

Print 4 copies of this page.
Each fighter receives 2 copies of each of these cards.



+2 Speed if the opponent initiated this Strike.
Critical, Before: Close 1.



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Before: Advance 2.

Hit: If you moved past the opponent during this strike, gain Advantage (you take the next turn, regardless of who initiated the Strike).

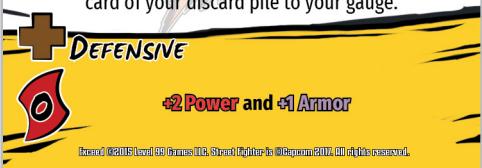


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Critical: +2 Speed

After: If you hit, you may return this card to the top of your Deck. If you do, add the top card of your discard pile to your gauge.



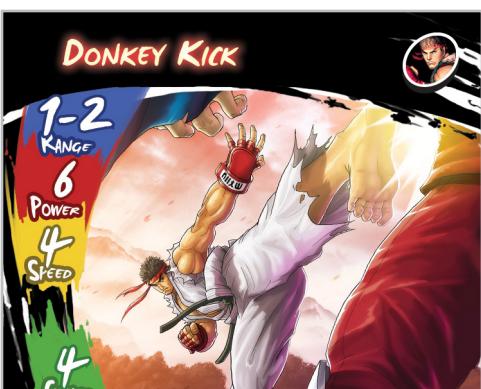
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Critical: +2 Armor
Ignore Armor
Hit: Push 3.



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Hit: Push 2 and gain Advantage (you take the next turn, regardless of who initiated the Strike).



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After: Move up to 2.



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+3 Speed if the opponent initiated this Strike.



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Print 2 copies of this page.

Ryu's deck contains 2 copies of each of these cards.



+2 Speed if you initiated this Strike.
Critical, Before: Close 1.



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Before: Advance 2.
Hit: If you moved past the opponent during this strike, Ignore Guard.



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Critical: +2 Power.
After: If you hit, you may return this card to the top of your Deck. If you do, add the top card of your discard pile to your gauge.



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Critical: +2 Speed.
Ignore Armor
Before: Close 1.



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+0-1 Range if you initiated this Strike.
Critical, Before: Close 2.



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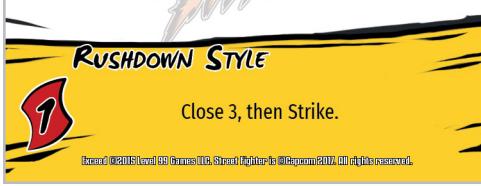
Before: Advance 2. If you did not move past the opponent during this movement, +8 Power.



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+4 Power if you initiated this Strike.



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Ken's deck contains 2 copies of each of these cards.

