1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (File>Print or Ctrl/Cmd+P).

2. Click on Properties and set your Page Orientation to Landscape (11 x 8.5).

3. Under Print Range>Pages input the pages you would like to print. (See Table of Contents)

4. Under Page Handling>Page Scaling select Multiple pages per sheet.

5. Under Page Handling>Pages per sheet select Custom and enter 2 by 2.

6. If you want a crisp black border around each card as a cutting guide, click the checkbox next to Print page border.

7. Click OK.
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KEN
Martial Artist, Warrior

HADOKEN (Ranged Combat Expert)

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: U.S.A.

JUMPING KICK (Charge)

PUNCH COMBO (Flurry)

Shoryureppa Give Ken a double power action. He makes a close combat attack modifying his damage value by +3.

Toughness

Combat Reflexes

SHORYUKEN (Close Combat Expert)

POINT VALUE: 85
RYU
Martial Artist, Warrior

**SHORYUKEN** (Close Combat Expert)

**TEAM ABILITY: STREET FIGHTER** Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

**COUNTRY REPRESENTED: Japan**

- **QUICK HADOKEN** (Running Shot)
  - *Shinku Hadoken* Give Ryu a double power action. He makes a ranged combat attack modifying his damage value by +3.

- **SHAKUNETSU** (Penetrating/Psychic Blast)
  - *Toughness*

- **Energy Shield/Deflection**

- **HADOKEN** (Ranged Combat Expert)
  - *Point Value: 95*

- **TEAM ABILITY: STREET FIGHTER** Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

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BLANKA
Martial Artist, Monster

ROLLING ATTACK (Close Combat Expert)

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: Brazil

Block When Blanka has no action tokens, modify his defense value by +1.

VERTICAL ROLL (Leap/Climb)

ELECTRIC THUNDER (Poison)

MASSIVE CLAWS (Blades/Claws/Fangs)

Toughness

Lightning Cannonball Give Blanka a double power action. Blanka deals 1 penetrating damage to each adjacent opposing character.

POINT VALUE: 95

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TEAM ABILITY: STREET FIGHTER
Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: India

POINT VALUE: 100

DHALSIM
Martial Artist, Mystical

TEAM ABILITY: STREET FIGHTER

YOGA TELEPORT (Phasing/Teleport)

LONG REACH AND TELEPORTATION (Telekinesis)

Super Senses

Willpower

MYSTICAL MIGHT (Probability Control)

YOGA FLAME (Exploit Weakness)
ZANGIEF
Brute, Martial Artist

Block
When Zangief has no action tokens, modify his defense value by +1.

GRAPPLE (Plasticity)

BEAR’S STRENGTH (Super Strength)

DOUBLE LARIAT (Quake)

Toughness

KNEE PRESS (Close Combat Expert)

TEAM ABILITY: STREET FIGHTER
Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: Russia

POINT VALUE: 85

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**E. HONDA**  
Brute, Martial Artist

**Block** When E. Honda has no action tokens, modify his defense value by +1.

**HUNDRED HAND SLAP (Flurry)**

**Super Killer Head Ram** Give E. Honda a double power action. E. Honda makes up to three close combat attacks as free actions.

**TEAM ABILITY: STREET FIGHTER** Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

**COUNTRY REPRESENTED**: Japan

**POINT VALUE**: 85
GUILE
Martial Artist, Soldier

**Sonic Boom** Guile can use Incapacitate. In addition to the normal effects, a hit character is dealt 1 damage.

**SONIC HURRICANE** (Penetrating/Psychic Blast)

**FLASH KICK** (Pulse Wave)

**Energy Shield/Deflection**

**Willpower**

**TEAM ABILITY: STREET FIGHTER** Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

**POINT VALUE: 95**

COUNTRY REPRESENTED: U.S.A.
CHUN-LI
Martial Artist, Police

- WALL JUMP (Leap/Climb)
- TURBO SPEED AND AGILITY (Hypersonic Speed)
- HYAKURETSUKYAKU (Flurry)
- Senretsukyaku: Give Chun-Li a double power action. She can use Flurry as a free action, and when she does, she may use Probability Control for each attack.
- Combat Reflexes
- TEAM ABILITY: STREET FIGHTER: Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: China

POINT VALUE: 90

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ACROBATIC ABILITY (Leap/Climb)

PUNCH COMBO (Flurry)

QUICK SPIN KNUCKLE (Quake)

Cannon Spike When a character who didn’t begin the turn adjacent to Cammy attacks her, modify her defense value by +2. If a character misses Cammy with one or more attacks, deal 1 damage to that character after actions resolve.

CANNON DRILL (Close Combat Expert)

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: United Kingdom

POINT VALUE: 80
**TEAM ABILITY: STREET FIGHTER**

Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

**COUNTRY REPRESENTED:** Jamaica

---

**JACK KNIFE MAXIMUM** (Leap/Climb)

**MACHINEGUN UPPER** (Flurry)

**Super Senses**

**Combat Reflexes**

**CLIMAX BEAT** (Close Combat Expert)

**DOUBLE ROLLING SOBAT** (Exploit Weakness)

**POINT VALUE: 75**
FEI LONG
Celebrity, Martial Artist

TEAM ABILITY: STREET FIGHTER
Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

REGION REPRESENTED: Hong Kong

Block
When Fei Long has no action tokens, modify his defense value by +1.

REKKAKEN (Flurry)

FORWARD HOP (Leap/Climb)

Shienkyaku
Fei Long can use Quake. When he does, you may choose to have him deal 1 penetrating damage to each hit character instead of the normal damage.

Combat Reflexes

Willpower

POINT VALUE: 75
T. Hawk
Martial Artist, Warrior

**Block**
When T. Hawk has no action tokens, modify his defense value by +1.

**TOMAHAWK BUSTER** (Leap/Climb)

**RAGING TYPHOON** (Super Strength)

**Condor Dive**
If T. Hawk is given a move action while occupying hindering or elevated terrain, he can ignore hindering and elevated terrain for movement purposes and may make a close combat attack as a free action after the action resolves if he occupies a clear grounded square.

**Toughness**

**TEAM ABILITY: STREET FIGHTER**
Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

**COUNTRY REPRESENTED: Mexico**

**POINT VALUE: 85**

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BALROG
Martial Artist, Shadaloo

BUFFALO HEADBUTT (Close Combat Expert)

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: U.S.A.

COUNTRY REPRESENTED: U.S.A.

BLOCK When Balrog has no action tokens, modify his defense value by +1.

DASH UPPER (Charge)

QUICK JABS (Flurry)

TURN PUNCH Balrog can use Flurry. For the second attack, he must target a different character and modifies his damage value by +1.

TOUGHNESS

COMBAT REFLEXES

POINT VALUE: 90

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**VEGA**
Martial Artist, Shadaloo

**TEAM ABILITY: STREET FIGHTER**
Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

**ROLLING CRYSTAL FLASH** (Exploit Weakness)

**FLYING BARCELONA ATTACK** (Leap/Climb)

**TURBO SPEED AND AGILITY** (Hypersonic Speed)

**METAL CLAWS** (Blades/Claws/Fangs)

**Combat Reflexes**

**Super Senses**

**COUNTRY REPRESENTED:** Spain

**POINT VALUE:** 80

Block When Vega has no action tokens, modify his defense value by +1.

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SAGAT
Martial Artist, Shadaloo

**COUNTRY REPRESENTED:** Thailand

**TIGER SHOT** (Penetrating/Psychic Blast)

**Invulnerability**

**Toughness**

**TIGER KNEE CRUSH** (Close Combat Expert)

**TEAM ABILITY: STREET FIGHTER** Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

**POINT VALUE: 110**
EX Hadoken Give Ken a double power action. Ken makes a ranged combat attack. After actions resolve, counter all powers that an opposing character who took damage from this attack possesses until your next turn.

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: U.S.A.
TEAM ABILITY: STREET FIGHTER  Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: India

YOGA TELEPORT (Phasing/Teleport)

YOGA FLAME (Smoke Cloud)

Energy Shield/Deflection

Super Senses

Yoga Inferno  When an opposing character takes damage from Dhalsim’s close combat attack, after actions resolve each opposing character adjacent to that character is dealt 1 penetrating damage.

MYSTIC MIGHT (Probability Control)

POINT VALUE: 90
GUILE
Martial Artist, Soldier

FLASH KICK (Pulse Wave)

**Flash Explosion** Give Guile a power action. Move him up to 3 squares and then make a close combat attack with a locked damage value of 2. A hit character receives an action token. Damage from this attack is penetrating.

SONIC BOOM (Penetrating/Psychic Blast)

Toughness

Combat Reflexes

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

POINT VALUE: 105

COUNTRY REPRESENTED: U.S.A.
M. BISON
Martial Artist, Shadaloo

Toughness

CRIMINAL GENIUS (Outwit)

SOMERSAULT SKULL DIVER (Close Combat Expert)

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

ORGANIZATION REPRESENTED: Shadaloo

PSYCHO CRUSHER (Hypersonic Speed)

Nightmare Booster Give M. Bison a double power action and move him up to his speed value. He can use the Flight ability for this action. If he moved in a straight horizontal or vertical path, after actions resolve, deal 1 penetrating damage to each opposing character occupying a square he moved through.

DOUBLE KNEE PRESS (Flurry)

PSYCHO PUNISHER (Poison)

Invulnerability

Mastermind

POINT VALUE: 180
RYU
Martial Artist, Warrior

Combat Reflexes

SHORYUKEN (Close Combat Expert)

HADOKEN (Ranged Combat Expert)

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: Japan

PUSH BACK ATTACK (Force Blast)

QUICK HADOKEN (Running Shot)

SHAKUNETSU (Penetrating/Psychic Blast)

Metsu Shoryuken Ryu can use Exploit Weakness.

Toughness

Energy Shield/Deflection

POINT VALUE: 115
KEN
Martial Artist, Warrior

SHORYUKEN (Close Combat Expert)

HADOKE (Ranged Combat Expert)

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: U.S.A.

PUSH BACK ATTACK (Force Blast)

JUMPING KICK (Charge)

Tatsumaki Senpukyaku Ken can use Quake. When Ken uses Quake, after actions resolve, Ken can use the Flight ability, automatically breaks away, and may move up to 3 squares.

Toughness

Super Senses

Willpower

POINT VALUE: 105
AKUMA
Martial Artist, Warrior

GOHADOKEN (Ranged Combat Expert)

SUPREME MASTER OF THE FIST (Close Combat Expert)

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: None - Akuma’s only loyalty is to Akuma

ZANKU HADOKEN (Running Shot)

RAGING DEMON (Charge)

Goshoryuken Give Akuma a double power action. He can use Flurry as a free action. If he hits at least one character, after actions resolve he can choose a square within 6 squares and be placed in it and then use Flurry again as a free action.

Invulnerability

Toughness

NOT MY BROTHER GOUKEN (Shape Change)

POINT VALUE: 170
The Awakened Killer  Damage dealt by Evil Ryu to characters that share a keyword with him is penetrating damage.

TEAM ABILITY: STREET FIGHTER  Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: None – Evil Ryu’s only love is killing

ALWAYS LURKING IN THE SHADOWS  (Stealth)

NO ESCAPE FROM YOUR MIND  (Plasticity)

SATSUI NO HADO  (Poison)

Invulnerability

Toughness

ASHURA SENKU  (Perplex)

POINT VALUE: 170
Mirror Claw Blanka can use Blades/Claws/Fangs.

Mirror Rolling Attack (Exploit Weakness)

Team Ability: Street Fighter Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

Country Represented: Mirror Earth Brazil

Rolling Ball (Charge)

Vertical Roll (Leap/Climb)

Electric Thunder (Poison)

Massive Claws (Blades/Claws/Fangs)

Invulnerability

Toughness

Point Value: 145
ZANGIEF
Brute, Martial Artist

**Mirror Spin** When Zangief makes any close combat attack, he can target all adjacent opposing characters and divide the damage among the hit targets.

**DOUBLE LARIAT** (Quake)

**Toughness**

**Invulnerability**

**MIRROR KNEE PRESS** (Exploit Weakness)

**TEAM ABILITY: STREET FIGHTER** Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

**POINT VALUE: 140**

COUNTRY REPRESENTED: Mirror Earth Russia

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CHUN-LI
Martial Artist, Police

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: Mirror Earth China

CHUN-LI

TURBO SPEED AND AGILITY (Hypersonic Speed)

HYAKURETSUKYAKU (Flurry)

Mirror Jump Chun-Li can use Leap/Climb and the Carry ability.

MIRROR KIKOKEN (Energy Explosion)

Toughness

Combat Reflexes

POINT VALUE: 140
CAMMY QUICK COMBINATION (Exploit Weakness)

TEAM ABILITY: STREET FIGHTER Give this character a power action to move up to 3 squares and then make a close combat attack. Uncopyable.

COUNTRY REPRESENTED: Mirror Earth United Kingdom

Hooligan Combination (Charge)

Double Jump (Leap/Climb)

Mirror Cannon Spike Modify Cammy’s attack value by +1 for each adjacent opposing character.

Quick Spin Knuckle (Quake)

Combat Reflexes

Mirror Cannon Drill (Close Combat Expert)

Point Value: 110