Changes

Balance adjustments are applicable across all platforms.

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Platform

P: Punch
K: Kick
H: Hold
S: Special
T: Throw (also H+P)

1: Hold down (e.g.: 3_P means "Hold 3 down + press P")

Character Details

ALL

[Overall Change Policy] This version focuses mainly on bug fixes, but some characters have had balance adjustments, and adjustments to side attacks have been made as well.

Side Attacks: Now can be caught with a counter adjustment by high throws and high offensive holds.

Break Blow: Implemented a correction to stop follow-up attacks after a Break Blow on an edge of a stage without walls.

Fatal Stun hit reaction: Fixed the issue in which follow-up attacks were still possible even against a dazed opponent following specific Fatal Stun triggered by a

Break Blow.

ZACK


Side Attacks: Lowered the bottom of the follow.

TINA

[Change Policy] Adjusted frame advantage and damage of certain moves.

NPS: Guard advantage changed from D-to-G/P.

K: Startup changed from 23 to 24.

41 when inlet above the head of an opponent facing the ground: Changed damage from 30 to 15.

T towards the head of an opponent facing the ground: Changed damage from 2/10 to 2/10.

SK: Adjust the reach height of a normal hit.

SK: Guard advantage change from D-to-G/P.
<table>
<thead>
<tr>
<th>Character</th>
<th>Details</th>
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| **JANN LEE** | (Change Policy) Adjusted status and corrected issues concerning certain moves.  
- Dragon Stance P+K: Removed the tracking from the 5th hit.  
- Near a wall BT-P+K: Combo can now be performed near rope walls.  
- Dragon Stance 2k: Now perform consecutive hits to opponents in a standing guard. |
| **KASUMI** | (Change Policy) Changed status of some moves.  
- P+K: Removed the tracking from BT-P+K. |
| **HELENA** | (Change Policy) Adjusted status and advantage of certain moves.  
- P: Changed advantage from +2 frames to +4 frames on a counter hit. |
| **BASS** | (Change Policy) Changed status of some moves.  
- 6T-P+K: Combos can now be performed near rope walls. |
| **HAYATE** | (Change Policy) Changed status of some moves.  
- 1123ST: Implemented a correction to stop follow-up attacks to knocked down opponents after the move. |
| **LEIFANG** | (Change Policy) Changed status of some moves.  
- 2SP: Changed hit reaction from knocked down to Critical Stun when landing the attack on an opponent in crouching guard.  
- 6P: Changed the move from High P to Mid P.  
- Side Attacks: Adjusted spacing on guard. |
| **LA MARIPOSA** | (Change Policy) Adjusted the status and feel of controls for certain moves.  
- 1SR: Corrected an issue in which, when initiating the move from a dash, 2SRK was mistakenly performed instead.  
- Burning BT-K: When guarded at close range, the move no longer clips through the opponent.  
- 5K: Changed the status after the move to crouching. |
| **BRAD WONG** | (Change Policy) Changed status of some moves.  
- Side Attacks: Fixed the invincibility period and unified it with that of other characters.  
- 1123ST: Implemented a correction to stop follow-up attacks to knocked down opponents after the move. |
| **RIG** | (Change Policy) Changed status of some moves.  
- 4K: Now launches the opponent on back hit.  
- 6P: Now launches the opponent on back hit.  
- Side Attacks: Adjusted spacing on guard. |
| **MILA** | (Change Policy) Changed status of some moves.  
- SK: Changed from "no tracking" to "tracking." |
| **MARIE ROSE** | (Change Policy) Changed status of some moves.  
- Side Attacks: Fixed the invincibility period and unified it with that of other characters. |
| **NYOTENGU** | (Change Policy) Corrected issues and adjusted the feel of controls for certain moves.  
- Hiten-no-Jutsu: Corrected an issue in which the transition from Karasu-Tobi to Hiten-no-Jutsu sometimes did not occur correctly.  
- Hiten-no-Jutsu: Fixed an issue where combos from behind were incorrectly performed under certain conditions. |
| **HONOKA** | (Change Policy) Adjusted damage in order to make fighting easier.  
- Ducking BT to the back of an opponent: Changed damage from 90 to 66.  
- Burning Soul T: Changed damage from 50 to 90.  
- Burning Soul T: Changed damage from 50 to 96.  
- Burning Soul T: Changed damage from 50 to 96.  
- Burning Soul T: The厂 of an opponent: Changed damage from 50 to 66.  
- Side Attacks: Fixed the invincibility period and unified it with that of other characters.  
- Low hit when getting up: Unified the behavior on a counter hit with that of other characters.  
- SK: Made the transitioning to a combo easier on a counter hit.  
- SK: Changed states from to other. |
| **RAIDOU** | (Change Policy) Adjusted advantage of certain moves.  
- Low Critical hit: Changed advantage from 17 to 22. |
| **PHASE 4** | (Change Policy) Improved usability.  
- 6SPK: Expanded the hit box. |
| **DIEGO** | (Change Policy) Made it easier to approach and attack opponents.  
- 1123ST: Changed guard advantage from G-9 to -G-7.  
- 1123ST: Changed guard advantage from G-9 to -G-7. |

**NOTES**

The version number used on this page is the number displayed in the lower right of the Title Screen. Depending on platform and region, this number might be different from the version number displayed when updating the game.