

Ramon Salazar Boss Strategy: A Practical Guide for Resident Evil 4 Remake

Facing Ramon Salazar in Resident Evil 4 Remake is one of those moments that separates a casual playthrough from a hard-won victory. He is fast, he is relentless, and his second phase has ended more runs than I care to count. After spending the better part of a weekend getting flattened by his attacks, I finally pieced together a ramon salazar boss strategy that actually works. It is not about perfect reflexes or memorizing every tell. It is about positioning, resource management, and knowing when to back off.

Understanding Salazar's Moveset

Before you can counter him, you need to respect what he brings. Salazar is a melee-focused boss who closes distance faster than most enemies in the game. His standard combo is a three-hit slash that can be parried if you time it right, but the window is tight. He also has a lunging grab that deals heavy damage and usually leads into a ground stomp if you do not break free. In his second phase, he sprouts insect-like wings and gains a projectile attack that shoots out in a spread pattern. This is where most players panic and waste healing items.

I learned the hard way that trying to dodge everything is a recipe for disaster. His lunge covers almost the entire arena, and his projectile spread can clip you even when you roll. The real trick is to bait his attacks and punish the recovery. He has a short cooldown after his heavy slam move, and that is your window. If you stand at mid-range and wait for him to commit to a lunge, you can sidestep and land two or three knife strikes before he recovers. Do not get greedy. One extra hit will get you caught in his follow-up spin attack.

Loadout and Preparation

Your loadout matters more here than in most encounters. I tried the shotgun first because it seemed like a good idea for close quarters, but the reload speed hurt me. The best setup I found was a pistol with good critical hit rate paired with the combat knife. The pistol lets you stagger him from a distance when he starts his projectile spam, and the knife is fast enough to punish his recovery frames. Make sure you have at least two healing items before the fight starts. You will take chip damage from the spread projectiles even with good positioning.

Another tip that saved me: equip the charm that reduces stamina cost for dodging. Salazar's fight is a marathon, not a sprint. If you exhaust your stamina early, you cannot roll out of his combos, and that is when he kills you. I also recommend bringing a single flash grenade. You only get one good window to use it, but it can stun him during his second phase transition, which lets you land a full combo and reset the engagement on your terms.

Phase One: Patience and Parrying

The first phase is all about learning his tells. He telegraphs his grab with a short hop backward before he lunges. If you see that hop, get ready to sidestep or parry. Parrying is risky because the timing is strict, but if you land a perfect parry, he staggers for a moment and you can get in an extra knife hit. I found it easier to just dodge and counter during his recovery, but parrying is satisfying when you pull it off.

One thing the game does not tell you: his health bar is deceptive. He has a hidden stagger threshold. If you land enough hits without taking damage, he will flinch and pause his combo. This is your chance to back off and heal or reposition. Do not waste it on extra damage. The pause lasts long enough for a single heal item, and that can save your run.

Phase Two: The Air Assault

When Salazar's health drops below half, he sprouts wings and takes to the air. This phase is where most people die. He swoops down with a claw swipe, then launches a burst of projectiles from above. The projectiles spread out in a fan shape, so staying in the center of the arena is actually safer than hugging the walls. I made the mistake of trying to hide behind pillars, but his projectiles clip through them. Instead, stay in the open and use the dodge roll to move perpendicular to his attack direction.

His swoop attack has a specific audio cue. You will hear a sharp wing flap right before he dives. If you time your roll as the sound peaks, you can avoid the claw entirely. After the swoop, he hovers for a moment. That is your window. Use the pistol to shoot him out of the air. Two or three well-placed shots will ground him, and then you can go back to the first phase pattern for a few seconds. This cycle repeats until he dies.

This is where the [ramon salazar boss strategy](#) really shines. Do not chase him. Let him come to you. If you run after him, you waste stamina and leave yourself open. Stand your ground, bait the swoop, roll, and then punish. It is a simple loop, but it takes practice to trust it. The first time I tried this, I died because I panicked and ran. Once I stayed calm and executed the loop, I made it through with health to spare.

Common Mistakes and How to Avoid Them

I have seen a lot of players fall into the same traps. Here are the biggest ones and how to fix them.

- Healing at the wrong time: Do not heal when he is in the middle of a combo. Wait until he is staggered or in his recovery animation. Otherwise, you will get hit mid-animation and waste the heal.

- Overcommitting to attacks: His recovery window is short. Land two hits max, then back off. If you go for three, you will eat a counterattack every time.
- Ignoring stamina: Running out of stamina mid-roll is fatal. Keep an eye on the stamina bar and back off to regenerate if it drops below half.
- Using the wrong weapon: The shotgun's slow reload leaves you vulnerable. Stick with a fast pistol and the knife.
- Panicking during the air phase: The swoop attack looks scary, but it is predictable. Listen for the wing flap and roll on cue.

I also want to mention that the game's difficulty settings do not change the boss's attack patterns, only his damage output and health pool. So this ramon salazar boss strategy works on any difficulty, but you will have less room for error on higher settings. If you are playing on Professional, consider bringing an extra healing item and a second flash grenade.

Why This Approach Works

The reason this strategy works is that it exploits Salazar's biggest weakness: his aggression. He wants to close distance and force you into a panic. By staying calm, maintaining mid-range, and punishing his recovery, you turn his aggression against him. He leaves himself open after every attack, and if you are patient, you can whittle him down methodically.

I have seen other guides suggest aggressive knife rushes or full shotgun tactics, but those strategies rely on perfect execution and luck. This approach is more forgiving because it gives you time to react. If you mess up a dodge, you still have stamina to recover. If you take a hit, you have a healing window during his next stagger. It is not flashy, but it is reliable.

Final Thoughts

Beating Ramon Salazar is a test of composure more than skill. The game throws a lot of visual noise at you, but if you strip it down to the core loop of bait, dodge, punish, and reset, it becomes manageable. I have used this ramon salazar boss strategy across multiple playthroughs, and it has never let me down. Give it a try the next time you face him, and focus on staying patient. The victory will come.