



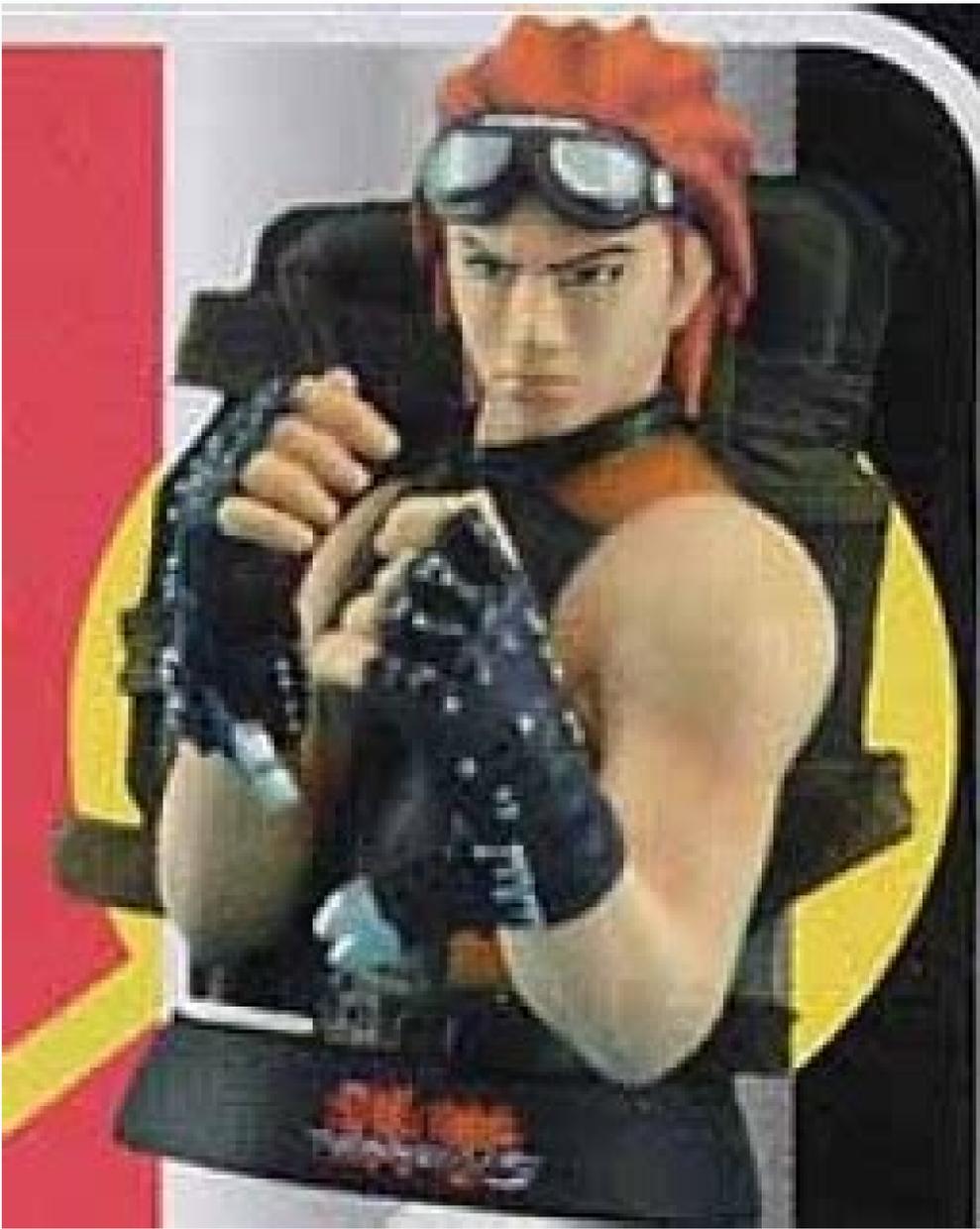
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# Tekken 7 hwoarang guide release date release calendar



This however isn't as safe as it leaves Hwoarang at -19 on block. Left Foot Forward (LFF) This is Hwoarang's default stance and the stance that you will find yourself in majority of the time. It is also important to note that JFSR high crushes so it makes certain matchups more doable if one of their key moves is a high. 12F+3 or 2f+3 have the same frame data on block (-8) so it's your call whether you want to do the whole string or just one punch to kick. Left Flamingo Stance (LFS) Left Flamingo Stance is the blender that keeps the pressure going for Hwoarang. With Tekken 7 due to release for the PlayStation 4 on the 2nd June 2017, we thought that we'd pen this quick guide on which characters are actually in the game at launch. You may opt to remain safe towards the left and backwards with B+2 and UB+4. Don't forget his rage capabilities most especially the D3+4.4 buff for juicy combo damage. Take the small chip damage you can take as you gather information from your opponent as the match goes on in order to establish how you will approach and pressure your opponent. 1 B+4 this is part of the get off me tools Hwoarang has available as he moves slightly to left and transitions him to Right Foot Forward. RFF B+2 and RFF DF+4.4, F the popular choices to use can be sidestepped easily. 1 DF+2 is Hwoarang's 15 frame launcher that is safe on block and has a funky hitbox. It is important to note that this move crushes highs when Hwoarang spins to perform this move. It can be done from either Left Foot Forward or Right Foot Forward. STRENGTHS & WEAKNESSES Strengths: - A walking gatling gun due to the endless mixup routes he can create - Solid throw game (OCB+3, 2+4, DB1+3, F2+3, B2+4, RFF 1+3/2+4) - Powercrush King with the highest rewards (Backlash plus frames and launch Capability, FLA PCs aren't launch punishable at -12 to most of the cast, DF3,F tanks hits in exchange for Hwoarang's turn.) - Amazing Rage capabilities (Safe Mid Rage Art accessed from Flamingo Stance LFS & RFS D3+4, His rage drive D3+4.4 has meaty plus frame advantage, post combo spike, and launch abilities, and the 2nd rage drive UF3,4,3+4 is perfect for combos and more damage.) - Powerful/flexible Combos both in open and with walls (Great wall carry) - Superb wall pressure and okizeme game - Decent punishment (UB+3,3 from crouching at 116 is a big bonus) Weaknesses: - Not the safest character in the game; forced to take risks - Slight execution difficulty (Mostly in combos) - No reliable defensive/panic option when being pressured (B+1 is -14 and isn't reliable in most situations, U3+4 is a slow high crushing option which can be floated with an inconsistent hitbox.) - Moves have weak tracking; easy to sidestep against - Inability to guard/cancel in both Left and Right Flamingo Stances - Most moves with high plus frames are only accessible from stances - Zero elbow and knee moves, only one heel move (Weak to reversals & parries) B: STANCES To fully understand Hwoarang it is a must to understand the purpose behind each of his stances as they offer specific options to Hwoarang's mixup tool kit. The main purpose of this throw isn't for its damage or floor breaking capability. If you have the right read and know your opponent will use a punch go make use of Hwoarang's punch on block and that means you have a bit of leeway to pressure your opponent. An example of this is doing F+2 on block which transitions Hwoarang to Right Foot Forward then holding back to place Hwo back to Left Foot Forward. Number 04: FF+3 One of Hwoarang's ground hitting moves and despite it's look it can be reversed as it is a leg. 1 F,N+4 Allows you to manually transition Hwoarang to Right Flamingo Stance and has an inbuilt side step left mechanic allowing you to dodge certain strings and punish them for it. LAUNCHER: RFS B+3 | F1+2 1.) RFS B+3 F+4 RFS+4 S! F1+2 B! DF3+4 = 62 DMG (Easy) 2.) RFS B+3 W! F1+2 B! D+3.4 RFS B+4 S! RFF F+3 LFS UF3+4 W! DF+1 D+2 WS+4.4 = 66 DMG (Medium) 3.) RFS B+3 FF+4 RFF34 RFS B+4 S! RFF F+3 LFS UF3+4 W! F1+2 B! DF3+4 = 80 DMG (Medium) 4.) RFS B+3 W! F1+2 B! 24 RFS B+4 S! RFF F+3 LFS 3F LFS UF3+4 W! DF3+4 = 63 DMG (Medium) 5.) RFS B+3 W! F1+2 B! FF+4 RFF3 123 LFS B+3 S! WR+3 = 61 DMG (Medium) MINI COMBOS Free damage is good damage and it is something Hwoarang needs to level the playing field against his opponent. Hwoarang players commonly use this move when approaching the opponent. There is only one unique option in Backturn Left Foot Forward; the rest are generic tools available to the rest of the cast. 1 BT LFF 4 is a plasma blade that launches on hit and is only -13 on block and leaves Hwoarang in Right Foot Forward. This is a huge buff for Hwoarang defensively as it eases up a good number of matchups for him. Now in FR it no longer knockdown and only chips at your opponent's lifebar and still launch open on block. 1 DF+1 & DF1+2 Hwoarang is blessed to have two generic DF+1's with different frames on block and range. 1 UB+4 The third get off me option Hwoarang has to evade pressure, it is safe on block with decent recovery on whiff. -14~-15: WS+3 Hwoarang's 14 frame punisher is a knockdown mid which has a guaranteed follow up in FF+3 just like in previous installments of the game. It is best to make use of the neutral tools (11 | 12F+3 | F+2 | DF+1 | DB+3 | F1+2 | D+4 | DF+2 | WS+4) to set up the table as you gather information from your opponent as the game progresses but if you want to start your mixup right away then it is highly recommended to make use of D+3.4 as it puts Hwoarang in a whooping +14-18g on hit. The game is the ninth installment in the Tekken series, and the first to make use of the Universal Engine. 1 RFF 3.4(F) This is the combo filler you will see more often than not in Hwoarang's combos. 1 F1+2 slightly crushes highs making it a great option against players who love their jabs. You have seen it before or it may have happened to you already when a Hwoarang player would do LFF D+3.4 LFS 3+4 LFS D+3.4 LFS 3+4 LFS D+3.4. 1 UF+4,4.4 the air raid with a low that cannot be low parried if the second kick was blocked. Staff Profile Twitter Reply Comments (30) Tekken is too easy. FF+3 Just like B+3 but transitioning to Right Foot Forward for okizeme and higher damage. This is the move that is viewed as a threat for as long as Hwoarang is in Right Foot Forward. This low-high string was nerfed when Tekken 7 first came out to arcades making it a struggle for most Hwoarang players to find a way to pressure their opponents with this move. However, this move can be heavily punished by grabs, lows, and moves that recover really fast. If they always punish -28 lows with WS+3 to FF+3 that isn't much of a big deal compared to getting launch punished for it. This is one of the decent wall bounces in the game at it transitions Hwoarang to Left Flamingo Stance at +3 on block. Playable Tekken 7 Characters Returning Characters (29) Alisa Bosconovitch Asuka Kazama Bob Bryan Fury Devil Jin Dragoon Eddy Gordo Eliza (currently a pre-order bonus character) Feng Wei Heihachi Mishima Hwoarang Jack 7 Jin Kazama Kazuya Mishima King Kuma Lars Lee Chaolan Leo Lili Ling Xiaoyu Marshall Law Miguel Nina Williams Panda Paul Phoenix Steve Fox Violet (alternate costume for Lee) Yoshimitsu New Characters (9) Akuma (of Street Fighter fame) Claudio Gigas Josie Katarina Kazumi Mishima Lucky Chloe Master Raven Shaheen Past Tekken Characters Who Are Not Playable (33) Alex Ancient Ogre Angel Anna Williams Armor King Baek Bruce Irvin Christie Monteiro Combo Craig Marduk Dr. Bosconovitch Forest Law Ganryu Gon Jaycee (Julia's alter ego) Jinpachi Mishima Julia Jun Kazama Kunimitsu Lei Wulong Michelle Miharu Hiranu Mokujin Prototype Jack Raven Roger Roder Jr. Sebastian Slim Bob Tiger Jackson True Ogre Wang Jinrei Zafina See Also Related Games About Robert Ramsey Robert's been a dedicated PlayStation fan since the days of Tekken 2, and he still loves a good dust up. RELIABLE MOVES THAT HIT LOW STANCES/GROUNDED Left Foot Forward RFF B+3 B+3 DB+4 DB+3 Left Flamingo Stance RFS D+4 H. DF+2 and B+3 simply don't cut it as they are inferior to JFSR frame and range wise overall. It grants huge plus frames on block (+8 on block) and gives great okizeme as it Knockdown on hit. Tekken 7 is a fighting game developed and published by Bandai Namco Entertainment. All Left Flamingo options are available while in back turn. Fox Step is achieved by pressing "3+4 (RFF)" then 1+2 (BT LFF). After tapping 1+2 to go into BT, in mid animation of stance transition, press 3 and hold to buffer. WS+3 to FF+3/B+3 CH B+2 to FF+3/B+3 333 to F+3~N+3 | FF+4 | or if you have rage D3+4.4 LFS 3.3 to F+3~N+3 | FF+4 | or if you have rage D3+4.4 CH DB+4.4 to FF+3/B+3 443 to RFF FF+3 LFS F+4.3 to F+(3,3) | FF+4 | or if you have rage D3+4.4 RFS F+3.4 to F+(3,3) | FF+4 | or if you have rage D3+4.4 CH LFS DB+4 to FF+3 | B+3 | RFF FF+3 | DB+4 RFF 243 to RFF FF+3 RFF 43 to RFF FF+3 RFF B+2 to FF+3 | B+3 | RFF FF+3 | DB+4 LFS 3.3 to D3+4.4 RFF DF+3 3,3,3 to D3+4.4 RFF DF+3 G. Crouching Punishment -10. WS+1 | FC+1 Unlike the rest of the cast Hwoarang's WS+1 starts up at 10 frames making it a legitimate punisher from crouching and is far better than the generic option as it leaves you at +7 frame advantage. On hit it simply leaves you at a big frame advantage and on counter hit knocks down the opponent. 1 SS+3.3 Eruption to Left Flamingo is a Mid-High String that transitions Hwoarang to Left Flamingo Stance at +14g on block. All Right Flamingo options are available while in back turn. It no longer makes it a pain for players to constantly crutch cancel to get damage. D+3.4 or any low option from Left Foot Forward & Right Foot Forward will be beaten by a low crushing move. RFF4.4 is a popular option right after LFS+2.2 and BT RFF+3 for launching right after the 3rd hit of the ten hit string. It is still a natural combo on counter hit making it duckable on reaction. For some reason they have changed their minds in Season 2 bringing back the Tekken Tag 2 properties that make Hwoarang extremely deadly. This is the strongest offensive move Hwoarang has in Left Foot Forward and Left Flamingo Stance as it transitions him to Right Flamingo Stance at a shocking +12 on block and +14g on hit with no pushback whatsoever. You just have to wait it out and you'll be rewarded for as long as you lab him. After that, he puts on his Traditional Battle Set DLC unique costume for a fight against Hwoarang and a Victor Set DLC unique costume for a match against Steve. 1 DB+4.F or B is one of Hwoarang's standing lows that transitions him to Right Flamingo Stance at -1 on block and +3 on hit. The popular option is to do WS+4.4 on hit but do note that you can be interrupted by jabs. This is because if it was this Rage Drive would be instantly broken as it is already on par with Ling Xiaoyu's Rage Drive in terms of speed for a low move. The whole string itself is only -14 but the odds of getting that blocked in a real match is quite low. Go over the move-list and see how it can be applied to your gameplay with the Top Moves mentioned in this guide. One of which is the RFF Stance Canceling that was explained earlier, the other is Crab Walking to do this simply press Forward and Back in a fast speed and Hwoarang should twitch in place or move slightly forward. 1 RFS DF+4 part of the three reasons to fuzzy guard against Right Flamingo Stance. It has a 50/50 available keeping the opponent on their heels and once again there is no true option select against this stance. Hwoarang can also do a manual motion switch (LFS 3+4) to bring him to Left Flamingo Stance. RFF 211 is to catch opponents who want to duck the jab strings and essentially nets Hwoarang's turn on block. 1 BT LFF D+4 | BT LFF UF+4 | BT LFF 3 | BT LFF D1 | BT LFF 1 are the generic tools Hwoarang has access to just like rest of the cast. It covers tools and info like: Rage Art & Drive Pokes & key moves Tools (power crush, homing moves, parries, wall bouncers, etc.) Punishes by frame count (from standing & crouching) Whiff punish moves Utility moves (wall carry, wall break, floor break, enders) Standard & advanced combo suggestions Wall combos Check out the announcement tweet with the link below: Tekken 7 character cheatsheets (all characters)! Thanks to the help of the community, this project is finished. The first two bits of this move is a natural combo but the third hit isn't part of that which means the third hit can still be blocked even if you get hit by the first two. This move just like LFS+2 is there to check opponent's reactions. The whole string DB+4.4 is natural combo on counter hit with FF+3 and B+3 as follow ups. It is mainly used in oki situations with or without walls post combo. Let's hope that your favourite has made the cut, eh? This just frame move is an important neutral tool to Hwoarang as it an essentially mid launcher safe on block (-10 on block) due to its pushback except against Gigas, Jack, Marduk, Nina, and Bryan. An example of this matchup is Hwoarang vs Xiaoyu as you will find yourself spamming this move A7 against Ling Xiaoyu's Art of Phoenix. It has a funky hitbox/crushing state just like DF+2. Lastly you can make use of the plus frames to switch to another stance to continue your offense like D+3.4. Retrieved from N. You will be using this move a ton when against characters like King and Asuka. Remember you can't block when in Flamingo Stance. - F+4 RFS2 RFF F+3 LFS F+3 This is an alternate version that does less damage but keeps Hwoarang in Left Flamingo Stance. Number 14: F2+3 (Done from LFF | LFS | RFF) F2+3 is the throw Hwoarang has access to in the three stances that you will make use of majority of the time. Allowing Hwoarang to evade an opponent's attack and launch them to the sky. Each kick can be delayed to a certain extent making opponents guess which ender are you going for as there is 334, 33F+4, and 33.F. Retrieved from Ardo's Hwoarang Guide. When he's not practising combos, he's usually getting lost in the latest 100-hour RPG, or, y'know, replaying The Witcher 3. The moves listed below have been explained in the stance section above but will be explained more in depth-ish in this section if deemed necessary (So expect copy paste to happen here). This puts players who want to learn Hwoarang in a peculiar situation. Pressing buttons after this move on hit is optional but if you really want to the popular option is to do WS+4.4 on hit but do note that you can be interrupted by jabs. Number 06: Flamingo Jabs (LFS+1 & RFS+2) Take your opponent's breath by surprise as this is the most deceiving and deadliest option in both Flamingo Stances (Left Flamingo Stance & Right Flamingo Stance). It helps Hwoarang control the neutral a whole lot combined with JFSR, Backlash, WS+4.4 and 12F+3. 1 The rest are the same generic tools available in Back Turn Left Foot Forward BT RFF D+4 | BT RFF UF+4 | BT RFF 3 | BT RFF D1 | BT RFF 1 VII. Number 10: UF+2 This move is a slow but damaging jump punch. Retrieved from Hwoarang (Character). This should shutdown that D+3.4 threat that's been bugging you the entire time. It is as simple as that. Don't be too trigger happy with the move in neutral despite its great recovery on whiff as a well timed Sonic Fang from Steve can easily whiff punish you and place you in a bad position. Only make use of this transition in neutral if you have conditioned your opponent not to attack and slightly respect Flamingo Transitions. Should it be used at the wall it will wall splat making it a great option to use if you have a read on your opponent. WHIFF PUNISHMENT Range 1: 43 | DF+2 | 123 | 124 These three moves are the best options to punish an opponent from this distance. There are a few ways to remain or maintain the presence of Right Foot Forward towards your opponent. 1 RFS D+4.3 This is what makes Hwoarang a pseudo mishima in disguise as he was given his own hell sweep in Tekken 7 Vanilla but it has been nerfed in Tekken 7 Fated Retribution. They would do a 12 then backdash immediately if they don't want to enter either Flamingo Stance or constantly spam it in an opponent's face threatening a potentially raised leg. The simplest way to access this stance is by pressing F+3 this has an inbuilt side step right mechanic. Rotate this move with F+2, SS+4, JFSR, DB+3 and you have yourself a reliable sidestep mixup. - DF+4 RFF F+3 LFS F+3 LFS 3F+4 This does the same amount of damage as B+4 without rage but this keeps you in a straight axis afterwards. 1 LFS B+3 the Left Flamingo Power Crush that is homing and tallspins. SS+4 is the slow low move that looks similar to F+2. This move should be reserved for high crushing hard reads as you can get punished big time for simply throwing it out. If you don't input forward or back Hwoarang will remain in Right Foot Forward with different frames (-7 on block and +1 on hit). 1 IWR+3 the only move Hwoarang has that isn't reversible as it is a heel. On block this move is completely safe but the whole string is duckable on reaction so don't spam this too often by your opponent's face rather make use of it if you need a fast option to interrupt highs while in Right Flamingo Stance. The mid kick of this string puts Hwoarang in Right Foot Forward and roughly covers the same amount of space that LFS+2 covers or more. The whole string isn't great for neutral but perfect for a few backturn cross ups and setups. Number 15: DF3 Cancel (DF+3,F)/DF3/DF3.4 Just so you



situational but some simply used more often than others. Don't be too trigger happy with the move even though it can easily punish you. It grants huge plus frames on block (+8 on block) and gives great okizeme as it Knocksdown on hit. Hwoarang can also do a manual motion switch (LFS 3+4) to bring him to Right Flamingo Stance which we will now look into. . III. Number 12: DF+4 The homing move you throw out more often than not in neutral as you'll be stuck in Left Foot Forward most of the time. The second hit of this string hits grounded opponents and stances that are relatively low like Ling Xiaoyu's Art of Phoenix. This mid-high move transitions Hwoarang to Left Flamingo Stance at +3 on block. Characters[edit] Arcade Launch[edit] Fated Retribution[edit] Season 1 [edit] Eliza Geese Howard Noctis Lucis Caelum Season 2[edit] Anna Williams Lei Wulong Craig Marduk Armor King Julia Chang Negan Season 3[edit] Zafina Leroy Smith Ganryu Fahnkumram Season 4[edit] Kunimitsu Lidia Sobieska Stages[edit] References[edit] Tekken it to the next level by Robert Ramsey Wed 31st May 2017 As its name suggests, Tekken 7 is the seventh main instalment in Namco's 3D fighting series. Baek's F+3 was 99% homing and the only time you stepped this move was probably out of sheer luck. Should they press a button while their back is against the wall a RFF 4 or RFF 2B4 will surely wall splat them on counter hit for huge wall combo damage. The mid kick of this string puts Hwoarang in Left Foot Forward and roughly covers the same amount of space that RFS+1 covers or more. You can even punish strings that end in highs like Miquel's WS+2,4 but that requires practice as it is quite strict. Community | Content Coverage | TrainingBy Choysauce • March 18, 2020Tekken 7 is an amazing fighting game with deep mechanics and an awesome visual flair. One practical use of this Rage Art as a punisher is in Geese's strings. There really isn't much the opponent can do on block if they fail to duck the 2nd hit and much more on hit as Hwoarang transitions to Right Flamingo Stance. This move transitions Hwoarang to Right Foot Forward and it +6 on block/hit. Every win is something to pat yourself on the back for especially if you were dealing with a detrimental matchup (Xiaoyu, Eddy, Asuka, Kazumi to name a few). Just know that these are your important jabs and jab strings that keep space between you and your opponent. WALL BOUNCE COMBOS LAUNCHER: CD+3 1.) CD+3 WB! LFS F+4,3 RFF F+3 LFS F+3 LFS 3F+4 = 68 DMG (Point Blank Distance: Easy) 2.) CD+3 WB! LFS F+4,3 RFF F+3 LFS F+3 LFS 3F+4 = 76 DMG (Works from all distances: Easy) 3.) CD+3 WB! LFSF+4,3 RFF3+4 B+3 = 73 DMG (Medium) 4.) CD+3 WB! LFSF+4,3 RFF F+3 LFS1 F+(3,3) = 75 DMG (Medium) 5.) CD+3 WB! LFS 3+4 RFS/RFF244 RFF F+3 LFS F+3 LFS 3F+4 S! = 69 DMG (Long Distance from the wall: Hard) BACKTURN COMBOS From a Launch (e.g B+3) LAUNCHER: B+3 1.) B+3 F+4 RFS B+4 S! U3+4 B+3 = 67 DMG (Easy) 2.) B+3 F+4 RFS B+4 S! UF+343 = 59 DMG (Easy) 3.) B+3 D+3,4 RFS B+4 S! RFF F+3 LFS1 FF+4 = 50 DMG (Medium) 4.) B+3 F4 RFS B+4 S! U+3 LFS 3F LFS F+3 = 61 DMG (Medium) 5.) B+3 F4 RFS B+3 FF+4 DB+4,4 S! FF+4 = 64 DMG (Hard) From a Standing Move (e.g D+3,4) LAUNCHER: D+3,4 1.) D+3,4 RFS B+4 S! U3+4 B+3 = 63 DMG (Easy) 2.) D+3,4 RFS/RFF 24,F RFS B+4 S! U3+4 B+3 = 62 DMG (Easy) 3.) D+3,4 RFS/RFF 24,F RFS B+4 S! RFF F+3 LFS1 FF+4 = 53 DMG (Medium) 4.) D+3,4 RFS2 RFF F+3 LFS B+3 S! WR+3 = 52 DMG (Medium) 5.) D+3,4 RFS2 RFF34 RFS B+4 S! RFF F+3 LFS1 FF+4 = 56 DMG (Hard) FORGOTTEN REALM COMBOS The general rule in Floor Break combos is to use a move that floor breaks and puts your opponent head down facing you for maximum combo damage. 1 IWR+4 input used to be F,F+4 but now since Hwoarang has Peacekeeper in its place you now must do F,F,F+4 to get this move. This move is completely safe on block (-9) and nets +13kg on hit but due to pushback on block and on hit, the opponent is out of range to make use of such beautiful plus frames. 1 LFS B+1 is also accessible in Left Flamingo Stance giving Hwoarang the option to evade an opponent's attack and occasionally dodge Rage Arts when in Left Flamingo Stance. -19: CC JFSR Simple, you want to style on them just know this is very difficult to pull off in both practice mode and real matches. 1 LFS F+4,3 is a mid-high string that is +3+5 on block although it is easily duckable on reaction. 1 LFS F2+3 is the throw Hwoarang has access to while in Left Flamingo Stance. This move is best used to close distance between you and your opponent. WALL SPLAT COMBOS Low Wall Splat Combos Majority of the time this may happen from low wall carries - B+3 If the wall splat was too low, it's best to go for B+3 to flip the opponent for okizeme - D+2 WS+4,4 The D+2 may not hit at times depending on how slump the opponent is to the wall. Both situations where they get hit or block the move is good for Hwoarang as he gets to remain in neutral and not get pressured. Unfortunately, there is no true option to go to right after this move gets blocked despite the +6-8 advantage. Hwoarang's gameplan is centered on constant flurry of strings which chips at the opponent's lifebar; robbing them of their turn as they are forced to react to the next mixup over and over again. The 50/50 mixup in Right Flamingo Stance couldn't be truer with RFS D+4,3 accompanying them. You can punish strings that end in lows such as Josie 12D+4. SS+3 is the one with counter hit launch properties and is more risky to throw out alone as it is -12 on block. Tekken 7 Fated Retribution Season 1 Enders - RFF F+3 LFS F+3 LFS 3F+4 This is the Tekken 7 Fated Retribution BnB you see from most Hwoarang players and did a ton of damage until Season 2 nerfed the moves. 1 RFF 3-4 or better known as Backlash is in contention for the best Power Crush in the game and rightfully so as it a high move that tailspins an opponent on hit for a minimum of 70+ combo damage, is +4 on block, has absurd recovery on whiff as Hwoarang transitions back to Left Foot Forward, and can be used a cheese strat when you are at really low minus frames such pulling the trigger after F+2 (-2 on block, transitions to Right Foot Forward) gets blocked. Use at your own risk... 1 U3+4 is Hwoarang's low crushing guillotine. Same properties as before on hit and on block (-9) but no more counter hit launch capabilities. It's simply for switching sides most especially when your back is against the wall. The downside is that its -14 on block and is tricky to use when your back is against the wall plus it has a ton of recovery on whiff. That is because its frames change from -6 on block to -6 on block with left leg raised. Hwoarang has a total of eight stances in total. This means he can't use his Rage Art for interrupting an opponent's attack or punishing it. Therefore he can be punished with backlashes and reactionary low parries. Lei Wulong is always great fun to use.And Armour King just looks awesome, too iconic to leave out. Due to a large movelist, difficult gameplay, reliance of stances for offence, and zero elbows/knees make Hwoarang extremely difficult to play. This allows Hwoarang to space and bait opponents to press buttons for easy whiff punishment as they may think a string is on its way. It also leaves him Right Foot Forward allowing you to continue pressuring your opponent with various options. 1 43,F this was covered in keeping Hwoarang Left Foot Forward but it is a is a completely different move when transitioning to Left Flamingo Stance. It's the fact that Hwoarang can't guard in either Flamingo Stance. You may opt to do 113 or 1133 to catch them off guard. Go ham at him and don't let him go or else he'll have time to breathe and space you out with Backlash, F+2, etc. It is present in the instances your RFF DF+4,4 gets sidestepped after WS4,4 on hit. 12F+4 and 2F+4 got nerfed in season 2 despite a constant pushback buff and it tailspinning in combos. The main problem with this move is that it is a powercrush therefore it is weak to grabs, lows, and moves that recover really fast. In open it can start up dangerous mix ups but you should choose your moves wisely based on the data you had gathered from your opponent as they can backdash out of the pressure. 1 33F+4 is an alternate ender to the 33 string which has decent frames but can be ducked. Number 05: DB+3 This is the best low crush option Hwoarang has in his arsenal range and frame wise. Retrieved from Now in Season 2 it has become like the old LFS DF+3 from previous games being +1 on block and a counter hit launcher. 1 RFF D+4 The only time you see other Hwoarang players make use of this move is at the wall and rightfully so as it is a chunky low that has a really short range despite it being +5 on hit. Gameplay[edit] Rage Arts/Drives[edit] Tekken 7 introduced "Rage Arts", which are a character specific cinematic move capable of taking a significant chunk of the enemy's health when activated during Rage state at the expenditure of the Rage buff itself. 1 RFF DB+3,3 this is only Natural Combo on Counter Hit and is not delayable. Test the Hwoarang's Punishment This isn't really an anti-strat but it can be if the Hwoarang you are playing against has weak punishment. If it does that means you were making use of RFS D+3,4 at a distance. The Tekken 7 Character Cheat Sheet is a community project that breaks down the essential moves and combos that a character needs. Season 2 remedied that making Hwoarang extremely deadly. Tekken 7 Vanilla Hwoarang was already better than his previous versions aside from the D+3,4 nerf. Just like UB+4 you can be easily floated out of this move. I will list five combos with the same launcher/break move for you to get a feel of what to do as you research more about this combo situation. UF3+4 is the most consistent out of the four. By utilizing its low crush you can punish strings that end in lows such as Jin's 314. This shouldn't be used as a panic move but more as a spacing tool, for example 2F+4 to JFSR if the opponent still decides to come near. Similar to Backturn Left Foot Forward there are a handful of unique options available to Backturn Right Foot Forward 1 BT RFF 3 is a plasma blade that launches on hit and is only -13 on block and leaves Hwoarang in Left Foot Forward. Being left in a null situation (0 on block) is something you should learn to live as it is not that bad for Hwoarang. So make sure to develop that execution so you can throw it out anytime in Left Foot Forward in both player 1 and player 2 sides. 1 1+3 (Pickpocket) this is Hwoarang's generic throw that can only be broken by either a 1 or 2 break. 1 2+4 (Falcon Dice Kick) this is Hwoarang's generic throw that can only be broken by a 2 break. The only issue is that you can be floated out of this move easily. This throw breaks floors and switches sides when broken. 1 RFF FF+4,3 is the famous scrub killing string which has a guaranteed RFF 2B+4. Making this string a huge threat to the opponent and a powerful option to go to in Left Flamingo Stance. It is very damaging as it transitions Hwoarang to Right Foot Forward at +5 on hit and is slightly risky at -13 on block. You will not be making use of it twenty-four seven (24/7) in your offense. Retrieved September 12, 2017, from Hwoarang T7 Frames. This is a move you will see more often than not in combos than neutral due it's slow startup. This move knocks down, wall splats, and breaks walls on hit lastly it is only +3 on block but maintains the space between you and your opponent. 8. Despite it's beautiful plus frames it is easily duckable and you can get punished big time for throwing it out. 1 LFS 3F+4 this is a mid-high string that wall splats and knocks down on hit. This is because Hwoarang does not just have access to Right Foot Forward moves but a few Left Foot Forward moves as well (DF+2 | DF+1 | DF1+2 | DB+4 | U3+4 | UF3+4 | D+3,4 |JFSR to name a few). This string is a lot safer on block at -4. 1 333 is 14 frame kick string that nets a free follow up in F+3-N+3 or FF+4. D. The main weakness of this string is the same as RFF5,4 but worse as it starts up far slower (22 startup frames). It makes up for it by leaving you at a +4 frame advantage and launching on counter hit. The number of hits is heavily concerned and positioning is key as well. There isn't much reason to use this move on its own even if you are able to whiff punish an opponent successfully with this move as the combos from this launcher aren't the prettiest. Rage could also be expanded into "Rage Drives" which are powered up versions of regular attacks. 1 U+4 Hwoarang transitions to Right Flamingo Stance at +0 on Block. The frames for all moves listed here are more or less the same on block and on hit. - 4F4 RFF F+3 LFS F+3 LFS 3F+4 Season 2 brought this wall splat combo to life as it is three points stronger than the BnB and works on the whole cast. This is because his neutral game truly needs it as his defense is heavily player (skill) reliant. Hwoarang will be left in Left Foot Forward after this move connects creating opportunities to bait your opponent or continue pressuring with jabs to let them know it is plus on block. LEGEND LFS "Left Flamingo Stance", done by Hwoarang. Majority came to consensus that it should only be used at the wall and not in open as the pushback just kills Hwoarang. -12: D3+4,4 (Need Rage) This is Hwoarang's only move that starts up at 12 frames and is only available when you are at low health. 1 UB+3,3 / UB+3,4 This is the huge buff Hwoarang got in the arcade update of Tekken 7 Fated Retribution allowing him to have an easy access launch punisher from crouching. It transitions Hwoarang to Right Foot Forward at -7 on block and knocks down on hit. This simply means you'll be hit out of Left Flamingo Stance. Should they press a button while their back is against the wall a RFF 4 or RFF 2B4 will surely wall splat them on counter hit for huge wall combo damage. It can be fuzzy guarded against so make sure to change up your timings to keep your opponents on their heels. Super Hunting Hawk only received damage bonuses, becoming +4 frames on block, and recovery by 4 frames after the last hit in Season 2. -16: B+3 | UB+3,3 The faithful plasma blade will make opponents pay for using a launch punishable move against Hwoarang. Making it only useful for hitting opponents with low stances, breaking the floors in forgotten realm, and is sort of a spike post combo with nothing guaranteed right after. Right Flamingo Stance (RFS) Right Flamingo Stance options usually end pressure as majority of the options either end in knockdown, launch, or counter hit. This move is best suited for extending combos to get the wall, get close enough to the wall to do UF3+4 to wall splat the opponent to the wall, or high wall splat opponents into the wall for massive damage. 1 QCB+3 (Door Mat) this is one of Hwoarang's special throws and it can only be broken by a 1 break. Allowing Hwoarang to evade an opponent's attack to start his own. You can even punish strings that end in highs like Devil Jin's WS+2,4. On its own it isn't a great unblockable compared to Bob's or Marduk's; it can be used during okizeme as you can cancel the unblockable to transition to Left Flamingo Stance if you don't Hwoarang will remain in Left Foot Forward. -15: WS+2 Just like most character Hwoarang has an uppercut punch from crouching but does not launch on natural hit. This mid-mid move is convenient for simply throwing out as it safe -3 on block. It is mainly there to stop players from ducking the LFS+3,4 version. 12 jabs is something you see quite often from Hwoarang players. Instead you are given +4 frame advantage on hit and you can capitalize upon this by safely approaching your opponent. It is -14 on block so do be careful when throwing it out. Hwoarang instantly got known for his 3 and 4 kick strings and that was the game plan back when were kids. This move is mainly to catch opponents ducking in this stance and punish them with 70+ damage at the minimum. Retrieved from Character Overviews (T7). UB+3,3 is a beautiful edition but can't really rack up the damage needed to scare an opponent for throwing out their predictable hell sweeps. In neutral it is advised to not throw out the whole sting as it is not hit confirmable meaning you are forced to commit. The best offensive table setter as it brings you back to Left Foot Forward or Right Foot Forward which then allows you to fish for a Counter Hit Launch with F1+2 or RFF B+3 as that will trade with most options. -16: UB+3,3 This is the huge buff Hwoarang got in the arcade update of Tekken 7 Fated Retribution allowing him to have an easy access launch punisher from crouching. There will be times that you will side switch with your opponent and there will be times that you don't.

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