizontal reach of Flashing Mach Punch;

→ Increased damage and knockback of Onslaught;

→ Increased knockback and shield damage of Head-on Assault.

❑ **13.0.0**

→ No notable changes.

❑ **13.0.1**

→ No notable changes.