



Move	Startup	Block Adv	Hit Adv	Total
st.LP	6	2	1	
st.LK	10	-2	3	
st.HP	13	-14	-9	
st.HK	9	-20	-15	
c.LP	6	-3	-4	
c.LK	8	-8	-5	
c.HP	13	-31		
c.HK	8	-7		
f+HP	14	-11	-6	
j.LP	5			
j.LK	9			
j.HP	11			
j.HK	11			
j.u+HP	11			
j.d+HP	11			
LP Unibeam	23	3	2	
HP Unibeam	33	11	16	
LK Repulsor Ray	11	-14	-9	
HK Repulsor Ray	11	-14		
->LK Repulsor Ray (2nd)		-24	-19	
->HK Repulsor Ray (2nd)		-24		
-->LK Repulsor Ray (3rd)		-21		
-->HK Repulsor Ray (3rd)		-50		
LP Smart Mine				58
HP Smart Mine				58
LP Unibeam (Air)	18			
HP Unibeam (Air)	28			
LK Repulsor Ray (Air)	11			
HK Repulsor Ray (Air)	11			
LP Smart Mine (Air)				48
HP Smart Mine (Air)				48
Proton Cannon	16	-33		
Angled Proton Cannon	17			
Iron Avenger	24	-59		

Move	Startup	Active	Recovery	Total	Block Adv	Hit Adv	
st.LP	8	3	17	27	-5	-2	
st.LK	8	6	26	39	-14	-11	
st.HP	15	2	24	40	-6	-1	
st.HK	10	5	49	63	-35		
c.LP	7	3	16	25	-4	-1	
c.LK	8	4	25	36	-13	-10	
c.HP	11	4	22	36	-6		
c.HK	16	6	60	81	-47		
f+LP	12	5	19	35	-9	-6	
f+HP	20	4	24	47	-7	-2	
j.LP	6	6	11	22			
j.LK	7	61	0	67			
j.HP	13	4	25	41			
j.HK	16	52	0	67			
j.d+LK	14	83	0	96			
j.f+HP	8	5	19	31			
j.d+HP	14	5	28	46			
LP Violent Ax	16	2	28	45	-11		
HP Violent Ax	18	2(15)2	20	56	-3		
LK Hoodlum Launcher	23	11	23	56	-15		
HK Hoodlum Launcher	26	18	7	50			
Double Lariat	9	53	21	82	-65?		Invul 1-45
LP Flying Piledriver	10	2	26	37			
HP Flying Piledriver	4	2	32	37			
LP Sky-High Backdrop (Air)	10	1	32	42			
HP Sky-High Backdrop (Air)	4	1	38	42			
LK Wild Swing (Air)	12	2	23	36			
HK Wild Swing (Air)	17	2	23	41			
Cleanin' Up the City	9	3	0	11			
->LK Throw	9	3(14)22	0	47	-3	2	
->HK Throw	9	3(14)22	0	47	-3	2	
->Drop	7				-10	-11	
Cleanin' Up the City (Air)	21						
Rapid Fire Fist	24				-8		
Giant Haggar Press					-62		
Giant Haggar Press (Air)					-62		
Max Back Breaker	9						

Move	Startup	Block Adv	Hit Adv	Notes
st.LP	5	0	-1	
st.LK	8	-6	-3	
st.HP	10	-7	-2	
st.HK	11	-6	-1	
c.LP	5	0	-1	
c.LK	8	-6	-3	
c.HP	10	-6		
c.HK	11	-5		
f+HP	25	-16	-13	
f+HK	10	-7		Pushes too far back to punish with Armor Piercer, anything that touches is safe
df+HK	13	-28		
j.LP	5			
j.LK	7			
j.HP	10			
j.HK	13			
LP Chain of Hunting (Brandishing Claw)	13	-3	2	
HP Chain of Hunting (Vertical Claw)	15	-2	3	
->Advance Claw (LP 2nd)		-4		
->Curved Claw (HP 2nd)		-16	-11	
-->Dual Claw (LP 3rd)		-22		
-->Divine Claw (HP 3rd)		-10		
LP Panther Bite	8	-24		
HP Panther Bite	11	-39		
LK Predator Arts	13	-11		
HK Predator Arts	15			
LK Predator Arts (Air)	15			
HK Predator Arts (Air)	17			
Hazard Zone	14	-31		Invincibility Frames 1~15? (trades with Bionic Lancer)
Sudden Death				
Air Interceptor				
Air Interceptor (Air)				
Law of the Jungle	16	-70		

Move	Startup	Block Adv	Hit Adv	Total
st. LP	5	-9	-10	
st. LK	8	-7	-4	
st. HP	10	-12	-7	
st. HK	11	-24	-19	
c. LP	5	-9	-10	
c. LK	7	-10	-7	
c. HP	12	-12		
c. HK	11	-21		
f+LP	11	-10	-7	
f+HP	23	-15		
f+HK	25	-11		
df+HK	14	-8		
j.LP	5			
j.LK	7			
j.HP	10			
j.HK	12			
j.d+HP	10			
j.d+HK	6			
LP Gauntlet	15			
LK Gauntlet				51
HP Gauntlets	15	-10	-18	
HK Gauntlets	20	-21		
LP Shock Bite	10	-1		
HP Shock Bite	22	-3		
Strike Vector (Forward)				62
Strike Vector (Backward)				50
LP Spark Rush	16	-21		
HP Spark Rush	17	-11		
LK Covert Catch	14			
HK Covert Catch	10			
LK Covert Catch (Air)	13			
HK Covert Catch (Air)	7			
Shock Therapy	14	-30		
Hyper Covert Catch	12			
Hyper Covert Catch (Air)				
Secure the Target	22	-61		

Move	Startup	Block Adv	Hit Adv	Total
st.LP	5	-5	-6	
st.LK	8	-7	-4	
st.HP	11	-19	-14	
st.HK	17	-10	-5	
c.LP	5	-5	-6	
c.LK	7	-2	1	
c.HP	11	-5		
c.HK	14	-11		
LK>LK		-9	-6	
f+LK	22	5	10	
f+HP	15	-17		
df+HP	10	-15	-10	
j.LP	5			
j.LK	9			
j.HP	16			
j.HK	11			
j.d+LP	9			
j.f+HK	11			
LP Shield Slash	18	-16		
HP Shield Slash	13	-23		
LP Charging Star	5	-14		
HP Charging Star	11	-30		
LP Stars & Stripes	5	-30		
HP Stars & Stripes	6	-50		
Backflip				39
LK Trick Shield	17	-17		
HK Trick Shield	24			
LK Liberty Shock				57
HK Liberty Shock				62
LP Shield Slash (Air)	16			
HP Shield Slash (Air)	16			
Hyper Charging Stars	8	-27		
Hyper Stars & Stripes	16	-59		
Unyielding Justice	19	-45		

Move	Startup	Block Adv	Hit Adv	Total				
st. LP	5	-4	-5					
st. LK	7	-14	-11					
st. HP	10	-11	-6					
st. HK	12	-15	-10					
c. LP	5	-2	-3					
c. LK	8	-17	-12					
c. HP	12	-22						
c. HK	13	-15						
f+LK	15	-8						
j.LP	6							
j.LK	9							
j.HP	12							
j.HK	15							
j.f+LK	12							
j.d+HP	15							
LP Godslayer	13	-3	1					
HP Godslayer	25	-7						
->Divine Slide		-47						
LK Arch Shot	23	6	5				*advantage can vary on character hurtbox	
HK Arch Shot	33	3	8				*advantage can vary on character hurtbox	
LP Fatal Rise	11	-12						
HP Fatal Rise	10	-45						
LK Shoot & Slash	16	-6	-8					
HK Shoot & Slash	18	-1						
->Godslayer		-3	1					
->Divine Slide		-47						
->LK Arch Shot		6	5				*advantage can vary on character hurtbox	
->HK Arch Shot		3	8				*advantage can vary on character hurtbox	
Slash Rush	19	-38						
Shadow Combination								
Celestial Barrage	19	-40						

Move	Startup	Block Adv	Hit Adv	Total
st.LP	9	-13	-10	
st.LK	10	-12	-7	
st.HP	17	-27	-22	
st.HK	13	-16	-11	
c.LP	12	-13	-10	
c.LK	10	-7	-2	
c.HP	16	-16		
c.HK	19	-42		
f+HK	16	-31	-26	
j.LP	10			
j.LK	18			
j.HP	17			
j.HK	16			
j.f+HK	16			
LP Clothesline Rocket	19	-32		
HP Clothesline Rocket	23	-13		
LP Rocket Slam	15	-12		
HP Rocket Slam	18	-18		
Rocket Launcher	17	-14		
Rocket Launcher (Charge)	62	-14		
->Reload				
Anti-Air Rocket Launcher	17	-14		
Anti-Air Rocket Launcher (Charge)	62	-14		
->Reload				
Air Rocket Launcher	17			
Air Rocket Launcher (Charge)	62			
LK Tentacle Slam	7			
HK Tentacle Slam	20			
Biohazard Rush	17	-68		
Bioweapon Assault	17	-63		
Fatal Mutation	16			



Move	Startup	Block Adv	Hit Adv	Total
st.LP	5	-2	-3	
st.LK	6	-1	4	
st.HP	11	-13	-8	
st.HK	11	-13	-8	
c.LP	5	-4	-5	
c.LK	8	-4	-1	
c.HP	10	-12		
c.HK	11	-8		
f+LP	9	-2	1	
df+LK	9	-2	1	
f+HP				33
f+HK				33
df+HK	15	-12		
j.LP	5			
j.LK	7			
j.HP	10			
j.HK	10			
j.f+LP	9			
LP Ame-no-Murakumo	13	-16		
HP Ame-no-Murakumo	32	-8		
LP Excalibur (Air)	10			
LK Excalibur (Air)	10			
HP Excalibur (Air)	10			
HK Excalibur (Air)	10			
LP Gram	19	-13		
HP Gram	34	-13		
LP Vajra				28
LK Vajra				24
HP Vajra				28
HK Vajra	41	-6	-1	
Formation C				43
Formation B				23
Formation B (Shot)		22		12
Wall Cling				
->Cyber Lateral Slice	7			
->Ladder Kick	9			
->Raikiri Slash	32			
->Leaping Kick	11			
LP Gram (Air)	19			
HP Gram (Air)	34			
Legion				
Brionac (Air)				

Ouroboros				
Ragnarok	11	-31		

Move	Startup	Block Adv	Hit Adv	Total
st.LP	5	-6	-3	
st.LK	8	-8	-5	
st.HP	12	10	-5	
st.HK	12	-5	0	
c.LP	5	-6	-7	
c.LK	9	-3	2	
c.HP	13	-7		
c.HK	12	-10		
df+LP	10			
LK>LK		-10	-7	
f+HP	11	-10	-6	
f+HK	17	-5	0	
j.LP	5			
j.LK	10			
j.HP	13			
j.HK	12			
j.f+LP	7			
j.f+HP	11			
j.d+HP	11			
j.f+HK	11			
LP Hard Blow	9	-8		
HP Hard Blow	21	-7		
LK Rifle Burst	21	-6	-1	
HK Rifle Burst	21			
LK Grenade Toss	23	-4		
HK Grenade Toss	26	-1		
Metal Shield				
->Counter Thrust	15	0	3	
->Air Raid	27	-1		
->Pistol Shot	11	12	16	
->LK Rifle Burst	21	10	15	
->HK Rifle Burst	21	10	15	
->LK Grenade Toss	24	5		
->HK Grenade Toss	27	8		
LK Rifle Burst (air)	25			
HK Rifle Burst (air)	25			
LK Grenade Toss (air)	18			
HK Grenade Toss (air)	28			
Silver Patriot	15	-53		
Mag Purge	20	-66		
Unyielding Justice	17	-57		

Move	Startup	Block Adv	Hit Adv	Total
st.LP	5	-2	-3	
st.LK	8	-6	-3	
st.HP	11	-5	0	
st.HK	12	-8	-3	
c.LP	7	-7	-8	
c.LK	8	-4	-1	
c.HP	10	-8		
c.HK	12	-17		
f+LP	12	-17	-14	
f+HP	21	-5~-6	0~-1	
df+HK	16	-18		
j.LP	6			
j.LK	8			
j.HP	9			
j.HK	10			
j.d+LP	8			
Prone Position				29?
->Prone Shot	11	-6	-1	
->Shoulder Tackle	16	-6		
LP Gun Fire	25	1		
HP Gun Fire	24	3	-3	
Magnum Shot	19	-9		
Reload				32
LP Gun Fire (Air)	25			
HP Gun Fire (Air)	23			
Magnum Shot (Air)	19			
Reload				22
LP Grenade Toss				53
HP Grenade Toss				53
LP Combination Punch	10	-4	-1	
->Straight Punch		-14		
-->Magnum		-14		
HP Combination Punch	10	-10	-5	
->Shotgun		11		
Grenade Launcher	13	-16		
Sweep Combo	22	-68		
Satellite Laser		-38		

Move	Startup	Block Adv	Hit Adv	Total
st. LP	5	-3	-4	
st. LK	6	-5	-2	
st. HP	10	-3	2	
st. HK	8	-14		
c. LP	5	-2	-3	
c. LK	6	-3	0	
c. HP	11	-6		
c. HK	8	-10		
f+HK	32	-3	2	
j.LP	4			
j.LK	6			
j.HP	8			
j.HK	11			
j.d+LK	5			
j.f+LK	4			
j.f+HP	9			
j.f+HK	11			
LK Hyakuretsukyaku	8			
HK Hyakuretsukyaku	8			
->Sotengeki		-29		
LK Spinning Bird Kick	10	-19		
HK Spinning Bird Kick	9	-18		
->Hajinkyaku				
LP Kikoken	20	-13	-14	
HP Kikoken	15	-6	-7	
Kikoanken	18	-28		
EX Spinning Bird Kick	9	-20		
LK Tenshokyaku	4	-16		
HK Tenshokyaku	3	-57		
LK Hyakuretsukyaku (Air)	9			
HK Hyakuretsukyaku (Air)	9			
->Rechishu				
LK Spinning Bird Kick (Air)	10			
HK Spinning Bird Kick (Air)	10			
EX Spinning Bird Kick (Air)				
LK Tenshokyaku (Air)	4			
HK Tenshokyaku (Air)	4			
Kikosho	14	-36		
Hoyokusen	19	-30		
Gekko Senkukyaku (Air)				
Shichisei Ranka	19			

Move	Startup	Block Adv	Hit Adv	Total				
st. LP	6		-4	-5				
st. LK	7		-5	-2				
st. HP (Lv.1-2)	13		-14	-9				
st. HP (Lv.3)	13		-14	-9				
st. HP (Lv.4+)	14		-12	-7				
st. HK	15		-23	-18				
c. LP	6		-4	-5				
c. LK	7		-19	-16				
c. HP (Lv.1-2)	10		-10					
c. HP (Lv.3)	10		-10					
c. HP (Lv.4+)	10		-10					
c. HK	12		-9					
f+LP (Lv.1-2)	10		-11	-8				
f+LP (Lv.3)	10		-11	-8				
f+LP (Lv.4+)	10		-16	4				
df+LP (Lv.1-2)	9		-9	-6				
df+LP (Lv.3)	10		-8	-5				
df+LP (Lv.4+)	10		-3	2				
f+HP (Lv.1-2)	23		-16	-19				
f+HP (Lv.3)	19		-13	-16				
f+HP (Lv.4+)	12		-16	-19				
j.LP (Lv.1-2)	7							
j.LP (Lv.3)	7							
j.LP (Lv.4+)	7							
j.LK	7							
j.HP (Lv.1-2)	13							
j.HP (Lv.3)	13							
j.HP (Lv.4+)	13							
j.HK	11							
j.d+HK	15							
LP Tools of Survival (Lv.1-2)	15		-21	0				
LP Tools of Survival (Lv.3)	15		-4					
LP Tools of Survival (Lv.4+)	15		-12	6				
HP Tools of Survival (Lv.1-2)	27		-36					
HP Tools of Survival (Lv.3)	27		-25					
HP Tools of Survival (Lv.4+)	27		-26					
LP Snapshot	19		-13	-8				
HP Snapshot	31		-16	-11				
LP Tools of Survival (Lv.1-2) (Air)	15							
LP Tools of Survival (Lv.3) (Air)	15							
LP Tools of Survival (Lv.4+) (Air)	15							
HP Tools of Survival (Lv.1-2) (Air)	27							
HP Tools of Survival (Lv.3) (Air)	27							
HP Tools of Survival (Lv.4+) (Air)	27							
LP Snapshot (Air)	19							
HP Snapshot (Air)	31							
LK Hammer Throw	31		-4					
HK Hammer Throw	40		-5					
LK Giant Swing	25		4					
HK Giant Swing	40		10					
LP Outside the Box (Lv.1-2)	20		-19					
LP Outside the Box (Lv.3)	20		-20					
LP Outside the Box (Lv.4+)	20		-15					
HP Outside the Box (Lv.1-2)	33		-20					
HP Outside the Box(Lv.3)	23		-17					
HP Outside the Box(Lv.4+)	18		-8					
LK Roundhouse Kick (Lv.2+)	16		-21					
HK Roundhouse Kick (Lv.2+)	19		-15					
Barrel Roll (Lv.2+)					31			
LP Outside the Box (Lv.1-2) (Air)	20							
LP Outside the Box (Lv.3) (Air)	20							
LP Outside the Box (Lv.4+) (Air)	20							
HP Outside the Box (Lv.1-2) (Air)	31							

HP Outside the Box(Lv.3) (Air)	19						
HP Outside the Box(Lv.4+) (Air)	19						
Bottoms Up				60			
Shot Timer				46	Note: Snap 70 and 120 frames after Frank recovers		
Blue Light Special	12	-54					
Case: West	15	-30					
Funny Face Crusher (Lv.3+)							
Say CHEESE!	14						