

Ultra Street Fighter IV Omega Edition Move List

KEY
EX=Has an EX version
★=Armor breaking move
Red Text=New move
Yellow Highlight=Change for existing move

Ryu			
Command Move			
Collarbone Breaker			→+MP
Solar Plexus Strike			→+HP
Axe Kick			←+HK
Target Combo 1	★		(At far range) HP⇒HK
Target Combo 2	★		(At far range) MP⇒HP⇒HK
Shoulder Throw			(At close range) →+LP+LK
Somersault Throw			(At close range) ←+LP+LK
Special Move			
Hadoken		EX	↓↘→+P
Shoryuken	EX only★	EX	→↓↘+P
Tatsumaki Senpukyaku	★	EX	↓↙←+K
Airborne Tatsumaki Senpukyaku		EX	(In the air) ↓↙←+K
Hanagashi			→+HP+HK
Tesshin	★	Super Meter Uses 2 blocks	(During Hanagashi) PPP
Isshin	★	Super Meter Uses 2 blocks	(During a successful Hanagashi) PPP
Super Combo			
Shinkuu Hadoken			↓↘→↓↘→+P
Ultra Combo			
Metsu Hadoken			↓↘→↓↘→+PPP
Metsu Shoryuken	★		↓↘→↓↘→+KKK

Ken			
Command Move			
Inazuma Kick			←+MK
Forward Step Kick			→+MK
Thunder Kick			→+HK ※Hold to feint
Target Combo			(At close range) MP⇒HP
Shoulder Throw			(At close range) →+LP+LK
Hell Wheel			(At close range) ←+LP+LK
Special Move			
Reppu Hadoshu		EX	↓↘→+P
Shoryuken		EX	→↓↘+P
Tatsumaki Senpukyaku	★	EX	↓↙←+K
Airborne Tatsumaki Senpukyaku		EX	(In the air) ↓↙←+K
Kamabaraigeri			↓↘→+K
Raikou Nataotoshi			Hold K during Kamabaraigeri
Shippu Jinraikyaku		Super Meter Uses 2 blocks	↓↘→+K K
Super Combo			
Shoryureppa			↓↘→↓↘+K
Ultra Combo			
Shinryuken	★		↓↘→↓↘→+PPP
Guren Senpukyaku	★		↓↘→↓↘→+KKK

Chun-Li			
Command Move			
Kakukyuraku			↘+HK
Kakusenshu			→+MK
Kintekishu			←+MK
Tenkukyaku			(During Kintekishu) MK
Tenshyokyaku	★		(During Tenkukyaku) ↓↑+MK
Yosokyaku			(During jump) ↓+MK ※Up to three times
Hakkei			(At far range) ←+HP
Hienshu			(During forward jump) ↓+LK
Target Combo			(During diagonal jump) HP⇒HP
Koshuto			(At close range) →+LP+LK
Kirinshu			(At close range) ←+LP+LK
Ryuseiraku			(In the air at close range) LP+LK
Special Move			
Hyakuretsukyaku		EX	Press K rapidly
Kikoken		EX	←↙↓↘→+P
Hazanshu	EX only★	EX	→↘↓↙←+K
Spinning Bird Kick	★	EX	↓ Charge ↑+K
Oyokukyaku			↓↘→+K
Hoyokusen		Super Meter Uses 2 blocks	↓↘→+K K
Super Combo			
Senretsukyaku			←Charge→←→+K
Ultra Combo			
Hosenka	★		←Charge→←→+KKK
Kikosho			↓↘→↓↘→+PPP

E. Honda

Command Move			
Shikofumi			\+HK
Sweep Kick			→+HK
Target Combo 1			(At close range) MP⇒\HK
Target Combo 2			(At close range) MP⇒HP
Sabaori			(At close range) →+LP+LK
Rice Bale Throw			(At close range) ←+LP+LK

Special Move			
Hundred Hand Slap		EX	Press P rapidly
Sumo Headbutt	★	EX	←Charge→+P
Sumo Smash		EX	↓ Charge ↑+K
Salt Toss			↓ \→+K
Zuri Fugaku		EX	←Charge→+K
Back Crusher		EX	(At close range) →\ ↓ /←+K
Oicho Throw			(At close range) →\ ↓ /←+P
Orochi Slammer		Super Meter Uses 2 blocks	(At close range) →\ ↓ /←+PP

Super Combo			
Super Killer Head Ram			←Charge→←→+P

Ultra Combo			
Ultimate Killer Head Ram	★		←Charge→←→+PPP
Orochi Breaker			(At close range) →\ ↓ /←→\ ↓ /←+PPP

Blanka			
Command Move			
Rock Crusher			(At close range) →+MP ※Holding the button changes the move properties
Amazon River Run			↘+HP
Surprise Forward			→+KKK
Surprise Back			←+KKK
Coward Crouch			↓+PPP
Wild Lift			(During Coward Crouch) P
Raid Jump			(During Coward Crouch) K
Wild Fang			(At close range) →+LP+LK
Jungle Wheel			(At close range) ←+LP+LK
Special Move			
Electric Thunder			Press P rapidly
Lightning Grenade		Super Meter Uses 2 blocks	Press PP rapidly
Rolling Attack	★	EX	←Charge→+P
Backstep Roll		EX	←Charge→+K
Vertical Roll		EX	↓ Charge ↑ +K
Lightning Mole		EX	→ ↓ ↘ +P
EX Coward Crouch		Super Meter Uses 1 block	↓ +HP+HK
Super Combo			
Ground Shave Roll			←Charge→←→+P or K
Ultra Combo			
Lightning Cannonball			←Charge→←→+PPP
Shout of Earth (Anti-Air)	★		/Charge↘/+PPP
Shout of Earth (Anti-Ground)	★		/Charge↘/+KKK

Zangief			
Command Move			
Flying Body Attack			(During diagonal jump) ↓+HP
Double Knee Drop			(During diagonal jump) ↓+LK
Headbutt			(During vertical jump) ↑+MP or HP
Dynamite Punch	★		(At far range) Hold HP to max
Chrome Head			→+HP
Long Kick			↘+HK
Iron Body			→+HP+HK
Bodyslam			(At close range) →+LP+LK
Brain Buster			(At close range) ←+LP+LK
Special Move			
Spinning Piledriver			(At close range) 360 motion+P
Spinning Piledriver Special		Super Meter Uses 2 blocks	(At close range) 360 motion+PP
Banishing Flat		EX	→↓↘+P
Russian Stomping		EX	↓↘→+K
Double Lariat			PPP
Quick Double Lariat			KKK
Flying Power Bomb		EX	(At far range) 360 motion+K
Atomic Suplex		EX	(At close range) 360 motion+K
Super Combo			
Final Atomic Buster			(At close range) 720 motion+P
Ultra Combo			
Ultimate Atomic Buster			(At close range) 720 motion+PPP
Siberian Blizzard			(In the air at close range) 720 motion+KKK

Guile			
Command Move			
Straight Chop			→+MP
Spinning Back Knuckle			→+HP
Knee Bazooka			→ or ←+LK
Rolling Sobat			→ or ←+MK
Reverse Spin Kick			(At close range) → or ←+HK
Guile High Kick			\+HK
Shades of Glory			↓+HP+HK
Target Combo			↓+MK⇒→+MP
CPS1 Chain			↓+LK⇒ (Standing) LK+ Any P
Dragon Suplex			(At close range) →+LP+LK
Judo Throw			(At close range) ←+LP+LK
Flying Mare			(In the air at close range) →+LP+LK
Flying Buster Drop			(In the air at close range) ←+LP+LK
Special Move			
Sonic Boom		EX	←Charge→+P
Sonic Break		Super Meter Uses 1 block	(During EX Sonic Boom) PP ※Up to 2 times
Flash Kick	EX only★		↓ Charge ↑+K
Blitz Combination		EX	↓ \→+K
Strike Eagle	★	EX	↓ /←+K
Super Combo			
Double Flash			/Charge\//+K
Ultra Combo			
Flash Explosion			/Charge\//+KKK
Sonic Hurricane			←Charge→←→+PPP

Dhalsim			
Command Move			
Yoga Spear			(In the air) ↓+K
Yoga Mummy			(In the air) ↓+HP
Yoga Chop			←+ Hold LP to max
Yoga Tower			↓+PPP
Yoga Sweep			↓+KKK
Yoga Smash			(At close range) →+LP+LK
Yoga Throw			(At close range) ←+LP+LK
Special Move			
Yoga Fire		EX	↓↘→+P
Yoga Flame	★	EX	→↘↓↙←+P
Yoga Blast			→↘↓↙←+K
Yoga Legend		Super Meter Uses 2 blocks	→↘↓↙←+K K
Yoga Teleport (Forward)			→↓↘+PPP
Yoga Teleport (Forward)			→↓↘+KKK
Yoga Teleport (Back)			←↓↙+PPP
Yoga Teleport (Back)			←↓↙+KKK
Air Yoga Teleport (Forward)			(In the air) →↓↘+PPP
Air Yoga Teleport (Forward)			(In the air) →↓↘+KKK
Air Yoga Teleport (Back)			(In the air) ←↓↙+PPP
Air Yoga Teleport (Back)			(In the air) ←↓↙+KKK
EX Yoga Teleport (Forward)		Super Meter Uses 1 block	→↓↘+HP+HK
EX Yoga Teleport (Back)		Super Meter Uses 1 block	←↓↙+HP+HK
Yoga Bringer	Except for EX★	EX	↓↘→+K

Super Combo			
Yoga Inferno			↓↘→↓↘→+P
Ultra Combo			
Yoga Catastrophe			↓↘→↓↘→+PPP
Yoga Shangri-La	★		(In the air) ↓↘→↓↘→+PPP

Balrog			
Command Move			
Charge Up			(At far range) Hold HP or HK
Head Bomber			(At close range) →+LP+LK
Lever Break			(At close range) ←+LP+LK
Special Move			
Dash Straight		EX	←Charge→+P
Gigaton Blow	★	Super Meter Uses 3 blocks	(When EX Dash Straight hits) PPP
Dash Upper		EX	←Charge→+K
Dash Low Straight		EX	←Charge\+P
Dash Swing Blow	★	EX	Hold P of Dash Low Straight
Dash Low Smash	★	EX	←Charge\+K
Buffalo Head		EX	↓ Charge ↑ +P
Turn Punch	★		Hold HP or HK for a certain amount of time and release
EX Turn Punch	★	Super Meter Uses 1 block	Hold HP or HK for a certain amount of time, and then hold another button before releasing
Horn Breaker		EX	→\ ↓ / ←+P
Super Combo			
Crazy Buffalo	★		←Charge→←→+P or KKK
Ultra Combo			
Violent Buffalo	★		←Charge→←→+PPP or KKK
Dirty Bull			(At close range) →\ ↓ / ←→\ ↓ / ←+PPP

Vega			
Command Move			
Piece of Mercury			\+MK
Cosmic Heel			\+HK
Back Slash			PPP
Short Back Slash			KKK
Target Combo			(At close range) LK⇒HK
Rainbow Suplex			(At close range) →+LP+LK
Crescent Line			(At close range) ←+LP+LK
Stardust Drop			(In the air at close range) LP+LK
Special Move			
Rolling Crystal Flash			←Charge→+P
Crimson Crucify		Super Meter Uses 2 blocks	←Charge→+PP
Scarlet Terror	★	EX	←Charge→+K
EX Scarlet Terror Followup Attack			(After EX Scarlet Terror lands) K ※On hit it automatically happens
Sky High Claw	EX only★	EX	↓ Charge ↑ +P
Flying Barcelona Attack		EX	↓ Charge ↑ +K (After wall jump, additionally input P)
Izuna Drop			(After Flying Barcelona Attack at close range) → or ←+P
Rose Thorn			(After Flying Barcelona Attack) K
Remove Claw			→ ↓ \ +P
Insanity Gaze		Super Meter Uses 2 blocks	→ ↓ \ +PP

Super Combo			
Flying Barcelona Special	★		／Charge＼／／+ K (After wall jump, additionally input P)
Rolling Izuna Drop			(After Flying Barcelona Special at close range) → or ←+P

Ultra Combo			
Bloody High Claw	★		／Charge＼／／+KKK
Splendid Claw	★		／Charge→←→+KKK

Sagat			
Command Move			
Heavy Tiger Elbow			→+HP
Low Step Kick			→+LK
High Step Kick			→+HK
Edge Knee Strike			(While standing, before HK starts) HK
Target Combo			(At close range) MK⇒HK
Fake Kick			(Before Target Combo HK starts) HK
Tiger Rage			(At close range) →+LP+LK
Tiger Carry			(At close range) ←+LP+LK
Special Move			
High Tiger Shot		EX	↓↘→+P
Low Tiger Shot		EX	↓↘→+K
Tiger Uppercut	アングリーチャージ時のみ★	EX	→↓↘+P
Tiger Knee Crush	★	EX	→↓↘+K
Tiger Claw			↓↙←+K
Tiger Raid		Super Meter Uses 2 blocks	↓↙←+K K
Angry Charge		Super Meter Uses 1 block	↓↙← ↓↙←+K
Super Combo			
Tiger Genocide			↓↘→ ↓↘→+K
Ultra Combo			
Tiger Destruction			↓↘→ ↓↘→+KKK
Tiger Cannon			↓↘→ ↓↘→+PPP

M. Bison			
Command Move			
Hell Attack			(During diagonal jump) MP⇒MP
Deadly Middle Kick			\+HK
Psycho Break			\+HP
Deadly Throw			(At close range) →+LP+LK
Death Tower			(At close range) ←+LP+LK
Special Move			
Psycho Crusher	★		←Charge→+P
Psycho Crusher Omega	★	Super Meter Uses 2 blocks	←Charge→+PP
Double Knee Press		EX	←Charge→+K
Head Press		EX	↓ Charge ↑+K
Somersault Skull Diver		EX	(After non-EX version of Head Press) P
Death Flutter		EX	↓ Charge ↑+P
Devil Reverse			(During Death Flutter) P
Evil Stomp			(During Death Flutter) K
Psycho Sever		EX	↓ /←+K
Super Combo			
Knee Press Nightmare			←Charge→←→+K
Ultra Combo			
Nightmare Booster			←Charge→←→+KKK
Psycho Punisher	★		←Charge→←→+PPP

C.Viper			
Command Move			
Viper Elbow			→+MP
Double Kick			→+HK
Viper Blade			\+HK
Ab Fitness			(At close range) →+LP+LK
Temple Massage			(At close range) ←+LP+LK
Special Move			
Thunder Knuckle	★	EX	↓↙+P
Thunder Knuckle Cancel			(Before Thunder Knuckle starts) PP
Burning Kick		EX	↓↙+K
AirBorne Burning Kick		EX	(In the air) ↓↙+K
Seismic Hammer		EX	→↓\+P
Seismic Hammer Cancel			(Before Seismic Hammer starts) PP
Thunder Fist		EX	↓↘→+P
Thunder Fist Cancel			(Before Thunder Fist starts) PP
Burst Heel		EX	↓↘→+K
EX Burst Heel Cancel			(When EX Burst Heel hits) KK
Super Combo			
Emergency Combination			↓↘→↓↘→+K
Ultra Combo			
Burst Time	★		↓↘→↓↘→+PPP
Burning Dance	★		(In the air) ↓↙←↓↙←+KKK

Rufus			
Command Move			
Vulture Kick			→+MK
Glory Kick			\+MK
Fragrance Palm			→+HP
Falcon Kick			(In the air) \+MK
Target Combo 1			(At close range) LK⇒HK
Target Combo 2			→+HP⇒←→+HP⇒↓→+HP
Head Bazooka			(At close range) →+LP+LK
Hand Machinegun			(At close range) ←+LP+LK
Special Move			
Messiah Kick		EX	↓↙←+K
Messiah Kick Followup Attack	弱のみ★		(After non-EX version of Messiah Kick) K
Galactic Tornado	★	EX	↓↘→+P
Snake Strike		EX	→↓↘+P
Airborne Snake Strike		EX	(In the air) →↓↘+P ※Cannot do during back jump
Dynasty Dash		EX	↓↘→+K
Mach Back Knuckle			(During Dynasty Dash) LP
Peerless Palm	★		(During Dynasty Dash) MP
Premium Tackle	★		(During Dynasty Dash) HP
Super Combo			
Spectacle Romance	★		↓↘→↓↘→+P
Ultra Combo			
Space Opera Symphony	★		↓↘→↓↘→+PPP
Big Bang Typhoon	★		↓↙←↓↙←+PPP

El Fuerte			
Command Move			
Shower Kick			→+MK
Wall Jump[>>]Tostada Press			(At moment of wall jump) MP
Wall Jump[>>]Fajita Buster			(At moment of wall jump) HP
Target Combo 1			(At close range) MK⇒MK
Target Combo 2			(At close range) MK⇒HK
Tepache Bomb			(At close range) →+LP+LK
Chili Mexicano			(At close range) ←+LP+LK
Sky Sorpresa Drop			(In the air at close range) LP+LK
Special Move			
Habanero Dash		EX	↓↘+P
Habanero Back Dash		EX	↓↙+P
Sudden Stop			(During Habanero Dash or Habanero Back Dash) LP
Tostada Press			(During Habanero Dash or Habanero Back Dash) MP
Fajita Buster			(During Habanero Dash) HP
Backstep			(During Habanero Dash) LK
Gordita Sobot			(During Habanero Dash) MK
Calamari Slide			(During Habanero Dash) HK
Picadillo Jump			(During Habanero Back Dash) K
Propeller Tortilla			(During Habanero Back Dash) HP
Step al Pastor			(During EX Habanero Dash) LP
Enchilada Jump			(During EX Habanero Dash) LK
Chorizo Stomp			(During EX Habanero Dash) MK

Quesadilla Bomb	★	EX	Hold K for a certain amount of time and release
Guacamole Leg Throw	EX only★	EX	→↓\+K
Enchilada Jump		EX	↓\→+K
Flying Nachos	★	EX	↓/←+K

Super Combo			
El Fuerte Dynamite			↓\→↓\→+K

Ultra Combo			
El Fuerte Flying Giga Buster			↓\→↓\→+KKK
El Fuerte Ultra Spark	★		↓/←↓/←+KKK

Abel			
Command Move			
Side Kick			\+MK
Back Hand Knuckle			→+MP
Over Hand Hook			→+HP
Palm Drop			(In the air) ↓+HP
Marseilles Roll			(During wake up) →+K
Target Combo 1			(At close range) LP⇒LP
Target Combo 2			(At close range) MP⇒MP
Target Combo 3			(At close range) HP⇒HP
Drop Throw			(At close range) →+LP+LK
Pincer Throw			(At close range) ←+LP+LK
Special Move			
Grappling		EX	↓\→+P
Falling Sky		EX	→↓\+P
Tornado Throw		EX	→\↓↗←+P
Shoulder Tackle	最大ホールド 時とEXは★	EX	↓\→+K ※Can charge by holding
Shoulder Tackle Cancel			(While charging Shoulder Tackle) P
Wheel Kick	★	EX	↓↗←+K
Super Combo			
Heartless	★		↓\→↓\→+P
Ultra Combo			
Soulless	★		↓\→↓\→+PPP
Breathless			↓\→↓\→+KKK ※Can charge by holding
Breathless Cancel			(While charging Breathless) P or ↓↓
-			

Akuma			
Command Move			
Zugaihasatsu			→+MP
Tenmakujinkyaku			(Near the apex of a front jump) ↓+MK
Kikoku Renzan			(At far range) HK⇒HK
Kikoku Rentotsu			(At far range) HP⇒HP
Goshoha			(At close range) →+LP+LK
Syuretto			(At close range) ←+LP+LK
Special Move			
Gohadoken		EX	↓↘→+P
Shakunetsu Hadoken		EX	→↘↓↙←+P
Zanku Hadoken		EX	(In the air) ↓↘→+P ※Cannot perform during back jump except for EX version
Tenma Gozanku		Super Meter Uses 1 block	(In the air) ↓↘→+LP+HP
Goshoryuken			→↓↘+P
Kimonkai	★	Super Meter Uses 2 blocks	→↓↘+PP
Tatsumaki Zankukyaku		EX	↓↙←+K
AirBorne Tatsumaki Zankukyaku		EX	(In the air) ↓↙←+K
Hyakkishu		EX	↓↘→+K
Hyakkigozan			(During Hyakkishu) 入力なし
Hyakkigosho	★		(During Hyakkishu) P
Hyakkigojin			(During Hyakkishu) K
Hyakkigosai			(During Hyakkishu) LP+LK
Hyakki Goha			(During EX Hyakkishu) P
Ashura Senku (Forward)			→↓↘+PPP
Ashura Senku (Forward)			→↓↘+KKK

Ashura Senku (Back)			← ↓ ↗+PPP
Ashura Senku (Back)			← ↓ ↗+KKK
Shura Rengoku		Super Meter Uses 2 blocks	(During K version of Ashura Senku (Forward)) LP+LK

Super Combo			
Raging Demon			LP • LP • → • LK • HP

Ultra Combo			
Wrath of the Raging Demon			LP • LP • ← • LK • HP
Demon Armageddon	★		↑ ↑ +KKK or (During Ashura Senku) ↑ ↑ +KKK

Gouken			
Command Move			
Sakotsukudaki			→+MP
Tenmakujinkyaku			(Near apex of a front jump) ↓+MK
Shinkai Geri			\+MK
Joudan Sokuto Geri			→+HK
Raikotokyaku			(At close range) →+LP+LK
Amaoroshi			(At close range) ←+LP+LK
Special Move			
Gohadoken		EX	↓\→+P ※Can charge by holding
Senkugoshoha	★	EX	→↓\+P
Tatsumaki Gorasen		EX	↓↙←+K
Airborne Tatsumaki Senpukyaku		EX	(In the air) ↓↙←+K ※Cannot perform during back jump except for EX version
Hyakkishu		EX	→↓\+K
Hyakkigozan			(During Hyakkishu) No input
Hyakkigoheki			(During Hyakkishu) P
Hyakkigojin			(During Hyakkishu) K
Hyakkigosai			(During Hyakkishu) LP+LK
Kongoshin	★	EX	(At the same time as opponent's attack) ↓↙←+P
Fudoshin		EX	↓\→+K
Super Combo			
Forbidden Shoryuken	★		↓\→↓\→+K
Ultra Combo			
Shin Shoryuken	★		↓\→↓\→+PPP
Denjin Hadoken			↓\→↓\→+KKK ※Can charge by holding

Seth			
Command Move			
Yosokyaku			(During jump) ↓+MK Can input up to three times
Tenmakujinkyaku			(Near apex of a front jump) ↓+HK
Scythe Kick			(At close range) Hold HK to max
Double Zoom Punch			→+HP
Jump Double Zoom Punch			(During vertical jump) ↘+HP
Target Combo			(At far range) LP⇒MP
Genocide Shot			(At close range) →+LP+LK
Death Throw			(At close range) ←+LP+LK
Special Move			
Sonic Boom		EX	↓↘+P
Shoryuken		EX	→↓↘+P ※Can input up to three times
Hyakuretsukyaku	★	EX	↓↙←+K
Chariot Tackle	EX only★	EX	↓↘→+K
Tanden Engine	EX only★	EX Super Meter Uses 2 blocks	←↓↙+P
Yoga Teleport (Forward)			→↓↘+PPP
Yoga Teleport (Forward)			→↓↘+KKK
Yoga Teleport (Back)			←↓↙+PPP
Yoga Teleport (Back)			←↓↙+KKK
Spinning Piledriver		EX	(At close range) 360 motion+P
Super Combo			
Tanden Storm			↓↙←↓↙←+P
Ultra Combo			
Tanden Stream	★		↓↘→↓↘→+PPP
Tanden Typhoon	★		↓↙←↓↙←+PPP

Cammy			
Command Move			
Killer Scythe Kick			(During vertical jump) ↓+HK
Hooligan Suplex			(At close range) →+LP+LK
Frankensteiner			(At close range) ←+LP+LK
Flying Neck Breaker			(In the air at close range) LP+LK
Special Move			
Cannon Spike		EX	→↓\+K
Spiral Arrow		EX	↓\→+K
Quick Spin Knuckle	★	EX	→\↓↙←P
Hooligan Combination		EX	←↙↓\→+P
Razor's Edge Slicer	★		(During Hooligan Combination) 入力なし
Assault Roll			(During Hooligan Combination) P
Cannon Strike			(During Hooligan Combination) K
Fatal Leg Twister			(During EX Hooligan Combination) LP+LK
Cannon Strike		EX	(During forward jump) ↓↙←+K ※Only EX version can be done during all jump directions
Target Strike			(When forward jump attack hits, except for HK) ↓↙←+K
Killer Bee Stinger		EX	↓↙←+K
Super Combo			
Spin Drive Smasher			↓\→↓\→+K
Ultra Combo			
Gyro Drive Smasher			↓\→↓\→+KKK
CQC (Cammy Quick Combination)			(At the same time as opponent's attack) ↓↙←↓↙←+PPP

Fei Long

Command Move			
Chokkarakusho			→+MK
Engekishu			→+HK
Shushugai			(At close range) →+LP+LK
Tenshou Tousaikyaku			(At close range) ←+LP+LK

Special Move			
Rekkaken		EX	↓↘→+P (able to input three times) ※Can input three EX versions as well
Shienkyaku		EX	←↓↙+K
Rekkukyaku	EX only★	EX	←↙↓↘→+K
Tenshin		EX	→↘↓↙←+K
Ryuogeki	★	EX	→↓↘+P
Shoenryu	★	EX	↓↙←+P

Super Combo			
Rekkashinken			↓↘→↓↘→+P
Rekkashinken Followup Attack	★		(When opponent blocks Rekkashinken) ↓↘→+P ※On hit it automatically happens

Ultra Combo			
Rekkashingeki			↓↘→↓↘→+PPP
Gekirinken			(At the same time as opponent's attack) ↓↘→↓↘→+KKK

Sakura			
Command Move			
Flower Kick			→+MK
Pendulum Upper			←+HP
Sailor Shot			(At close range) →+LP+LK
Choba Throw			(At close range) ←+LP+LK
Special Move			
Hadoken		EX	↓↘→+P ※Can charge by holding
Shouoken		EX	→↓↘+P
Shunpukyaku	★	EX	↓↙←+K
Shunpurenkkyaku			(During M and H Shunpukyaku) K
Airborne Shunpukyaku		EX	(In the air) ↓↙←+K
Sakura Otoshi		EX	↓↘→+K ※During can input P during jump
Hadosho		EX	↓↙←+P
Okakyaku		EX	(During forward jump) ↓↘→+K
Sakura Fubuki		Super Meter 2ブロック以上消費	PPP
P Followup Attack			(When opponnent blocks Sakura Fubuki) P
K Followup Attack			(When opponnent blocks Sakura Fubuki) K
Super Combo			
Haru Ichiban			↓↙←↓↙←+K
Ultra Combo			
Haru Ranman	★		↓↙←↓↙←+KKK
Shinku Hadoken			↓↘→↓↘→+PPP
Shinku Tengyo Hadoken			↓↘→↓↘→+KKK

Rose			
Command Move			
Slide			\+MK
Soul Feel			→+MP
Soul Piede			→+HK
Soul Fall			(At close range) →+LP+LK
Soul Loop			(At close range) ←+LP+LK
Special Move			
Soul Spark		EX	←/↓\→+P
Soul Spiral	★	EX	↓\→+K
Soul Reflect		EX	↓/←+P
Soul Throw		EX	→↓\+P
Soul Passing		EX	(At the same time as opponent's attack) ↓/←+K
Super Combo			
Aura Soul Spark			↓\→↓\→+LP
Aura Soul Spark Due			↓\→↓\→+MP
Aura Soul Spark Tre			↓\→↓\→+HP
Ultra Combo			
Illusion Spark	★		↓\→↓\→+PPP
Soul Satellite	★		↓/←↓/←+PPP

Gen (Mantis Style)			
Command Move			
Kokukan			Can go from L->M->H with normal attacks
Change Style: Crane			KKK
Shuraku			(At close range) →+LP+LK
Hozen			(At close range) ←+LP+LK
Special Move			
Hyakurenko	★	EX	Press P rapidly
Gekiro		EX	→↓\+K ※Except for EX version, can input K on hit
Setsunasen		Super Meter Uses 1 block	(During Special Move cancel) KKK
Super Combo			
Zan'ei	★		↓\→↓\→+P
Ultra Combo			
Zetsuei	★		↓\→↓\→+PPP
Shitenketsu	★		↓／←↓／←+PPP

Gen (Crane Style)			
Command Move			
Shakudan			(In the air) HK⇒HK
Kyotetsu			↘+MP
Change Style: Mantis			PPP
Shuraku			(At close range) →+LP+LK
Hozen			(At close range) ←+LP+LK
Special Move			
Jyasen			←Charge→+P
Shishisho		Super Meter Uses 2 blocks	←Charge→+PP
Oga		EX	↓ Charge ↑ +K
Sudden Stop			(After Oga) ←
Close Kick	★		(After Oga) ↓ or ニュートラル
Far Kick	★		(After Oga) ↘ or →
Ceiling Jump			(After Oga) ↘ or ↑ or ↙
Falling Kick	★		(After Ceiling Jump) ↓
Super Close Kick Right	★		(After Ceiling Jump) ↘ or →
Super Close Kick Left	★		(After Ceiling Jump) ↙ or ←
Setsunasen		Super Meter Uses 1 block	(During Special Move cancel) PPP
Super Combo			
Jyakoha	★		↓↘→↓↘→+K
Ultra Combo			
Ryukoha	★		↓↘→↓↘→+KKK
Teiga	★		(In the air) ↓↘→↓↘→+KKK

Dan			
Command Move			
Kachiwari Chop			→+HP
Saikyoryu Defense			(During successful block) PPP
Jumping Taunt			(In the air) HP+HK
Ducking Taunt			↓+HP+HK
Gado Thrust			(At close range) →+LP+LK
Saikyo Haraigoshi			(At close range) ←+LP+LK
Special Move			
Gadoken		EX	↓↘→+P
Koryuken		EX	→↓↘+P
Dankukyaku	★	EX	↓↙←+K
Airborne Dankukyaku	中とEX only★	EX	(In the air) ↓↙←+K
Danretsuken		EX	↓↙←+P
Saikyo Tenjinsai		EX	(At close range) 360 motion+K
Super Combo			
Hissho Buraiken			↓↙←↓↙←+P
Legendary Taunt			↓↘→↓↘→+HP+HK
Ultra Combo			
Shisso Buraiken			↓↙←↓↙←+PPP
Haoh Gadoken			↓↘→↓↘→+KKK

T. Hawk			
Command Move			
Heavy Body Press			(In the air) ↓+HP
Heavy Shoulder			(In the air) ↓+MP
Thrust Peak			↘+LP
Hunting Hawk			→+HP
Neck Hanging Tree			(At close range) →+LP+LK
Mexican Throw			(At close range) ←+LP+LK
Special Move			
Mexican Typhoon			(At close range) 360 motion+P
Thunder Bird		Super Meter Uses 2 blocks	(At close range) 360 motion+PP
Tomahawk Buster		EX	→↓↘+P
Condor Dive		EX	(In the air) ↓↘→+P
Condor Spire	★	EX	↓↘→+K
Condor Rise			KKK
Earth Rage		EX	↓↙←+P
Super Combo			
Double Typhoon			(At close range) 720 motion+P
Ultra Combo			
Raging Typhoon			(At close range) 720 motion+PPP
Raging Slash			→↘↓↙←↘↓↙←+PPP

Guy			
Command Move			
Elbow Drop			(In the air) ↓+MP
Neck Breaker			→+HP
Ninja Sickle			←+HK
Nodokiri			(During Ninja Sickle) HK
Mizukirigeri			\+HK
Target Combo			MP⇒HP
Bushin Gokusaken			LP⇒MP⇒HP⇒HK
Bushin Gokusa Throw			(When third part of Bushin Gokusaken hits) ↓+HK
Bushingoraikyaku	★	Super Meter Uses 1 block	(Far MP or when second part of Bushin Gokusaken hits) ↓+PP
Grab Throw			(At close range) →+LP+LK
Bushinryu Shoulder Throw		Super Meter Uses 1 block	(During Grab Throw) ←LP+LK
Shoulder Throw			(At close range) ←+LP+LK
Special Move			
Hozanto	★	EX	↓↙+P
Bushin Senpukyaku		EX	↓↙+K
Yamagoe		EX	↓↘+P
Ikazuchi	EX only★		(During Yamagoe) P
Kabutowari			(During Yamagoe) K
Bushin Izuna Otoshi			(During Yamagoe) ← or →+P
Kaiten Izuna Otoshi		EX	→↓↘+P or (In the air at close range) ↓↘+P
Utsusemi		EX	(Excluding the EX version, at the same time as opponent's attack) →↓↘+K
Run		EX	↓↘+K
Sudden Stop			(During Run) LK

Shadow Kick			(During Run) MK
Neck Flip			(During Run) HK
Hozanto	★		(During EX Run) LP
Hagakure Ten			(During EX Run) MP
Hagakure Chi	★		(During EX Run) HP

Super Combo			
Bushin Hasoken			↓↘→↓↘→+P

Ultra Combo			
Bushin Goraisenpujin	★		↓↘→↓↘→+KKK
Bushin Muso Renge			(At close range) ↓↙←↓↙←+PPP

Cody			
Command Move			
Stomach Blow			→+MP
Hammer Hook			→+HP
Jaw Crusher			←+MP
Crack Kick			→+HK
Bad Spray			(When quick recovery is possible) ↑+P
Fake Bad Stone			↓+HP+HK
Crime Sway			↓+KKK
Final Combination			→+弱P⇒弱P⇒弱P⇒弱P
Final Combo Throw			(When the third part of Final Combination hits) ↓+弱P
Fake Blow			(From the second part of Final Combination) ←+弱P
Knife Attack			(While holding knife) P ※Can be done in the air
Prisoner Throw			(At close range) →+LP+LK
Bad Stomp			(At close range) ←+LP+LK
Special Move			
Bad Stone		EX	↓↘→+P ※Can charge by holding the button
Knife Throw			(While holding knife) ↓↘→+P
Criminal Upper		EX	↓↙←+P
Ruffian Kick	★	EX	↓↘→+K
Zonk Knuckle	★	EX	Hold P for a certain amount of time and release
Pick up Knife			↓+PPP
Mega Crash	★	Super Meter Uses 1 block	KKK

Super Combo			
Dead End Irony	★		↓↘→↓↘→+K
Ultra Combo			
Final Destruction	★		↓↘→↓↘→+PPP
Last Dread Dust			↓↙←↓↙←+PPP

Ibuki			
Command Move			
Agemen			←+MP
Spin Kick			→+LK
Reverse Spin Kick			←+HK
Hammer Kick			\+MK
Sazan			\+LK
Bonsho Kick			→+HK
Spiral Elbow			→+HP
Backhand Punch			Spiral Elbow⇒HP
Target Combo 1			(During jump) HP⇒MK
Target Combo 2			(During diagonal jump) LP⇒HP
Target Combo 3			(During diagonal jump) LK⇒MK
Target Combo 4			(At close range) LP⇒MP⇒HP
Target Combo 5			(At far range) LP⇒MP⇒→+LK
Target Combo 6			(At close range) LP⇒MP⇒↓+HK⇒HK
Target Combo 7			Reverse Spin Kick⇒→+MK
Target Combo 8			(At close range) HP⇒↓+HK⇒HK
Target Combo 9			LK⇒MK⇒HK
Target Combo 10			↓+HK⇒HK
Target Combo 11			(At far range) MP⇒→+LK
Target Combo 12			Agemen⇒HP
Yami Kazura			(At close range) →+LP+LK
Uki Yami			(At close range) ←+LP+LK
Tobizaru			(In the air at close range) LP+LK

Special Move			
Kunai		EX	(In the air) ↓↘→+P
Tsuijigoe			→↓↘+P
Neck Breaker	★	EX	←↙↓↘→+P
Raida	★	EX	→↘↓↙←+P
Kasumi Gake			↓↘→+K
Kazekiri		EX	→↓↘+K
Tsumuji			↓↙←+K
Followup Attack(Upper)			(Except for L version, from Tsumuji) K
Followup Attack(Lower)			(Except for L version, from Tsumuji) ↓+K
EX Tsumuji			↓↙←+K K ※During animation, press ↓ to change attack
Hien		EX	←↓↙+K
Kagenui			←↓↙+P
Yamishigure		Super Meter Uses 2 blocks	←↓↙+PP

Super Combo			
Kasumi Suzaku			↓↘→↓↘→+K (can be done in the air)

Ultra Combo			
Yoroitoshi			→↘↓↙←→↘↓↙←+PPP
Hashinsho	★		↓↘→↓↘→+KKK

Makoto			
Command Move			
Yamase			→+HP⇒HP
Kumoharai			(丹田練氣・攻めの型発動中に) MP+MK
Target Combo 1			LK⇒MK
Target Combo 2			→+MK⇒HK
Head Butt			(At close range) →+LP+LK
Triple Threat			(At close range) ←+LP+LK
Special Move			
Fukiage		EX	→↓\+P
Hayate	EX only★	EX	↓\→+P ※During Tanden Renki animation, except for EX version, can charge by holding
Hayate Cancel			(During Hayate charge) K
Oroshi	★	EX	↓/←+P
Karakusa		EX	→\↓/←+K
Tsurugi		EX	(In the air) ↓/←+K ※Cannot perform during back jump
Shikiri		EX	↓\→+K
Isana	★	EX	←↓/→+P
EX Tanden Renki		Super Meter 2ブロック以上消費	↓\→↓\→+P
Super Combo			
Tanden Renki			↓\→↓\→+P
Ultra Combo			
Seichusen Godanzuki	★		↓\→↓\→+PPP
Seichusen Midarezuki	★		(During successful combo) ↓\→↓\→+PPP
Abare Tosanami	★		↓\→↓\→+KKK ※If done during EX version then property changes, EX仕切りの構え中に出すと性能変化

Dudley			
Command Move			
Slipping Jab			→+LP
Stomach Blow			→+MP
Step Straight			→+HP
Kidney Blow			→+MK
Dart Shot			→+HK
Clavicle Break			↓ ↓ +MK
Victory Rose			↓ +HP+HK
Target Combo 1			→+LP⇒MP
Target Combo 2			↓ +LK⇒MK
Target Combo 3			→+HK⇒MK
Target Combo 4			LP⇒MP⇒MK
Target Combo 5			MP or →+MK⇒MK⇒HP
Target Combo 6			↓ +LK⇒ ↓ +MP⇒ ↓ +HP
Target Combo 7			MK⇒HK⇒HP
Target Combo 8			LK⇒MK⇒MP⇒HP
Kidney Crusher			(At close range) →+LP+LK
Dynamite Throw			(At close range) ←+LP+LK
Special Move			
Jet Upper		EX	→ ↓ ↘ +P
Machinegun Blow		EX	← / ↓ ↘ → +P
Cross Counter		EX	(At the same time as opponent's attack) → ↘ ↓ / ← +P
Sway			↓ / ← +LK
Cutting Upper			(During Sway) P

Sway Back			↓ ↙ ← + MK or HK
Short Swing Blow			(During Sway Back) P
Step In			(During Sway or Sway Back) K
EX Short Swing Blow		Super Meter Uses 1 block	↓ ↙ ← + K K
Ducking		EX	← ↙ ↓ ↘ → + K
Ducking Straight	★		(During Ducking) P
Ducking Upper			(During Ducking) K
Corkscrew Shot	★		(During EX Ducking) P

Super Combo			
Rocket Upper			↓ ↘ → ↓ ↘ → + P

Ultra Combo			
Rolling Thunder			↓ ↘ → ↓ ↘ → + KKK
Corkscrew Cross	★		↓ ↘ → ↓ ↘ → + PPP

Dee Jay			
Command Move			
Knee Shot			(During diagonal jump) ↓+LK
Sunrise Heel			↘+MK
Maximum High			→+HK
Funky Summersault			(When Maximum High hits) ↓↑+HK
Swing Over Launch			(At close range) →+LP+LK
Flip Throw			(At close range) ←+LP+LK
Special Move			
Air Slasher		EX	↓↘→+P
EX Air Slasher 2nd			(During EX Air Slasher) PP
Double Rolling Sobat	★		↓↘→+K
Maximum Hurricane	★	Super Meter Uses 2 blocks	↓↘→+K K
Jackknife Maximum		EX	→↓↘+K
Machinegun Upper	★	EX	↓↙←+P ※Except for EX version, can increase the number of hits by pressing P
Waning Moon		EX	→↘↓↙←+K
Super Combo			
Sobat Carnival			↓↘→↓↘→+K
Ultra Combo			
Sobat Festival			↓↘→↓↘→+KKK
Climax Beat	★		↓↙←↓↙←+PPP

Adon			
Command Move			
Jaguar Crunch			→+MP
Jaguar Fang			→+HP
Jutting Kick			\+MK
Jaguar Carry			(At close range) →+LP+LK
Jaguar Slam			(At close range) ←+LP+LK
Special Move			
Jaguar Kick	★	EX	↓\→+K
Airborne Jaguar Kick		EX	(In the air) ↓\→+K ※Cannot perform during back jump
Rising Jaguar		EX	→↓\+K
Jaguar Tooth	★	EX	→\↓/+K
Jaguar Claw		EX	↓\→+P
Jaguar Bite	★	EX	→\↓/+P
Hundred Jaguars			(Except for EX version, when Jaguar Bite hits) P
Super Combo			
Jaguar Varied Assault			↓\→↓\→+P
Ultra Combo			
Jaguar Revolver	★		↓/←↓/+KKK
Jaguar Avalanche	★		↓\→↓\→+KKK

Hakan			
Command Move			
Hakan Smash			→+LP
Hakan Tackle			→+MP
Hakan Spear			→+HP
Step Low			→+LK
Front Kick			→+MK
Step Knee			→+HK
Hakan Splitter			Hold HP to max
Oil Head Combo			(When oiled) →+MP⇒HP
Guard Position			↓+PPP
Hakan Throw			(At close range) →+LP+LK
Hakan Reverse			(At close range) ←+LP+LK
Hakan Stomp			(In the air at close range) LP+LK
Special Move			
Oil Slide	★	EX	↓↘→+P
Body Press			(Except for L version, before Oil Slide hits) P
Oil Shower			(Except for L version, before Oil Slide hits) K
Oil Rocket		EX	(At close range) →↘↓↙←+P
Oil Dive		EX	(At close range) 360 motion+K ※Can charge by holding
Oil Dive Cancel			(During Oil Dive charge) ↓↓
Oil Shower		EX	↓↙←+K
Hakan Launcher	EX only★	EX	↓↘→+K

Super Combo			
Flying Oil Spin			↓↘→↓↘→+K ※Can charge by holding
Flying Oil Spin Cancel			(During Flying Oil Spin charge) ↓↓
Ultra Combo			
Oil Coaster			(At close range) 720 motion+PPP
Oil Combination Hold			↓↓↓+KKK

Juri			
Command Move			
Sekku			→+MK
Tojushu			(In the air) ↓+HP
Karen Kick			(At close range) →+LP+LK
Assatsu Kick			(At close range) ←+LP+LK
Special Move			
Jafuten			↓↘→+K ※Can continue to charge by holding K button
Fuhajin			Release Jafuten charge
Fusatsusen			→+Release Jafuten charge
Shotenha			←+Release Jafuten charge
EX Fuhajin		Super Meter Uses 1 block	↓↘→+K K
Senpusha		EX	↓↙←+K
Shikusen	★	EX	(In the air) ↓↙←+K ※Except for EX version, cannot perform during back jump
Shirensen			(Except for EX versions, when Shikusen hits or is blocked) K
Kasatushi		EX	(Except for EX version, at the same time as opponent's attack) ↓↙←+P
EX Kasatushi Followup Move			(During EX Kasatushi animation) → or ↑ or ↗
Super Combo			
Rochumou	★		↓↘→↓↘→+K
Ultra Combo			
Feng Shui Engine			↓↘→↓↘→+PPP
Kaisen Dankairaku	★		↓↘→↓↘→+KKK

Yun			
Command Move			
Senpukyaku			→+MK
Dakai			→+HP
Raigeki Shu			(During jump ascension) ↘+K ※Cannot perform during back jump
Target Combo 1			(In the air) LP⇒→+HP
Target Combo 2			↓+MP⇒↓+HP
Target Combo 3			↓+HK⇒HK
Target Combo 4	★		MP⇒HP⇒←+HP
Target Combo 5			(At close range) LP⇒LK⇒MP
Gekitei Futai			(At close range) →+LP+LK
Ento Shugeki			(At close range) ←+LP+LK
Special Move			
Kobokushi	★	EX	↓↙←+P
Zesshou Hohou	★	EX	↓↘→+P
Tetsuzanko		EX	→↓↘+P ※Only during EX version, holding the button changes the move properties
Nishokyaku		EX	→↓↘+K
Zenpou Tenshin		EX	(At close range) →↘↓↙←+K
Shukuchi Rimon Chochu		EX	→→+P
Renkan Shoko		Super Meter Uses 1 block	(When EX Shukuchi Rimon Chochu hits) PP
Super Combo			
Genei Jin			↓↘→↓↘→+P
Ultra Combo			
You Hou	★		↓↘→↓↘→+PPP
Sorai Rengeki			↓↘→↓↘→+KKK

Yang			
Command Move			
Senpukyaku			→+MK
Raigeki Shu			(During jump ascension) ↘+K ※Cannot perform during back jump
Target Combo 1			(During forward jump) MK⇒↘+MK
Target Combo 2	★		MP⇒HP⇒←+HP
Target Combo 3			LK⇒MK⇒HK
Youhon Shiun			(At close range) →+LP+LK
Ento Shugeki			(At close range) ←+LP+LK
Special Move			
Byakko Soshoda	★	EX	↓↙←+P
Tourouzan			↓↘→+P ※Can input up to three times
Rengeki Tourouha	★	Super Meter Uses 2 blocks	↓↘→+PP
Kaihou		EX	↓↘→+K
Senkyutai		EX	→↓↘+K
Zenpou Tenshin		EX	(At close range) →↘↓↙←+K
Honshin		EX	(At the same time as opponent's attack) ←↓↙+P
Super Combo			
Seiei Enbu			↓↘→↓↘→+P
Ultra Combo			
Raishin Mahhaken	★		↓↘→↓↘→+PPP
Tenshin Senkyutai	★		↓↘→↓↘→+KKK

Evil Ryu			
Command Move			
Zugaihasatsu			→+MP
Zounuki	★		→+HP ※Holding the button causes move properties to change
Senbukyaku			→+MK
Tenmakujinkyaku			(During forward jump) ↓+MK
Target Combo 1			(At close range) MP⇒HP
Target Combo 2			(At far range) MP⇒HP
Shoulder Throw			(At close range) →+LP+LK
Somersault Throw			(At close range) ←+LP+LK
Special Move			
Hadoken		EX	↓↘→+P
Shakunetsu Hadoken		EX	→↘↓↙←+P
Shoryuken		EX	→↓↘+P
Tatsumaki Senpukyaku		EX	↓↙←+K
Airborne Tatsumaki Senpukyaku		EX	(In the air) ↓↙←+K
Ryusokyaku	★		←↙↓↘→+K
Ryukosai	★	Super Meter Uses 2 blocks	←↙↓↘→+K K
Rakuyo Hadoken		EX	←↓↙+P
Super Combo			
Raging Demon			LP • LP • → • LK • HP
Ultra Combo			
Metsu Hadoken	★		↓↘→↓↘→+PPP ※Can charge by holding the buttons
Messatsu-Goshoryu			↓↘→↓↘→+KKK

Oni			
Command Move			
Gankauchi			←+MP
Mizo Ochi Ugachi			←+HP
Target Combo 1			→+LP⇒MP
Target Combo 2			←+MP⇒HP
Ragou Souha			(At close range) →+LP+LK
Shuretto			(At close range) ←+LP+LK
Special Move			
Gohadoken		EX	↓↘→+P ※Can charge by holding the buttons
Fukuma Gohado		Super Meter Uses 1 block	↓↘→+LP+HP
Gorai Hadoken		EX	→↘↓/←+P
Goshoryuken			→↓↘+P
Mu	★	Super Meter Uses 2 blocks	→↓↘+PP
Zanku Hadosho		EX	(In the air) ↓↙←+P ※Cannot perform during back jump
Tatsumaki Zankukyaku	★	EX	↓↙←+K
Airborne Tatsumaki Zankukyaku		EX	(In the air) ↓↙←+K
Kyoseijin			→↓↘+K
Sekisei Jiraiken			(During Kyoseijin) P
Tenmarakuseikyaku			(During Kyoseijin) K
Rakan Dantojin	★	EX	←↙↓↘→+K

Super Combo			
Raging Demon			LP・LP・→・LK・HP ※Can perform in the air
Ultra Combo			
Meido Gohado	★		↓↘→↓↘→+PPP
Messatsu-Gozanku			(In the air) ↓↘→↓↘→+PPP
Messatsu-Gotenha			↓↘→↓↘→+KKK
Tenchi Sokaigen	★		↓↙←↓↙←+PPP

Hugo			
Command Move			
Body Press			(In the air) ↓+HP ※Cannot perform during back jump
Hammer Hook			→+HP
Leap Attack			↓ ↓+MK
Storm Slap			Hold MP to max
Heavy Ankle Kick			Hold MK to max
Ultra Heavy Elbow			Hold HP to max
Diamond Body			→+HP+HK
Neck Hanging Tree			(At close range) →+LP+LK
Body Slam			(At close range) ←+LP+LK
Special Move			
Giant Palm Bomber		EX	↓ /←+P
Moonsault Press		EX	(At close range) 360 motion+P
Shutdown Backbreaker	★	EX	→ ↓ \+K
Meat Squasher		EX	360 motion+K
Ultra Throw		EX	(At close range) → \ ↓ /←+K
Monster Lariat	★	EX	↓ \ →+K ※For EX version only, holding the buttons causes a sudden stop
Gigant Body		EX	(During Diamond Body) P
Reflect Body			(During a succesful Diamond Body) P
Dora Kick	★		Hold HK for certain amount of time and release
Victory Column		EX	→ ↓ \+P

Super Combo			
Hammer Mountain			↓↘→↓↘→+P
Hammer Mountain Followup Attack	★		(When opponents block Hammer Mountain) P ※On hit it automatically happens
Ultra Combo			
Gigas Breaker			(At close range) 720 motion+PPP
Megaton Press	★		↓↘→↓↘→+KKK

Rolento			
Command Move			
Trick Rod			→+MK
Spike Rod			(In the air) ↓+MK
Colonel Carrier			(At close range) →+LP+LK
Deadly Package			(At close range) ←+LP+LK
Special Move			
Stinger Jump		EX	→↓↘+K
Stinger			(After inputting Stinger Jump) P or K
Stinger True			(After inputting Stinger Jump) PP or KK
EX Stinger			(After inputting EX Stinger Jump) P or K
EX Stinger True			(After inputting EX Stinger Jump) PP or KK
Mekong Delta Attack	★	EX	PPP⇒ (When landing) P
Mekong Delta Air Raid	★	EX	↓↙←+P⇒P
Mekong Delta Escape		EX	↓↙←+K
Patriot Circle		EX	↓↘→+P ※Can input M version up to twice, H version up to three times
Scouter Jump			↑↓ or KKK
Snare Mine		EX	↓↘→+K
Indomitable Revenger		EX	(Except the EX version, at the same time as opponent's attack) ←↓↙+P
Super Combo			
Mine Sweeper			↓↙←↓↙←+P
Ultra Combo			
Patriot Sweeper	★		↓↘→↓↘→+PPP
Take No Prisoners	★		↓↘→↓↘→+KKK

Elena			
Command Move			
Handstand Kick			→+MP
Handstand Whip			→+MK
Round Arch			←+HK
Sliding			\+HK
Round Step			→+HK
Target Combo 1			(In the air) LP⇒MK
Target Combo 2			(In the air) MP⇒HP
Target Combo 3			HP⇒HK
Target Combo 4			MK⇒↓+HP
Leg Lift Throw			(At close range) →+LP+LK
Leg Hook			(At close range) ←+LP+LK
Special Move			
Mallet Smash		EX	→\↓↗←+P
Scratch Wheel		EX	→↓\+K
Lynx Tail		EX	→↓\+P
Spin Scythe		EX	↓↗←+K ※H version only can be input up to two times
Rhino Horn	★	EX	←↗↓\→+K
Giraffe Neck		EX	↓\→+P

Super Combo			
Spinning Beat			↓↘→↓↘→+K
Sylph Amulet			↓↘→↓↘→+P

Ultra Combo			
Brave Dance	★		↓↘→↓↘→+KKK
Healing			↓↘→↓↘→+PPP
Healing Cancel			(During Healing animation) PPP

Poison			
Command Move			
Elbow Drop			→+MP
Backflip			KKK
Slapshot			(At close range) →+LP+LK
Frankensteiner			(At close range) ←+LP+LK
Special Move			
Whip of Love		EX	↓↘←+P ※Except for EX version, can input up to three times
Love Me Tender		★	EX
Kissed by a Goddess		EX	→↓↘+K
Aeolus Edge		EX	↓↘→+P ※Except for EX version, can charge by holding the button
Ascension		EX	←↓↘+K
Honey Trap		EX Super Meter Uses 2 blocks	↓↘→+K
Super Combo			
Thunder Whip			↓↘→↓↘→+P
Ultra Combo			
Love Storm	★		↓↘→↓↘→+PPP
Poison Kiss			(At close range) →↘↓↘←↘↓↘←+PPP

Decapre			
Command Move			
Fox Tail			\+MK
Steal Saber			\+HK
Hidden Dive			(During forward jump) ↓+MP
Break Dive			(During forward jump) ↓+HP
Shadow Needle			(During forward jump) ↓+MK
Psycho Transaction			PPP
Target Combo			←+MP⇒HK
Concealed Kill Advance			(At close range) →+LP+LK
Concealed Kill Invert			(At close range) ←+LP+LK
Concealed Kill Hover			(In the air at close range) LP+LK
Special Move			
Invisible Ray		EX	↓\→+P
Psycho Sting	★	EX	↓/←+P
Hidden Creep		EX	↓\→+K
Black Widow		EX	→↓\+K
Super Combo			
Strafe Dagger	★		↓\→↓\→+P
Ultra Combo			
Psycho Stream			↓\→↓\→+PPP
DCM Anti-Ground	★		↓\→↓\→+KKK
DCM Anti-Air	★		↓/←↓/←+KKK