Vs. Urien

*[https://www.twitch.tv/videos/](https://www.twitch.tv/videos/339174580)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 string
* 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 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 tacke 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!