

Fuudo's 30 Minute Cooking #8

Recipe Name - "Urien"

Jikoken Video Source

- <https://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)

- It actually has a lot of faults.
- 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.

- 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 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.

- Therefore, his throw becomes his scariest move. Definitely don't get thrown!

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 the 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 move is his throw! Definitely don't get thrown!