

Street Fighter 6/Mai/Frame data

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

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

#SF6_Mai

(https://twitter.com/search?q=%23SF6_Mai)

Frame Data Tables

Character Data

Mai	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	0.050	0.035	18	23	1.450	0.900	4+38+3	1.90	1.52	2.115

Normals and Target Combos

General	Details	Meter	Properties	Notes						
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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	8	4	15	26	+2	-3	LH	Sp SA	16
5HP	800	9	3	21	32	+1(+3)	-3(-1)	LH	Sp SA	17
5LK	300	4	3	8	14	+1	-1	LH	Sp SA TC	14 Sp/TC
5MK	700	9	3	18	29	+5	-4	LH	-	
5HK	900	14	3	19(22)	35(38)	+3	-3	LH	-	
2LP	300	4	3	7	13	+4	-1	LH	Chn Sp SA	13
2MP	600	6	4	15(17)	24(26)	+5	-3	LH	Sp SA	16
2HP	400x2	10	2(8)3	19	41	+4	-3	LH,LH	-	
2LK	200	5	3	8	15	+2	-2	L	Chn	
2MK	500	7	3	19	28	-2	-6	L	Sp SA	13
2HK	900	9	3	22(23/25)	33(34/36)	KD +38	-11	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	9	3 land	-	+6(+9)	+3(+6)	H	-	
j.MP	600	7	5	3 land	-	+7(+11)	+3(+7)	H	Sp SA2	
j.HP	800	9	5	3 land	-	+7(+15)	+3(+11)	H	-	
j.LK	300	5	7	3 land	-	+5(+10)	+1(+6)	H	-	
j.MK	500	7	5	3 land	-	+8(+13)	+4(+9)	H	-	
j.HK	800	10	6	3 land	-	+11(+15)	+7(+11)	H	-	
6MP	600	20	3	18	40	+2	-3	H	-	
4HK	800	8	5	20	32	+3(+7))	-1(+3)	LH	TC	28 TC
5LK~LK	400(320)	7	2	20	28	-2	-10	LH	TC	31
5LK~LK~LK	500(350)	10	2	24+4 land	39	+3	-10	LH	Sp* SA2*	59
4HK~HK	600x2	9	1(3)	30(38)	39(49)	KD +48	-11	LH	-	

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

- General

Details

Meter

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Notes

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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 +17	-	T
j.LPLK	1200 (2040)	5	3	3 land	-	KD +20	-	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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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
236LP	500	16	-	32	48	-1	-7	LH	SA3	4
236LP	300x2	16	-	29	45	+1	-3	LH	SA3	4
236MP	500	14	-	34	48	-3	-9	LH	SA3	4
236MP	300x2	14	-	31	45	-1	-5	LH	SA3	4
236HP	500	12	-	36	48	-5	-11	LH	SA3	4
236HP	300x2	12	-	33	45	-3	-7	LH	SA3	4
236PP	500,(200)	12	-	30	42	+3	-3	LH	SA2 SA3	4
236PP	300x2,(200)	12	-	30	42	+3	+1	LH	SA2 SA3	4
236[P]	500,(200)	32	-	30	62	+1	-1	LH	SA3	4
236[P]	300x2,(200)	32	-	30	62	+1	-1	LH	SA3	4
236[PP]	300x2	28(48)	-	10	58	+14	+12	LH	SA2 SA3 (1st)	4 SA / 31 (~6P)
236[PP]	200x2,150x2 (700)	28(48)	-	10	58	+45(+52)	+46(+53)	LH	SA2 SA3 (1st)	4 SA / 31 (~6P)
236[PP]~6P	150x2,(300x2)	57+15	-	24	39(96)	KD +61~	0	LH	-	
236[PP]~6P	200x2,(300x2)	57+15	-	24	39(96)	KD +60~	+33~40 (+15~39 Tall)	LH	-	
214LP	800	14	7	15	35	+3	-4	LH	SA3	17
214LP	900	14	7	15	35	KD +35	-2	LH	SA3	17
214MP	200,800	14(25)	2(9)7	16	47	KD +35	-6	LH	SA3 (2nd)	34(17)
214MP	200,900	14(25)	2(9)7	16	47	KD +42(+44)	-6(-4)	LH	SA3 (2nd)	34(17)
214HP	200,600	15(27)	3(9)10	12	48	KD +43	-6	LH	SA3 (2nd)	37(19)
214HP	200,700	15(27)	3(9)10	12	48	KD +47	-6	LH	SA3 (2nd)	37(19)
214PP	200,400x2 (1000)	16	2(12)5(7)5	16(24)	62(70)	KD +48	-12	LH	SA2 SA3 (3rd)	53(33/15)
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	200,450x2 (1100)	16	2(12)5(7)5	16(24)	62(70)	KD +48	-12	LH	SA2 SA3 (3rd)	53(33/15)
236LK	400x2	10	2(11)17	16	55	KD +27(+43)	-10(+6)	LH	SA3 (2nd)	41(15-20)
236LK	400,500	10	2(11)17	16	55	KD +27(+43)	-10(+6)	LH	SA3 (2nd)	42(15-20)
236MK	450x2	15	2(11)17	20	64	KD +23(+39)	-12(+4)	LH	SA3 (2nd)	38(15-17)
236MK	450,550	15	2(11)17	20	64	KD +23(+39)	-12(+4)	LH	SA3 (2nd)	42(15-21)
236HK	500x2	18	2(11)17	21	68	KD +22(+38)	-13(+3)	LH	SA3 (2nd)	38(15-17)
236HK	500,600	18	2(11)17	21	68	KD +22(+38)	-13(+3)	LH	SA3 (2nd)	42(15-21)
236KK	400x2	14	2(13)17	29+3 land	77	KD +27	-12	LH	SA2 SA3 (2nd)	35(14)
236KK	400,500	14	2(13)17	29+3 land	77	KD +27	-12	LH	SA2 SA3 (2nd)	41(18)
623LK	400,500	5	5,13	15+15 land	52	KD +29	-29(-32)	LH	-	
623LK	400,300x2 (1000)	5	5,2,11	15+15 land	52	KD +31	-29(-32)	LH	-	
623MK	500,600	6	5,13	14+15 land	52	KD +31	-28(-31)	LH	-	
623MK	500,350x2 (1200)	6	5,2,12	13+15 land	52	KD +32	-28(-31)	LH	-	
623HK	600x2	7	5,13	14+15 land	53	KD +31	-28(-31)	LH	-	
623HK	500,400x2 (1300)	7	5,2,11	14+15 land	53	KD +32	-28(-31)	LH	-	
623KK	800x2	6	5,12	19+16(23) land	57(64)	KD +20	-40(-47)	LH	-	
623KK	800,500,400 (1700)	6	5,2,11	18+16(23) land	57(64)	KD +27	-40(-47)	LH	-	
j.214P	1000	21	until land	18(25~28) land	-	KD +38(+45)	-8(-1)	LH	-	
j.214P	1100	21	until land	18(25~28) land	-	KD +39(+46)	-5(+2)	LH	-	
j.214PP	1200	21	until land	18(25~28) land	-	KD +44(+51)	-8(-1)	LH	SA2	11 + until land
j.214PP	1300	21	until land	18(25~28) land	-	KD +53(+60)	-5(+2)	LH	SA2	11 + until 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
236236P	250x8 (2000)	6	4x6,7,3 (34 total)	51	90	KD +26	-31	LH
236236P	150x10,300,500 (2300)	6	7x9,4,20,3 (90 total)	46	141	KD +40	-26	LH
236236K	500x4,800 (2800)	7	2(3)2(12) 2(4)2(6)3	26(37)	68(79)	KD +33	-24	LH
236236K	200x11,800 (3000)	7	3x12	31(37)	73(79)	KD +38	-24	LH
j.236236K	500x4,800 (2800)	3	2(2)2(2) 2(3)2(2)3	24 land	-	KD +6(+11)	-50~	LH
j.236236K	200x11,800 (3000)	3	2x12	24 land	-	KD +7(+17)	-50~	LH
214214P	4000 (400,300,2300)	10(3)	2(4)2(15)4(8)4	46	94	HKD +19 (KD +52)	-33	LH
214214P	4500 (400,300,2300)	10(3)	2(4)2(15)4(8)4	46	94	HKD +20 (KD +52)	-33	LH
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

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Street Fighter 6 (SF6)

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Characters



A.K.I.



Akuma



Blanka



Cammy



Chun-Li



Dee Jay



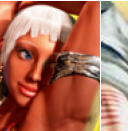
Dhalsim



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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