

Street Fighter 6/Guile/Frame data

From SuperCombo Wiki
< [Street Fighter 6](#) | [Guile](#)

Overview

Combos

Strategy

Matchups

Frame Data

Resources

Match Footage

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

#SF6_Guile

(https://twitter.com/search?q=%23SF6_Guile)

Frame Data Tables

Character Data

Guile	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	0.043	0.032	21	23	1.567	0.74	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	5	3	7	14	+4	-2	LH	Chn Sp SA	13
5MP	600	7	3	15	24	+6	0	LH	Sp SA TC	15 (17 TC)
5HP	900	7	3	23	32	-1	-6	LH	Sp SA	17
5LK	300	5	2	12	18	+3	-1	LH	Sp SA	12
5MK	700	7	5	18	29	+1	-4	LH	-	
5HK	800	13	3	21	36	+4	-4	LH	SA	17
2LP	300	4	3	8	14	+5	-2	LH	Chn Sp SA	13
2MP	600	6	3	13(16)	21(24)	+4	-2	LH	Sp SA TC	15 (16 TC)
2HP	900	9	5	20	33	0	-9	LH	-	
2LK	200	5	2	12	18	+1	-3	L	Chn	
2MK	500	8	3	18	28	+4	-5	L	TC	18
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	450x2	9	2(16)3	21	50	KD +34	-12	L,L	TC	26 (29 PC)
j.LP	300	4	10	3 land	-	+4(+9)	0(+5)	H	-	
j.MP	700	7	3	3 land	-	+9(+11)	+5(+7)	H	-	
j.HP	800	9	4	3 land	-	+7(+15)	+3(+11)	H	-	
j.LK	300	6	10	3 land	-	+5(+10)	+1(+6)	H	-	
j.MK	600	7	7	3 land	-	+11(+13)	+7(+9)	H	-	
j.HK	800	10	5	3 land	-	+10(+15)	+6(+11)	H	-	
6MP	800	20	3	19	41	+2	-3	H	-	
6HP	800	16	3	20	38	+5	+3	LH	-	
4HP	800	9	3	21	32	+1	-4	LH	Sp SA	17
4LK	500	8	5	15	27	0(+4)	-4(0)	LH	-	
4MK or 6MK	700	11	3	18(21)	31(34)	+3	-6	LH	-	
6HK	1000	17	3	26	45	-1	-8	LH	-	
3HK	1000	10	3	23	35	0	-9	LH	Sp SA	23(30)
5MP~4HP	600	16	3	26	44	KD +35	-9	LH	Sp SA kara	50-51
2MP~2MP	360	12	3	16	30	KD +44	-6	LH	Sp SA	41(15)
2MK~6MP	800(640)	20	3	21	42	+1	-5	H	-	
2HK~3HK	600(480)	10	3	25	37	KD +33	-10(-30)	LH	Sp SA	57 (60 PC)

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

- General
- Details
- Meter
- Properties
- Notes

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
LPLK	1200 (2040)	5	3	23	30	KD +15	-	T
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
4LPLK	1200 (2040)	5	3	23	30	KD +18	-	T
LPLK (air)	1200 (2040)	5	3	3 land	-	KD +21(23)	-	T
4LPLK (air)	1200 (2040)	5	3	3 land	-	KD +15	-	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

Specials

- General

Details

Meter

Properties

Notes

Show

50

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
[4]6LP	550 (600)	10	-	30	40	+3(+4)	-3	LH	SA3	11
[4]6MP	550 (600)	10	-	30	40	+3(+4)	-3	LH	SA3	11
[4]6HP	550 (600)	10	-	30	40	+3(+4)	-3	LH	SA3	11
[4]6PP	500x2 (1000)	10	-	28	38	KD +48	+3	LH	SA2 SA3	11
[2]8LK	1000 (1200)	5	6	26+15 land	51	KD +36	-30	LH	SA3	17
[2]8MK	1100 (1300)	6	6	27+15 land	53	KD +37	-31	LH	SA3	17
[2]8HK	1200 (1400)	7	6	28+15 land	55	KD +39	-32	LH	SA3	17
[2]8KK	1000(700),600	6	4,2	26+20 land	57	KD +29	-33(-37)	LH	-	
214LP	400	16	[45]	26	42	-3	-4	LH	SA3	
214MP	400	21	[85]	29	50	-6	-7	LH	SA3	
214HP	250x2 (500)	31	[100]	23	54	+1	-1	LH	SA3	
214P ~ 6P	600(800),400	10	-	28	38	KD +44~	-1	LH	SA3	11
214P ~ 6PP	400x2,500 (1300)	10	-	28	38	KD +48~	+3	LH	SA2 SA3	11
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
214PP	300x2	15	[100]	24	39	KD +57	-4	LH	SA2 SA3	6
214PP ~ 6P	400x2,500 (1300)	10	-	28	38	KD +47	-3	LH	SA2* SA3	11
214PP ~ 6PP	400x3,500 (1700)	10	-	28	38	KD Spin + Splat	+3	LH	SA2 SA3	11
PP	600 each	11	-	25	36	+2	-2	LH	-	
[4]6P~P	600 each	11	-	25	36	+2	-2	LH	-	
[4]6PP~P	500x2 (1000)	11	-	24	35	KD +54~	+3	LH	-	
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

Showing 1 to 19 of 19 entries

Previous

1

Next

Supers

- General
- Details
- Meter
- Properties
- Notes

Show 50 entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
[4]646P	200x6,800 (2000)	8(11)	51	81	89	KD +41	-26	LH
[4]646HP	200x6,600 (1800)	7	52	68	75	KD +70	-2	LH
214214P	-	1	(1500)	5	6	-	-	-
[4]646K	4000(3000)	9	6	30+40 land	84	HKD +16	-59	LH
[4]646K	4500(3500)	9	6	30+40 land	84	HKD +16	-59	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

Showing 1 to 5 of 5 entries

Previous

1

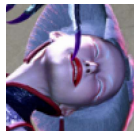
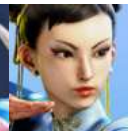
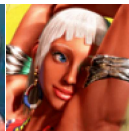
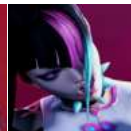
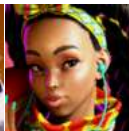
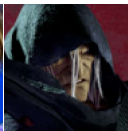
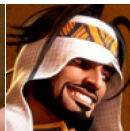
Next



- Overview
- Combos
- Strategy
- Matchups
- Frame Data
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- Match Footage
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SF6 Navigation

<i>Street Fighter 6 (SF6)</i>
General
FAQ • Controls • HUD • Glossary • Movement • Offense • Defense • Gauges • Game Data • Patch Notes • Links
Characters

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

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