

## OMEGA



Omega is a character from Epic Games' international sensation Fortnite Battle Royale. In Fortnite, 100 people drop onto an island with all sorts of weapons scattered about. You can harvest materials with your pickaxe in order to build structures and manipulate the battlefield. However, there is a storm that closes in on a randomly selected point on the map, pushing the players closer and closer together. Over an approximately 20 minute game, there will be one person standing. That person standing will most likely be an Omega.

Omega was the Tier 100 Skin during Season 4. In order to unlock Omega's base skin, you would need to level up your Battle Pass to Tier 100. You could do this by completing the Daily and Weekly challenges and winning games. It took most players almost the entirety of the season to unlock Omega. However, you are not done yet. Once you unlock Omega, you will be stuck with his very ugly base form. In order to get it to the monstrosity pictured above, you would need to get to Level 80 for the season as well. Like in Pokemon, each level takes more and more experience to get to. The term for a Level 80 Omega is known as Max Omega, and usually refers to a player who has put a ton of hours into the game and likely is very good. If you came across a Max Omega, you were likely to get messed up.

Most Omega players in Fortnite are extremely cocky. They will immediately start Ramp Rushing you immediately putting you on the defensive, or they will build the Taj Mahal and wait until they

get the chance to win with only a single kill. The drawback is that whenever you got the advantage over them, whether it be by chunking their health with a shotgun, taking the high ground away from them, or trapping them between a rock and a hard place, they will always try to fight their way out of it. They have the right to think that. They're Omega! Tons of wins under their belt by pushing every player they see or hiding! But by neglecting to use their noggin, they wind up to be an easy kill.

## Stats

**Weight: 9**

**Height: 6**

**Ground Speed: 5**

**Air Speed: 2**

**Fall Speed: 9**

**Aerial Acceleration: 1**

**Traction: 9**

**Dash Stop: 3**

**1st Jump: 3**

**2nd Jump: 2**

**Crouch: 5**

**Air Dodge: Frame 4**

**Rolls: Slow, decent distance**

Even though Omega may be a tryhard, he still has to play within the limitations of Fortnite. Omega is combo food to the max, with limited escape options from the disadvantage state. Omega stands tall with his Onslaught pickaxe in hand and is fairly heavy. May we have an image of the Onslaught please?

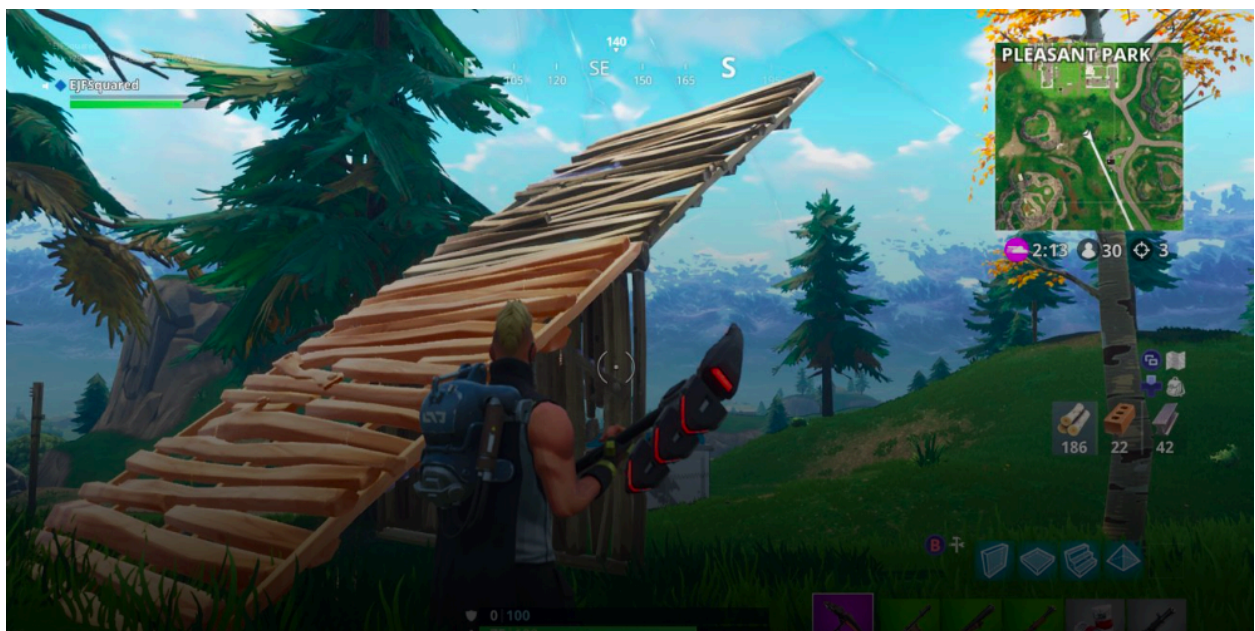


However, being a tall heavyweight has its downfalls. There isn't a lot Omega can do once he's offstage. His aerial speed, acceleration, and jumps are among the worst in Smash. Movement isn't Omega's strong suit, as everyone in Fortnite is extremely limited in terms of their movement. Even his dash stop is laggy preventing him from just acting out of dash (we aren't in Ultimate yet). What dictates their success is the use of the weapons they have and how they use them. Thankfully, Omegas are always knowledgeable as to what the best strategies are.

Omega's moveset is entirely dictated as to how he plays around his horrible disadvantage state. A very poor Omega will neglect his powerful options and eat a quick and painless death. A strong Omega will be able to hold their ground so well that the enemy is frustrated beyond belief.

## Specials

### Down Special - Double Ramp Wall



*I dropped into Pleasant Park and three people rushed my house just so I could get this image. See what lengths I will go to!? :P*

In Fortnite, the Double Ramp Wall is an imperative technique to learn for both rushing opponents and taking the high ground. If the bottom of your structures are destroyed by enemy fire, the entire building comes down, putting you at risk of dying from fall damage, so placing a wall in front of your ramps can give it a bit more protection. In Smash, it is the most important aspect of Omega's gameplan.

Omega whips out his pencil and paper and upon another Down Special input builds the contraption out of wood, taking 30 frames for each to place and 180 for each build to reach the max health each piece has. While Omega has his pencil and paper out, he can move about

freely, but can't attack. By pressing shield, you can put away your pencil and paper. You cannot build in the air, and the bottom wall must be on solid ground. Upon the second input, the bottom ramp is placed directly in front of Omega. Each piece is 1.3 BFPs long. Once they are placed, the sound effect from placing a building piece in Fortnite is played. As they are building over the four seconds, the wood drops into the piece from seemingly nowhere, and once the piece is at their maximum health, they flash yellow. Omega is completely actionable after the second input, meaning he can run with his pencil and paper out, activate the second Down Special, and continue running. The construct is invincible as it is being built, and the yellow flash is an indicator as to when it is completed. You can only have one of these on the stage at any given point. They can take 30% before they break, however, they can be repaired by using Down Special near them. If the bottom wall and ramp are destroyed, the top ramp is as well, with it disappearing from the bottom up. In the case that the ramp and the wall in front of it are damaged, the wall will be repaired before the ramp. This cannot be used if the edge of the wall is in line with the ledge, otherwise a character on the ledge would not be able to get up. The farthest this can be built is Bowser's normal ledge getup. If an enemy is launched into a piece of the contraption, the piece is destroyed and the knockback is reduced ever so slightly. The ramp that sticks out is a solid ceiling and you cannot drop through it. While you can rapid jab an opponent against the wall, you will still be pushed back, making it not infinite.

The drawback is that Omega has a limited amount of wood per stock. 180, to be exact, and the contraption takes 30 wood away total each time you use it. Repairing a structure will take one wood away for every percent repaired. This limits the power that Omega has with one of these up, and resource management is key. If a structure is destroyed, inputting Down Special will rebuild it for 10 wood. In terms of rebuilding, if the wall is destroyed but the first ramp is not, the wall will be prioritized over repairing the ramp. There is an on screen indicator next to Omega's stock and percentage icon saying how much wood he has. Because Omega has a few on screen indicators, and DRW is the most important part of his moveset, the wood he has left on his stock is on top and in slightly larger font than the other indicators.

With one of these on the stage, Omega can lock down the stage. He has positional advantage on you and the only thing you can do against it is to either hit him or break his structures. Omega doesn't like the idea of that, and an adept one will repair his structures in between attacks. Fellow projectile characters should have no problem taking the structures down. For example, meaning that Omega players will have to be more conscious of their placements and conditioning. Other characters without projectiles, such as Falcon or Little Mac, will have a very difficult time getting in on Omega.

The DRW is the most integral part of Omega's playstyle. Smart resource management and positioning will help him frustrate the opponent beyond belief. Being able to pick your shots, know when to disengage, and when to push up are three things that Fortnite players have to understand, and in Smash it is no different. DRW allows Omega to hold down the high ground and consistently rain down bullets, grenades, shells, and what have you on the enemy. High ground is nothing without firepower though, and he has no shortage of that.

## Neutral Special - SCAR



In Fortnite, having an assault rifle on you at all times is important for ranged combat. Being able to suppress and hit your enemies at range is important in every shooter game. In Smash, the SCAR is important because it is your main ranged option from on top of a DRW.

Upon the input of a Neutral Special, Omega will whip out this bad boy in about 12 frames and open fire. There are 30 rounds in a clip and 2 clips, with each bullet doing 1% with no knockback each. It takes 5 seconds, or 300 frames, to burn through the whole clip. A quick tap in a 3 frame window will only shoot one bullet. The bullets themselves actually have quite low priority, and a move like Cloud's Down Air is intangible to all bullets if he's coming down on top of Omega. When a clip is emptied, you undergo a  $\frac{3}{4}$  second reload time, or 45 frames. This reload time can be cancelled at any time, but upon another Neutral Special input, you will have to reload before opening fire once again. The weapon is fully automatic and you can crouch and jump while firing. There is another indicator next to the wood indicating how many bullets Omega has in the current clip / how many clips are left.

Upon the input, the SCAR will instantly shoot at the closest opponent to Omega. In a 1v1 fight, this means that it will always fire in a straight line at the opponent. Not all is lost though, as the bullets will stop at  $\frac{1}{2}$  of FD's length. There is drop off damage for the bullets, and at  $\frac{1}{4}$  of FD's length, the bullets will start to drop off. If you are hit at the very edge of the bullet spread, you will only take .4%. Once the drop off begins, the flinch goes away as well.

If you're in the middle of the stage on top of a DRW shooting at your opponent with a SCAR with their back to the ledge, you are in the best position an Omega can be in. By locking down your opponent with the SCAR, you can deal so much damage in a short amount of time. 30% already

puts them at almost  $\frac{1}{3}$  of their whole stock, but Omega has more tools to deal damage at a range. The SCAR can keep opponents in shield and at bay, leading to some of Omega's strongest options. Exhausting all of your bullets in one go is probably not the best idea, though. Since you can jump while firing, you can close the distance between Omega and the enemy. Since Omega's KO options are exclusively up close, you have a plethora of mixups on shield and approach options by using the SCAR as an approaching tool to keep the enemy in shield and in the disadvantage state as you close in on them. For example, if an opponent is shielding and Omega is jumping at them, they are taking quite a bit of shield pressure, but Omega can still be hit with a Nair OOS. Omega can cancel as he is approaching and counter their counterplay with a fastfall, meaning the opponent will be prompted to shield after landing. As they are in shield, Omega can get a F-Tilt on their shield and begin his ridiculous mixup game. However, opponents can run under you as you are jumping to approach and anti-air you with a Fox Up Smash or similar move. This adds another element of resource management and mixup potential to Omega. While you can just deal your 30% and get it over with, you're limiting your KO options in the long run. It's a decision you will have to make in your match. Deal damage now or be able to KO later?

### Side Special - Clinger



In Fortnite, some sort of explosive is necessary to have in your inventory. They allow you to destroy enemy structures without burning through ammunition and can deal a hefty amount of

damage as well. In Smash, both purposes are satisfied. The Clingers are important as another tool for Omega to control the playing field and manipulate his opponent.

Upon the input, Omega will go through a 24 frame startup and toss the Clinger. The throw can both be smash thrown and hold thrown. If it is smash thrown, the Clinger will go 2 BFPs away. If it is hold thrown, it will be thrown 1 BFP away. When the clinger comes in contact with a surface, whether it be an enemy or the ground, it will stay there for 1.5 seconds, or 90 frames, before detonating. The blast radius is fairly large, being 1.4 BFPs in diameter and deals 15% to anyone standing in the radius, except Omega. There is quite a bit of knockback on them too, and one will kill Bowser at 170%. The explosion only lasts .3 seconds and deals minimal shieldstun. Also, like most things, there are a limited number of Clingers Omega is allowed per stock. Omega has 20 Clingers per stock, all of which must be used intelligently to secure a kill.

The most important use of the Clinger is to destroy existing DRWs. By throwing two Clingers at the bottom wall or ramp, the explosion will destroy the entire thing. This is one of the most important technicalities to master if you are going to become an Omega main. By constantly destroying your DRWs and repositioning them closer and closer to the enemy, the space they are allowed is diminished more and more. You will probably not want to use the Clingers as a direct attack, as the opponent can easily shield it even when it is stuck to them. If you do want to use the Clinger on offense, it will be to lock down another part of the stage not already controlled by the DRW. You only have 20, so chucking them all out at your enemy, while it could be viable if they already don't have a lot of places to go, you will waste them all and avoid a lot of the setups the Clingers allow Omega to have.

Speaking of setups, the Clingers are Omega's prime tool to keep an opponent offstage. Omega can throw them on the ledge to cover attack, normal, and jump while he himself covers roll. He can stick them below the stage and time it so that the explosion intercepts the opponent's recovery. If his accuracy is especially good, he can hit them with a clinger, forcing them to air dodge lest they eat the explosion and potentially die. While an imperfect air dodge will still dodge it, being that a air dodges usually have around 25 frames of intangibility and the Clinger only has an active hitbox for 18, it's the fact that they are forced to do a predictable air dodge that Omega can take advantage of and punish that makes it so detrimental. Clingers can cover rolls and be used for tech chasing as well. Since they cover an entire platform, it locks down another potential method for the opponent to get in on Omega.

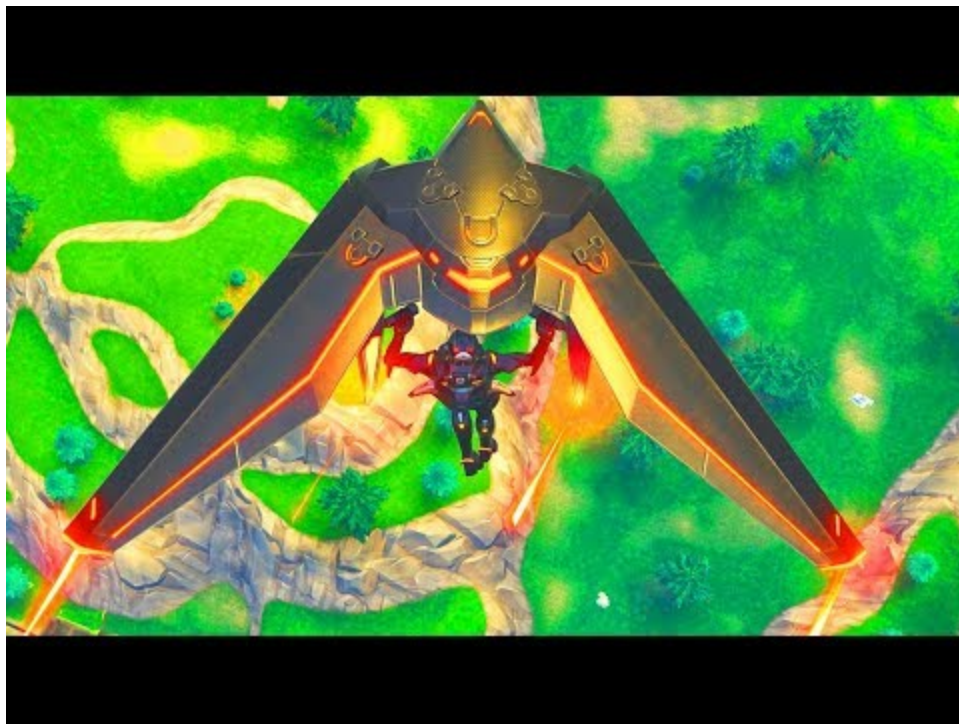
The Clingers are extremely versatile and another tool that Omega can utilize to lock down the stage and close off options for his opponent. They are by far the most important non-DRW move to keep the opponent in disadvantage, and intelligent use of them can be all the difference in the outcome of a match.

## Up Special - Launch Pad



In Fortnite, the Launch Pad is a very rare item. It allows you to leap into the air and deploy your glider allowing you to go very long distances in a short time. It can be used to escape the storm, easily take high ground, or push enemies that are far away. In Smash, it is Omega's recovery tool.

When Up Special is inputted, a Launch Pad miraculously appears from under Omega's feet and launches him in the air as he looks up with his arms at his side. When Omega reaches the apex of the Launch Pad, being a little under the height Sonic gets from his Spring, Omega deploys the Terminus Glider. May we get an image of that?



*A video of the glider in action (and the video I stole this image from) is linked [here](#)*

The mechanics of Omega with his Terminus glider out are very much like Mr. Game and Watch's Parachute. Like Mr. Game and Watch, Omega can glide left and right at much faster speeds than he could otherwise. His air speed is identical to Roy and his acceleration is the same as Palutena's. He can use airdodges and his air dodge out of his glider, but that puts it away and causes Omega to go into a tumble. When used in the air, the Launch Pad will disappear just as quickly as it appeared, but when used on the ground, it will stay there for five seconds, or 300 frames, of which other players can use it too and chase Omega.

The Launch Pad, while primarily a recovery tool, has its uses other than that. Like Pac-Man, Omega can set up a Launch Pad as a small barrier. The opponents can use this as well and jump on top of it akin to Sonic's Spring. Omega can use his Up Special, quickly aerial out, and fall down and give himself space to work with if he is in a perilous situation. While it is fairly easy for most characters to just jump over the Launch Pad and chase Omega down, he can mix up his landings and have some counterplay to the chase.

The Launch Pad is a good recovery move offstage, but on stage, it is the only way Omega has any real aerial prowess. Being able to chase down opponents who are air camping and hit them is something an opponent out-camping Omega will have to be wary of.

### Shield Special - Small Shield



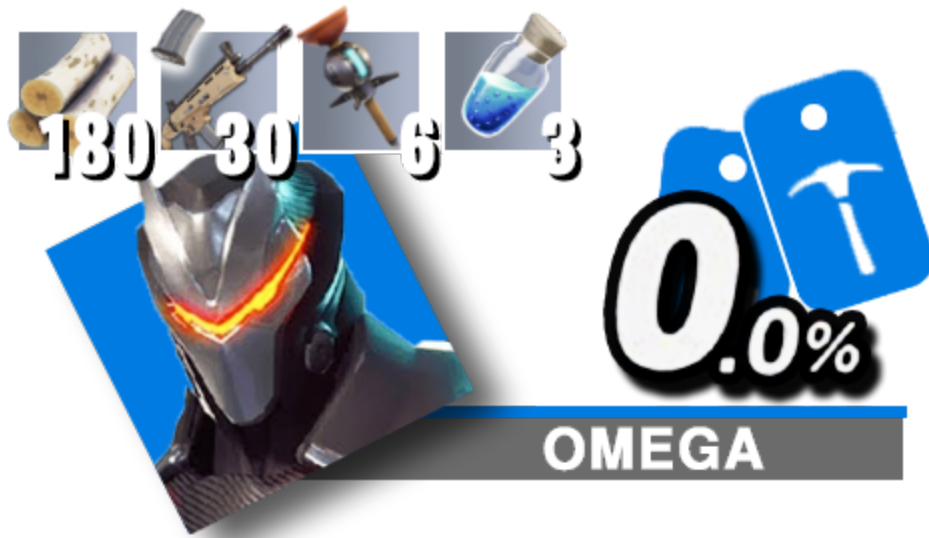
In Fortnite, having Small Shields on you is important to the meta. They are a quick way to heal up, which is important in a battle, as the healing item with the second shortest time to heal is 5 seconds as opposed to the two seconds it takes to drink a small shield. In Smash Ultimate, Inkling can refill her ink by holding B in shield. Omega has a similar mechanic with his small shields.

When you press B while holding shield Omega will take out a small shield and by holding down B you can drink it for upwards of two seconds. If you only tap B, you will only heal 1%, but go for the full heal and you will drink a whopping 8%! You drop your shield while you are drinking them, leaving you vulnerable to attacks. As you may guess, you are limited to three Small Shields per stock. The indicator as to how many you have is next to the indicator for how many clingers you have left.

However, the Small Shields also act as the best OOS option in the game. Upon the input, whether you press or hold, Omega's shield will burst outward in a radius of 1.4 DKs, pushing all enemies back. What makes this such a powerful option is that shieldstun is completely ignored. You break out of any and all shield pressure for free and activate a windbox that pushes the enemy away from you as you get to heal up. This creates an interesting dynamic in how you want to use your three small shields. If you are behind a DRW, you can get the full heal off almost for free. However, if you are in a state of shield pressure, which Omega absolutely hates, you can get out of that situation for free with the press of the B button, however that is a potential 8% that you are missing out on.

Let me paint a picture that may illustrate how this dynamic could work out. Say Omega is fighting against a Luigi player. Luigi's grab combos on Omega are ridiculous. One grab from Luigi means that Omega can take 86% and be offstage in prime position for a Cyclone gimp. However, other than grabbing Omega, Luigi doesn't have much to pressure shields, so unless the fear of getting grabbed is overwhelming, Omega can simply get off some full heals from behind a DRW or with Luigi offstage and go from 86% to 62%, which in a match could mean all the difference between a win and a loss. However, without any small shields, there isn't much Omega can do to prevent being grabbed again. This causes you to think "Is it better for me to exhaust all of my shields right now? Or do I save them for when they are actually needed to preserve my stock?"

Small Shields have the potential to be the most powerful tool in Omega's arsenal, but you are only allowed three per stock. Using them wisely can be all the difference in a match.



*(This is a mockup of the UI that Munomario777 made. I give so much thanks to him for this.)  
 (OMEGA BUFF UPDATE: Obviously these values are changed but it's chill yall get the picture)*

## Standards

### Jab

In Fortnite, the Onslaught Pickaxe is Omega's signature harvesting tool. In Smash, it is the crust of most of Omega's moveset. Having a decent disjointed hitbox only furthers his zoning and spacing prowess. However, the Onslaught doesn't have a large range, only having a bit above that of Pit's Palutena Bow.

When Jab is inputted, Omega will undergo only three frames of startup lag and swing his pickaxe down and across his body from right to left, and with another input he will do the same thing but from left to right. Both hits do 3% and the second hit has some small knockback at a 35 degree angle. By mashing Jab, this cycle will repeat however, when you want to stop, Omega has 15 frames of endlag waiting.

The purpose of Jab in Omega's moveset is to be a quick burst option to intercept enemies jumping up to him on a DRW or an out of shield option on an unsafe aerial. The knockback is like the Sakurai angle with Jabs. The knockback angle increases proportionate to the damage on the opponent, but the knockback hit on an aerial enemy is consistent. Most jabs, such as Omega's, just cause the opponent to slide back at lower percents, which is good if your opponent wants to start rushing you down and preventing you from setting up camp at the beginning of a match. If a Sonic player were to immediately come at you with a Dash Attack at the start of a match hoping to hit you before you can input a DRW or throw a clinger, the Omega

can just Jab him away and into knockdown and either tech chase with a clinger setup or just place a DRW and start shooting Sonic down.

Overall, Omega's Jab is used to intercept enemies on their attack and reset a potentially disadvantageous situation.

## Forward Tilt

Omega's Forward Tilt is similar to Ike's in animation. After 10 frames of startup in which Omega brings the Onslaught to his right side, he will slash it at an upwards angle and deal 10% and decent knockback at a 60 degree angle. The endlag is minimal and Omega is free to dash back and set up or pursue the enemy and attempt to cover their landing.

Forward Tilt acts as a method of attacking the enemies shield in the safest way Omega has. The attack is safe on block with some leniency in how close you can be to the enemy. Once you have safely hit their shield, you are free to do as you please in guessing how they are going to react. If they Grab like a dummy, you are free to Forward Smash them and begin your edgeguard. If they roll back, you can throw a Clinger. If they roll behind, you can walk forward and Forward Tilt in the opposite direction, simply resetting the situation. The safest option that the opponent can do is jump away, as Omega can't really chase them outside of RAR Bair, but that gives Omega a ton of space to set up camp and start pinning them down with a SCAR and resetting his DRW placement in accordance with the smaller amount of stage that the opponent has their back to.

Forward Tilt is Omega's way of forcing an option out of shield and being able to start pinning them down. If you Forward Tilt their shield and they jump away, they now have less stage and you can start lighting them up with your SCAR and closing in for the kill.

## Down Tilt

Down Tilt has Omega foregoing the use of the Onslaught as he does a sweeping kick with his left leg in front of him. The kick has 6 frames of startup and 16 frames of endlag. The kick launches the opponents directly upwards and with 6% added on top of them.

Omega doesn't have a ton of methods of comboing, but Down Tilt is the easiest method of getting a combo going. You will be able to easily combo into a Nair or a Fair after hit and perhaps even read their air dodge landing with an Up Smash. While opponents have little reason to air dodge against Omega, as jumping is the better option 90% of the time, they still might want to jump out to eat the hefty damage a Nair puts out and you are free to try and cover their landing with Clinger and positioning setups to keep it going.

Down Tilt pops the opponent into the air and forces them to land eventually, and as we know, Omega loves whenever the opponent is in a worse position. Down Tilt is different in that if the opponent is close to you, they take more shieldstun. However, anything except extremely close to Omega will be unsafe. This gives it a niche use on shield, but you will want to use Forward Tilt anyway if you want to catch an opponent using run up shield.

## Up Tilt

Omega swings the Onslaught from the side he is facing towards behind him, comparable to Link's Up Tilt. The attack deals 8%, and the knockback you take is relative to which side you are hit by. If you are hit on the left side, you will launch upwards at an 80 degree angle to the left, and vice versa if you are on the right side. The knockback is pretty high, and will kill Bowser grounded at 150%. There are 8 frames of startup lag and 15 frames of endlag.

Up Tilt is a good tool to cover rolls behind after you have Forward Tilted their shield. The opponent is launched upwards and efforts can now be focused on keeping the opponent in disadvantage. Since Up Tilt is a potential kill move at higher percents, this puts extra pressure on the opponent knowing that making the incorrect play after having their shield hit can lead to death. Furthermore, as with all disjointed Up Tilts, Omega can use this as an anti-air tool. While it may not be amazing and lead to his best options, it is still a method for preventing the opponent from coming down on top of him. Even though coming down directly on top of your opponent is a pretty silly idea in Smash, Up Tilt can prevent the enemy from thinking such a move is going to do anything meaningful.

## Dash Attack

Omega's Dash Attack has him lunging forward with the Onslaught out like a spear, going a little over the length of a BFP forward, dealing 9% and having almost pure horizontal knockback that will cause the opponent to be forced to tech until around 50% if they DI up and 80% otherwise. The damage will drop off about half way into the attack, dealing 4% at minimum.

Approaching is not one of Omega's strong points. He would much rather you approach him and be punished for doing something silly, but Dash Attack is an okay method of bursting at them. The main purpose of Dash Attack is to punish unsafe landings. While something like Link's Fair will be able to outrange Dash Attack and make it a poor option, a character that doesn't have a powerful landing option like Bowser will go from in a poor position above Omega to a poor position in a tech situation against Omega. That is the main purpose of Dash Attack. It is to transition from a juggle if you aren't fast enough to catch up to them otherwise and put them into knockdown. Alternatively, if your opponent is shielding with a Clinger on them and you predict them to roll, you can Dash Attack their roll behind as well, since they will be DI-ing in the direction of the knockback.

# Smash Attacks

## Forward Smash



For Omega's Forward Smash, he will bust out a Pump Shotgun and take a shot. There is 21 frames of startup before you can begin charging and 30 frames of endlag after the fact. When it releases, there is 6 frames of startup lag before the hitboxes are active, and they are hitboxes are active for 15 frames. The damage at minimum charge is 16% and maximizes at 22%. It will kill Bowser at 105% from center stage!

In Fortnite, the shotguns have a pretty wide spread if you do not aim down your sights. In Smash, this translates in that as you charge, the spread becomes increasingly more narrow. This means that the shot is more focussed and has a longer horizontal range as opposed to a slightly more vertical range uncharged. If you are  $\frac{3}{4}$  of a battlefield platform away, you don't have too much to worry about.

Fortunately for Omega, Forward Smash and Forward Tilt go hand in hand. Forward Smash can easily punish grabs off of a safe Forward Tilt on shield for the kill. This is how Omega is going to score most of his kills. When the opponent is Forward Tilted at high percent on shield, they are going to be scared. Jumping away is safe at lower percents because Omega has a ridiculously hard time chasing them down. At the percents where Forward Smash becomes deadly, they are afraid to do that because with their back to the ledge, Forward Smash and Back Throw become all the more deadly. Not only that, but if Omega reads that they will jump away, Bair is coming, which will kill being that they are Dling away. Rolling in could just mean getting Up Tilted, Forward Smashed, or Pivot Back Thrown, and rolling away could eat a Dash Attack to get off stage. Spot dodging is okay, but can still eat an attack like another Forward Tilt. With all of that in mind, they may be desperate to hope that the tilt was unsafe and try to grab Omega out of it. If they are wrong, they die.

The entire “Forward Tilt on Shield” game is what defines Omega’s ground game, and Forward Smash is the epitome of that. The main thing with Forward Smash is that up until half charge, it is unsafe on shield. This causes all sorts of mindgames and mixups off of the initial Forward Tilt. Forward Smash scores kills, something Omega can struggle doing with his relatively poor options outside of well... Forward Tilt at close range.

## Up Smash

Omega’s Up Smash has him swing the Onslaught in an arc similar to that of Cloud’s Up Tilt, starting from his back and ending at his front. There are 11 frames of startup and 30 frames of endlag. Uncharged, Up Smash deals 14% and 20% fully charged. It will kill a grounded Bowser uncharged at 115%.

Up Smash’s purpose is to help out with Omega’s landing punish game by hitting landing air dodges from a closer distance than the distance where Dash Attack would be the best move. Whereas Dash Attack can be used from a decent distance away to catch landings, Up Smash is better when the horizontal distance is shorter. Unlike Mario, who uses his RAR Up Smash to kill off of a predicted jump, Omega’s speed doesn’t let him do that to the same effect. He can, however, just create a killing bubble above him for when his opponent is coming down at higher percents. Say that you have them jumping away after you connect a Down Tilt at higher percents. Unless they have a strong landing option for preventing an enemy from standing below them, they are in danger of being Up Smashed unless they seek refuge at a BFP or perhaps even on your own DRW. Up Smash’s reach isn’t amazing, just like all of Omega’s Onslaught attacks, but what it does do, it does well.

If Omega has an opponent air dodging above him, and they’re pretty low, they will be Up Smashed. Then they’ll die. Up Smash doesn’t have that many uses outside of that, but it doesn’t matter, because it does what it’s supposed to do amazingly.

## Down Smash

Omega’s Down Smash has him swing the Onslaught in front of him with 10 frames of startup and behind him with 15 frames after the first hit. The first hit does 13% and the second hit does 15%, with the first hit launching at a 60 degree angle and the second hit launching at a slightly lower 40 degree angle. At full charge, the first hit deals 18% and the second hit deals 22%. Without charge, Down Smash will kill Bowser at 135% for the first hit and 115% for the second hit.

While this could be a good move to launch your opponent and potentially score a kill, a slight amount of charge means that both hits do the perfect amount of damage to break through your structures. This means you can break the highest ramp of your DRW and drop through

laglessly, as you'll be in midair after all. This allows Omega to have counterplay to an opponent camping under the ramp secondary to Dair if the opponent reads you will Dair your platform.. You can also break the higher ramp and jump down to the lower one, giving you less high ground but more cover from projectiles, giving you more time to heal up or setup for the next engagement. The back hit of Down Smash can also cover rolls behind out of a Forward Tilt on Shield, but only off of a read as on reaction an opponent will be able to shield before the hit comes out. Even then, in situations where Down Smash would be your option to kill, Forward Smash would likely be better.

## Aerials

### Neutral Aerial

Nair is Omega's second strongest tool in the air. When inputted, Omega kicks out his left foot with 5 frames of startup lag and a beefy 13% that drops off to 7% over the 55 frames it's out. It is very easy to punish on block as it is not able to auto cancel out of a short hop. Upon hit, it will send you upwards at a 50 degree angle that could kill Bowser at 240%.

Nair has two purposes; to catch jumps out of shield and to combo after Down Tilt at early percents. Down Tilt to Nair is a true combo up until 30% when most characters will be able to jump out. It is some of the only true combo potential Omega has, as none of his throws combo. At early percentages, you will want to be looking for a Down Tilt at close range for this reason alone. If you aren't willing to camp the early percentages, your objective is to be able to get a couple of Down Tilt to Nairs in before starting your main strategy of lighting the enemy up.

### Forward Aerial

Omega's Fair is a quick slash from the top down with the onslaught, having very few active frames, but only 4 startup and 12 ending lag frames. Fair does 11% and horizontal knockback at a 10 degree angle, however the knockback is very weak, and will only kill Bowser at 260%.

The most important aspect of Fair is that it is the only move that Omega can auto cancel out of a short hop if the Fair is buffered. Omega's jumps are pretty poor as it is, so that should help illustrate just how brief Fair is out. You won't want to use Fair on shield, as it has minimal shield pushback and can easily be punished by a dash grab. What you will want to use it for is as your premier out of shield option if you have exhausted your small shields. While Jab is another option, you still have to drop shield before hand. Fair OOS is going to be your best friend when an opponent hits you with an unsafe move on shield, as it's not a situation where using your small shields would be optimal. Whereas the small shields are great when there would be nothing a normal character could do (say a character is caught between Rosalina and Luma

holding their jab. Omega is the only one who can directly counteract that), Fair is great for actually punishing an unsafe move. While the opponent can jump before they hit the ground if you hit them, the fact that you just auto cancelled an aerial and they are in the air without their jump means that, you know it, the landing punish game begins to work its gears. While Fair is still an unsafe move on shield, if it hits, you transition from one of Omega's scariest positions to one of his strongest without using up a resource.

## Back Aerial

Bair is the longest reaching disjoint in Omega's arsenal, just like that of Cloud's Bair. The move has Omega swing it behind him not unlike Ike's own Bair. The move has 8 frames of startup and 24 frames of endlag. The move has landing lag as well, 40 frames to be exact, which is something Cloud wouldn't know about. The move deals 11% and launched the opponent at an upwards angle, which will kill Bowser at around 140%.

A perfect RAR Bair will catch a jump away from an opponent off of a read. While it would usually be safer to reposition your Clingers and DRW to account for your opponent's position at a lower percent, at kill percent it becomes an RPS. If you guess wrong and Bair while your opponent stays in shield, you are now in disadvantage. Now that you're above your opponent, you're going to get messed up. If you Forward Smash and your opponent jumps away, they can fastfall and punish you. If you go for the Back Throw off of a Pivot Grab and your opponent stays in shield expecting a Forward Smash, you can score a kill. Everything that you do only covers one option and your opponent can cover two with one move. This RPS after a Forward Tilt on Shield is going to be the main way to lock down kills. I mentioned that Forward Smash and Back Throw would be your go to kill moves, and Bair completes that trifecta.

A hypothetical situation is that you guess that the opponent will jump away and RAR Bair them to seal the first stock. The second time you go for the mixup, your opponent holds shield and punishes you for being above them. The third time, you go for Pivot Back Throw and score the kill. The fourth time, your opponent drops shield and punishes your pivot grab. The fifth time, you Forward Smash them on the drop shield. The sixth time, they jump away again. As you can see, this is a guaranteed RPS off of a Forward Tilt on Shield that can lead to a kill.

## Down Aerial

Omega's landing options are terrible. His air speed and acceleration leave much to be desired and makes it hard to mix up your drift. SCAR can be shielded. His air dodge is pretty laggy. His main landing option will be Dair.

In Fortnite, coming down on your opponent with shotgun in hand guaranteeing all of your bullets hit headshots to maximize damage is a powerful technique and it's actually your main "landing option" in Fortnite for dropping on top of an opponent. In Smash it is no different. Upon the input

of Dair, Omega whips out the Pump Shotgun from his Forward Smash and takes a shot. The spread of the shotgun blast is from directly below Omega to a 45 degree angle in front of him. The shells peter out at the same length that pellets from Forward Smash does, being  $\frac{3}{4}$  of a BFP away. The closer you are to the middle of the shot, the more damage you are going to take, with a minimum of 2% with zero knockback and a maximum of 15% with strong knockback that would kill Bowser at 130%. There is a 12 frame startup and a 30 frame endlag. If it hits your shield, and you are in a place where the move would do 11% or more, the shield pushback is exponential, meaning that at the 15% mark, this move is safe on block. The landing lag is poor, compared to Mario's Fair.

What you are really going to want to get good at as an Omega player is knowing the distance above the ground where you can use Dair and the distance that your opponent is so that you can get the juicy sweetspot range if they do shield it, and to auto cancel it as you're falling down from a juggle situation. It's your only not-abysmal tool to get your feet back on the ground from a juggle, so mastering the intricacies of it is important to avoid getting juggled for your entire stock. Dair can't be auto cancelled out of a full hop by only a couple of frames, so using it as anything other than a tool to get grounded is likely a poor decision. However, it can be a KO option off of an extremely laggy move on reaction. Most of the time, you'll just want to stick with using it as a landing option.

Dair has a secondary use that ties in with the DRW. In Fortnite, a common strategy is to destroy the opponent's roof with a shotgun and switch to a second shotgun to pop them for a lot of damage. In Smash, this idea translates in a more unique fashion. Opponents will primarily want to seek refuge under the ramp so that the SCAR would hit the ramp as opposed to them, and because people like to do nothing if it helps them. When Omega hits his ramp with any part of Dair, the 30% threshold is bypassed as the blue destroyed wood flies downward. The range of this interesting projectile is entirely under the ramp and .5 BFPs in front of it, giving the opponent little leeway for escape once it is coming. If Omega uses Dair on the ramp out of a short hop, and the DRW is on solid ground, the Dair will auto cancel. This projectile does 10% and kills Bowser from center stage at ~180% (it is destroyed wood, after all). While this is used primarily to punish people camping Omega out, this is a secondary (and safer) method of ledge trapping. The Clinger method of ledge trapping is perhaps more rewarding, but it involves Omega going offstage. Yikes. Dair from a DRW covers all ledge options except ledge jumping backwards, but since that's a very linear option, Omega can short hop in place to bait it and RAR Bair for a kill. The projectile itself isn't an effective kill move, and can be avoided by neutral getup -> shield, but since it auto cancels, Omega can begin to pressure shield with the opponent's back to the ledge.

Dairing a DRW is a secondary reward for having one in center stage with the opponent's back to the ledge, a concept I have emphasized throughout this set as being Omega's most powerful position.

## Up Aerial

Omega's Up Air has him thrust the Onslaught upwards and keep it there as a lasting hitbox like Link's Up Air. After 13 Frames of startup, the move has another 40 frames of being an active hitbox, with the first three frames dealing 15% with decent 90 degree knockback and the remaining frames dealing 7% with half the knockback. The knockback of the first two frames would kill a grounded Bowser at 170%. It is another aerial that can be auto cancelled out of a full hop.

Omega's juggling and plentiful number of options to cover landings is assisted by having a long lasting Up Air that outlasts air dodges, similar to Link's Up Air. Up Smash is good for catching air dodges lower to the ground, but a full hop Up Air is quicker and reaches farther in exchange for less kill potential. This also serves as a way to catch air dodges when Omega is not looking for a kill and instead looking to rack up damage with juggling. While it may be hard to track air dodges as a result of his pitiful air speed, most players neutral air dodge anyway to avoid endlag (at this stage in Ultimate's meta). Omega is therefore able to keep up pressure even when he's quite a large distance from his opponents.

## Grab Game

### Grab

There isn't much special about Omega's grab. Omega reaches out with his left hand and grabs the opponent by the neck as he looks menacingly into their eyes. A dash grab will add on a bit more distance in exchange for high endlag, like most dash grabs. Omega's pivot grab has quite a bit of range on it, and if Omega is standing directly next to his opponent, dashes back, and immediately pivot grabs, they will be grabbed. If the opponent breaks out, they will undergo the aerial grab release animation.

### Pummel

Similarly, there isn't much special about Omega's pummel. Omega pounds the hilt of the Onslaught into their head dealing 2%. There are only 10 frames of endlag, meaning that you will usually be able to get one pummel in before using your throw of choice.

### Forward Throw

Like Marth's Forward Throw, Omega will throw the opponent into the ground, causing them to bounce off of it and take 8% and be launched a short distance at a 40 degree angle. Because

Omega is too slow to follow up on the throw (or any of his throws, really), Forward Throw's primary usage is to be a horizontal positioning tool. It can be a substitute for Forward Tilt off of a grab in this manner, minus the reward a Forward Tilt on Shield nets you.

## Back Throw

Since I've talked at pretty good lengths about Back Throw, maybe I should describe it. When Back Throw is used, Omega moves the opponent behind him and gives them a bash with the Onslaught. The bash deals 10% and has insane knockback, killing Bowser at the ledge at a mere 95%. It is among Ness's Back Throw and Mewtwo's Up Throw as one of the best kill throws in the game. Because I have gone into detail as to the RPS shenanigans that Back Throw is a part of, I fail to find a reason to redescribe it here.

## Up Throw

Omega jabs the tip of the Onslaught right into the opponent's chin, launching them at an 80 degree angle upwards with 7%. A substitute for Down Tilt off of a grab, but with higher base knockback. This means you cannot combo Nair or Fair off of an Up Throw. It still has the luxury of popping them up into the air and pressuring them to double jump, which is very good. It is Omega's most rewarding throw in most situations because of this.

## Down Throw

Omega throws the opponent downward and strikes the Onslaught into them with quite a bit of force. The enemy is left with 10% and 30 degree knockback. The cool thing about Down Throw is that at percents between where Up Throw will be most rewarding and Back Throw will kill, it will put enemies in tumble and force a tech situation. Having a tech chase situation from approximately 60% to 90% is something Omega would love to have, and thankfully Down Throw allows it.

## Final Smash



In the current Fortnite meta, C4s are the most destructive item in the game. They can blow up walls that are behind another wall and can take down a building with a single detonation. They also spawn in blocks of four, so it's not uncommon for the largest buildings in the game to completely come down as a result of these things. In Smash, Omega calls upon C4s to blow up the battlefield.

Upon using his Final Smash, Omega will launch himself into the air and lob four of these things down. After the fourth one makes contact with the ground, he will hold his right hand high in the air and detonate all four of them. Each of them have an explosion radius of 2.4 BFPs in diameter and deal 40% with insane knockback that will kill at 80%.

Unfortunately, they don't destroy the entire stage, so the accuracy between how they act in Fortnite and Smash is questionable to say the least.

## Miscellaneous

### Ledge Attack

Omega gracefully climbs his way on to the stage and sweeps the ground under his opponent's feet, having 30 degree knockback and dealing 7%. At over 100%, this animation is less graceful.

### Getup Attack

Omega swings his pickaxe in front of him and behind him. Both hits launch you in the direction you are hit at a 20 degree angle and deal 5%.

## Taunts

Up Taunt: [Take The L](#)

Down Taunt: [Groove Jam](#)

Side Taunt: [Orange Justice](#)

All of Omega's taunts are cancellable by pressing shield at any time.

## Home Stage

### Tilted Towers





Tilted Towers is the most volatile Point of Interest to land to in the entirety of Fortnite. On one hand, it has hands down the best loot in the game. If you were to hypothetically land here alone, you would definitely be set for the endgame. The problem is that at least 20 other people who queued up into the game with you know that as well. Tilted is almost right smack in the middle of the map as well. Since you're landing with upwards of 40 other people here, making it out is all about improvising and taking any advantage you can get. It's not uncommon to win a fight in Tilted only to get shot in the back of the head by another guy.

In Smash, Tilted is a travelling stage where you fight on the rooftops of other buildings as the fight progresses. You will start out at the large gray building in the center, which has small little cubes in the middle. You then will transition to tall, narrow red building. It will act similar to FD as it's flat ground up there. Afterwards, you will go to the building closest to the foreground in the first picture, which again has a small obstruction. Next, you will go to the buildings that look like two Ls. Fighting can occur on top of them, but there is also a small bridge on the lower ground linking the two buildings together that one could use to change which building they're at. Finally, in the background of the first picture, you will see a tall clock with a small red building next to it. That is the final location you go to in the level before the cycle starts back over. The clock tower is a lot smaller in Smash, only being about 3 Bowsers taller than the building adjacent to it, but it could get very hectic up there!

It takes 2:30 to cycle through all of the buildings, and the platform you use to transition is a Battlefield-esque stage without a top platform.

## Playstyle

**Extremist Zoner / Spacer**

Omega plays like a game of Fortnite. At the beginning, it's extremely volatile. Your first item could be a bandage and the person next to you could have a shotgun. As the game goes on, more mindgames have to occur and more thought has to go in your decisions as you and your enemies get increasingly better loot. In Smash, it is no different.

At the early percents, an enemy can rush you down. I need to reiterate that Omega's disadvantage state is absolutely abysmal. His landing is super linear, his movement both on the ground and in the air leaves much to be desired, and his laggier moves are punishable on reaction by almost anything. Thankfully, Omega is almost always in an advantage state. His stage control abilities are unmatched by anyone in the cast and his damage output can be insane. Omega has an answer for almost everything an opponent can do to him, thanks to the best OOS option in the game and the best stage control options in the game. If an opponent is spacing around your shield the way Mario wants to do, you have the option to break out at percents where they would be most deadly. If Mario grabs Omega at low percents, he's going to be taking an insane amount of damage, so Omega's goal at those percents against Mario (and anyone in the cast) is to keep them away with a myriad of storming his disjointed hitboxes and projectiles at them.

At the mid percents, your resources may be drained a bit. You might have, say, 120 Wood, 13 Clingers, another SCAR clip, and two small shields. This is the percentage when you are going to want to be more conservative with your resources than early percents, as you are going to want to use some to set up for the kill. Instead, you are going to want to close the distance on the enemy with their back to the ledge. At this point, you will want a DRW in the middle of the stage and to be locking them down. They might be protected under the platform, but if they jump or come under, they're going to be taking fire. With them locked down to the ledge, you are going to be free to close in and try the FTilt on Shield guaranteed RPS for an edgeguard or use a raw read to do so. You are going to be wanting to use a lot more FTilt at these percentages to learn what your opponent wants to do out of shield. Once you know that, the higher percents become easier.

When you get to the high percents, it's time to find a kill. Your most reliable kill options are Bair, Back Throw, and Forward Smash, all of which reward you for having your opponent at the ledge. Furthermore, you can start exhausting the remainder of your resources that you didn't use too many of at the mid percents to start getting a kill. In my hypothetical situation, if you have five Clingers, 90 wood, and about 20 SCAR bullets, You might want to start overwhelming your opponent with them to cover all of their options and find the kill. With their back to the ledge, you may want to throw a clinger on the BFP to cover it and drop down and with them conditioned to shield the clinger explosion, Pivot Back Throw them for the kill. The higher percents are all about how you want to use the remainder of your resources. If you want some for the next stock, you're going to want to forego the more complex setups and just go for reads and punishes. If you think you can play the spacing game the next stock, you can chuck everything at them.

Resource management is the name of the game when you're playing Omega. You do have the option to throw everything you have at them at any given point, but unless you know what you're doing, you're just wasting precious resources. Omega has the most powerful stage control, OOS, and conditioning game in Smash, but if you don't have the resources to do that, all you are left with is a pretty poor, laggy sword character that dies whenever he's offstage.