Battle Master FAQ/Move List

by Goh_Billy

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Battle Master FAQ By: Goh Billy (billy kane 32@hotmail.com) Version #: 1.0 Sections _____ 1. Legend 2. System 3. Characters 3.1 Watts 3.2 Jian 3.3 Ranmaru 3.4 Syoh 3.5 Chan 3.6 Altia 3.7 Body 3.8 Wolvan 3.9 Zeno 4. Code 5. Conclusion 5.1 What's Missing/Needed 5.2 Credits _____ 1. Legend _____ f - Forward HP - Heavy Punch P - Any Punch ub u uf HP - Houry LP - Light Punch \setminus | / K - Any Kick b - Back b-- --f u - Up HK - Heavy Kick + - And $/ | \rangle$ d – Down LK - Light Kick / - Or Any - Any Button db d df , - Then qcf - quarter circle forward (d, df, f) qcb - quarter circle back (d, db, b) hcf - half circle forward (b, db, d, df, f) hcb - half circle back (f, df, d, db, b) _____ 2. System _____ f/b + MP/HP close f and b determine where Throw opponent is thrown Block High b

Block Low db does not block overheads Air Block b (only works when you are descending from your jump) Dash Forward f, f (press and hold) Multi Air Attacks can perform multiple air normals in the span of one jump Glitch Cancels this game allows you to cancel from many of the special moves that end up in the air; you can cancel into other special moves (including ground based special moves) Dizzy Recovery move directions and tap P and K rapidly when dizzied 3. Characters _____ * * 3.1 Watts Colors _____ Start - Yellow armor and Blonde hair LK - Vermilion armor and Vermilion hair Throw ____ f/b + MP/HP close f and b determine where Shoulder Toss opponent is thrown Basic Move _____ N/A Command Moves _____ Torpedo Dash Forward, P Torpeus Flying Dropkick Dash Forward, K Short Slide d + HK must be blocked low Special Moves _____ unblockable Tornado Pilebuster 360 + P close Tower Bridge qcb, db, d + P close unblockable

Ball Watts	b, db, d, db, b, f + P	
Hammer Knuckle	hcb + P	
Super Cross Chop	Hold P for 2 seconds, release	LP=short, MP=medium, HP=far
Super Dropkick	Hold K for 2 seconds, release	LK=short, MK=medium, HK=far
* 3.2 Jian	**************************************	*
LK - Lavender Pink s		
Throws		
Bearhug	f/b + MP close	
One Handed Toss	f/b + HP close	f and b determine where opponent is thrown
Basic Moves		
Foot Tap Charging Headbutt	LK HK	must be blocked low two parts that can strike the opponent
Command Moves		
Dashing Headbutt Flying Knee Strike	Dash Forward, P Dash Forward, K	
Special Moves		
Super Dash Upper	hcf + P	LP=short, MP=medium, HP=far
Guruguru Punch	Charge b for 1.25 seconds, f + P	
Kamitsuki	d, b, db + P	overhead
Rolling Powerbomb	u, uf, f, df, d + P close in air	
Bombbomb Rolling	Charge d for 1.25 seconds, u + K	LK=short, MK=medium, HK=far; overhead; use b/f to slightly control Jian after he bounces off opponent; if opponent is in the corner you can hold f and continue to bounce off of them with the Bombbomb Rolling

* 3.3 Ranmaru Colors _____ Start - Red costume LK - Blue costume Throw ____ f/b + MP/HP close Hurricanrana f and b determine where opponent is thrown Basic Move _____ N/A Command Moves _____ Flying Sting Punch Dash Forward, P Flying Jump Kick Dash Forward, K Special Moves _____ Mu Sora Yabu qcf + P Ryuusei Da LP=short, MP=medium, f, qcf + P HP=far; move is rather glitchy where you can perform another special move immediately after Ryuusei Da (tight timing window) Gawa Ten Mashita Punch hcf + P overhead b this allows you to drop Drop Down down and perform the elbow attack early; overhead Kuuchuu Hiza Atemi qcb + P close in air unblockable qcf + K close in air Aoi Kaminari unblockable Raijin Ashi hcf + K Air Raijin Ashi hcf + K in air overhead * 3.4 Syoh * Colors _____ Start - Red costume LK - Brown costume

Throw		
Shoulder Throw	f/b + MP/HP close	f and b determine where opponent is thrown
Basic Move		
 N/A		
Command Moves		
Flying Snap Punch Flying Jump Kick	Dash Forward, P Dash Forward, K	
Special Moves		
Raigeki Ken	qcf + P	LP=slow, MP=medium, HP=fast; will collide with other projectiles as both will be "destroyed" in the process
Chou Kami Ken	f, qcf + P	LP=short, MP=medium, HP=far; move is rather glitchy where you can perform another special move immediately after Chou Kami Ken (tight timing window)
Raijin Ken	qcb, qcb + P	
Screw Izuna Drop Fuujin Kyaku	360 + P close qcb + K	unblockable MK and HK versions have more kicks
V-Max	hcf, qcf + P when you have 1/8 of your lifebar left or less	flying kick must connect (not blocked) to perform the entire maneuver
* 3.5 Chan ******************	**************************************	*
Colors		
Start - Brown top LK - Green top		

Throw ____

Backfist And Dig	MP	2 hits
Double High Kick	НК	2 hits
Command Moves		
Dash Elbow	Dash Forward, P	
Flying Jump Kick	Dash Forward, K	
Crouch Backfist And Dig	d + MP	2 hits
Special Moves		
 Honoo Kiba	qcf + P	LP=slow, MP=medium,
		HP=fast; will collide
		with other projectiles
		as both will be
		"destroyed" in the
		process
Chi Kiba	f, hcf + P	LP=slow, MP=medium,
		HP=fast; will go under other projectiles but
		will collide with
		another Honoo Kiba as
		both will be
		"destroyed" in the
		process; must be
		blocked low; can Dash
		Forward and completely
II D	h hah i D	step over maneuver
Honoo Ryu Kaminari Ryuu	b, hcb + P tap P rapidly	
Chou Kami Ashi	f, qcf + K	LK=short, MK=medium,
Chou Kami Ashi	T, dor , 10	HK=far; move is rather
		glitchy where you can
		perform another special
		move immediately after
		Chou Kami Ashi (tight
		timing window)
Kaiten Ashi	qcb + K	LK=short, MK=medium,
Kaiten Ashi Air Kaiten Ashi	qcb + K qcb + K in air	

Throw

Basic Move Rolling Backfist Command Moves Quick Swing Flying Jump Kick	HP far Dash Forward, P Dash Forward, K	has two parts but only one can strike the opponent
Command Moves Quick Swing	Dash Forward, P	one can strike the
Quick Swing		
Quick Swing		
Special Moves		
Dash Upper	Charge b for 1.25 seconds, f + P	LP=short, MP=medium HP=far
Gravity Wave	b, f, df, d, db + P	<pre>will collide with other projectiles as both will be "destroyed" is the process</pre>
Phantom Crush	Charge b for 1.25 seconds, f + K	-
Needle Stomper	Hold K for 2 seconds, release	LK=short, MK=medium, HK=far; overhead
Tail Saber	Charge d for 1.25 seconds, u, K	
Air Tail Saber	Charge d for 1.25 seconds, u, K in air	

opponent is thrown

Throw

Rough Toss f/b + MP/HP close f and b determine where

Basic Moves

Air Phantom Fist Air Phantom Kick	LP in air LK in air	overhead overhead
Command Moves		
Swift Punch Flying Hop Kick Phantom Slide	Dash Forward, P Dash Forward, K d + HK	must be blocked low
Special Moves		
 Spiral Shot All-Range Attack	qcf + P Charge b for 1.25 seconds, f + P	LP=short, MP=medium, HP=far
Hurricane Saber	qcb, f + P (use b/f to guide maneuver)	LP=very few spins, MP=decent amount of spins, HP=many spins
Teleport	Charge d for 1.25 seconds, u + P/K	teleport distances are not reliable; LP/LK/MP/MK tend to teleport forward while HP/HK tend to teleport above opponent; if opponent's back is against the wall you will usually teleport in place
Drill Attack	qcb + K	<pre>IN place LK=low, MK=medium, HK=high; move is rather glitchy where you can perform another special move immediately after Drill Attack (tight timing window)</pre>
Drop Drill Attack	u, ub, b + K in air	LK=slow, MK=medium, HK=fast; overhead

* 3.8 Wolvan * Colors _____ Start - Blue shorts and Brown fur w/ Brown trim LK - Eggplant shorts and Scarlet fur w/ Green trim

Throw ____

Mauling Toss

f/b + MP/HP close f and b determine where opponent is thrown

Jutting Kick Command Moves _____ Dash Forward, P Flying Claw Strike Flying Jump Kick Dash Forward, K Crouch Jutting Kick d + HK Special Moves _____ hcf + P LP=short, MP=medium, Gold Fang HP=far; move is rather glitchy where you can perform another special move immediately after Gold Fang (tight timing window) Silver Fang Dash Forward, f, df, d + P second part is an overhead Sonic Nail f, b, f + P LP=slow, MP=medium, HP=fast; will collide with other projectiles as both will be "destroyed" in the process Cross Nail Head Crush qcf, uf + P in air overhead d, d + P in air dive must touch opponent (blocked or not) to perform the entire maneuver Neko Kick hcb + K Sonic Leg qcb + K in air ****** * 3.9 Zeno Colors _____ Start - Purple body w/ Gray armor - Gray body w/ Purple armor LK Throw ____ Rough Toss f/b + MP/HP close f and b determine where opponent is thrown Basic Move _____ N/A

ΗK

Command Moves _____ Flying Straight Punch Dash Forward, P Flying Side Kick Dash Forward, K must be blocked low Short Slide d + HK Special Moves _____ Atomic Phobos Charge b for 1 second, LP=slow, MP=medium, f + P HP=fast; will bounce back if he collides with a projectile (will not take damage from initial collide) Zeno Smash f, hcf + P will collide with other projectiles as both will be "destroyed" in the process Zeno Blade qcf + K move is rather glitchy where you can perform another special move immediately after Zeno Blade (tight timing window) Illusion Kick b, f, b, f + K

_____ 4. Code Unlock Zeno _____ At the Vs Mode character select screen press: L, R, X, L, R, A _____ 5. Conclusion _____ 5.1 What's Missing/Needed -Corrections and clean up -Missing moves? -Any other Desperation attacks? -If you have anything to add, any corrections I need to make, please email me at billy_kane_32@hotmail.com. Credit will be given for your contribution. 5.2 Credits -System Vision -Toshiba EMI -Gamefaqs -And me for writing this faq

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