

# Hwoarang

Command	Changes
During Rage & During Flamingo ↓☹☹	<ul style="list-style-type: none"> <li>•Opponent's recovery time decreased by 36F on hit.</li> <li>•Hitbox expanded downward.</li> </ul>
During Rage ↓☹☹☹	<ul style="list-style-type: none"> <li>•Damage changed from 7,10,30 to 6,9,27.</li> <li>•Hitbox on first hit decreased, harder to hit downed opponents.</li> <li>•Startup on third attack changed from 30F to 29F.</li> <li>•Opponent reaction on hit, mid-air hit, and hit while downed has been changed.</li> </ul>
During Rage ↗☹☹☹☹	<ul style="list-style-type: none"> <li>•Damage changed from 15,14,15,20 to 15,14,17,27.</li> <li>•4th attack changed from +2F to +4F on block.</li> <li>•Recovery after 4th attack on hit was decreased by 2F.</li> </ul>
☹☹☹☹	<ul style="list-style-type: none"> <li>•Opponent closer on block.</li> </ul>
☹☹☹☹⇒☹☹ ☹☹⇒☹☹	<ul style="list-style-type: none"> <li>•Changed from +8F to ±0F on block.</li> <li>•Opponent closer on block.</li> <li>•Opponent reaction when blocking close or at a distance has been made the same.</li> <li>•Now causes Screw on hit.</li> </ul>
【☹☹☹】	<ul style="list-style-type: none"> <li>•2nd attack hitbox expanded downward.</li> </ul>
☹☹	<ul style="list-style-type: none"> <li>•Opponent closer on block.</li> </ul>
☹☹☹	<ul style="list-style-type: none"> <li>•Damage changed from 10 to 13.</li> <li>•Opponent closer on hit.</li> </ul>
☹☹☹☹☹	<ul style="list-style-type: none"> <li>•Can now duck 3rd attack when 2nd attack hits.</li> </ul>
☹☹⇒☹☹	<ul style="list-style-type: none"> <li>•Damage changed from 10 to 13.</li> </ul>
↘☹☹	<ul style="list-style-type: none"> <li>•Changed to Power Crush</li> <li>•Damage changed from 17 to 12.</li> <li>•Changed from -12F to -14F on block.</li> <li>•Changed from +1F to -4F on hit.</li> <li>•Opponent reaction on counter hit changed.</li> <li>•Opponent closer on block and hit.</li> </ul>
↘☹☹☹☹	<ul style="list-style-type: none"> <li>•Damage changed from 23 to 20.</li> <li>•Opponent closer on block.</li> <li>•Opponent reaction on hit changed.</li> <li>•Input window decreased from 34F to 29F.</li> </ul>
↓☹☹	<ul style="list-style-type: none"> <li>•Opponent closer on block.</li> </ul>
↓☹☹☹☹	<ul style="list-style-type: none"> <li>•Damage changed from 10 to 13.</li> <li>•Opponent closer on hit.</li> </ul>
↓☹☹	<ul style="list-style-type: none"> <li>•Opponent closer on block.</li> </ul>
↖☹☹	<ul style="list-style-type: none"> <li>•Opponent closer on block.</li> </ul>
←☹☹	<ul style="list-style-type: none"> <li>•Damage changed from 20 to 17.</li> </ul>
↗☹☹	<ul style="list-style-type: none"> <li>•Damage changed from 10,8 to 9,8.</li> </ul>
↗☹☹☹☹	<ul style="list-style-type: none"> <li>•Changed from +1F to +4F on hit.</li> </ul>
⇒☹☹	<ul style="list-style-type: none"> <li>•Damage changed from 24 to 22.</li> <li>•Changed from -6F to -7F on block.</li> </ul>

⇒☆↓⇐⊗	•Now induces Wall Bounce on hit.
During Right Stance ⇒【⊗⊗⊗】	•Opponent reaction when hit while downed was changed. •Wasn't registered as a counter hit when hit by opponent during the first half of attack. This was fixed.
During Right Stance ⊗	•Opponent closer on hit.
During Right Stance ⇒⊗	•Opponent closer on hit.
During Right Stance ↓⊗	•Opponent closer on block.
During Right Stance ⇐⊗	•Opponent closer on block.
Right Stance back towards enemy ⊗	•Opponent reaction when hit while downed was changed.
Right Stance back towards enemy ↓⊗	•Opponent closer on block.
⊗⊗⊗⇒⊗	
During Left Flamingo ⊗⇒⊗	•Damage changed from 25 to 23.
During Left Flamingo ⊗	•Damage changed from 12 to 10.
During Left Flamingo ⇒⊗	•Damage changed from 25 to 23.
During Left Flamingo ↓⊗	•Opponent closer on block.
During Left Flamingo ⇐⊗	•Damage changed from 18 to 20 . •Startup changed from 23F to 19F. •Active frames increased by 1F. •Changed from -15F to -14F on block. •Recovery decreased by 5F on hit. •Opponent reaction on hit was changed. •Jump status active frames changed from 7-17F to 6-18F.
During Right Flamingo ⇐⊗	•Damage changed from 14 to 17. •Changed from -5F to +1F on block. •Opponent reaction on hit was changed.
During Right Flamingo ⇐⊗	•Changed from -15F to -10F on block. •Opponent closer on block. •Recovery decreased by 4F on hit.
During Right Stance approach enemy ⇒⊗	•Startup changed from 14F to 12F.
During Right Stance approach enemy ⊗ (or ⊗)	•Damage changed from 50 to 45. •Startup changed from 14F to 12F.
Timed with enemy punch ⇐⊗	•New move added.