

# SAMURAI SHODOWN Patch Ver.2.40(2.41)

## Changed / Improved Features

### ■ For All Platforms

- Added DLC character BAIKEN
- Wall Jumping now detailed appropriately as being to be performed weaponless in the command menu.
- Resolved improperly translated text.
- Resolved an issue where NAKORURU's character portrait would be improperly displayed when changing her color to green with certain timing.
- Can now adjust the Guard Crush meter during Training Mode online.
- Fixed other minor issues and features.

### ■ Xbox Series S, Xbox Series X

- Resolved an issue where characters could cancel out of hitstun.
- Resolved an issue where WARDEN's special move, Vanguard's Advance, would not display properly.

## Change / Improvements Made to Characters

Changed Area	Weapon	Description of Change
<b>JUBEI YAGYU</b>		
Advancing Kick	With/Without	Increased opponent hitstun on hit.
Jumping Heavy Slash	With	Decreased hurtbox horizontally.
Reflecting Mind's Eye Sabre	With	All recovery frames have been reduced.
Mind's Eye Sabre of Mutual	With	All recovery frames have been reduced.
Raging Heaven's Mind's Eye Sabre	With	All recovery frames have been reduced.
<b>SHIKI</b>		
Advancing Kick	With/Without	Increased opponent hitstun on hit.
Surprise Attack	With	Increased opponent hitstun on hit.
<b>YASHAMARU KURAMA</b>		
Wintry Gust (MAX Rage)	With	Hit no longer confirms against guard points and super armor.
<b>HIBIKI TAKANE</b>		
Crouching Forward Kick	With/Without	All recovery frames have been reduced.
Standing Close Heavy Slash	With	Reduced damage. Now cancelable after the first hit. *The second hit is only cancellable when it Guard Crushes.
Standing Far Heavy Slash	With	Reduced damage.
Distance Slash Light Slash	With	Increased opponent hitstun on hit. Reduced damage.
Distance Slash Medium Slash	With	Increased attack startup.
Beckoning Slash Medium Slash	With	Reduced the amount of time needed to go behind opponent when button is held.
Beckoning Slash Heavy Slash	With	Now cancellable when running past opponent when this attack is guarded against. Increased the amount of time needed to go behind opponent when button is held.

**SHIRO TOKISADA AMAKUSA**

Standing Forward Kick	With/Without	Now cancellable.
Dark Destroyer	With	Now invulnerable to projectiles the moment this attack stops in mid-air.
Judgement Blow (Attack)	With	Increased damage.
		Now invulnerable to projectiles before landing.
Judgement Blow (Descent)	With	Reduced recovery on landing.
Evil Hornet Gouger Forward	With/Without	Now invulnerable to projectiles upon movement.
	With	Now cancellable into Super Special Move upon movement.
Evil Hornet Gouger Back	With/Without	Now invulnerable to projectiles upon movement.
	With	Now cancellable into Super Special Move upon movement.
Atonement for your sins! But Ask Me Not For Forgiveness	With	Expanded hitbox horizontally.