

Street Fighter 6/Zangief/Frame data

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

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

#SF6_Zangief

(https://twitter.com/search?q=%23SF6_Zangief)

Frame Data Tables

Character Data

Zangief	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
	11000	1.02	0.0364	0.025	22	25	1.007	0.712	5+38+3	1.725	1.406	2.115

Normals and Target Combos

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input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm
5LP	400	7(4)	3	9	18	+4	+2	LH	Chn Sp SA	13
5MP	700	9	4	17	29	+2	-2	LH	TC	28
5HP	1000	(6~22)+10	3	22(24)	40(42)	+3	-3	LH	-	
5[HP]	1400	32	3	22(24)	56(58)	KD +40	+3	LH	-	
5LK	400	7	2	17	25	-2	-4	LH	Sp SA	13
5MK	900	10	4	19	32	+1	-4	LH	-	
5HK	1000	13	4	21	37	+3	+1	LH	-	
2LP	300	6(3)	2	8	15	+6	+1	LH	Chn Sp SA	12
2MP	700	8	3	16	26	+3	-1	LH	Sp SA	15
2HP	1000	11	9	35	54	KD +20	-20	LH	-	
2LK	250	4(3)	3	12	18	0	-3	L	Chn	
2MK	700	9	3	18	29	+3	-2	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
2HK	1000	12	3	27	41	KD +36	-13	L	-	
j.LP	300	5	7	3 land	-	+11	+8	H	-	
j.MP	700	8	5	3 land	-	+10(+14)	+7(+11)	H	-	
j.HP	800	9	6	3 land	-	+15(+21)	+7(+13)	H	-	
j.LK	300	5	10	3 land	-	+2(+11)	-1(+8)	H	-	
j.MK	500	8	8	3 land	-	+6(+14)	+3(+11)	H	-	
j.HK	800	10	7	3 land	-	+12(+15)	+8(+11)	H	-	
j.[HK]	1500	32	6	30 land (oH/oB) 20(12) land (whiff)	-	Wall Splat +1(+33)	-30(-43)	H	-	
3MP	800	7	3	21	30	-1	-3	LH	Sp SA	21
6MK	700	14	7	13	33	+1(+7)	-4(+2)	LH	-	
6HP	1000	14	5	15(17)	33(35)	+8	+4	LH	Sp SA	19
6HK	1300	22(24)	7(5)	25	53	KD +28(+30)	-9(-5)	H	-	
3HK	1000	16	4	40	59	KD +21	-18	LH	-	
22MK	500	9	3	17	28	+4	-3	L	TC	22
j.2HP	800	9	9	8 land	-	+14(+18)	+10(+14)	H	-	
j.8HP	900	8	4	3 land	-	+18(+21)	+13(+16)	H	Sp	
5MP~MP	600	9	4	20	32	+2	-6	LH	TC	57~65(22)
5MP~MP~MP	900	15	3	32	49	KD +27	-17	LH	-	
22MK~MK	500	9	3	19	30	-3	-4	L	Sp SA TC	45(16) / 23 TC
22MK~MK~MK	700	10	3	24	36	-2	-10	L	Sp SA	50(19)

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

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Search:

input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
5LPLK	1200,600 (2040,600)	5	3	23	30	KD +22(+0)	-	T
4LPLK	1400 (2380)	5	3	23	30	KD +8	-	T
6LPLK	1500 (2550)	5	3	23	30	KD +10	-	T
3LPLK	1200 (2040)	5	3	23	30	KD +28	-	T
1LPLK	1500 (2550)	5	3	23	30	KD +9	-	T
2LPLK	1500 (2550)	5	3	23	30	KD +14	-	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
PP	1400	15	2(3)2(4)2(8)2(6)2	27	72	KD +27(+56)	-12(-41)	LH	SA3	18
PPP	700,1000 (1700)	12	2(2)2(3)2(6)2(4)2	26	62	KD +38(+57)	-11(-30)	LH	SA2 SA3 (1st)	18
360+LP	2500 (2875)	5	3	54	61	HKD +30	-	T	-	
360+MP	2900 (3335)	5	3	54	61	HKD +28	-	T	-	
360+HP	3300 (3795)	5	3	54	61	HKD +28	-	T	-	
360+PP	3400 (3910)	5	3	54	61	HKD +28	-	T	-	
j.360+K	2900 (3260)	4	3	21(36)+16 land	-	HKD +19	-	T	-	
j.360+KK	3000 (3375)	4	3	21(36)+16 land	-	HKD +19	-	T	-	

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	Cancel	Hitconfirm
63214K (Close)	2900 (3335)	10	2	50	61	HKD +26	-	T	-	
63214KK (Close)	3200 (3680)	10	2	50	61	HKD +27	-	T	-	
63214K (Mid)	2700 (3105)	28	2	41	70	HKD +29	-	T	-	
63214KK (Mid)	3000 (3450)	23	2	44	68	HKD +29	-	T	-	
63214K (Far)	2700 (3105)	55(81)	2	40	96(123)	HKD +29	-	T	-	
63214KK (Far)	3000 (3450)	54(81)	2	40	95(123)	HKD +29	-	T	-	
22HK	2400	6	50	24	79	HKD +5	-	-	-	
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard	Cancel	Hitconfirm

Supers

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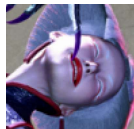
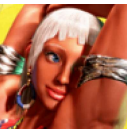
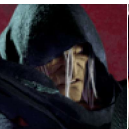
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard
236236K	3500	11	7	13+47 land	77	HKD +29	-	T
236236P	3160(3060)	18	102	52	171	HKD +5(+1)	-35	LH
236236[P]	0,60x9,560 (1100)	18	105	25(52)	172	KD +87 Launch	-35	LH
720+P	4800	6+0	2	116	123	HKD +26	-	T
720+P	5300	6+0	2	116	123	HKD +26	-	T
input	Damage	Startup	Active	Recovery	Total	Hit Adv	Block Adv	Guard



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<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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