

## Dragunov

Command	Changes
During Rage ↓ ♂♂	• Active frames increased by 1F.
♂♂	• Opponent closer on hit.
♂♂♂♂	• Damage changed from 28 to 25. • Hitbox expanded downward.
♂♂	• Changed from -12F to -14F on block.
↓ ♂♂	• Opponent reaction on hit was changed. • Changed from ±0F to -1F on hit.
↗ ♂♂♂♂♂♂	• Opponent reaction on hit while downed was changed.
↗ ♂♂	• Damage changed from 18 to 20. • Startup changed from 16F to 15F. • Opponent reaction on hit and mid-air hit was changed. • Hitbox expanded downward.
↗ ♂♂	• Damage changed from 36 to 42. • Opponent recovery on hit decreased by 16F.
⇨ → ♂♂	• Hitbox expanded downward.
↓ ↘ ⇨ ♂♂	• When performed by ⇨ ♂♂ ↘ move can be performed 1F faster. • Changed from -13F to -14F on block. • Opponent reaction when hit while downed was changed.
↓ ↘ ⇨ ♂♂	• Changed from -14F to -15F on block. • Changed from -5F to -6F on hit.
While running ♂♂	• Changed from -14F to -15F on block. • Changed from -5F to -6F on hit.
⇨ ⇨ ⇨ ♂♂	• Recovery increased by 3F on hit.
While rising ♂♂	• Causes Wall Bounce on hit.
(While enemy is down) ↓ ♂♂	• Opponent closer on block.
Approach enemy ⇨ → ♂♂	• Recovery increased by 1F on hit.