

Street Fighter 6/Cammy/Frame data

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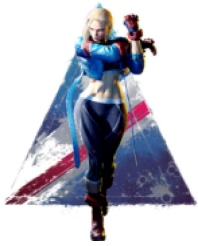
(<https://replaytheater.app/?game=sf6&c1=Cammy>)

#SF6_Cammy

(https://twitter.com/search?q=%23SF6_Cammy)

Frame Data Tables

Character Data

Cammy	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	0.0505	0.033	18	23	1.32	1.002	4+38+3	1.90	1.52	2.115

Normals and Target Combos

General	Details	Meter	Properties	Notes						
Show 50 entries					Search:					
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	300	4	3	7	13	+5	-2	LH	Chn Sp SA	13
5MP	600	6	4	13	22	+6	-1	LH	-	
5HP	800	8	3	20	30	+2	-3	LH	Sp SA TC	17 Sp / 19 TC
5LK	300	5	3	10	17	+2	-3	LH	Sp SA	13
5MK	700	8	3	18	28	+3	-4	LH	-	
5HK	900	11	3	19(21)	32(34)	+2	-3	LH	-	
2LP	300	4	2	8	13	+5	-2	LH	Chn Sp SA	12
2MP	600	7	3	14(17)	23(26)	+5	-2	LH	Sp SA	15
2HP	700	10	4	15	28	+7	+1	LH	-	
2LK	200	5	3	7	14	+3	-2	L	Chn	
2MK	500	8	3	18	28	+1	-5	L	Sp SA	13
2HK	900	9	3	24	35	HKD +31	-10	L	-	
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
j.LP	300	4	10	3 land	-	+6(+9)	+2(+5)	H	-	
j.MP	600	6	8	3 land	-	+10(+13)	+1(+4)	H	Sp SA2	
j.HP	800	8	5	3 land	-	+8(+15)	+4(+11)	H	-	
j.LK	300	4	10	3 land	-	+6(+10)	+2(+6)	H	-	
j.MK	600	7	6	3 land	-	+12(+13)	+8(+9)	H	-	
j.HK	800	10	6	3 land	-	+11(+15)	+7(+11)	H	-	
4MP	500	5	5	12	21	+4	-1	LH	Sp SA TC	17
4HK	800	9	3	18	29	KD +54	-7	LH	Sp SA Jmp	17
6HK	800	18	3	25	45	KD +26	-12	LH	Sp SA	19
4MP~HK	600	9	3	23	34	KD +49	-12(-19)	LH	Sp SA Jmp	37~41
5HP~HK	400,400	13	4(12)3	29	60	KD +26	-12	LH	Sp SA	42~46 1st / 77~81 2nd

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 +17	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +14	-	T
j.LPLK	1200 (2040)	5	3	3 land	-	KD +22	-	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)	-	-	-
MPMK or 66	-	9	-	15(37)	24(46)	-	-	-

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
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Specials

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
236LK	800	9	13	21	42	KD +26(+48)	-12(0)	LH	-	
236MK	900	9	15	21	44	KD +26(+48)	-14(0)	LH	-	
236HK	300,700	15	3(1)12	21	51	KD +29(+48)	-12(-1)	LH	SA3 (1st)	14
236[HK]	150x4,200	27(25)	3(1)12	20	62(60)	KD +47 Launch	-14	LH	SA3 (4th)	34
236KK	150x4,200	13	3(1)12	20	48	KD +47 Launch	-14	LH	SA2 SA3	34 (4th)
623LK	900(800)	5	12	24+16 Land	56	KD +20	-36	LH	SA3	
623MK	1000(800)	6	12	25+16 Land	58	KD +21	-36	LH	SA3	
623HK	1200(800)	7	12	28+16 Land	62	KD +22	-36	LH	SA3	
623[HK]	1100,100x4 (900)	24(22)	12	29+16 Land	80(78)	KD +16	-40	LH	SA3	12
623KK	600,100x3,600 (900)	6	12	30+16 Land	63	KD +19	-40	LH	-	
214LP	800	21	4	16	40	+2	-3	LH	SA3	18
214MP	800	24	4	16	43	+3	-2	LH	SA3	18
214HP	800	28	4	17	48	+5	+3	LH	SA3	18
214PP	800	25(28)	4	17	45	+7	-2	LH	SA2 SA3	18
j.214K	600	13	11 (until land)	12 land	-	-2(+9)	-8(+3)	LH	-	
j.214KK	800	13	12 (until land)	12 land	-	0(+9)	-2(+5)	LH	SA2	15~22
236P	-	20(40)	-	-	-	-	-	-	-	
236[HP]	-	40(60)	-	-	-	-	-	-	-	
236PP	-	20(40)	-	-	-	-	-	-	-	
236P~No Input	1000	50	9	13	71	KD +48	+2	L	SA3	22
236[HP]~No Input	800,400	70	9(10)5	17	110(108)	KD +48	+2	L,L	SA3	50
236PP~No Input	800,400	50	9(10)5	17	90	KD +48	+2	L,L	SA2 SA3	50
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
236P~K	600	20+13	until land	12 land	54~	-1(+9)	-7(+3)	LH	-	
236[HP]~K	800	40+13	until land	12 land	74~	-1(+9)	0(+5)	LH	-	
236PP~K	800	20+13	until land	12 land	54~	-1(+9)	0(+5)	LH	SA2	19
236P~2K	800	20+18	4	13 land	56~	+5(+9)	-5(-1)	H	-	
236[HP]~2K	600x2	40+18	4(14)4	13 land	92~	+8	-2	H,H	-	
236PP~2K	600x2	20+18	4(14)4	13 land	72~	+8	-2	H,H	SA2	45
236P~LPLK	1800 (2070)	20+10	3	30 land	-	HKD +18	-	T	-	
236[HP]~LPLK	1000 (1150)	40+10	3	30 land	-	HKD +60 Launch	-	T	-	
236PP~LPLK	1000 (1150)	20+10	3	30 land	-	HKD +60 Launch	-	T	-	
236P~P	-	20~	-	4(12)+10 land	-	-	-	-	-	
236[HP]~P	-	40~	-	4(7)+10 land	-	-	-	-	-	
236PP~P	-	20~	-	4(9)+10 land	-	-	-	-	-	

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236K	2000	9	3(1)12	38	62	KD +10	-24(-22)	LH
214214P	3000 (220x6)	13	9	37 land	58	HKD +12 (KD +70 Launch)	-24(-18)	LH
j.214214P	3000 (220x8)	13	until land	37 land	-	HKD +12 (KD +70 Launch)	-23(-18)	LH
236236P	4000	9	15	38	61	HKD +17	-33(-23)	LH
236236P	4500	9	15	38	61	HKD +22	-33(-23)	LH

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
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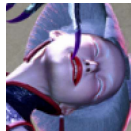
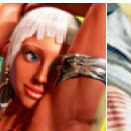
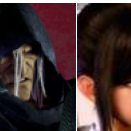
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