

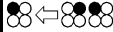













































Heihachi

Command	Changes
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                                        

(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.