



TEAM GAROU OF FIGHTERS B. JENET

- Close by
- In air
- Close by in air
- In air near corner
- Repeatedly
- After holding briefly
- Hold
- Release
- During
- Use MAX Mode
- Use MAX Mode (Quick)
- Air OK
- EX Version OK
- MAX Version OK

- Light Punch
- Light Kick
- Heavy Punch
- Heavy Kick

Normal Throws

- Bye-Bye Boo
 ↶ or ↷ +
- Broach
 ↶ or ↷ +
- Falling Crush
 ↶ or ↷ +

Command Moves

- Rolling Thunder
 +

Special Moves

- Baffrass **EX**
 + or
- Crazy Ivan **EX**
 + or
- Gulf Tomahawk **EX**
 + or
- Harrier Bee **EX**
 ↶ + or
- The Hind **EX**
 + or
- Brake
[The Hind]

Super Special Moves

- Many Many Torpedoes **MAX**
 ↶ ↷ + or
- Aurora **MAX**
 ↶ + or

Climax Super Special Moves

- Ennui Mademoiselle
 ↶ + (In time with opponent's attack)

*All arrows show joystick directions for characters facing right.

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