

Street Fighter 6/Terry/Frame data

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

Overview

Combos

Strategy

Matchups

Frame Data

Resources

Match Footage

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

#SF6_Terry

(https://twitter.com/search?q=%23SF6_Terry)

Frame Data Tables

Character Data

Terry	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	0.048	0.032	19	23	1.50	0.985	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	+4	-1	LH	Chn Sp SA	13
5MP	700	7	3	16	25	+2	-3	LH	Sp SA TC	15 / 17 TC
5HP	400x2	9	1,3	18(16)	30(28)	+2	+1	LH,LH	Sp SA	27(17)
5LK	300	5	2	12	18	+2	-2	LH	Sp SA	12
5MK	700	9	3	18	29	+5	-2	LH	-	
5HK	900	12	4	21	36	+1	-4	LH	-	
2LP	300	4	3	8	14	+4	-1	LH	Chn Sp SA	13
2MP	600	6	4	13(14)	22(23)	+5	-1	LH	Sp SA	16
2HP	800	8	6(4)	22(20)	35(31)	+1	-4	LH	Sp SA	18
2LK	200	5	2	11	17	+3	-2	L	Chn	
2MK	500	8	3	19	29	-2	-6	L	Sp SA TC	13
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	900	10	3	24	36	KD +40	-11	L	-	
j.LP	300	4	7	3 land		+6(+9)	+2(+5)	H	-	
j.MP	700	7	4	3 land		+11	+7	H	-	
j.HP	800	9	6	3 land		+9(+15)	+5(+11)	H	-	
j.LK	300	5	7	3 land		+7(+9)	+3(+5)	H	-	
j.MK	500	7	6	3 land		+8(+13)	+4(+9)	H	-	
j.HK	800	10	7	3 land		+9(+15)	+5(+11)	H	-	
6HP	800	22	3	19	43	+2	-2	H	-	
5MP~HP	1100(770)	15	3	22	39	KD +29	-5	LH	-	
5MP~HK	600	18	3	31	51	KD +39	-14	LH	TC	67-68 (36)
5MP~HK~HK	1050 (910)	18	3(21)6	33	80	KD +25(+22)	-	-	-	
5MP~HK~HK	1200 (1040)	18	3(21)6	33	80	KD +24(+23)	-	-	-	
5MP~MK	400	13	2	27(38)	41(52)	-3	-12	LH	TC	
5MP~MK~MP	1000	24	2	18 land	43	+4	+3	LH	-	
5MP~MK~MK	1000	24	2	20 land	45	+3	-2	LH	-	
2MK~2HK	500 (400)	13	2	28	42	KD +35	-16	LH	Sp SA	42-44
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

Showing 1 to 27 of 27 entries

Previous

1

Next

Drive and Throw

- General
- Details
- Meter
- Properties
- Notes

Show 50 entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
LPLK	1200 (2040)	5	3	23	30	KD +22	-	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
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
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

Show50▼entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
236LP	600	14	-	35	49	-3	-9	LH	SA3	4
236MP	700	16	[14]	32	48	0	-6	LH	SA3	4
236PP	400x2	15	-	28	43	+2	-2	LH,LH	SA2 SA3	8
236HP	900	29	9	14	51	+8	+5	L	SA3	10
214LP	500,400 (900)	10(22)	2(10)2	23	46	+2	-5	LH,H	SA3 (2nd)	36(13)
214LPMP	400x2,600 (1400)	10(22)	2(10)2	23	46	KD +33	-5	LH,H,LH	SA2 SA3 (2nd)	36(13)
214MP	1000	14	9	20	42	KD +30~42	-6(+2)	LH	SA3	17
214HP	1200	23	14	17	53	KD +28~41	-8(+5)	LH	SA3	21
214MPHP or 214LPHP	1400	19	14	17	49	KD +60~73	-8(+5)	LH	SA2 SA3	23
623LP	1000(700)	5	10	21+12 land	47	KD +33	-23	LH	SA3	17
623MP	600x2	6	4,6	28+12 land	55	KD +25	-26	LH	SA3	14
623HP	700,300x2 (1300)	7	2,4,14	27+15 land	68	KD +27	-36(-40)	LH	SA3	14
623PP	400,200x4,400 (1600)	6	2,3,2,2,3,3	34+15 land	69	KD +27	-42	LH	-	
236LK	700	14	5	24	42	+3(+7)	-9(-5)	LH	SA3	18
236MK	800	20	6	23	48	KD +42~47	-11(-6)	LH	SA3	19
236HK	800	25	9	27	60	KD +37~45	-16(-8)	LH	Sp* SA3	25 (36 Sp)
236KK	800	19	8	24	50	KD +55~76 Wall Bounce	-14(-7)	LH	SA2 SA3	24
214LK	700	16(18)	4	4+14 land	37	+1	-3	LH	-	

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
214MK	900 / 450x2	17(22)	4,3	2+16 land	41	+3	-3	LH	-	
214HK	300x3,800 (900~1400)	23(30)	3,3,2,3	1+18 land	52	KD +43~45	-1	LH	-	
214KK	1200	20(21)	4	2+17 land	42	KD +29	-2	LH	-	

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

Showing 1 to 21 of 21 entries

Supers

- General
- Details
- Meter
- Properties
- Notes

Show50▼entries

Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236K	2000	7	12	60(45)	78(52)	KD +22	-26	LH
214214P	2600	13	13	54	79	KD +24	-27	LH
214214P~PP	1100 (440 scaled)	22	6	43	70	KD +55	-	LH
214214P~PP~PP	2500 (1000 scaled)	14	1	125	139	KD +18	-	LH
236236P	4000 (2650-3000)	8(3)	27	29+28 land	91	HKD +22 (KD +29~31)	-50(-53)	LH
236236P	4500 (3150-3500)	8(3)	27	29+28 land	91	HKD +37 (KD +29~31)	-50(-53)	LH

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

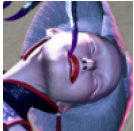
Showing 1 to 6 of 6 entries



- Overview
- Combos
- Strategy
- Matchups
- Frame Data
- Resources
- Match Footage
- (https://replaytheater.app/?game=sf6&c1=Terry)
- #SF6_Terry
- (https://twitter.com/search?q=%23SF6_Terry)

SF6 Navigation

Street Fighter 6 (SF6)
General

FAQ • Controls • HUD • Glossary • Movement • Offense • Defense • Gauges • Game Data • Patch Notes • Links																							
Characters																							
																							
																							
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/Terry/Frame_data&oldid=310360"

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](#).