



“Reduced Ink” Printable Movelist

by espion4ge

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Key

LP: Light Punch
 MP: Medium Punch
 HP: Hard Punch
 LK: Light Kick
 MK: Medium Kick
 HK: Hard Kick
 P: any Punch
 K: any Kick
 PPP: All 3 Punch
 KKK: All 3 Kick

F: Forward
 B: Back
 D: Down
 U: Up

N: Neutral position

combinations of two, such as DF means Down-Forward

QCF: D => DF => F
 QCB: D => DB => B
 DPM: F => D => DF
 RDPM: B => D => DB

HCF: B => DB => D => DF => F
 HCB: F => DF => D => DB => B
 DFD: DF => DB => UF

FCB: 360 clockwise motion, starting from F position

(): Hold, i.e. ‘(B)’ means hold back

>: Press next button after move is finished

[EX]: can do EX with this move

[AB]: has Armor Break properties

*: see followup note specific for EX or AB move



Normal Throws	<u>Drop Throw</u> (near opponent) LK+LP
	<u>Pincer Throw</u> (near opponent) B+LK+LP
Unique Attack	<u>Forward Kick</u> F+MK
Special Move	<u>Change of Direction</u> [EX] QCF+P
	<u>Second Mid</u> F+P (during Change of Direction)
	<u>Second Low</u> F+K (during Change of Direction)
	<u>Finish Mid</u> [AB] F+P (after Second Mid or Low hit)
	<u>Finish Low</u> [AB] F+K (after Second Mid or Low hit)
	<u>Wheel Kick</u> [EX/AB] QCB+K
	<u>Marseilles Roll</u> [EX] QCF+K
	<u>Falling Sky</u> [EX] DPM+P
	<u>Tornado Throw</u> [EX] HCB+P
	Super Combo <u>Heartless</u> [AB] QCF,QCF+P
Ultra Combo <u>Soulless</u> [AB] QCF,QCF+PPP	



Normal Throws	<u>Goshoha</u> (near opponent) LK+LP
	<u>Syuretto</u> (near opponent) B+LK+LP
Unique Attack	<u>Zugaihasatsu</u> F+MP
	<u>Tenmankujinkyaku</u> (at top of forward jump arc) D+MK
Special Move	<u>Gohadouken</u> [EX] QCF+P
	<u>Shakunetsu Hadouken</u> [EX] HCB+P
	<u>Zanku Hadouken</u> [EX] (in air) QCF+P
	<u>Goshoryuken</u> [EX] DPM+P
	<u>Tatsumaki Zankukyaku</u> [EX] QCB+K
	<u>Airborne Tatsumaki Zankukyaku</u> [EX] (in air) QCB+K
	<u>Hyakkishu</u> [EX] DPM+K
	<u>Hyakki Goran</u> No input (during Hyakkishu)
	<u>Hyakki Goshou</u> [AB] P (during Hyakkishu)
	<u>Hyakki Gojin</u> K (during Hyakkishu)
	<u>Hyakki Gosai</u> LK+LP (during Hyakkishu)
	<u>Ashura Senku</u> DPM+PPP or KKK or RDPM+PPP or KKK
Super Combo <u>Raging Demon</u> LP > LP > F > LK > HP	
Ultra Combo <u>Wrath of the Raging Demon</u> LP > LP > B > LK > HP	



Normal Throws	<u>Head Bomber</u> (near opponent) LK+LP
	<u>Lever Break</u> (near opponent) B+LK+LP
Special Move	<u>Dash Straight</u> [EX] (B),F+P
	<u>Dash Upper</u> [EX] (B),F+K
	<u>Dash Low Straight</u> [EX] (B),DF+P
	<u>Dash Low Smash</u> [EX/AB] (B),DF+K
	<u>Dash Swing Blow</u> [EX/AB] (B),DF+(P)
	<u>Buffalo Head</u> [EX] (D),U+P
	<u>Turn Punch</u> [AB] (charge and release) PPP or KKK
Super Combo	<u>Crazy Buffalo</u> [AB] (B),F,B,F+ P or K
Ultra Combo	<u>Violent Buffalo</u> [AB] (B),F,B,F+ PPP or KKK



Normal Throws	<u>Wild Fang</u> (near opponent) LK+LP
	<u>Jungle Wheel</u> (near opponent) B+LK+LP
Unique Attack	<u>Rock Crusher</u> (near opponent) F+MP or B+MP
	<u>Amazon River Run</u> DF+HP
	<u>Surprise Forward</u> F+KKK
	<u>Surprise Back</u> B+KKK
	<u>Coward Crouch</u> (continuously perform directional input) D+PPP
Special Move	<u>Rolling Attack</u> [EX/AB] (B),F+P
	<u>Backstep Roll</u> [EX] (B),F+K
	<u>Vertical Roll</u> [EX] (D),U+K
	<u>Electric Thunder</u> [EX] P (repeatedly)
Super Combo	<u>Ground Shave Roll</u> (B),F,B,F+P (hold P to change timing of dash)
Ultra Combo	<u>Lightning Cannonball</u> (B),F,B,F+PPP (hold PPP to change timing of dash)



Normal Throws	<u>Ab Fitness</u> (near opponent) LK+LP
	<u>Temple Massage</u> (near opponent) B+LK+LP
Unique Attack	<u>Viper Elbow</u> F+MP
	<u>Double Kick</u> F+HK
	<u>High Jump</u> D, U
Special Move	<u>Thunder Knuckle</u> [EX/AB] QCB+P (cancel with PP)
	<u>Burning Kick</u> [EX] QCB+K (in air OK)
	<u>Seismic Hammer</u> [EX] DPM+P (cancel with PP)
Super Combo	<u>Emergency Combination</u> QCF,QCF+P
Ultra Combo	<u>Burst Time</u> [AB] QCF,QCF+PPP



Normal Throws	<u>Hooligan Suplex</u> <i>(near opponent)</i> F+LK+LP
	<u>Frankensteiner</u> <i>(near opponent)</i> B+LK+LP
	<u>Flying Neck Breaker</u> <i>(in air near opponent)</i> LK+LP
Special Move	<u>Cannon Spike</u> [EX] DPM+K
	<u>Spiral Arrow</u> [EX] QCF+K
	<u>Quick Spin Knuckle</u> [EX/AB] HCB+P
	<u>Hooligan combination</u> [EX] HCF+UF+P
	<u>Razor's Edge Slicer</u> No input <i>(after Hooligan Combination)</i>
	<u>Fatal Log Twister</u> LK+LP <i>(after Hooligan Combination near opponent)</i>
	<u>Crossed Scissors</u> LK+LP <i>(after Hooligan Combination near opponent in air)</i>
	<u>Cannon Strike</u> [EX*] <i>(jumping forward)</i> QCB+K * (in air)
Super Combo	<u>Spin Drive Smasher</u> QCF,QCF+K
Ultra Combo	<u>Gyro Drive Smasher</u> QCF,QCF+KKK



Normal Throws	<u>Koshuto</u> <i>(near opponent)</i> LK+LP	
	<u>Kirinshu</u> <i>(near opponent)</i> B+LK+LP	
	<u>Ryuseiraku</u> <i>(in air near opponent)</i> LK+LP	
Unique Attack	<u>Kakuyakuraku</u> DF+HK	
	<u>Rear Spin Kick</u> DF+LK	
	<u>Kakusenshu</u> F+MK	
	<u>Kintenkishu</u> B+MK	
	<u>Tenkukyaku</u> MK <i>(during Kintekishu)</i>	
	<u>Tenshyokaku</u> D,U+MK <i>(during Tenkukyaku)</i>	
	<u>Yasokyaku</u> <i>(while jumping)</i> D+MK <i>(can be performed three times in sequence)</i>	
	<u>Wall Jump</u> <i>(mid-jump, near a wall)</i> UF	
	Target Combo	<u>Target Combo</u> HP > HP (angled jump)
	Special Move	<u>Hyakuretsukyaku</u> [EX] K (repeatedly)
		<u>Kikoken</u> [EX] (B),F+P
<u>Hazanshu</u> [EX] HCB+K		
	<u>Spinning Bird Kick</u> [EX/AB] (D),U+K	
Super Combo	<u>Senretsukyaku</u> (B),F,B,F+K	
Ultra Combo	<u>Hosenka</u> [AB] (B),F,B,F+KKK	



Normal Throws	<u>Gado Thrust</u> <i>(near opponent)</i> LK+LP
	<u>Saikyo Haraigoshi</u> <i>(near opponent)</i> B+LK+LP
Unique Attack	<u>Jumping Taunt</u> <i>(in air)</i> HK+HP
	<u>Ducking Taunt</u> D+HP+HK
Special Move	<u>Gadouken</u> [EX] QCF+P
	<u>Koryuken</u> [EX] DPM+P
	<u>Dankukyaku</u> [EX/AB] QCB+K
	<u>Airborne Dankukyaku</u> [AB] <i>(in air)</i> QCB+K
Super Combo	<u>Hissho Buraiken</u> QCF,QCF+P
	<u>Legendary Taunt</u> QCF,QCF+HK+HP
Ultra Combo	<u>Shisso Buraiken</u> QCF,QCF+PPP



Normal Throws	<u>Yoga Smash</u> (near opponent) LK+LP
	<u>Yoga Throw</u> (near opponent) B+LK+LP
Unique Attack	<u>Yoga Spear</u> (in air) D+K
	<u>Yoga Mummy</u> (in air) D+HP
	<u>Yoga Tower</u> D+PPP
Special Move	<u>Yoga Fire</u> [EX] QCF+P
	<u>Yoga Flame</u> [EX/AB] HCB+P
	<u>Yoga Blast</u> [EX] HCB+K
	<u>Yoga Teleport</u> DPM+PPP or KKK or RDPM+PPP or KKK (in air OK)
Super Combo	<u>Yoga Inferno</u> QCF,QCF+P
Ultra Combo	<u>Yoga Catastrophe</u> QCF,QCF+PPP



Normal Throws	<u>Sabsori</u> (near opponent) LK+LP
	<u>Rice Bale Throw</u> (near opponent) B+LK+LP
Unique Attack	<u>Shikofumi</u> DF+HK
Target Combo	<u>Target Combo</u> (near opponent) MP > DF+HK
Special Move	<u>Hundred Hand Slap</u> [EX] P (repeatedly)
	<u>Sumo Headbutt</u> [EX/AB] (B),F+P
	<u>Sumo Smash</u> [EX] (D),U+K
	<u>Oicho Throw</u> [EX] HCB+P
Super Combo	<u>Super Killer Head Ram</u> (B),F,B,F+P
Ultra Combo	<u>Ultimate Killer Head Ram</u> [AB] (B),F,B,F+PPP



Normal Throws	<u>Tepache Bomb</u> (near opponent) LK+LP
	<u>Chili Mexicano</u> (near opponent) B+LK+LP
	<u>Sky Sorpresa Drop</u> (in air near opponent) LK+LP
Unique Attack	<u>Wall Jump</u> (mid-jump, near wall) UF MP or HP (just after wall jump)
	<u>Shower Kick</u> F+MK
Target Combo	<u>Target Combo</u> (far from opponent) MK > MK
Special Move	<u>Habanero Dash</u> [EX] QCF+P (followup input results in the following) LP: Sudden Stop MP: Tostada Press HP: Fajitas Buster LK: Back Step MK: Gordita Sobat HK: Calamari Slide
	<u>Habanero Back Dash</u> [EX] QCB+P (followup input results in the following) LP: Sudden Stop MP: Tostada Press HP: Propeller Tortilla K: Picadillo Jump
	<u>Quesadilla Bomb</u> [EX/AB] K (charge and release)
	<u>Guacamole Leg Throw</u> [EX] DPM+K
Super Combo	<u>El Fuerte Dynamite</u> QCF,QCF+K
Ultra Combo	<u>El Fuerte Flying Giga Buster</u> QCF,QCF+KKK



Normal Throws	<u>Shushugai</u> (near opponent) LK+LP <u>Tenshou Tousaikyaku</u> (near opponent) B+LK+LP
Unique Attack	<u>Chokkarakusho</u> F+MK <u>Engekishu</u> F+HK
Special Move	<u>Rekkaken</u> [EX] QCF+P (can be performed three times in sequence) <u>Shienkyaku</u> [EX] RDPM+K <u>Rekkukyaku</u> [EX/AB*] HCF+UF+K * only on first hit <u>Tenshin</u> [EX] HCB+K
Super Combo	<u>Rekkashinken</u> QCF,QCF+P
Ultra Combo	<u>Rekkashingeki</u> QCF,QCF+PPP



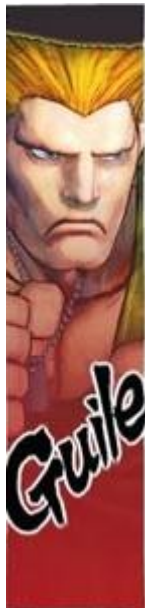
Normal Throws	<u>Shuraku</u> (near opponent) LK+LP <u>Horen</u> (near opponent) B+LK+LP
Unique Attack	<u>Change Style</u> Crane KKK
Special Move	<u>Hyakurenko</u> [EX/AB] P (repeatedly) <u>Gekiro</u> [EX] DPM+K (press K after hit for followup)
Super Combo	<u>Zan'ei</u> [AB] QCF,QCF+P
Ultra Combo	<u>Zetsuei</u> [AB] QCF,QCF+PPP



Normal Throws	<u>Shuraku</u> (near opponent) LK+LP <u>Horen</u> (near opponent) B+LK+LP
Unique Attack	<u>Change Style</u> Mantis PPP <u>Shakudan</u> (in air) HK > HK
Special Move	<u>Jyasen</u> [EX] (B),F+P <u>Oga</u> [EX] (D),U+K <u>Oga : Sudden Stop</u> B (after Oga) <u>Oga : Close Kick</u> [AB] D or N (after Oga) <u>Oga : Far Kick</u> [AB] F or DF (after Oga) <u>Oga: Ceiling Jump</u> UB or U or UF (after Oga) <u>Oga: Falling Kick</u> [AB] D (after Ceiling Jump) <u>Oga: Close Range Kick Right</u> [AB] DF or F (after Ceiling Jump) <u>Oga:CloseRangeKickLeft</u> [AB] DB or B (after Ceiling Jump)
Super Combo	<u>Jakouha</u> [AB] QCF,QCF+K
Ultra Combo	<u>Ryukoha</u> [AB] QCF,QCF+KKK



Normal Throws	<u>Raikotokyaku</u> <i>(near opponent)</i> LK+LP <u>Amaoioshi</u> <i>(near opponent)</i> B+LK+LP
Unique Attack	<u>Sakotrukudaki</u> F+MP <u>Tenmakujinkyaku</u> <i>(at top of forward jump arc)</i> D+MK
Special Move	<u>Gohadouken</u> [EX] QCF+P <i>(hold P to change level)</i> <u>Senkugoshoha</u> [EX/AB] DPM+P <u>Tatsumaki Gorasen</u> [EX] QCB+K <u>Airborne Tatsumaki Gorasen</u> [EX] <i>(in air)</i> QCB+K <u>Hyakkishu</u> [EX] DPM+K <u>Hyakki Goran</u> No input <i>(during Hyakkishu)</i> <u>Hyakki Goheki</u> P <i>(during Hyakkishu)</i> <u>Hyakki Gojin</u> K <i>(during Hyakkishu)</i> <u>Hyakki Gosai</u> LK+LP <i>(during Hyakkishu)</i> <u>Kongoshin</u> [EX/AB] RDPM+ P or K
Super Combo	<u>Forbidden Shoryuken</u> [AB] QCF,QCF+P
Ultra Combo	<u>Shin Shoryuken</u> [AB] QCF,QCF+PPP



Normal Throws	<u>Dragon Suplex</u> <i>(near opponent)</i> LK+LP <u>Judo Throw</u> <i>(near opponent)</i> B+LK+LP <u>Flying Mare</u> <i>(in air near opponent)</i> LK+LP <u>Flying Buster Drop</u> <i>(in air near opponent)</i> B+LK+LP
Unique Attack	<u>Straight Chop</u> F+MP <u>Spinning Back Knuckle</u> F+HP <u>Knee Bazooka</u> F+LK or B+LK <u>Rolling Sobat</u> F+MK or B+MK <u>Reverse Spin Kick</u> <i>(near opponent)</i> F+HK or B+HK <u>Guile High Kick</u> DF+HK
Target Combo	<u>Target Combo</u> <i>(Crouch)</i> MK > F+MP
Special Move	<u>Sonic Boom</u> [EX] (B),F+P <u>Flash Kick</u> [EX/AB] (D),U+K
Super Combo	<u>Double Flash</u> (DB),DFD+K
Ultra Combo	<u>Flash Explosion</u> (DB),DFD+KKK



Normal Throws	<u>Shoulder Throw</u> <i>(near opponent)</i> LK+LP <u>Hell Wheel</u> <i>(near opponent)</i> B+LK+LP
Unique Attack	<u>Inazuna Kick</u> B+MK <u>Forward Step Kick</u> F+MK <u>Thunder Kick</u> F+HK <i>(hold K to feint)</i>
Target Combo	<u>Target Combo</u> <i>(near opponent)</i> MP > HP
Special Move	<u>Hadouken</u> [EX] QCF+P <u>Shoryuken</u> [EX] DPM+P <u>Tatsumaki Senpukyaku</u> [EX/AB] QCB+K <u>Airborne Tatsumaki Senpukyaku</u> [EX/AB] <i>(in air)</i> QCB+K
Super Combo	<u>Shoryureppa</u> QCF,QCF+P
Ultra Combo	<u>Shinryuken</u> [AB] QCF,QCF+PPP



Normal Throws	<u>Deadly Throw</u> (near opponent) LK+LP <u>Death Tower</u> (near opponent) B+LK+LP
Unique Attack	<u>Hell Attack</u> (during angled jump) MP > MP
Special Move	<u>Psycho Crusher</u> [EX/AB] (B),F+P <u>Double Knee Press</u> [EX] (B),F+K <u>Head Press</u> [EX] (D),U+K <u>Somersault Skull Driver</u> [EX] P (after Head Press) <u>Devil Reverse</u> [EX] (D),U+P > P <u>Bison Warp</u> DPM+PPP or KKK or RDPM+PPP or KKK
Super Combo	<u>Knee Press Nightmare</u> (B),F,B,F+K
Ultra Combo	<u>Nightmare Booster</u> (B),F,B,F+KKK



Normal Throws	<u>Soul Fall</u> (near opponent) LK+LP <u>Soul Loop</u> (near opponent) B+LK+LP
Unique Attack	<u>Slide</u> DF+MK <u>Soul Plede</u> F+HK
Special Move	<u>Soul Spark</u> [EX] HCF+P <u>Soul Spiral</u> [EX/AB] QCF+K <u>Soul Reflect</u> [EX] QCB+P <u>Soul Throw</u> [EX] DPM+P
Super Combo	<u>Aura Soul Spark</u> QCF,QCF+P
Ultra Combo	<u>Illusion Spark</u> [AB] QCF,QCF+PPP



Normal Throws	<u>Head Bazooka</u> (near opponent) LK+LP <u>Hand Machinegun</u> (near opponent) B+LK+LP
Unique Attack	<u>Vulture Kick</u> F+MK <u>Glory Kick</u> DF+MK <u>Fragrance Palm</u> F+HP <u>Falcon Kick</u> (in air) DF+MK
Target Combo	<u>Target Combo</u> (near opponent) LK > HK
Special Move	<u>Messiah Kick</u> [EX] QCF+K > (followup attack) LK: High [EX] MK: Low HK: Mid <u>Galactic Tornado</u> [EX/AB] QCF+P <u>Snake Strike</u> [EX] DPM+P
Super Combo	<u>Spectacle Romance</u> [AB*] QCF,QCF+P * added to 2nd or 3rd hit
Ultra Combo	<u>Space Opera Symphony</u> [AB*] QCF,QCF+PPP * added to upward roundhouse



Normal Throws	<u>Shoulder Throw</u> <i>(near opponent)</i> LK+LP <u>Somersault Throw</u> <i>(near opponent)</i> B+LK+LP
Unique Attack	<u>Collarbone Breaker</u> F+MP <u>Solar Plexus Strike</u> F+HP
Special Move	<u>Hadouken</u> [EX] QCF+P <u>Shoryuken</u> [EX] DPM+P <u>Tatsumaki Senpukyaku</u> [EX/AB] QCB+K <u>Airborne Tatsumaki Senpukyaku</u> [EX] <i>(in air)</i> QCB+K
Super Combo	<u>Shinku Hadouken</u> QCF,QCF+P
Ultra Combo	<u>Metsu Hadouken</u> QCF,QCF+PPP



Normal Throws	<u>Tiger Rage</u> <i>(near opponent)</i> LK+LP <u>Tiger Carry</u> <i>(near opponent)</i> B+LK+LP
Unique Attack	<u>Heavy Tiger Elbow</u> F+HP <u>Low Step Kick</u> F+LK <u>High Step Kick</u> F+HK <u>Fake Kick</u> <i>(begin with standing HK)</i> HK
Special Move	<u>High Tiger Shot</u> [EX] QCF+P <u>Low Tiger Shot</u> [EX] QCF+K <u>Tiger Uppercut</u> [EX] DPM+P <u>Tiger Knee Crush</u> [EX/AB] DPM+K
Super Combo	<u>Tiger Genocide</u> QCF,QCF+K
Ultra Combo	<u>Tiger Destruction</u> QCF,QCF+KKK



Normal Throws	<u>Sailor Shot</u> <i>(near opponent)</i> LK+LP <u>Choba Throw</u> <i>(near opponent)</i> B+LK+LP
Unique Attack	<u>Flower Kick</u> F+MK
Special Move	<u>Hadouken</u> [EX] QCF+P <i>(hold P to change effect)</i> <u>Shouoken</u> [EX] DPM+P <u>Shunpukyaku</u> [EX/AB] QCB+K <u>Airborne Shunpukyaku</u> [AB] <i>(in air)</i> QCB+K <u>Sakura Otoshi</u> [EX] DPM+K <i>(press P up to 3 times after hit for followup)</i>
Super Combo	<u>Haru Ichiban</u> QCB,QCB+K
Ultra Combo	<u>Haru Ranman</u> [AB] QCB,QCB+KKK



Normal Throws	<u>Genocide Shot</u> <i>(near opponent)</i> F+LK+LP <u>Death Throw</u> <i>(near opponent)</i> B+LK+LP
Unique Attack	<u>Yosokyaku</u> <i>(while jumping)</i> D+MK <i>(can be performed three times in sequence)</i> <u>Tenmakujinkyaku</u> <i>(at top of forward jump arc)</i> D+HK <u>Wall Jump</u> <i>(mid-jump, near wall)</i> UF
Special Move	<u>Sonic Boom</u> [EX] QCF+P <u>Shoryuken</u> [EX] DPM+P <i>(can be performed three times in sequence)</i> <u>Hyakuretsukyaku</u> [EX/AB] QCB+K <u>Tanden Engine</u> [EX*] QCB+P * EX Tanden Engine uses half of S.C. Gauge and is [AB] <u>Spinning Piledriver</u> [EX] FCF+P <u>Yoga Teleport</u> DPM+PPP or KKK, or RDPM+PPP or KKK
Super Combo	<u>Tanden Storm</u> QCF,QCF+P
Ultra Combo	<u>Tanden Stream</u> [AB] QCF,QCF+PPP



Normal Throws	<u>Rainbow Suplex</u> <i>(near opponent)</i> LK+LP <u>Crescent Line</u> <i>(near opponent)</i> B+LK+LP <u>Stardust Drop</u> <i>(in air near opponent)</i> LK+LP
Unique Attack	<u>Piece of Mercury</u> DF+MK <u>Cosmic Heel</u> DF+HK <u>Back Slash</u> PPP <u>Short Back Slash</u> KKK <u>Wall Jump</u> <i>(mid-jump, near wall)</i> UF
Special Move	<u>Rolling Crystal Flash</u> [EX] (B),F+P <u>Scarlet Terror</u> [EX/AB] (DB),F+K <u>Sky High Claw</u> [EX*] (D),U+P * EX version has [AB] <u>Flying Barcelona Attack</u> [EX] (D),U+K <i>(press P after Wall Jump for followup)</i> <u>Izuna Drop</u> F or B + P <i>(after Flying Barcelona Attack, near opponent)</i> <u>Remove Claw</u> [EX*] DPM+P * removes mask and uses half of S.C. Gauge
Super Combo	<u>Flying Barcelona Special</u> (DB),DFD+K <i>(press P after Wall Jump for followup)</i> <u>Rolling Izuna Drop</u> F+P or B+P <i>(after Flying Barcelona Special by opponent)</i>
Ultra Combo	<u>Bloody High Claw</u> [AB] (DB),DFD+KKK



Normal Throws	<u>Bodyslam</u> <i>(near opponent)</i> LK+LP <u>Brain Buster</u> <i>(near opponent)</i> B+LK+LP
Unique Attack	<u>Flying Body Attack</u> <i>(during angled jump)</i> D+HP <u>Double Knee Drop</u> <i>(during angled jump)</i> D+LK <u>Headbutt</u> U+MP or U+HP <i>(during vertical jump)</i> <u>Long Kick</u> DF+HK
Special Move	<u>Spinning Piledriver</u> [EX] FCB+P <u>Banishing Flat</u> [EX] DPM+P <u>Double Lariat</u> PPP <u>Quick Double Lariat</u> KKK <u>Flying Power Bomb</u> [EX] FCB+K <i>(becomes Atomic Suplex when close)</i>
Super Combo	<u>Final Atomic Buster</u> FCB,FCB+P
Ultra Combo	<u>Ultimate Atomic Buster</u> FCB,FCB+PPP