

## Nightmare SC6 Frame Data

GS=Grim Strid

NLS=Night Lower Stance

NBS=Night Behind Stance

NSS=Night Side Stance

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


















### Horizontal Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
	16	16		-6			
	16,20	16,34		-12	KND	KND	
	16	16					
	16	16,34					
	26	28		-16	STN	STN	
		32			KND	KND	
					KND	KND	
		32			KND	KND	
					KND	KND	
	22	20		-16			
	22,20	20,30		-12	KND	KND	
	22	20					
	22	20					
					KND	KND	
	20	20		-22			
	20	52		-20	KND	KND	
	20,20	60		2	KND	KND	
	18	16		-14			
	32	37		-22			
	32	60		2	KND	KND	
	32	37					








































	32	52			KND	KND	
↗A		L					
	32	40			STN	STN	
↖A		H					
	18	16		-14			
FC A		L					
	18	20		-20			
WR A		M					
	18	20					
WR A							
	18	31		-22	KND	KND	
WR AA		ML					
		25			KND	KND	
↗↖A		H					
BT A							
BT↘A							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

## Vertical Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
	26	30		-18	KND	KND	
B		M					
	26	56		-16	KND	KND	
BB		MM					
	22	18		-16	KND	KND	
↗B		M					
	22	38		-16	KND	KND	
↗BB		MM					
NTC ↗BBB	22	76			KND	KND	
	22	36		-20	LNC	LNC	
CLOSE ↗B		M					
	22	36			LNC	LNC	
CLOSE ↗B		M SP					
	22	20		-20	STN	STN	
↗B		M					
	22	20			STN	STN	
↗B		M SP					
	20	18					
↘B		M					
	20	18					
↘B		M SP					
		18			KND	KND	
↗B		L					
	16	15		-10			
↖B		M					
	16	25		-12			
↖BB		MM					
	16	15,10,15		-14	KND	KND	
↖BBB		MMM					
	20	18					

FC 							
	24	46			LNC	LNC	
FC 	 						
	16	18		-22	LNC	STN	
WR 							
	16	18			LNC	STN	
WR 							
		29			KND	KND	
  							
BT 							
BT 							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

## Kick Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
	14	18		-8	4	KND	
							
	16	24		-8	KND	KND	
							
					KND	KND	
		 [8~16]					
	14	14		-8	0	0	
							
	16	12		-14	-4	-4	
							
	>16	15		-14	-2	-2	
							
	18	30			KND	KND	
							
	18	18		-14	0	0	
							
	18	54		-6	KND	KND	
 	 						
	18	37		-12	0	0	
 	 						
	16	12		-14	-4	-4	
FC 							
	14	18		-16	0	0	
WR 							
		24				KND	
  							
BT 							
BT 							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

## Dual Button Attacks

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
~ Night Behind Stance	32	42			SLNC	SLNC	
	8~36	30					
	20	40		-16	KND	KND	
	>60	56			LNC	SLNC	
Night Lower Stance							
Night Behind Stance							
Night Side Stance							
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB

## 8-Way Run Moves

Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB
	28	38		-2	KND	KND	
	28	38		10	KND	KND	
				assume 236A=28F			
	32	23		-10	0	0	
	32	23,27		-14,-16	KND	KND	
	32	23		-4	6	6	
				assume 236A=28F			
	32	40		-10,-12	KND	KND	
	20	24		-22	SLNC	SLNC	
	20	24		8	SLNC	SLNC	
				assume 236A=28F			
	20				SLNC	SLNC	
		40		-16	KND	KND	
		40			KND	KND	
		24					
		24					
	34	24		-8	STN	STN	
	34,11	55		2	LNC	SLNC	
	16	20		-16	2	2	

	16	20		4	>16	>16	
⇒*⚡*⚡Ⓚ⇒	ⓂⓈⓅ						
		40		-10	STN	STN	
↓*↑Ⓚ	ⓈⓂ						
		52			KND	KND	
⇐*⚡*⚡Ⓚ	ⓗ						
	31	48		2	SLNC	SLNC	
⇒*⚡*⚡Ⓜ+Ⓟ	Ⓜ						
					KND	KND	
RUN Ⓚ	Ⓛ						
Attack	IMP	DMG	CHIP	GRD	HIT	CH	GB