

# Sword Man - Boss Fight



## From The Compendium

**HP: 40**

Damage Chart:

M. Buster	M. Ball	T. Hold	F. Bomb	I. Wave	T. Claw
1:1:3	1	1:1	1	2	1

A. Crush	W. Balloon	F. Sword	H. Sniper	R. Bike	R. Bomber
0	4	1	1	1	2

Damage Values:

Contact	Contact (Upper)	Contact (Lower)	Fire Slash
7	7	1	8

Flame Sword	Fire Column	Stone Drop
4	10	6

Click [here](#) for a tutorial on Sword “manipulation” and limiting spins.

# Notes

Sword Man is the second boss, along with Astro Man, who has a soft weakness to one of the first four robot master weapons. Unfortunately, Ice Wave is difficult to hit Sword Man with, so the current route settles on Astro First

Sword Man is weak to Aqua Balloon. Simply avoiding his attacks and pummeling his top half with water will end the fight easily, but not necessarily quickly.

Sword Man's "Fire Slash" sword spin takes a significant amount of time. It must cross the whole room, then come back, during which he cannot be damaged. The best fix for this is to get Mega Man on the "short side" of the room to give Sword Man less distance to travel.

If Sword Man is within a few pixels of the wall, and Mega Man is inside his hit box against the wall, Sword Man will not Fire Slash. This is the optimal scenario, however you will take a lot of damage in the process. Mind your HP if you attempt this. Try to take damage boosts off only Sword Man's feet when possible, as his lower half deals only 1 damage to Mega Man.

For this reason, we suggest tackling Sword Man first in refights later on - you will be guaranteed full HP to start by choosing him first.

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