

Street Fighter 6/Elena/Frame data

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< [Street Fighter 6](#) | [Elena](#)

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

#SF6_Elena

(https://twitter.com/search?q=%23SF6_Elena)

Frame Data Tables

Character Data

Elena	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	0.80	0.048	0.033	20	23	1.43	1.139	4+38+3	1.90	1.52	2.115

Normals and Target Combos

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	300	5	4	8	16	+4	-2	LH	Sp SA	14
5MP	600	8	5	15	27	+3(+5)	-3(-1)	LH	SA TC	18 SA / 18(20) TC
5HP	800	12	4	20	35	+2	-2	LH	TC	19
5LK	300	5	3	11	18	+2	-4	LH	Sp SA	13
5MK	500	6	4	13(15)	22(24)	+5	+1	LH	Sp SA TC	16
5HK	900	12	4	19	34	+2	-4	LH	-	
2LP	300	4	3	8	14	+5	-1	LH	Chn Sp SA	13
2MP	600	8	3	20	30	+1	-4	LH	Sp SA	15
2HP	400x2	9	3(4)3	20	38	+6	-7	LH	Sp SA (2nd)	26(13)
2LK	200	5	3	8	15	+3	-1	L	Chn	
2MK	600	9	3	16(18)	27(29)	+4	-4	L	TC	15
2HK	900	11	3	24	37	KD +31	-12	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	5	6	3 land	-	+5(+10)	+1(+6)	H	TC	
j.MP	700	8	5	3 land	-	+11(+13)	+5(+7)	H	TC	
j.HP	800	10	7	3 land	-	+9(+15)	+5(+11)	H	-	
j.LK	300	5	6	3 land	-	+2(+9)	-2(+5)	H	-	
j.MK	500	7	5	3 land	-	+9(+13)	+5(+9)	H	-	
j.HK	400x2	10	2(1)8	3 land	-	+11(+15)	+7(+11)	H,H	-	
6HP	900	16	4	20	39	+1	-4	LH	TC	21
6MK	600	20	3	19	41	+2	-2	H	TC	17
4HK	900	14	4	17(19)	34(36)	+3	-3	LH	-	
3HK	900	14	9	18(22)	40(44)	HKD +31(+39)	-10(-2)	L	-	
5MP~MP	400	17	5	20	41	-4 / -24 whiff	-10 / -30 whiff	LH	Sp SA	48~50 (17)
5HP~HP	400x2	17	4(3)4	17	44	KD +55(+45)	-3 / (-10/-23)	LH	-	
5MK~HK	400	12	3	24	38	KD +33	-8	LH	Sp SA	41
2MK~HK	400(320)	15	1	20(24)	35(39)	+4 / -18 (whiff)	-9* / -24 (whiff)	LH	Sp SA	41~42 (14*)
6HP~HP	500	13	3	26	41	-2	-11	LH	TC	43~49
6HP~HP~HP	370,380 (296,304)	7	3(5)3	27	44	KD +40	-16	LH	-	
6MK~MK	600	14	3	26	42	KD +29	-14	LH	-	
j.LP~j.MK	500	6	5	3 land	-	+12	+8	LH	-	
j.MP~j.HP	700	12	5	3 land	-	KD ~	-	-	-	

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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 +24	-	T
4LPLK	1200 (2040)	5	3	23	30	KD +19	-	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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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
236LK	400,700	13(28)	5(10)6	3+13(16) land	49(52)	KD +39~44	-9(-4)	LH	SA3	45(23)
236MK	400,800	17(33)	5(11)6	3+13(17) land	54(58)	KD +39~44	-9(-4)	LH	SA3	46(23)
236HK	400,900	21(37)	5(11)6	3+13(17) land	58(62)	KD +39~44	-9(-4)	LH	SA3	46(23)
236KK	400x3	11(25)	7(7)4,7	3+10(16) land	48(54)	KD +43~49	-9(-4)	LH	SA2 SA3	51(30/22)
623LK	1000	5	5	25+14 land	48	KD +36	-24	LH	-	
623MK	600x2	6	3,3	30+14 land	55	KD +26	-30	LH	-	
623HK	500,400,500 (1400)	7	2,2,2	34+14 land	60	KD +23	-33	LH	-	
623KK	450,350x2,450 (1600)	6	4,2(12)2(1)2	24+20 land	72	KD +25	-46	LH	-	
214LK	300x2,150x2 (900)	15	4(14)3 (24)2(3)3	24	91	KD +34	-12(-35)	LH	SA3	78 SA / 35 ~6P
214MK	300x2,200x2 (1000)	20	4(19)3 (22)5(2)2	27	103	KD +42	-14(-37)	LH	SA3	83 SA / 40 ~6P
214HK	400x2,200x2 (1200)	24	4(17)3 (22)5(2)2	23	101	KD +52	-10(-33)	LH	SA3	81 SA / 38 ~6P
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
214KK	300x2,200x2 (1000)	18	4(12)3 (24)2(3)3	22	90	KD +52	-10(-33)	LH	SA2 SA3	74 SA / 31 ~6P
236LP	-	13(16)~	-	28 total	28	-	-	-	-	
236MP	-	13(18)~	-	36 total	36	-	-	-	-	
236HP	-	16(19)~	-	38 total	38	-	-	-	-	
236PP	-	15(18)~	-	34 total	34	-	-	-	-	
236P~6LP	-	15(18)(20)~	-	28 total	28	-	-	-	-	
236P~6MP	-	15(18)(20)~	-	36 total	36	-	-	-	-	
236P~6HP	-	15(18)(20)~	-	38 total	38	-	-	-	-	
236PP~6P	-	15(18)(20)~	-	34 total	34	-	-	-	-	
236P~6LK	1000	Roll+10	5	22	36	KD +35	-5	LH	SA3	20
236PP~6LK or 236P~6P~6LK	600x2	Roll+10	5(5)3	14(15)	36(37)	KD +48	+1	LH	SA3	38(17)
236P~6MK	900	Roll+8	3	23	33	KD +44	-9	LH	-	
236PP~6MK or 236P~6P~6MK	600,700	Roll+8	3(6)3	14(16)	33(35)	KD +50	-4	LH	-	
236P~6HK	800	Roll+22	3	19	43	+2	-3	H	-	
236PP~6HK or 236P~6P~6HK	500x2	Roll+22	2(2)2	16	43	+4	+3	H,H	-	
214LP	800	20	3	20	42	+1	-3	LH	SA3	18 SA/~6P
214MP	800	24	3	19	45	+2	-2	LH	SA3	18 SA/~6P
214HP	800	28	3	20	50	+2	-2	LH	SA3	18 SA/~6P
214PP	800	23	3	20	45	+1	-3	LH	SA2 SA3	18 SA/~6P
214P~6P	300x2	16	2(4)4	25	50	KD +39	-13	LH	SA3	58-60 total
214PP~6P	300x2,500 (1100)	16	2(4)4(19)3	35	82	KD +42	-19	LH	SA2 SA3	98-100 total

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236K	250,750,800 (1800)	9	5(6)4(16)2	24+31 land	96	KD +42	-68	LH
236236P	2800	12	6	62	79	HKD +25	-47	LH
236236P~[2]	1950 [+1300 Heal]	12	6	62	79	HKD +1	-47	LH
214214K	4000	8	4	68	79	HKD +24	-54	LH
214214K	4500	8	4	68	79	HKD +29	-54	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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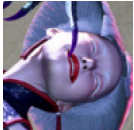
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Street Fighter 6 (SF6)

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Characters



A.K.I.



Akuma



Blanka



Cammy



Chun-Li



Dee Jay



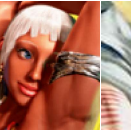
Dhalsim



Ed



E. Honda



Elena



Guile



Jamie



JP



Juri



Ken



Kimberly



Lily



Luke



M. Bison



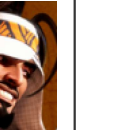
Mai



Manon



Marisa



Rashid



Ryu



Terry



Zangief

Data

A.K.I. • Akuma • Blanka • Cammy • Chun-Li • Dee Jay • Dhalsim • Ed • E. Honda • Elena • Guile • Jamie • JP • Juri • Ken • Kimberly • Lily • Luke • M. Bison • Mai • Manon • Marisa • Rashid • Ryu • Terry • Zangief

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