

Vs. Urien

<https://www.twitch.tv/videos/342174066> 00:21:00 Start

Urien's Strong Moves/Normals

Be aware that basically all his normals are strong

- crLP, crMP, crMK, stHP, fMP are all very strong
- The fact that almost all of his crouching normals combo into headbutt make them strong

Charged stHP

- Strong neutral tool. It has an extra large hitbox
- Don't try to whiff punish the non-charged version
- If you get counterhit, then dash in crHP is guaranteed, and you'll take a ton of damage
- When Urien players aim for a comeback, they will use this move a lot so make sure you can whiff punish the charged version
- Do walking stMK to punish when using Akuma

fMP

- Urien will use fMP from mid-range to seal off your movement
- If you use a move with a small hurtbox, you can avoid the fMP and punish
- Therefore, search for a move that works for your character!
- If you worry about the fMP → fHP target combo, you'll be able to block the followup but it's fine to get hit by the overhead
- If you stand up trying to guard the overhead, you leave yourself open to the crMK which is much more dangerous
- Therefore, after blocking fMP start mashing a 3f normal
- However, if you do block fHP be aware it's -8f so make sure you get a full punish

Metallic Sphere (projectile)

- It actually has a lot of faults
- You can use akuma's mpDP to beat it

- He actually moves his lower body forward when he shoots it, so you can use a low hitting move like crMK to beat it
- Therefore, whenever you read it go for a low hitting move

Violence Drop (Knee dive)

- He can change the trajectory/distance so it's difficult to anti-air, but if you can put them out fast enough you will be able to win
- However, if you're slow then it will trade, so if you're not confident it's ok to just block
- Akuma can use vskill 1 → K to punish safely
- Depending on the height of the blocked knee, the frame data will change
- If the knee connects at your feet, then Urien is plus; if it connects at your waist then he is negative
- Be sure to go into training mode so you can tell when you're plus or minus. It widely depends on the character
- EX knee drop is +4 so they will go to this option alot
- In this case, crLK is a true blockstring, so EX knee → crLK → crLP → Headbutt is a common string
- If you want to DP through this, you have to be crouching when you input the DP or you will lose!

Dangerous Headbutt

- This move is used on wakeup. Urien uses it when he wants to beat throw, he often will get hit out of the air when attempting it
- After V-Skill 1, he has 1 hit of armor and tends to headbutt more often
- Akuma can counter it with crLP on okizeme, but since it's an air hit the return is not great
- Therefore, go for crLK on okizeme, this will cause the headbutt to whiff and you can get a big punish
- The startup of headbutt is slow (12f) so you can hold back and block while going for meaty attacks
- Every character is different, so test your own in training mode (except abigail)
- Because of input priority, you might get hit by EX headbutt even if it was possible to block because of your timing
- So instead of doing crLK → crLP as fast as possible, put in a slight delay so you can block in case the EX Headbutt comes out
- Against Urien it's safer to go for light attacks than throw

Chariot Tackle (Shoulder rush)

- Even on hit, most of the time Urien is only +1f so it's ok to mash 3f normal because he's a 4f character (you'll trade if he does a light button)
- However, there are times when Urien is +2f (example: crMP → stLK → Tackle leaves Urien +2f on hit)
- After this, Urien will go for a throw or attack 50/50 mixup
- Urien's strongest move is EX tackle. It has a very strong hitbox and is too fast to block on reaction
- **The way you deal with this is by praying**
- It's a charge move, so be cautious if you see him holding back for a while
- On the other hand, if you see him walking forward or standing up, you know he doesn't have EX tackle available
- On the other hand, from far range you can interrupt the 2nd hit if the 1st hit whiffs. If you use a fast move it's because easier but it's still difficult
- Basically, try and react to the flash and it can be possible, but he can also do EX knee instead

IMPORTANT Dealing With Urien in VT

Trigger 1

- First off, aegis is an incredibly strong V trigger
- To have perfect defense against this is impossible
- However, if you follow some strategies, you can make your blocking success increase!
- Aegis is 5f startup and is very useful for Urien as a guaranteed punish
- Try not to whiff medium or heavy buttons in front of his face because he can use it as a whiff punish tool that leads to big damage
- There are many times where characters got away with -5f moves, but now Urien can punish these if he has aegis available
- Trying to v-reversal the first Aegis is risky. Doing it against the 2nd aegis is ok
- Check 00:46:00 in the video to get a feel for the spacing and timing
- A recent trend is Urien crHP → opponent block → activate aegis → opponent v-reversal → Urien throws the v-reversal and wins
- I recommend jumping backwards. You can avoid throw and delay attack and escape
- Often Urien will go to Vskill once you jump back out of aegis; aim for this and jump back in and land a full combo
- There are times where Urien uses Aegis on wakeup
- If you are not trying to meaty him, then a throw is safe and guaranteed
- Knocking Urien down in the corner then going to meaty with crLK is risky. He can

reversal aegis and land a full combo on trade. In this case go for throw

- However, he can also use EX headbutt so it becomes a guessing game
- If you get thrown while he has the mid-air aegis then it's dangerous. Watch 00:53:00 of the video
- Urien will look for walking grab, so mash crLP like your life depends on it
- If Urien has CA, he can combo into CA off of throw anywhere on screen if aegis is out
- Therefore, his throw becomes the scariest move. Definitely don't get thrown!

Trigger 2

- Charged tackle that can guard break. Damage is significantly scaled so it's ok to get hit
- The corner carry from guard break is the real benefit.
- It is possible to throw him out of the tackle as he's charging

CLOSING Important strats against Urien

- Urien's 3 god moves are stHP, EX tackle, and Aegis. At the very least learn how to deal with these 3 moves
- Urien's fastest move is only 4f, so don't be afraid to mash 3f normals in certain situations
- Against Urien, use light attacks to bait out the EX headbutt on wakeup
- In response, Urien will try jumping forward or using his flying knee to escape
- If you run into someone like this, then meaty them with a medium or heavy attack and teach them a lesson
- Urien is a charge character, so if he's standing still or walking forward, he only has access to his fireball
- EX tackle is Urien's lifeblood. If you don't get hit by this, you will win. But you will get hit by this.
- Urien is a character who aims for comebacks with Aegis, so make sure you check strategies above to deal with his V-trigger.
- **IMPORTANT** His V-trigger is very strong so don't expect too many V-reversals
- It's very important so I'll say it one more time:

When Urien has CA, he can come into CA off of any throw into aegis. So, his most dangerous move is his throw! Definitely don't get thrown!