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## Lucina guide smash ultimate reddit

Smash Ultimate ends up on store shelves (or just the Nintendo eShop, depending on how you roll). It's gotten star reviews almost across the board, and while it's pretty much like the last Super Smash Bros., there's a huge number of changes to cover. How about we get to it with one more Fanbyte's Smash Ultimate guides! Smash Ultimate sports 74 different playable characters at launch - including each former character in the super-franchise and a lot of fresh faces. It doesn't even include the gluttony of DLC fighters, assisting with trophies, and more. There's so much that no one can keep track of everything. That's why we've compiled a guide for each character. Marth is a Super Smash Bros. support, but fans don't know Lucina that well. This fighter debuted Fire Emblem: Awakening while pretending to be the original legendary hero. This probably explains why he is Marth's echo warrior - a character with basically all the same moves and some minor statistical differences. According to their official Nintendo description... Marth is an exceptional swordsman with a long range. Most of the damage will be done with your sword, so distance is an important factor. Lucina Marth is an echo warrior, so she shares most of her usual and special attacks with Marth. However, while Marth's attacks are stronger when made with the tip of her blade, Lucina's attacks are as powerful as using the tip or bottom of the sword. Marth's Moves Shield Breaker (B) - Stabs with such strong force that, for maximum charge, you can destroy the shield from hit! Dancing Blade (Side + B) - Cut opponents up to four times with repeated key presses. Tilting up or down can change any attack. Dolphin Slash (Up +B) - Strikes upwards as it rises into the air. Most of the damage is done at the beginning. Counter (Down + B) - Prepares for attack and fights back when hit. Force is the enemy's attack. Critical Hit (Final Smash) - Marth dashes forward and strikes. If the attack is connected, you have the option to take a hit KO. Marth is moving forward for the long haul, so there is a risk of self-destructing, but you can press the button again to stop it. Strengths & Weaknesses of Marth's Strengths Game Marth feels natural as ever. A staple since Melee and a template for many sword-wielding Fire Emblem characters to come, Marth is every bit the fast, aggressive character she hopes for. Marth can rush in and out of enemy range and then strike in with a devastating attack. Marth is all about neutral play. If you can learn the ropes with him, you'll get a lot of it. Marth's weaknesses in positioning are also against Marth, who is not a good way to keep up the pressure and there are some predictable if your enemy isn't where Marth wants him to be, he'll cause trouble. Keep the spacing right and your opponent guessing, though, and you'll be fine. Lucina's Strength & Weaknesses While Lucina's whole thing changes her destiny, she does too much of a change from her heroic inspiration, Marth. The biggest difference is that he has no sweet or sour spots on his blade. Instead, he deals consistent damage and knockback no matter how long he hit his opponent. If Marth feels just a hair too inconsistent in the neutral game for you, Lucina can be a good pick-up. Changes to one, Marth now speaks English in non-Japanese versions of the games. Yuri Lowenthal's voice, if you want to know. If you've played Marth before, you know that attacks do more damage if you hit opponents with the tip of your sword. Nintendo has reportedly increased the size of the hitbox with its sword and/or opponents to make it a little easier for casual gamers. Shield Breaker, Marth forward sword thrust now angle the player gives him an important tool for fighting off enemies. Lucina Changes Lucina is a brand new Echo Fighter Marth. His moves set is nearly identical apart from one key difference. Unlike Marth, he has no favorite place for his blade. No matter where you hit the enemy, you'll do the same damage. Essentially, Lucina is a casual friendly Marth. Dresses marth capes, shirts, and armor all change color based on the right clothes. He has the usual colors of red, green, black and white along with some other cool options. 4 Lucina Dresses Lucina changes hair color to match all her outfits, unlike Marth! Unfortunately, he doesn't have a costume with his cool mask in it. Although Kirby wears it when she steals Lucina's powers. Here it is, people. Hopefully this guide will prepare Lucina and Marth for the trials ahead. But if you need a little more help, check out the other Smash Ultimate guides on Fanbyte! All our Smash Ultimate guides were created with the help of Eric Van Allen. Super Smash Bros. Ultimate is the biggest entry in the series yet. It puts 74 fighters on its roster, as well as offering more than 100 audio tracks and a brand new single-player mode. There are a lot of new features to get around your head, including tweaks to almost every fighter in the game. In order to get you back into rhythm with your chosen character, we've built each character guide. In this Super Smash Bros. Ultimate Lucina Guide, we'll be highlighting the changes, Lucina moving you, alternate costumes, and more, from Lucina to echo fighter Marth. To learn more about Super Smash Bros. Ultimate, visit the Smash Bros. Ultimate Characters Guide. This is a growing list of tutorials for each character in the game. They are regularly added. It's worth looking back to see if we've already covered your favorite fighter. Super Smash Bros. Ultimate Lucina Guide For those of you that played Super Smash Bros. on the Wii you'll know that Lucina Marth is an echo fighter. This means that most of his movements are the same as Marth's, although there are differences in how to treat the damage. Usually Marth does more damage by attacking with the tip of his sword. Lucina will deal the same damage, regardless of which part of the sword is related to her opponent. Let's take a look at what else is new to Lucina's Super Smash Bros. Ultimate. Lucina Smash Bros. Ultimate Moves Set and Final Smash Another Fire Emblem characters that starred in Super Smash Bros. Ultimate, you'll find all of Lucina's moves below. Rounding out the list is a critical hit, Lucina's Final Smash, that can be a hit KO. Special Move ControlsSpecial TypeSpecial Move NameNeutral SpecialShield BreakerLeft Stick Left/Right + BGreen MissileDancing BladeLeft Stick Up + BUp SpecialDolphin SlashLeft Stick Down + BDown SpecialCounterB when the FS Meter FullFinal SmashCritical HitHow to Unlock Lucina in Super Smash Bros The Super Smash Bros. Ultimate Lucina Changes Lucina has undergone some rather minor changes since its last release. He shares almost all the same tweaks as Marth, although there are some notable differences. Let's take a look at what changed Lucina after the jump in the SSB4 ultimate: Several animations have changed, including idle, victory poses, down throws, dash attacks, and punches. Like Marth, Lucina Dolphin Slash's attack now ends with images of Lucina. This is a cool effect after that fades over time when the attack is complete. Lucina is a new win theme taken from Fire Emblem Awakening. Players can now aim the Shield Breaker more freely. Dancing Blade is now faster. Laura Bailey's voice clips for Lucina in SSB4 have been reworked for Ultimate. Super Smash Bros. Ultimate Lucina Alternative Costumes Lucina Alternative CostumesA lot like most fighters Super Smash Bros. Ultimate, Lucina more alternative costumes. They don't really write anything home, although they don't change hair color in most cases. The variants are blue, forest green, brown, purple, green, blond, black, gray. We will be adding some screens when the game starts. Super Smash Bros. Ultimate Lucina Final Smash As you can see from the video embedded above, Lucina still uses Critical Hit as her Final Smash. It's a strong attack that doesn't come with some risk, given that you can knock out offscreen if you miss. With B, you can cancel the move at any time, but you have to be quick. In the video mentioned earlier, you can watch some footage of the Critical Result. That's all we know about Lucina. Smash Bros. Ultimate. We will be adding more information as we receive it, but in the meantime head over to our Super Smash Bros. Ultimate Guides Hub for more information about the game. START SESSION {{gameKey}} Receives feedback while playing together. Get feedback while Pro watches the game. The coach gives feedback on the recorded gameplay. REFILL POINTS {{getChatBookSessionSessionSessionType(chat, chat.selectedCoachingType)}} PLAY NOW {{getChatBookCoachCoachSessionType(chat, chat.selectedCoachingType)}} Are you sure you want to keep this session? TIME ELAPSED: {{getCurrentSessionTimeElapsed}} END NOW SESSION START SESSION END NEW MESSAGES {{ message.dividerContent }} {{ message.username }} {{ message.formattedTime }} {{ message.text }} Undelivered request #{{message.text.request\_id}} Pro video check is complete. View now &g, Please add your trainer: {{ message.coachInGameUsername }} {{ message.coachCommunicationUsername }} Session Summary Session: {{ mapSessionType(message.text.type) }} Elapsed time: {{ convertDuration(message.text.duration) }} {{ chat.errorMessage }} In this Super Smash Bros. Ultimate Marth/Lucina Guide, we'll show you how to play Marth/Lucina in Super Smash Bros. Ultimate. Marth and Lucina are two different characters, but they both have the same move since they are from the same world. Besides Lucina, Marth has a special sweet spot mechanic who allows her to do special damage. We have curated super smash bros. Ultimate Marth / Lucina Guide, in which we will guide you on how to play Marth / Lucina, as well as how to play against them. We will detail all of their attacks, including neutral attacks, special attacks, grounded attacks and much more. Learn about Marth/Lucina's strengths and weaknesses with this guide. The Super Smash Bros. Ultimate Marth/Lucina Guide details everything you need to know about Marth/Lucina in Super Smash Bros. Ultimate. Introduction Both Marth and Lucina feature the fastest walking speed in the game. Although they both have the same attack moves and special attacks, the damage output is actually different from each other because Marth has the added feature of sweet and sour spots. On the other hand, Lucina's attacks are balanced in her sword. Apart from that, both have the same fighting style, so use the same tactics for both characters. Their sword has a very good range and allows them to attack their enemies from a safe distance. This means that even an attack is shielded, they have less chance of counter-attacking because of the range. If the time for attacks is better, you can easily stop enemies coming towards you on the track. With both, you can easily play more aggressively and less on the defensive side. Although the attacks may be a little slow, but the quite a punch and boasts a very effective range. Attacks are there During Marth/Lucina's steps. Grounded Attacks This section of this guide details Marth/Lucina's ground attacks. Neutral Attack Combo The neutral attack is a combined two positions. Marth's combo will take 5 and 6 damage while pushing away enemies. Lucina's combo is 3.3 and 4.8 damage. The second step also triggers enemies' throats from him. Both hits are strong cuts, and the second is stronger. This is great for stabbing opponents from a distance. The attack speed is also fast, making it ideal for many situations. Dash Attack Marth dash attack will take 12 damage, while Lucina dash attack will take 10.9 damage to enemies. When you play with Marth, hitting enemies with the tip of the sword causes more damage to your opponents. While running, you can use your sword to perform a powerful first swipe that sends enemies flying through the air. This attack is great for chasing enemies and dealing some damage from behind. Defensive attacks Both have the same damage outputs from defensive attacks. The ledge attack deals 9 damage while wakeup attack deals 7 damage enemies. Tilt attacks on Marth and Lucina tilt attacks are detailed below. Side Tilt Marth does 12 damage with side tilt attack, while Lucina does 11 damage with side tilt attack. Both can launch the enemy, but if Marth manages to hit the enemy with the tip of his sword, he will take further damage to the enemy. For this attack, they will put down a strong sword cut, which will start from below and go up. This attack is useful in many situations, because it comes in handy against both enemies on the ground and in the air. Also, most of the time you can land this attack in a very good range, which means that even with the enemy shields from the attack, you will have plenty of time to recover. Up Tilt Marth does 9 damage, while Lucina does 8.1 damage. Both shoot enemies in the air above them, while Marth deals further damage if enemies are hit by the tip of his sword. For this attack, your sword will be swung over you in a powerful lawsuit. It attacks all enemies over both Marth and Lucina and is a solid anti-aircraft attack on both. His hit song is also very big, which means he can inflict damage on enemies in a large area without any problems. The landing speed of the attack can be quite fast, which means that you can be quite late in the attack, but still manage to hit the enemy with it. Enemies flying above can be tracked with additional combos. During Down Tilt For the Down Tilt, Marth inflicts 10 damage on enemies and Lucina inflicts 8.5 damage on her enemies. Both can knock back the enemy, while Marth can take further damage with his sword. They both squat on the ground and attack strong thrust at the feet of their enemy. It's a very fast and enemies hit by the attack are pushed back. Smash attacks on Marth and Lucina smash attacks are detailed below. Side Smash Marth does 18 damage with her huge sidestroke, while Lucina does 15 damage with her attack. They can both launch the enemy from them, while Marth can take further damage if she manages to hit the tip of her sword. It's a powerful attack as they perform a powerful sword slam in front of them. Enemies hit by the sword strike are put away from Marth and Lucina. The attack speed is so high that it can be considered one of the fastest side smash attacks in the game. Unfortunate opponents who collide with the tip of Marth's sword will have a much less chance of surviving an instant KO. Up To Smash This Attack, Marth will take 17 damage to enemies and Lucina will take 14.3 damage to enemies. This attack sends enemies flying through the air above them, while Marth deals further damage to the tip of his sword. For this attack, Marth and Lucina will fire a powerful sword attack in the air. The hitbox of the attack is small, but if enemies are hit by the attack, they will find another attack combo after this massive sword smash attack. If someone is hit in the leg, they are also launched by the sword, which makes this a safe attack if someone is close to them. Down Smash Marth will take 12 damage with her attack and Lucina with 9.5 with her Down Smash attack. Enemies hit by the attack are launched. Marth also inflicts additional damage on enemies if they are hit by the tip of his sword. It's a very powerful sweep attack. Enemies hit by the sword are shot high into the air. Recovery time is extremely low, so you can track additional attacks. Grab attacks to grab attack damage output the same for both Marth and Lucina. Normal grab attack deals 1.3 damage. If you throw them in the front or back, it will take 4 damage to your opponents. Throwing them deals 5 damage while down throw deals 4 damage enemies. Up throw launches enemies over them setting them up for tracking combos and attacks. Down throw will bounce enemies down to the ground, which will provide the opportunity to take one more hit, which may prove useful in certain situations. The best combos to follow after a downward throw in the back air or even air attack are guaranteed hits. Grab speed and range is very good for both fighters. Air Attacks This section of the guide lists all air attacks in both Marth and Lucina. Neutral Air Raid Marth's neutral air raid will take 5 and 9.5 damage, while Lucina will take 4.3 and 8.6 damage with both hits. This is a two hit combo attack where the first hit pops up the enemy, while the second hit sends them flying away from them. Marth's sword tip also inflicts extra damage on enemies in this attack. Both attacks are strong swords. Front, while second can hit enemies in the back as well. This attack is a good way to push the enemy away from Marth and Lucina. The range of the attack is also very decent. Also, if you've disabled someone's attack, use this attack to make room while taking damage. Forward Air Attack Marth deals 11.5 damage, while Lucina deal 10.5 damage with this attack. This attack is a good push back, and Marth can deal extra damage when enemies are hit by the tip of her sword. It's a very strong, roof-to-alpig sword cut. This attack is excellent if you want to damage someone's shield. If someone tries to recover from a ledge, this attack will prevent them from doing so. Back Air Attack Marth deals 12.5 damage, while Lucina deal 11.9 damage with this attack. Marth's sword tip can take extra damage to enemies. This attack forces the enemy to change course if they are hit. For this attack, they will turn around in the air and leave behind a mighty sword. This attack also allows them to quickly change the direction in the air. If someone's trying to get back on their feet behind you, use this attack to

harass them and make it harder for them to recover. It's not just the land to attack them, but also you can put it in one direction where you can plan your next attack quickly. Up Air Attack Marth will take 13 damage and Lucina will take 11.4 damage. This attack sends enemies flying through the air even more, while Marth can take extra damage by landing with the tip of his sword. This powerful top slash is perfect for juggling the above opponents in the air. The launch is great, allowing you to track multiple combo attacks. Marth will take 14 damage in the attack and Lucina will take 12.4 damage to enemies. The tip of Marth's sword can cause further damage, while the center of the sword can also cause a meteor crushing effect. For this attack, they will both cast a strong downward slash, which is at an angle of 180 degrees below them. Use this attack off the stage and send enemies down to their deaths without a chance of surviving the attack. At a certain angle the attack also allows enemies to bounce off the ground, which makes them a very nice place for the potential tracking combo. Take advantage of this opportunity to dish out some additional damage to enemies. Special attacks: We detail the special attacks of Marth and Lucina. Neutral Special - Shield Breaker Marth deals 10.3 damage with this attack if not charged and 27.6 damage enemies when fully charged. Lucina will deal 8.5 basic damage with this attack. This attack will take 80% bonus damage to enemy shields if not charged. You can use the control lever to slightly adjust the angle of attack up or down. To attack, Marth and Lucina will attack a powerful shield-breaking sword attack. The button you can keep the Attack before landing the attack. If the enemy likes to use the shield, this attack will make sure that the shield does not last long. If you fully recharge your attack and hit your enemies on the sweet spot, you will deal 80% damage to your shields. You can also use this attack as a recovery tool from the stage. Side Special - Dancing Blade This attack has three possible variations. You can either land a full four hit side special combo or miss the last two hits and land an Up Special attack or Down Special attack. The damage treated is different in each version. In the standard four-hit combination version, Marth will take 3,3,4 and 6 damage, while Lucina will take 2.8,2.8,3.3 and 4.8 damage. If you want to swap the last two hits for Up Special, Marth will take 3.4 and 7 damage, while Lucina will take 2.8, 3.3, and 5.7 damage to enemies. If you want to miss both variants and close the combination with Down Special, Marth will take 4, 2x4 and 5 damage, while Lucina will take 3.3, 2x4 and 4.3 damage to enemies. The attack begins with a gust of hits that will end up in an air attack or a ground attack. Air attack is a powerful air launch attack, while a ground attack is still a gust of attacks. If you want to end in a powerful push-back attack, stick to the enemy on the fourth hit. If you want to end up with a powerful KO attack, simply hold up your fourth swing. This combination is very versatile and will help you in a lot of situations in the game and you can easily choose the best version depending on the situation. However, you need to look at enemy shields. You can also perform this attack in the air. Up Special – Dolphin Slash This attack will cause more damage to your opponents if you hit them early with this attack. If they strike early, Marth and Lucina will take 11 damage to their opponents. If you hit late with this attack, you both deal 7 damage to your enemies. For this attack, Marth and Lucina will launch above in the air their swords extended in front of them aiming above them. Enemies captured in the range are seriously injured. Damage is higher at the beginning of the launch, so try to land the attack as soon as possible to maximize the effectiveness of the attack. Down Special – Counter The real damage of the attack depends on the type of attack. Marth and Lucina will do the same. However, the maximum damage for attacks sent to enemies will be 26.4. This is basically a defense move that also sends the damage back to the enemy when you land a hit on you, while Marth and Lucina are in counter mode. The strength of the counterattack depends on the type of damage they absorb. Final Smash - Critical Hit the Final Smash, both Marth and Lucina then lunge forward to the earth in a insanely powerful attack by the enemy. If you manage to land the attack on the enemy, it will be one hit Ko. The enemy will not get a second chance after being hit by this attack. Watch out as you might get off stage with this attack if you're hit by this attack. For other characters, check out the Super Smash Bros. Ultimate Characters Guide. Read more Super Smash Bros. Ultimate guides. This concludes the Super Smash Bros. Ultimate Marth/Lucina Guide. If you want to add something to this guide, feel free to use the comments section below. Following.

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