

Law

Command	Changes
During Rage ↗○○○	<ul style="list-style-type: none"> •Decreased damage from 40 to 32. •Startup changed from 28F to 24F. •Changed from -11F to -9F on block.
○○○	•Opponent reaction after counter hit has changed.
↘○○	<ul style="list-style-type: none"> •Opponent closer on hit. •Hitbox increased.
↘○○○○○	•Opponent reaction changed when hit while down.
↓○○○	<ul style="list-style-type: none"> •Startup changed from 30F to 24F. •Hit property changed from mid to high. •Changed from -11F to -9F on block. •Opponent closer on hit. •Input window increased from 22F to 30F.
During Dragon Charge ○○○	<ul style="list-style-type: none"> •Changed from +4F to +7F on block.
During Fake Step ○○○	<ul style="list-style-type: none"> •Decreased recovery by 3F on hit. •Hitbox expanded downward.
During Dragon Charge ○○	•Changed startup from 22F to 19F.
During Fake Step ○○	•Hitbox expanded downward.
During Dragon Charge ○○	•Increased damage from 17 to 19.
During Fake Step ○○	
During Dragon Charge ○○	•Opponent reaction after hit has changed.
During Fake Step ○○	•Decreased recovery by 3F on hit.
During Dragon Charge ⇨○○	•Changed from +4F to +7F on block.
During Fake Step ⇨○○	<ul style="list-style-type: none"> •Decreased recovery by 3F on hit. •Hitbox expanded downward.
↗○○	•Opponent closer on hit.
↗○○	•Changed to homing attack.
↗○○○○	•Opponent reaction on grounded hit changed.
↗○○○○	•Opponent reaction on grounded hit changed.
↗○○	<ul style="list-style-type: none"> •Increased damage from 23 to 27. •Changed startup from 30F to 29F-30F.
↗○○○	•Opponent reaction on grounded hit changed.
⇨⇒○○○○○	•Opponent reaction after mid-air hit has changed.
⇨⇒○○○○	•Opponent reaction after normal or mid-air hit has changed.
⇨⇒○○	
During Dragon Charge ⇨○○	•Changed to induce Wall Bounce on hit.
During Fake Step ⇨○○	•Decreased recovery by 3F on hit.
While rising ○○	•Opponent closer on hit.
While crouching ↘↓↙○○	•Changed from -27F to -23F on block.

During sidestep ☹☹

- Damage changed from 9,21 to 14,26.
- Opponent reaction changed on first hit.
- Active frames of second attack decreased by 1 frame.
- Changed from -10F to -12F on block for second attack.
- Second attack now causes screw on normal and mid-air hit.
- Second attack hitbox expanded downward.