**Fuudo’s 30 Minute Cooking #8**

# Recipe Name - “Urien”

## Jikoken Video Source

https:[//www.twitch.tv/videos/342174066](http://www.twitch.tv/videos/342174066) 00:21:00 Start

# Urien’s Strong Moves/Normals

## Be aware that basically all of his Normals are strong

crLP, crMP, crMK, crHP, stHP, fMP are all very strong

The fact almost all of his crouching normal combo into Headbutt make them strong.

## Charged stHP

A strong neutral tool. It has an extra large hitbox. Don’t try to whiff punish the non - charged version.

If you get Counter Hit, 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 with 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 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 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)

You can use Akuma’s M Shoryuken 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 distance so it’s difficult to anti - air with normal, 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. This move was nerfed.

Akuma can use V - Skill - > 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 about your waist then you are plus. Go to Training Mode so you can tell when you are plus or minus. It varies widely depending on the character!

After the EX Version, Urien is +4 so they will go to this option a lot.

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, he 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. By the way, this doesn’t work for Abigail.

Because of input priority, you might get hit by EX Headbutt even if it was possible to block it 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 a 3F normal. Urien’s normal are very strong, but he doesn’t have a 3F button.

However, there are times where Urien is +2F.

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 block, Urien is - 2F, however there is some range so it’s hard to get a real mixup on him. There are some tricky methods to deal with this, but they’re a bit difficult…

If you block EX Tackle from very close range, the 2nd hit is not a true blockstring so you can interrupt with an invincible move like EX DP.

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 becomes easier but it’s still difficult.

Basically, try and react to the flash and it can be possible. But he can also do the EX Knee instead…

## IMPORTANT Dealing With Urien V - Trigger Aegis Reflector

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. It’s very useful for Urien as a guaranteed punish.

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 V - Skill once you jump back out of the 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 a crLK is risky He can reversal Aegis and get a full combo on trade

In this case, go for a 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 in 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.

## Second Aegis

There are many times Urien gets away with fake things on the 2nd Aegis If he cancels into it from a normal, you almost always get a punish

There is a difference between the close and far versions, so test your punishes in training mode. The most common technique is EX Tackle - > 2nd Aegis

Just EX DP and you can beat this.

However, there are also some strong uses of the 2nd Aegis. crMP - > EX Fireball - > 2nd Aegis leaves Urien at +2F.

If you can V - Reversal the EX Fireball it’s a big win. Be aware of the crMP and be ready to V - Reversal.

If he has CA available, then he can combo into CA from anywhere on screen if he throws you into Aegis.

He’s throw becomes he scariest option, so even if it’s the 2nd Aegis don’t get thrown!

Actually, this is even more common with the 2nd Aegis! Since after throwing the 1st one, Urien is able to build up that extra CA gauge!

# CLOSING - Important Strategies 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 the strategies above to deal with his V - Trigger.

His V - Trigger is very strong, so don’t expect him to use 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 any throw into Aegis. So, his most dangerous most is his throw! Definitely don’t get thrown!