

Street Fighter 6/M.Bison/Frame data

From SuperCombo Wiki
< [Street Fighter 6](#) | [M.Bison](#)

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(<https://replaytheater.app/?game=sf6&c1=M.Bison>)

#SF6_Bison

(https://twitter.com/search?q=%23SF6_Bison)

Frame Data Tables

Character Data

M.Bison	HP	Throw Range	Fwd Walk Speed	Back Walk Speed	Fwd Dash Speed	Back Dash Speed	Fwd Dash Distance	Back Dash Distance	Jump Speed	Fwd Jump Distance	Back Jump Distance	Jump Apex
	10000	0.8	0.048	0.0312	19	23	1.54	0.754	4+38+3	1.90	1.52	2.115

Normals and Target Combos

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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	300	5	2	11	17	+4	-3	LH	Chn Sp SA	13
5MP	600	8	3	15	25	+6	0	LH	Sp SA TC	15
5HP	1000	19	3	17(20)	38(41)	+4(+6)	+1(+3)	LH	SA	17 SA (PC: 29)
5LK	300	4	2	10	15	+3	-1	LH	Sp SA	12
5MK	700	10	3	17	29	+2	-3	LH	-	
5HK	900	13	4	19	35	+6	-2	LH	-	
2LP	300	4	2	10	15	+4	-2	LH	Chn Sp SA	12
2MP	600	6	3	14(17)	22(25)	+5	-1	LH	Sp SA	15
2HP	900	10	6	21	36	0	-9	LH	Sp SA	16
2LK	200	5	2	10	16	+4	-2	L	Chn	
2MK	500	8	3	19	29	-2	-6	L	Sp SA	13
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
2HK	900	11	3	26	39	KD +29	-12	L	-	
j.LP	300	5	4	3 land		+8(+9)	+4(+5)	H	-	
j.MP	700	8	4	3 land		+9(+11)	+5(+7)	H	TC	
j.HP	800	9	6	3 land		+7(+15)	+3(+11)	H	-	
j.LK	300	5	7	3 land		+5(+10)	+1(+6)	H	-	
j.MK	500	7	7	3 land		+8(+13)	+4(+9)	H	-	
j.HK	800	10	6	3 land		+11(+15)	+7(+11)	H	-	
6HP	800	22	3	20	44	+3	-3	H	-	
4HK	800	10	4	17	30	+4	+1	LH	Sp SA	18
3HK	900	15	10	23	47	KD +25(+34)	-15(-6)	L	-	
5MP~6HP	800	22	3	20	44	+3	-3	H	-	
5MP~2HK	700	16	4	20	39	+3	-3	L	-	
j.MP~j.MP	700	7	4	3 land		-	-	LH	-	

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
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Drive and Throw

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
LPLK	1200 (2040)	5	3	23	30	KD +21	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +18	-	T
HPHK	800	26	2	35	62	KD +35 / Wall Splat KD +65	-3 / Wall Splat HKD +72	LH
6HPHK	500 recoverable	20	3	26(31)	48(53)	KD +23	-6	LH
6HPHK	500 recoverable	18	3	26(31)	46(51)	KD +23	-6	LH
MPMK	-	1	12 or until released	33(1)(11)	45(3)	-	-	-
MPMK~66	-	3+8	-	15(37)	26(48)	-	-	-

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
MPMK or 66	-	9	-	15(37)	24(46)	-	-	-
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
-	500	300	1	-		KD	-	LH	-	
[4]6LP	1200	14	16	24	53	KD +24(+39)	-20(-5)	LH	SA3	17 SA
[4]6MP	1400	20	16	24	59	KD +24(+39)	-20(-5)	LH	SA3	15 SA
[4]6HP	1600	24	26	24	73	KD +14(+39)	-23(+2)	LH	SA3	15 SA
[4]6PP	400x2,500 (1300)	16	7,6,3	20	51	KD +35(+37)	-3(-1)	LH	SA2* SA3	47/35/24 SA
[4]6LP	1200,500 (1700)	14	14,1	23	53	KD +39(+42)	+6	LH	SA3	17 SA
[4]6MP	1400,500 (1900)	20	16,1	23	59	KD +39(+42)	+6	LH	SA3	15 SA
[4]6HP	1600,500 (2100)	24	26,1	23	73	KD +46(+51)	+5	LH	SA3	15 SA
[4]6PP	400x4 (1600)	16	7,6,3(1)1	18	51	KD +82(+83)	+10	LH	-	
236LK	300,500 (800)	13	2(1)2	20(25)	37(42)	+2(+3)	-5(-4)	LH	SA3 (1st)	16 SA
236MK	300,600 (900)	17	2(1)2	20(25)	41(46)	+3(+4)	-5(-4)	LH	SA3 (1st)	16 SA
236HK	500,700 (1200)	22	2(1)2	20(25)	46(51)	+3(+4)	-4(-3)	LH	SA3 (1st)	16 SA
236KK	250x2,300 (800)	17	2(1)2(17)3	28	69	KD +55	-15	LH	SA2 SA3 (2nd)	31 SA
214LP	300,400 (700)	13	2(10)5	25(28)	54(57)	KD +21	-14	LH	SA3 (2nd)	49 SA
214MP	300,500 (800)	17	2(10)5	26(29)	59(62)	KD +20	-15	LH	SA3 (2nd)	49 SA
214HP	300,600 (900)	22	3(10)5	26	65	KD +31	-15	LH	SA3 (2nd)	50 SA
214PP	400x3 (1200)	14	2(19)3(23)3	44	107	KD +24	-25	LH	SA2 SA3 (3rd)	86 SA
214LP	300,500x2 (1300)	13	2(10)5,1	24	54	KD +42	+6	LH	SA3 (2nd)	51 SA
214MP	300,600,500 (1400)	17	2(10)5,1	25	59	KD +42	+6	LH	SA3 (2nd)	51 SA
214HP	300,700,500 (1500)	22	3(10)5,1	25	65	KD +49	+6	LH	SA3 (2nd)	52 SA
214PP	400,500,400x2 (1700)	14	2(19)1(26)1,1	44	107	KD +48	-3	LH	SA2 SA3 (4th)	103 SA
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
[2]8K	-	18~46	-	4/9/13 land	53/58/63	-	-	-	-	
[2]8KK	-	16~42	-	5 land	55	-	-	-	-	
[2]8K~P	800	18+16	until land	10 land		KD +35(+43)	+1(+9)	H	-	
[2]8KK~P or [2]8K~PP	700x2 (1400)	16+21	until land	5(10) land		KD +35(+43)	+4(+10)	H	-	
[2]8K~P	800,700,500 (2000)	18+16	until land	8 land		KD +52(+58)	+21(+27)	H	-	
[2]8KK~P or [2]8K~PP	700x3,500 (2600)	16+21	until land	8 land		KD +54(+59)	+23(+28)	H	-	
[2]8K~K	800	18+15	until land	26 land	-	-29(-23)	-39(-38)	H	-	
[2]8KK~K or [2]8K~KK	2000(1200)	16+15	until land	12 land		HKD +27	+4(+7)	H	-	
[2]8K~K~P	800	12	10	10 land		+8(+14)	+3(+9)	H	-	
6 or 4 + PPP/KKK	-	-	-	43	43	-	-	-	-	
623PP	1200	15	4	47	65	KD +17	-28	LH	-	
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236K	2000 (600~1200)	10	2(1)3(31)2(1)2	62	113	KD +11 (KD +2)	-41	LH
214214K	3000	26	7	52	84	HKD +23	-34	LH
236236P	4000	10(5)	6	65	80	HKD +15	-46	LH
236236P	4500	10(5)	6	65	80	HKD +15	-46	LH
214214P	3000	9(15)	13	48+48	117	KD 0(+6)	-94(-88)	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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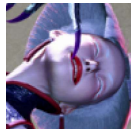
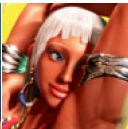
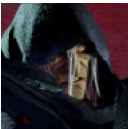
Match Footage

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