

Reina

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Anti Reina

3+4, 4 is -14 but if she is in heat it is +8 on block and there is another hit, all mid

3,4 is -14

ff2~f is a super fast long range mid that goes into SEN at +2 on block

if they abuse SEN 3 from here (i12~13 high that is +1 on block) then start ducking and launch punishing it

if they stop using it you can beat their mid options via SSL and blocking which causes SEN 2 and SEN 4 to whiff

SEN 1,2 and SEN 1+2 can be launch punished [[Reddit explanation](#)]

Character Overview

Strategy

Gameplan

asd

Mixups

asd

Frame traps

asd

Combos

Normal Combos

asd

Counterhit Combos

asd

Wall Combos

asd

Heat Combos

asd

Guaranteed Followups

asd

Punishment

Block Punishment

asd

Whiff Punishment

asd

Moves

RA = ???

stomp = d4:1

Top Moves

ff2 i12 -9/+1 safe mid, very long range, very fast, best way to get in, goes into SEN with ~f at +2 on block and +12 on hit guaranteeing SEN 3 which is a heat engage that goes into another WR mixup

1,1,2 i10 -17/+11 SEN or +2 ~b hit confirmable 10 frame standing punish that goes into SEN automatically, can stance cancel by holding ~b

db2 i20 -16/-3 unseeable standing low poke with good damage, once they start ducking you can use f4

f4 i20 m +2/+5 pressure mid that forces crouch, plus on block, guaranteed df1,2 followup if it hits a crouching opponent which is crazy at the wall

df1 i13 -3/+4 generic mid poke with extensions

df1,1 -4/+7 m,h

df1,2 -14/KND m,m heat engage, W!, can do df1,2~F d4:1 for good damage

EWGF obvious

High/Mid Pokes

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Low Pokes

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Homing moves

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Defensive Moves

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Situational Moves

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Frame advantage

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Throws

asd

Strings

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At the Wall

asd

Okizeme

asd

Stances

SEN (f3)

SEN 3 most common option, fast high, +1 on block

SEN 2 safe mid if they crouch SEN 3

SEN 3+4 low from stance

SEN ??? unbreakable throw

SEN ??? overhead mid thats is +4 on block

ws1 goes automatically into SEN and also guarantees SEN 3 on hit

WRA

main way to get into it is hellsweep~d or after heatsmash or ws4,4~d or WR 4 (e.g. after heat dash)

~df to cancel out of WRA into CD

WRA 2 safe mid, great after eg hellsweep usually wins

WRA uf3+4 very + on block and can go back into WRA stance with ~d and if they attack WRA 2 wins

WRA ??? throw can be nice to use with frame advantage eg after WR 4 and does good damage

at the wall

when in heat HD WR 2 into WRA stance is really good because she automatically parries highs and mids

Heat

asd

Resources

<https://www.youtube.com/watch?v=yjx75KYtfEU>