

Chracter	Command	Changes
King	Approach (crouching enemy) ↓↘↘ Approach (crouching enemy) ↓↘ Approach (crouching enemy) ↘↘↘ (or ↘)	Fixed an issue where the range of the attack was not as intended.
Katarina	During Rage / During Harrier ↘↘	Fixed an issue in which damage upon hit differed from the intended damage, under certain conditions.
Miguel	↘↘→	Fixed an issue in which, after being blocked, Miguel was unable to block an opponent's 13F move.
Kunimitsu	During Rage ⇒↘↘	Fixed an issue in which damage upon hit differed from the intended damage, under certain conditions.
Kunimitsu	↓↘↘↘↘ ↓↘↘↘↘	Fixed an issue in which the move would not shift to a throw after hitting the opponent under certain conditions.