

Street Fighter 6/Manon/Frame data

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

Overview

Combos

Strategy

Matchups

Frame Data

Resources

Match Footage

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

#SF6_Manon

(https://twitter.com/search?q=%23SF6_Manon)

Frame Data Tables

Character Data

Manon	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	0.0452	0.031	21	25	1.499	1.254	4+38+3	1.90	1.52	2.115

Normals and Target Combos

- General
- Details
- Meter
- Properties
- Notes

Show50▼entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	300	4	3	10	16	+4	-1	LH	Chn Sp SA	13
5MP	600	7	4	15	25	+2	-2	LH	Sp SA TC	16 (19 TC)
5HP	800	10	4	20	33	0	-3	LH	SA TC	18 SA (29 TC)
5LK	300	5	2	12	18	+2	-2	LH	Sp SA	12
5MK	600	10	3	18	30	-2	-5	LH	Sp SA	18
5HK	900	15	3	23(26)	40(43)	+1	-6	LH	-	
2LP	300	4	2	11	16	+3	-2	LH	Chn Sp SA	12
2MP	600	7	3	11(15)	20(24)	+6	-1	LH	Sp SA	15
2HP	600	10	5	21	35	-2	-8	LH	TC	23 TC
2LK	200	5	2	13	19	-1	-3	L	Chn	
2MK	600	8	4	16	27	+3	-2	L	-	
2HK	900	11	2	27	39	KD +29	-12	L	-	
j.LP	300	5	10	3 land	-	+5(+9)	+1(+5)	H	-	
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.MP	700	8	4	3 land	-	+9(+11)	+5(+7)	H	-	
j.HP	800	9	4	3 land	-	+8(+15)	+4(+11)	H	-	
j.LK	300	6	9	3 land	-	+3(+10)	-1(+6)	H	-	
j.MK	500	7	6	3 land	-	+8(+13)	+4(+9)	H	-	
j.HK	800	11	5	3 land	-	+8(+15)	+4(+11)	H	-	
4MK	600	10	4	19	32	-1	-3	LH	TC	20(28)
4HP	800	8	6	17	30	+3	+1	LH	Sp SA	22
3HK	1000	11	9	32	51	KD +26	-23	LH	-	
5MP~MK	500	10	2	17	28	+2	-5	LH	-	
4MK~MK	500	14	5	21	39	-3	-11	H	Sp SA	49(17)
5HP~HP	600	5	2	20(22)	26(28)	+3	-8	LH	-	
2HP~HP	500	4	4	26	33	+1 (KD +17~19)	-10	LH	-	

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
-------	--------	---------	--------	----------	-------	---------	-----------	-------	--------	------------

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 +16	-	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)	-	-	-
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

entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
63214LP	2000~3700	10	2	49	60	HKD +19	-	T	-	
63214MP	2000~3700	8	2	51	60	HKD +19	-	T	-	
63214HP	2000~3700	5	2	54	60	HKD +19	-	T	-	
63214PP	2000~3700	8	2	51	60	HKD +19	-	T	-	
236LK	400,500	9	3(2)2	29	44	+3	-15	LH	SA3 (2nd)	23(12*)
236MK	400,600	11	3(3)3	27	46	KD +34	-14	LH	SA3* (1st)	13*
236HK	400x2	14	3(3)3	22(24)	44(46)	KD +37	-11	LH	SA3 (1st)	13
236KK	500,300	8	4(2)3	25(30)	41(46)	KD +45	-19	LH	SA2 SA3	28 / 15 (1st)
214LK	300,700	16	2(10)4	36	67	KD +21	-24	L	-	
214MK	400,800	16	4(14)6	22 land	61	KD +33	-13	LH	-	
214HK	1000	20(21)	3	24	46	+3	-9	H	-	
214KK	800	22(23)	3	22	46	+6(+7)	-3	H	-	
236LP	50,(1300~1900)	22	2	37	60	HKD +15	-23	LH	SA3 (1st)	13
236MP	100,(1300~1900)	25	2	34	60	HKD +15	-20	LH	SA3 (1st)	13
236HP	200,(1300~1900)	29	2	30	60	HKD +15	-16	LH	SA3 (1st)	13
236PP	200,(1300~1900)	25	2	34	60	HKD +15	-20	LH	-	
236[P]	-	-	-	31/32/33	31/32/33	-	-	-	-	
236[PP]	-	-	-	32	32	-	-	-	-	
236P~K	800	(16/17/18)+11	6	22	38	KD +51(+56)	-5(0)	LH	SA3	22
236PP~K	800	15+10	6	22	38	KD +58(+63)	-12(-7)	LH	SA2 SA3	22

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
-------	--------	---------	--------	----------	-------	---------	-----------	-------	--------	------------



Supers

- General
- Details
- Meter
- Properties
- Notes

Show 50 entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236K	2000	10	4	65	78	KD +7(+10)	-49(-46)	L
214214K	2800	7	3(11)6(45)9	38+34 land	152	KD +32(+37)	-61(-118)	LH
236236P	4000~4600	6+1	2	72	80	HKD +16	-	T
236236P	4500~5100	6+1	2	72	80	HKD +16	-	T
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

Showing 1 to 4 of 4 entries

Previous

1

Next



- Overview
- Combos
- Strategy
- Matchups
- Frame Data
- Resources
- Match Footage
- (https://replaytheater.app/?game=sf6&c1=Manon)
- #SF6_Manon
- (https://twitter.com/search?q=%23SF6_Manon)

SF6 Navigation

Street Fighter 6 (SF6)

General

FAQ • Controls • HUD • Glossary • Movement • Offense • Defense • Gauges • Game Data • Patch Notes • Links

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

Retrieved from "https://wiki.supercombo.gg/index.php?title=Street_Fighter_6/Manon/Frame_data&oldid=310364"

The SuperCombo Wiki is intended to be a repository for all fighting game strategy knowledge. While our roots are in the Capcom franchises, we invite fans of all fighting game series to augment the site with their strategies and techniques.

SuperCombo Wiki is ad-free & run by volunteers. If you enjoy the service, [consider donating via Patreon](#).