Ultra Street Fighter IV/Rolento - Shoryuken Wiki!

Character Specific Data

Ultra SFIV Changes

- EX Mekong: Used to be a ground stinger, but now acts as a kick. Upwards versions have the same timing as in previous games. It allows quick jabs to the face in the air.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Delta Air Raid: Can be used as a jib attack.

- EX Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Delta Air Raid: Can be used as a jib attack.

- EX Stinger: Can be used as a jib attack.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.

- Mekong Delta: Can be used as a jab, either in the air or on the ground.

- Air Raid: Can be used as a jib attack.
### Throws

<table>
<thead>
<tr>
<th>Move Name</th>
<th>Type</th>
<th>Damage</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>JAB</td>
<td>Crouch</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FLEX</td>
<td>Crouch</td>
<td></td>
<td></td>
</tr>
<tr>
<td>激光</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Unique Attacks

<table>
<thead>
<tr>
<th>Move Name</th>
<th>Type</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>激光</td>
<td></td>
<td></td>
</tr>
<tr>
<td>激光</td>
<td></td>
<td></td>
</tr>
<tr>
<td>激光</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Jump Normals

<table>
<thead>
<tr>
<th>Move Name</th>
<th>Type</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump Roundhouse</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jump Fierce</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Crouching Normals

<table>
<thead>
<tr>
<th>Move Name</th>
<th>Type</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crouch Roundhouse</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Crouch Fierce</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Standing Far Normals

<table>
<thead>
<tr>
<th>Move Name</th>
<th>Type</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Far Roundhouse</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Far Fierce</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Standing Close Normals

<table>
<thead>
<tr>
<th>Move Name</th>
<th>Type</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close Roundhouse</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close Fierce</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Moves

<table>
<thead>
<tr>
<th>Move Name</th>
<th>Type</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take No Sweeper</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Patriot Circle</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Prisoners

<table>
<thead>
<tr>
<th>Move Name</th>
<th>Type</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take No Sweeper</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Patriot Circle</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Notes

- **Damage**
- **Startup**
- **Active**
- **Cancel**
- **Meter**
- **Gain**
- **On Hit**
- **Guard**
- **Adv**
- **Adv On**
- **Rcvry**
- **Hit**
- **Stun**
- **Ability**
- **Command**
### Combos

#### Special Moves

- **Mine Sweeper**
  - Description: (No uses/strategies)
- **Escape**
  - Description: (No uses/strategies)
- **EX Mekong Delta Air**
  - Description: (No uses/strategies)
- **Follow Up**
  - Description: (No uses/strategies)

#### Focus Attack (Level 3)

- **Trick Landing**
  - Description: (No uses/strategies)
- **Jump HP**
  - Description: (No uses/strategies)
- **Jump MP**
  - Description: (No uses/strategies)
- **Crouch HK**
  - Description: (No uses/strategies)
- **Crouch LK**
  - Description: (No uses/strategies)
- **Far HK**
  - Description: (No uses/strategies)
- **Far LP**
  - Description: (No uses/strategies)
- **Close MK**
  - Description: (No uses/strategies)
- **Close LP**
  - Description: (No uses/strategies)

### Stinger Followup

- **Back Throw**
  - Description: (No uses/strategies)
- **Forward Throw**
  - Description: (No uses/strategies)
- **Level 3 Focus**
  - Description: (No uses/strategies)
- **Level 2 Focus**
  - Description: (No uses/strategies)
- **Jump**
  - Description: (No uses/strategies)
- **Crouch**
  - Description: (No uses/strategies)
- **Far**
  - Description: (No uses/strategies)
- **Close**
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)

### Ultra Combo II

- **Batons**
  - Description: (No uses/strategies)
- **Wall Jump**
  - Description: (No uses/strategies)
- **Back Roll**
  - Description: (No uses/strategies)
- **Roll Attack**
  - Description: (No uses/strategies)
- **Back Hop**
  - Description: (No uses/strategies)
- **Knives**
  - Description: (No uses/strategies)
- **Stinger**
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)

### Flare

#### Meter Gain

- **Level**
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)

#### Rcvry

- **Frames**
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)

#### Active

- **Rcvry**
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)

#### Details

- **Armor**
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)

### Ultimates

#### Ultra Combo

- **Mekong Delta Air**
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)

### Stinger

- **Perform during Mekong Delta Air**
  - Description: (No uses/strategies)

### Misc

- **Perform during Stinger**
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
  - Description: (No uses/strategies)
| Move Name | Nickname  | Damage | Stun | Meter | Gain | Hit | Level | Cancel | Ability | Startup | Active | Rcvry | Total Frames | Adv On | Guard | Adv On | Hit | Block | Stun | Hit | Stun | Extra | Details |
|-----------|-----------|--------|------|-------|------|-----|-------|--------|---------|---------|--------|-------|-------|-------------|-------|-------|-------|-----|-------|------|-----|------|-------|---------|
| Patriot Sweeper | Take No Prisoners |        |     |       |      |     |       |        |         |         |        |       |     |             |       |       |       |     |       |      |     |      |       |         |

Notes:
Category: Ultra Street Fighter IV

http://wiki.shoryuken.com/Ultra_Street_Fighter_IV/Rolento