

# Fire ProWrestling D (Import) Stan Hansen Character FAQ

by B.Wood

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FIRE PROWRESTLING D CHARACTER GUIDE: STAN HANSEN  
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Version 1.1

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NOTE: This guide views and prints best with a monospace typeface.

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==VERSION HISTORY==  
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1.1 - Minor corrections.

1.0 - Initial release of the guide.

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==SECTION 1: HISTORY OF STAN HANSEN==  
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When Stan "The Lariat" Hansen was born in Texas in 1942, the United States was involved in the Second World War with Japan and the Axis powers. So perhaps it's ironic that Hansen would eventually find fame and fortune in the Land of the Rising Sun, becoming one of that country's most respected wrestlers.

Hansen, along with Bruiser Brody and others, gained infamy in Japan for their roles as heel gaijin (evil foreigners). Hansen would strut to the ring with his American cowboy hat and lasso, taunting the audience and humiliating his opponents. Hansen was usually squared off against Japanese "babyface" wrestlers, and the fans loved every minute of it.

Aside from feuding with Japanese legends such as Giant Baba, Jumbo Tsuruta and Mitsuharu Misawa, Hansen was also involved in feuds with Americans such as Hulk Hogan and Terry Funk.

Hansen was a notoriously stiff worker, especially with his lariats, which apparently packed enough power to remove an eyeball from the socket of the equally stiff Vader!

Stan Hansen was inducted into the Puroresu Hall of Fame in 1997 and retired from the ring in 2001.

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==SECTION 2: SKILL AND PARAMETER STATS==  
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SKILL

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Real Name.....Stan Hansen  
FPD Name.....Star Bison  
Promotion.....All Japan Pro Wrestling\*  
FPD Promotion.....Olive Japan  
Size.....Large  
Class.....Heavy  
Height.....195 cm  
Weight.....140 kg  
Country.....America  
Birthdate.....10.12.1949\*\*  
Stance.....Power  
Offensive Skill.....Power  
Return Skill.....Power  
Critical Type.....Finisher  
Special Skill.....One-Hit Finisher  
Recovery.....Medium  
Recovery (when bleeding).....Medium  
Respiratory.....Medium  
Respiratory (when bleeding).....Medium  
Awareness.....Medium  
Awareness (when bleeding).....Strong  
Neck Strength.....High  
Arm Strength.....High  
Waist Strength.....Medium  
Foot Strength.....High  
Movement Speed.....Medium Slow  
Ascend Speed.....Medium Slow  
Ascend Skill.....Can Ascend

\* = You may choose to put Hansen in the "Legends" group since he has retired from wrestling and now works with All Japan behind the scenes.

\*\* = According to the various internet bios I've read, this is not Hansen's real birthdate (see "History").

PARAMETER - OFFENSE	PARAMETER - DEFENSE
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Punch.....7	Punch.....9
Kick.....5	Kick.....8
Suplex.....5	Suplex.....5
Submission.....2	Submission.....4
Stretch.....5	Stretch.....7
Power.....9	Flying.....7
Instant-P.....8	Crush.....7
Arm Power.....10	Vs Lariat.....8
Technical.....2	Technical.....5
Rough.....8	Rough.....8
Ground.....7	Ground.....7

TOTAL SKILL POINTS (on a scale from 0-300): 188

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==SECTION 3: MOVELIST==  
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NOTE: This movelist is my direct translation of the Japanese Fire Pro D Player's Guide, there may be some minor errors. If I was unable to translate, I looked up the move in Edit Mode.

Specialty moves are marked with [S]. Finisher is marked with [F].

STRIKES

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Standing (X).....Punch  
Standing (A).....Chest Slap  
Standing (B) + d-pad.....Kick  
Standing (B).....FOOTBALL TACKLE [S]  
Standing (X) + (A).....Dropkick  
Running (X).....Flying Body Scissors Drop  
Running (A).....WESTERN LARIAT [F]  
Running Counter (X).....Backhand Elbow  
Running Counter (A).....Overhead Toss  
Running to corner.....Back Elbow

GRAPPLES

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Grapple (X).....Face Scratch  
Grapple (X) + Up.....High Angle Body Slam  
Grapple (X) + Left/Right.....Hip Butt  
Grapple (X) + Down.....Hammer Blow  
Grapple (A).....Headbutt  
Grapple (A) + Up.....High Speed Brainbuster  
Grapple (A) + Left/Right.....DDT  
Grapple (A) + Down.....Piledriver  
Grapple (B).....Machine Gun Stomach Knee Lift  
Grapple (B) + Up.....Back Flip (Samoan Drop)  
Grapple (B) + Left/Right.....HEAD HOLD LARIAT [S]  
Grapple (B) + Down.....POWERBOMB WHIP [S]  
Grapple (X) + (A).....Powerbomb  
Back Grapple (X).....Sledgehammer  
Back Grapple (A).....Knee Crusher  
Back Grapple (B).....Goumon Cobra Twist  
Back Grapple (B) + Up/Down.....Atomic Drop  
Back Grapple (B) + Left/Right.....Leglift Backdrop  
Back Grapple (X) + (A).....BACK BRAIN LARIAT [S]  
Back Grapple Counter (X).....Elbow Butt  
Back Grapple Counter (A).....Dashing Elbow Strikes

OPPONENT DOWN MOVES

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Opponent Face Up at Head (A).....Sleeper Hold  
Opponent Face Up at Head (B).....Soccer Ball Kick  
Opponent Face Up at Feet (A).....Pin  
Opponent Face Up at Feet (B).....Stomping  
Opponent Face Down at Head (A).....Roll over and pin  
Opponent Face Down at Head (B).....Knee Drop  
Opponent Face Down at Feet (A).....Boston Crab  
Opponent Face Down at Feet (B).....Stomping  
Running at Downed Opponent (B).....Elbow Drop

## MOUNT MOVES

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Mount Position (X).....Mount Headbutt  
Mount Position (A).....Mount Knuckle Arrow  
Mount Position (B).....Boston Crab  
Mount Position Counter.....Eject  
Front Facelock Attack (X).....Striking Knee Lifts  
Front Facelock Attack (A).....Front Neck Lock  
Front Facelock Attack (B).....Powerbomb Whip  
Front Facelock Attack Counter.....Watermill Drop  
Back Mount Position (X).....Back Mount Headbutt  
Back Mount Position (A).....Back Mount Knuckle Arrow  
Back Mount Position (B).....Reverse Powerbomb  
Back Mount Position Counter.....Back Press

## POST AND APRON MOVES

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Post (X).....Diving Elbow Drop  
Post (A).....Super Heavy Diving Body Press  
Post (B).....Sledgehammer  
Post (X) + (A).....Sledgehammer  
Run-Up Post vs Standing (X).....none  
Run-Up Post vs Downed (A).....none  
Corner Grapple (B) + Up.....2nd Rope Av. Brainbuster  
Corner Grapple (B) + Left/Right.....Corner Shoulder  
Corner Grapple (B) + Down.....Guillotine Whip  
Front Avalanche Counter.....Headbutt  
Back Avalanche Counter.....Backhand Elbow  
Apron Grapple from inside.....Stranglehold Hammer Blow  
Apron Grapple from outside.....Headbutt  
Running to out of bounds.....none  
Slingshot to outside.....Sledgehammer  
Slingshot to inside.....none

## DOUBLE AND TRIPLE TEAM MOVES

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Two Platon Front Grapple.....W.Brainbuster  
Two Platon Back Grapple.....W. Backdrop  
Two Platon Corner.....Highjack Piledriver  
Three Platon Front Grapple.....Triple Beatdown  
Three Platon Back Grapple.....Triple Beatdown  
Three Platon Corner.....Triple Beatdown

## PERFORMANCE

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Analog Stick Left....."Texas Longhorn" pose (w/yell)\*  
Analog Stick Right.....raises arm, adjusts elbow pad  
Analog Stick Up.....makes fists, sticks out chest  
Analog Stick Down....."Texas Longhorn" pose

\* = Use this taunt. Use it a lot!

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==SECTION 4: STRATEGY==

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## GENERAL STRATEGY

In Fire Pro D, as in the world of puroresu, Stan Hansen is power personified. His strikes and grapples will systematically break just about any opponent, and the Western Lariat can prematurely end many

matches. As Hansen, you should fear no opponent. Be abusive, toss your opponent around the ring, and take the fight outside if you have to.

From a defensive standpoint, Stan Hansen is one of the more complete wrestlers in Fire Pro, with no real weaknesses to speak of. His slow walking speed could be considered a weakness since the smaller guys can run circles around him, but Hansen still has the advantage as as his heavy hitting moves will destroy most juniors.

#### STRIKES

Stan Hansen's strikes are solid. You'll want to prefer punching to kicking as he is slightly more skilled that department. The Football Tackle is a must as it is a Specialty Move and will floor the opponent. Time it just as your opponent is walking in for a grapple.

Here is a solid Hansen strike strategy; send the opponent to the mat with a grapple, then pick him up so he is standing dazed. Back away from your opponent slightly, then run at him with the (A) button to perform his Western Lariat finisher. The opposition will not be able to tolerate many of these! The Western Lariat can also be performed from an Irish whip.

#### GRAPPLES

As with the strikes, Hansen has a good set of grapple moves. They are mostly power-based wrestling manuevers that are meant to knock an opponent down and keep him there. He has a lariat from both a front and a back grapple, as he should. These two moves, plus the Powerbomb Whip, should be used repeatedly once your opponent is sufficiently worn down.

As stated earlier, you want to get in the habit of picking your opponent up off the mat after a strong grapple so you can pull off the big finisher. The three grapple moves listed above are probably the best setups for the Western Lariat.

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==SECTION 5: CLOSING==  
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In closing, I would like to thank:

- \* ViperMask, who borrowed my formatting for his great Tiger Mask FAQ. In return I borrowed some of his! =)
- \* [www.puroresu.com](http://www.puroresu.com) and [www.wwf.com](http://www.wwf.com) for historical reference.
- \* [www.gswf.org](http://www.gswf.org) for Skill and Parameter stats.
- \* CJayC and GameFAQs for hosting this guide.

Fire ProWrestling D Character Guide: Stan Hansen  
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