

SC6 Haohmaru Frame Data

BK=Bare Knuckles

WF=Warrior's Focus

GRD,HIT,CH Frame Data Colour	-20<=	-19 ~ -14	-13 ~ -10	-9 ~ -1	0	=> 1	KND,LNC,SLNC,STN	RE
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Horizontal Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
Vagrant Slash	14			-4	4	4	
Vagrant Slash	14			-6	6	6	
							NC
Vagrant Slash	14,?,+14			-12	4	4	5%
Vagrant Slash~ Warrior's Focus	14						
	14,?,+11			-14	-6	-6	9%
				-8	4	4	
	16			-10	0	0	
	16				KND	KND	
	16				-2	-2	
	16				6	6	
~FC	18			-12	4	4	
							End action, kneeling position
~FC	12			-6	6	6	
							End action, kneeling position
~FC	28			-14	-2	-2	
							End action, kneeling position
	20			-6	6	6	
	12			-6	6	6	
FC							
	14			-8	4	4	
WR							TC
~FC							
							End action, kneeling position
BT							
BT							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Vertical Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
	16			-6	2	2	2%
	16			-6	4	4	4%
							NC
	16,?,+11			-4	KND	KND	9%

				-6	10	10	4%
				-12	0	0	
				6	6	6	9%
				-4	KND	KND	9%
	16			-8	0	0	9%
	16						
	20			-14	LNC	LNC	
	14			-6	2	2	
~FC	26			-12	-2	-2	
				End action, kneeling position			
	16			-8	2	2	
	14			-6	2	2	
FC							
	16			-14	-2	-2	9%
WR							
					KND	KND	
WR hit							
					-2	-2	
WR hit							
					6	6	
WR hit							
	30			-4	6	6	
BT							
BT							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Kick Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
	12			-8	0	0	
	14			-8	-2	-2	
	14			-6	4	4	
	16			-12	-4	-4	
	20			-14	-4	-4	
	18			0			
	16			-12	-4	-4	
FC							
	12			-8	4	4	
WR							

↩ ↑ ↩ K	M						
BT K	H						
BT ↩ K	L						
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

Dual Button Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
	36			0	STN[F>20]	STN[F>20]	15%
A+B		M					
	36			-10	KND	KND	6%
⇒ A+B		SM					
							6%
⇒ A+B		SM SP					
	18			-18	KND	KND	14%
↩ A+B OR FC A+B		MM			TC[F4~]		
← A+B		SP					
	28			-14	KND	KND	14%
↑ A+B		MM					
↩ ⇒ A+B		SP					
	28			-14	-4	-4	15%
B+K		M					
⇒ B+K		SP					
	22			-14	-4	-4	15%
↩ B+K OR FC B+K		M			TC[F?]		
← B+K		SP					
BT B+K							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB