

Character	Command	Updates
All	Side-roll ukemi after wall hit	Homing performance has been improved. Fixed where opponent's attack from behind would land after an ukemi.
Law	During rage ↘☉☉☉	It is now possible to perform the ↘☉☉ move during Rage / Dragon Charge. The attack startup has been changed from "26F" to "22F" only when launching a move from Dragon Charge. The attack startup was slow enough that the attack was often blocked after the attacker saw the move, making it an infrequently used Rage Drive.
	During Dragon Charge ☉☉☉ During Dragon Charge ⇒☉☉	Bug fix. In certain situations, when a wall crush was triggered, there was a guaranteed hit from the opponent's side or back.
King	⇒⇒⇒☉☉	Frame disadvantage when blocking has been changed from "+/0F" to "+3F". It was difficult to continue attacking when opponent blocked, so the frame advantage has been increased to make it easier to attack.
Feng	⇐☉☉	The hit box has been reduced when attacking downed opponents. When ⇒☉☉ or ⇐☉☉ landed on some characters when they were in the air, ⇐☉☉ could be comboed into, but we have made it harder to hit a downed opponent.
	⇐☉☉☉	The behavior of the opponent on hit/counter-hit has been changed. The return was high because it was possible to confirm the opponent's behavior before executing a move, so we have made it so that a follow-up attack is not confirmed on hit.
	⇐☉☉☉	Frame disadvantage when blocking has been changed from "-12F" to "-16F". The frame disadvantage when blocking has been increased because it is possible to execute a move while confirming the opponent's action, which lowers the risk.
Alisa	⇒⇒⇒☉☉	Bug fix. In certain situations, when a wall crush was triggered, the attack was guaranteed from the opponent's side or back.
Claudio	⇒⇒⇒☉☉	Bug fix. In certain situations, when a wall crush was triggered, the attack was guaranteed from the opponent's side or back.
Lucky Chloe	With her back turned to the opponent ⇒ ☉☉☉☉	Bug fix. In certain situations, when a wall crush was triggered, the attack was guaranteed from the opponent's side or back.
Akuma	⇒⇒⇒☉☉	Recovery has been increased by 3F. There is no change to the frame disadvantage when blocking. Fixed a bug that caused ↓☉☉ to be unavoidable for some characters during wall stun.
Mguel	During Savage Stance ☉☉ (Hold)	Bug fix. When Mguel absorbs an opponent's attack and then forces opponent to block his attack, the behaviour was not as intended.
Armor King	During rage ⇒☆↓☉☉☉ (Hold)	The distance from the opponent on hit has been made closer. Depending on the distance at the time of the hit, the throw would sometimes not reach the opponent.