

Anti Dragunov

ff2 is -12 so punish it

df1,4 is a m,h so duck and launch

4,4 is +5 so dont press; leaves him in FC. you can float him out of it (even with Jacks i11 jab)

ws1,2 is a m,h so duck second hit, otherwise safe at -7
see this a lot after 4,4 at the wall since it wallsplats

WR3 (homing kick) is +5 so dont press

WR2 is +6

Setup ive seen: (b4,3 HD!) uf1+2 (throw break 1+2) if not broken: FDFT position, if holding b on wakeup will get launched by df2, avoid holding b to get off ground

b4,3 is -9 on block but m,h so duck second hit

b1,2 second hit is a high with followups

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