







Frame List|ZANGIEF

V-Trigger I









V-Trigger II

Active frames are the total value of the valid frames.















Normal Moves													
Move Name	Frame			Recovery		V-Trigger Cancel Recovery		Cancel Info	Damage	Stun	Meter Gain (Whiff/Hit)	Properties	Projectile Nullification
	Startup	Active	Recovery	On Hit	On Block	On Hit	On Block						
Standing LP 	5	4	7	5	3			S CA V	40	70	0 / 20	High	
Standing MP 	7	3	15	4	2			V	70	100	0 / 30	High	
Standing HP 	13	4	23	2	-3			V	100	150	0 / 50	High	
Standing HP (Hold Button) (HOLD BUTTONS)	37	4	23	D	1			V	130	200	0 / 50	High	
Standing LK 	5	2	12	-1	-3			S CA V	30	70	0 / 20	High	
Standing MK 	10	3	17	2	-3			V	70	100	0 / 30	High	
Standing HK 	11	4	22	2	-2			V	90	150	0 / 50	High	
Crouching LP (WHILE CROUCHING)	4	3	6	3	3			S CA V	40	70	0 / 20	High	
Crouching MP (WHILE CROUCHING)	6	3	12	5	3			S CA V	60	100	0 / 30	High	
Crouching HP (WHILE CROUCHING)	9	6	7+13 frame(s) after landing	2	-4			CA V	100	150	0 / 50	High	
Crouching LK (WHILE CROUCHING)	4	2	8	4	2			V	30	70	0 / 20	Low	
Crouching MK (WHILE CROUCHING)	8	2	16	2	-4			S CA V	60	100	0 / 30	Low	
Crouching HK (WHILE CROUCHING)	10	3	26	D	-10			V	100	150	0 / 50	Low	
Jumping LP (DURING JUMP)	5	5							50	70	0 / 20	Mid	
Jumping MP (DURING JUMP)	6	4							80	100	0 / 30	Mid	
Jumping HP (DURING JUMP)	7	6							100	150	0 / 50	Mid	
Jumping LK (DURING JUMP)	6	5							50	70	0 / 20	Mid	
Jumping MK (DURING JUMP)	7	3							70	100	0 / 30	Mid	
Jumping HK (DURING JUMP)	9	5							100	150	0 / 50	Mid	
Unique Attacks													
Move Name	Frame			Recovery		V-Trigger Cancel Recovery		Cancel Info	Damage	Stun	Meter Gain (Whiff/Hit)	Properties	Projectile Nullification
	Startup	Active	Recovery	On Hit	On Block	On Hit	On Block						
Head Butt 	12	4	14	7	2			CA	100	200	0 / 50	High	○
Knee Hammer 	12	4	5+10 frame(s) after landing	3	-3				70	100	0 / 30	High	

Flying Body Press (DURING FORWARD JUMP)  +  H	7	7							100	150	0 / 50	Mid	
Flyng Headbutt (DURING VERTICAL JUMP)  +  H	8	5						S	120	200	0 / 50	Mid	



















N o r m a l T h r o w s


























Move Name	Frame			Recovery		V-Trigger Cancel Recovery		Cancel Info	Damage	Stun	Meter Gain (Whiff/Hit)	Properties	Projectile Nullification
	Startup	Active	Recovery	On Hit	On Block	On Hit	On Block						
Atomic Drop (NEAR OPPONENT)  OR  +  L	5	3	17						130	170	0 / 70	Throw	
Captured (NEAR OPPONENT)  +  L	5	3	17						130	170	0 / 70	Throw	
Horosho Chokeslam (WHILE OPPONENT IS CROUCHING) (NEAR OPPONENT)  OR  +  L	5	3	17						140	200	0 / 70	Throw	

V - S y s t e m

Move Name	Frame			Recovery		V-Trigger Cancel Recovery		Cancel Info	Damage	Stun	Meter Gain (Whiff/Hit)	Properties	Projectile Nullification
	Startup	Active	Recovery	On Hit	On Block	On Hit	On Block						
Iron Muscle  M  M			25 total frames										
Iron Muscle (Attack)  M  M (HOLD BUTTONS)	58	5	15	2	-2			V	50	100	V-Gauge 0 / 80	High	
Muscle Walk (DURING Iron Muscle) 													
Iron Muscle (Attack after forward walk) (DURING Iron Muscle)  + (RELEASE HOLD)	9	5	15	2	-2			V	50	100	V-Gauge 0 / 80	High	
Cyclone Lariat  H  H	1+18	19	16	3	-6						V-Gauge -900 / 0	High	
Activation Cyclone Lariat  H  H (HOLD BUTTONS)	1+18		27	D	-3				140	150	0 / 40	High	
Post-activation Cyclone Lariat  H  H (max hold button)	1+18		26	D	-3				180	200	0 / 40	High	
Muscle Explosion (DURING GUARD)  +  L M H	12	2	24	3	-2				40	0	V-Gauge -300 / 0	High	

S p e c i a l M o v e s

Move Name	Frame			Recovery		V-Trigger Cancel Recovery		Cancel Info	Damage	Stun	Meter Gain (Whiff/Hit)	Properties	Projectile Nullification
	Startup	Active	Recovery	On Hit	On Block	On Hit	On Block						
L Screw Pile Driver  +  L	5	2	60	D					200	250	20 / 100	Throw	
M Screw Pile Driver  +  M	5	2	60	D					210	250	20 / 100	Throw	
H Screw Pile Driver  +  H	5	2	60	D					220	250	20 / 100	Throw	
EX Screw Pile Driver  +  	5	2	60	D					220	300	-300 / 0	Throw	
L Siberian Express  +  L	1 frames after contact	2	52	D					170	250	40 / 80	Throw	
M Siberian Express  +  M	1 frames after contact	2	52	D					200	250	40 / 80	Throw	
H Siberian Express  +  H	1 frames after contact	2	52	D					220	250	40 / 80	Throw	
EX Siberian Express  +  	1 frames after	2	52	D					230	250	-300 / 0	Throw	

	contact												
L Borscht Dynamite (DURING VERTICAL OR FORWARD JUMP)  +  L	3	4	12 frame(s) after landing	D					180	250	0 / 100	Throw	
M Borscht Dynamite (DURING VERTICAL OR FORWARD JUMP)  +  M	3	4	12 frame(s) after landing	D					200	250	0 / 100	Throw	
H Borscht Dynamite (DURING VERTICAL OR FORWARD JUMP)  +  H	3	4	12 frame(s) after landing	D					220	250	0 / 100	Throw	
EX Borscht Dynamite (DURING VERTICAL OR FORWARD JUMP)  +  	3	4	12 frame(s) after landing	D					200	250	-300 / 0	Throw	
Double Lariat  L M H	9	13	36	D	-38				130 (-100)	200	20 / 60	High	
Tundra Storm  +  	2	12	22	D					220	300	10 / 100		
 Cyclone Lariat  H  H	9	19	16	3	-6							High	
 V-Trigger Activation Cyclone Lariat  H  H (HOLD BUTTONS)	9		27	D	-3				140	150	0 / 40	High	
 Cyclone Lariat (during V- Trigger Activation)  H  H (max hold button)	9		26	D	-3				180	200	0 / 40	High	
C r i t i c a l A r t													
Move Name	Frame			Recovery		V-Trigger Cancel Recovery		Cancel Info	Damage	Stun	Meter Gain (Whiff/Hit)	Properties	Projectile Nullification
	Startup	Active	Recovery	On Hit	On Block	On Hit	On Block						
Bolshoi Russian Suplex   + 	1+0	2	65	D					400	0	-900 / 0	Throw	