

Heihachi

| Command | Changes |
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| During Rage | • New move added. |
| | • Hitbox expanded downward. |
| | • Changed from -27F to -15F on block. • Recovery decreased by 12F on hit. • Opponent reaction when hit while downed was changed. • Hitbox expanded downward. |
| | • Hitbox expanded downward. |
| | • Recovery decreased by 3F on hit. |
| | • Can now transition to sidestep |
| During Rajjin Stance | • Damage changed from 25 to 20. • Opponent reaction changed on hit. |
| | • Changed Damage from 21 to 24. |
| | • Causes Wall Bounce on hit. |
| | • Changed from +1F to +3F on block. • Recovery decreased by 2F on hit. • Hitbox expanded downward. • Homing increased. |
| | • Startup changed from 20F to 19F. • Opponent farther away on hit. • Opponent reaction when hit while downed was changed. • Homing decreased. |
| | • Damage changed from 30 to 35 • Changed from -9F to -10F on block. • Recovery increased by 1F on hit. • Opponent reaction when hit while downed was changed. |
| | • Homing increased. |
| | • Opponent reaction on hit was changed. |
| | • Changed from -12F to -15F on block. • Recovery increased by 3F on hit. |
| | • Changed from -12F to -15F on block. |
| While rising | • Recovery decreased by 3F on hit. • Recovery increased by 1F on whiff. |
| While rising | • Causes Screw on mid-air hit. |
| While rising | • Changed from -4F to ±0F on hit. |
| While crouching | • Opponent reaction on hit was changed. |
| During sidestep | • Damage changed from 15 to 10. |
| During sidestep | • Damage changed from 21 to 20. • Changed from -12F to -14F on block. • Opponent reaction on hit was changed. |

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| (While enemy is down) ↓ | <ul style="list-style-type: none">• Changed from -16F to -14F on block.• Opponent closer on block.• Changed from -5F to -3F on hit. |
| Approach enemy ↘ | <ul style="list-style-type: none">• Recovery of both players decreased by 3F. |