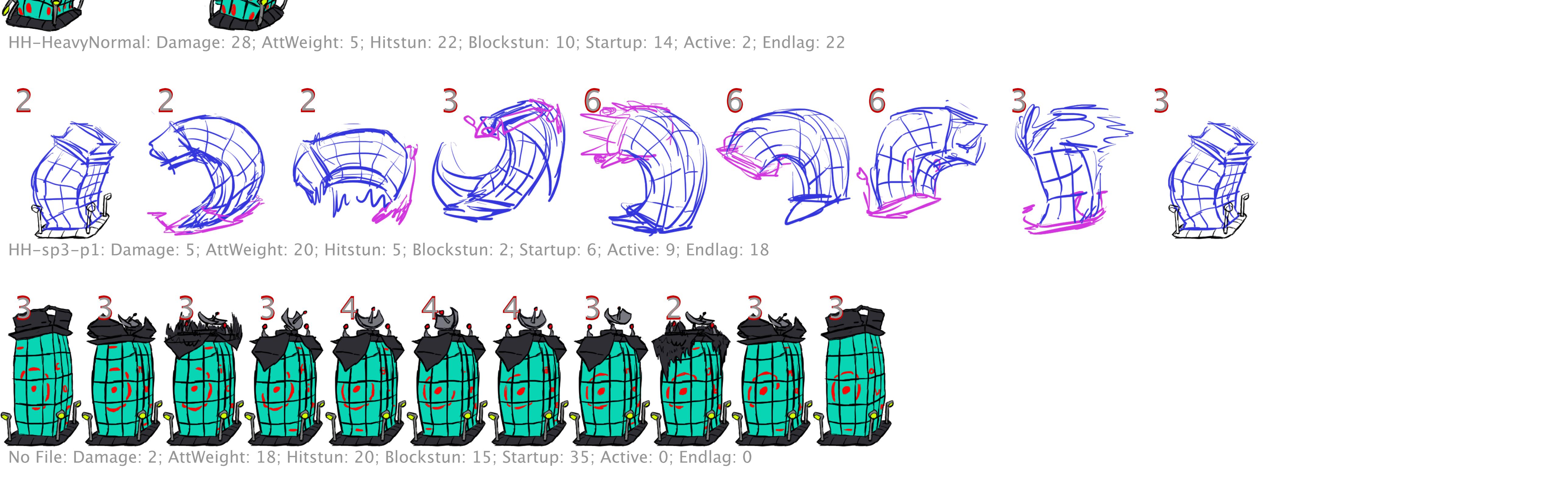


HH-st-light: Damage: 2; AttWeight: 1; Hitstun: 10; Blockstun: 5; Startup: 5; Active: 3; Endlag: 5



HH-st-mid: Damage: 30; AttWeight: 3; Hitstun: 20; Blockstun: 18; Startup: 8; Active: 3; Endlag: 8



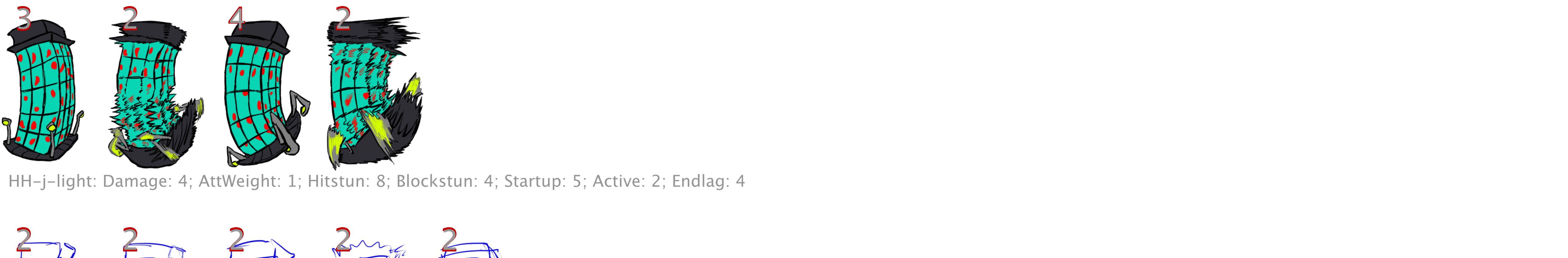
HH-HeavyNormal: Damage: 28; AttWeight: 5; Hitstun: 22; Blockstun: 10; Startup: 14; Active: 2; Endlag: 22



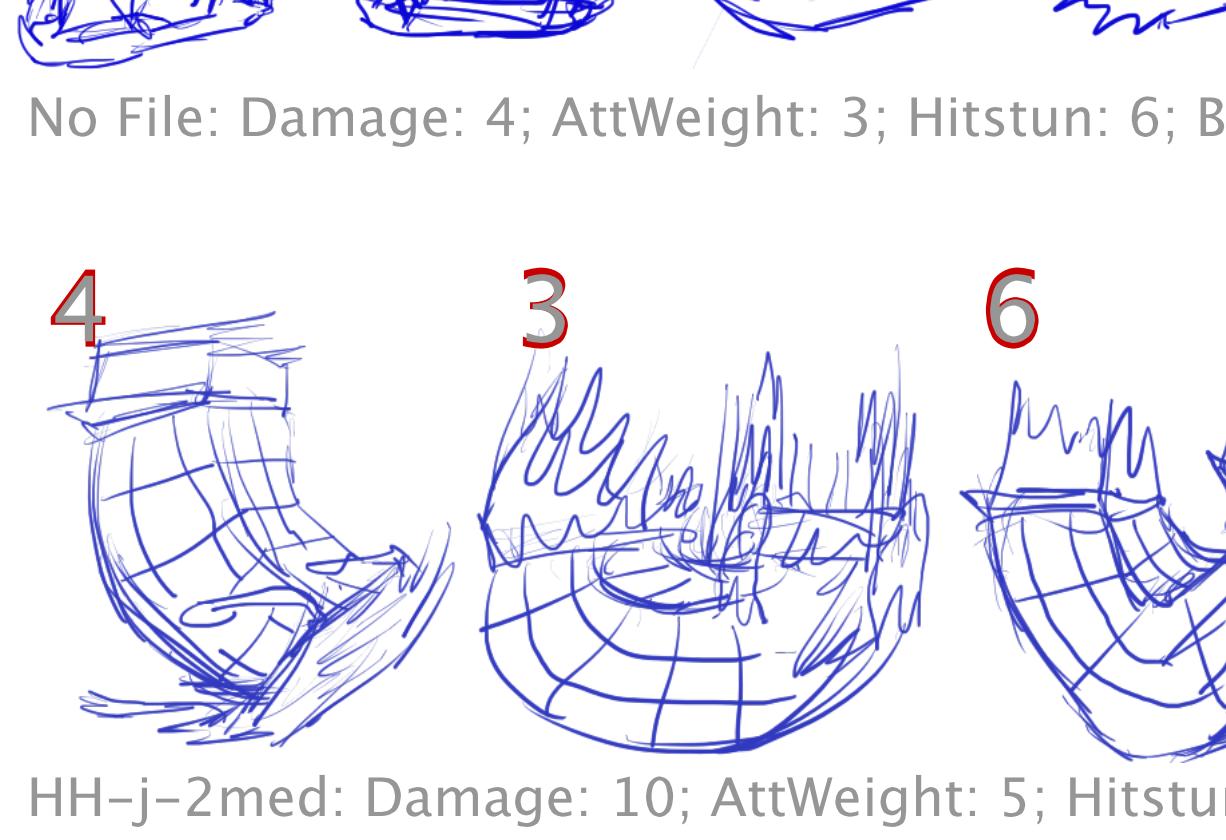
HH-sp3-p1: Damage: 5; AttWeight: 20; Hitstun: 5; Blockstun: 2; Startup: 6; Active: 9; Endlag: 18



No File: Damage: 2; AttWeight: 18; Hitstun: 20; Blockstun: 15; Startup: 35; Active: 0; Endlag: 0



HH-sp1: Damage: 12; AttWeight: 20; Hitstun: 15; Blockstun: 7; Startup: 6; Active: 8; Endlag: 16



HH-cr-Light: Damage: 4; AttWeight: 2; Hitstun: 12; Blockstun: 6; Startup: 4; Active: 5; Endlag: 5



HH-cr-Heavy: Damage: 30; AttWeight: 6; Hitstun: 20; Blockstun: 15; Startup: 12; Active: 3; Endlag: 9



HH-j-light: Damage: 4; AttWeight: 1; Hitstun: 8; Blockstun: 4; Startup: 5; Active: 2; Endlag: 4



No File: Damage: 4; AttWeight: 3; Hitstun: 6; Blockstun: 5; Startup: 10; Active: 0; Endlag: 0



HH-j-heay: Damage: 20; AttWeight: 6; Hitstun: 10; Blockstun: 7; Startup: 12; Active: 2; Endlag: 12



HH-sp1: Damage: 12; AttWeight: 20; Hitstun: 15; Blockstun: 7; Startup: 6; Active: 8; Endlag: 16



No File: Damage: 2; AttWeight: 18; Hitstun: 20; Blockstun: 15; Startup: 35; Active: 0; Endlag: 0