Babylon Dialectic

THE COMPLETE SET



Every card

COMPLETE PRINTABLE PROXIES

A HOUDINI
MAGAZINE GAME

242 cards · 27 sheets · Version 1.10 · babylon-dialectic.neocities.org

ABOUT THIS BOOK

The Whole Game

One of each card in Babylon Dialectic: 242 cards on 27 sheets. Print what you need, or print it all and build any deck you like.

These cards are Yu-Gi-Oh sizing, 59 x 86 mm, the official size of Babylon Dialectic. Magic sizing, 63 x 88 mm, is available in the Printables room of the Museum.

Order: the five starter decks (Leader, Soldier, then the deck), Set I, then events and tokens. A deck can hold up to three copies of a card, so print extra sheets for staples.

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Starter decks	92
Set I	144
Events and tokens	6

Sheets alternate front and back. Soldiers carry the moon back, everything else the plain back.

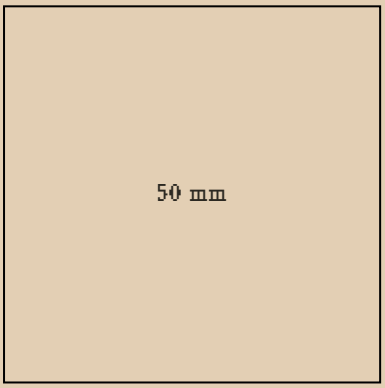
BEFORE YOU PRINT

How to print

1. Print pages 5 onward **double-sided, flip on the long edge**. Each card sheet is followed by its back sheet.
2. Set the scale to **Actual size** (100%). Turn off "fit to page" and "shrink to fit".
3. Measure the 50 mm check square on this page. If it is not 50 mm, fix the scale first.
4. Cut along the marks in the margins. A paper trimmer is faster than scissors. Use a bit of corner rounding if you like.
5. Sleeve each card over a spare card or a stiff backer. Matte paper at 120 gsm or heavier feels best.

These cards are Yu-Gi-Oh sizing, 59 x 86 mm, the official size of Babylon Dialectic. Magic sizing, 63 x 88 mm, is available in the Printables room of the Museum.

The deck is 27 sheets of nine cards. Single-sided printing works too: glue or sleeve each front to its back.



Cards and art are public domain or openly licensed. Babylon Dialectic is free to play and free to print. Credits are in the game.

Tecumseh



Leader · Revolution

Soldiers you control gain 1 Fortification.

Tactics you play cost 1 fewer Soldier, to a minimum of 1.

6

Confederacy Warrior



Soldier · Revolution

Shawnee, Kickapoo, Potawatomi, Ho-Chunk and Wyandot men gathered at Prophetstown on the Wabash after 1808.

1

1

2 Black Hawk 3



General · Raider · Revolution

Soldiers you control gain 1 War.

Once per turn, during your turn: Target 1 unit your opponent controls; it loses 2 War, until the end of this turn.

2

4

Shawnee Scout



Troop · Spy · Revolution

Last Stand: Draw 1 card. *(This happens when this unit is destroyed.)*

1

1

1 Woodland Fighters



Troop · Raider · Revolution

Charge *(This unit can attack the turn it is played.)*

2

2

2 Trenches



Tactic · Standing

Soldiers you control gain 1 Fortification.

2 Surprise Attack



Tactic

Target 1 unit your opponent controls, in any row; deal 3 damage to it.

1 Prophetstown



Tactic

You gain 3 DP.

Tenskwatawa, Tecumseh's brother, founded the town in 1808 where the Tippecanoe meets the Wabash.

1 Tomahawk



Tactic

Target 1 Soldier your opponent controls; deal 2 damage to it.



Cornfields of the Wabash

1



Tactic · Supply

This card enters with 3 counters.

Pitfall

1



Trap

When a unit your opponent controls attacks: Target the attacking unit; cancel the attack, deal 2 damage to it, and pin it.

Ambush

1



Trap

When a unit your opponent controls attacks: Target the attacking unit; cancel the attack and destroy it.

War Cry

1



Tactic · Quick

Target 1 unit you control; it gains 2 War, until the end of this turn.

Deadfall

1

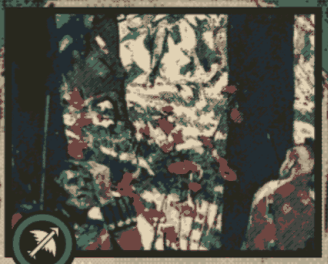


Trap

Target 1 Troop or General your opponent controls with 3 or more War; destroy it.

Fallen Timbers

1



Tactic · Quick

Target 1 unit you control; it gains Armor 2, until the end of this turn.

Snare



Trap

When a General or Troop your opponent controls attacks: Target the attacking unit; it loses 2 War, until the end of this turn.

Night Raid



Tactic

Target 1 card in your opponent's support row; destroy it. A face-down card destroyed this way is not used.

Alexander

8



Leader · Antiquity

Soldiers you control gain 1 War.

Troops you play cost 1 fewer Soldier, to a minimum of 1.

6



Hypaspist



Soldier · Antiquity

The hypaspists, or shield bearers: Macedonian foot about 3,000 strong, posted beside the Companions.

1 — 1

Parmenion

2 — 3



General · Strategist · Antiquity

Soldiers you control gain 1 Fortification.

Once per turn, during your turn: Target 1 Soldier you control; it gains 2 War, until the end of this turn.

2 — 4

Companion Cavalry

2



Troop · Cavalry · Antiquity

Charge *(This unit can attack the turn it is played.)*

2 — 3

Spear of Achilles

2



Troop · Champion · Antiquity

At Troy in 334 BC Alexander laid a wreath on Achilles' tomb and took arms from Athena's temple (Arrian).

4 — 2

Bucephalus

1

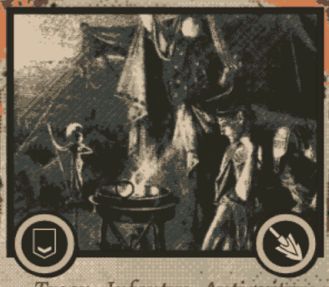


Troop · Beast · Antiquity

Charge *(This unit can attack the turn it is played.)*

2 — 3

Silver Shields



Troop · Infantry · Antiquity

Veteran *(When this unit survives a fight in which it dealt damage, it gains 1 War.)*

2 — 2

Macedonian Sarissa

1



Tactic · Equipment

The equipped unit gains 2 War.

A cornel-wood pike with an iron head, about 5.5 metres long, held in both hands in the phalanx.

Hoplon Shield

1



Tactic · Equipment

The equipped unit gains 2 Fortification.

The aspis: a wooden shield about 90 cm across, faced with bronze, held by an arm band and a grip.

Baggage Train

1



Tactic · Supply

This card enters with 3 counters.

Philip II banned carts; each soldier carried thirty days' flour, with one servant per ten infantry.



1

Phalanx



Tactic · Standing

Soldiers you control gain 1 War and 1 Fortification.

At Gaugamela in 331 BC six battalions of the sarissa phalanx formed the Macedonian centre.

1

Companion Wedge



Tactic · Quick

Target 1 unit you control; it gains 2 War, until the end of this turn.

2

Hammer and Anvil



Tactic

Target 1 front-line unit your opponent controls; destroy it.

1

Shield Wall



Tactic · Quick

Target 1 unit you control; it gains Armor 2, until the end of this turn.

2

Siege of Tyre



Tactic

Destroy each face-down card in your opponent's support row. Cards destroyed this way are not used.

1

Charge at Issus



Tactic

Target 1 Leader or General your opponent controls; deal 2 damage to it.

1

Crossing the Granicus



Tactic

Soldiers you control gain Charge, until the end of this turn.

Gap in the Line



Trap

When a unit your opponent controls attacks a unit you control: Target the attacking unit; it loses 2 War, until the end of this turn.

8

Blackbeard



Leader · Gunpowder

Soldiers you control gain 1 Fortification.

Troops you control have Plunder 1.

6



Buccaneer



Soldier · Gunpowder

Crews raised at Nassau on New Providence, 1716 to 1718, from sailors, deserters and runaways.

1 — 1

2 Stede Bonnet 2



General · Outlaw · Gunpowder

Equipment you play costs 0 DP.

1 — 4

2 Israel Hands 2



General · Raider · Gunpowder

Charge *(This unit can attack the turn it is played.)*

Once per turn, during your turn: Target 1 unit your opponent controls; it loses 2 Fortification, until the end of this turn. This cannot reduce its Fortification below 1.

3 — 3

Powder Monkey



Troop · Saboteur · Gunpowder

Last Stand: Deal 2 damage to the weakest front-line unit your opponent controls. *(This happens when this unit is destroyed.)*

1 — 1

1 Boarding Party



Troop · Sailor · Gunpowder

Boarding *(This unit can attack your opponent's support row, past the front line. A card it hits is destroyed.)*

2 — 2

3 Queen Anne's Revenge



Troop · Sailor · Gunpowder

Soldiers you control have Charge.

3 — 6

1 Grenadoes



Tactic · Equipment

The equipped unit gains 1 War.

When the equipped unit attacks: Deal 1 damage to each other front-line unit your opponent controls.

1 Grapeshot



Trap

When a Troop or Soldier your opponent controls attacks: Target the attacking unit; destroy it.

Boarding Axes



Tactic · Quick

Target 1 unit you control; it gains 2 War, until the end of this turn.



Walk the Plank



Tactic

Target 1 Soldier your opponent controls; destroy it, then you gain 1 DP.

Plunder the Stores



Tactic

Target 1 supply your opponent controls; destroy it, then you gain 1 DP for each counter it had, up to 2.

Parley



Trap

When a General or Troop your opponent controls attacks: Cancel the attack, then you gain 1 DP.

Rum and Powder Stores



Tactic · Supply

This card enters with 3 counters.

Roberts's articles, 1720: each man had a vote and an equal share of fresh provisions and liquor.

Marooned



Trap

When a unit your opponent controls attacks: Target the attacking unit; cancel the attack and pin it.

Buried Treasure



Trap

When your last front-line unit is destroyed: Draw 2 cards.

Lit Fuses



Tactic · Quick

Target 1 unit your opponent controls; it loses 2 War, until the end of this turn.

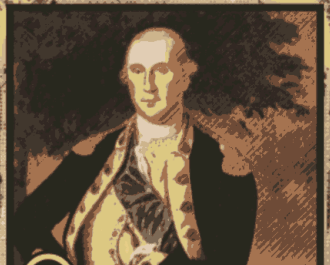
Powder Keg



Trap

When a unit your opponent controls attacks a unit you control: Deal 1 damage to each front-line unit your opponent controls.

George Washington



Leader · Revolution

Once per turn, during your turn: Target 1 Soldier you control; it gains Ranged, until the end of this turn.

7



Minuteman



Soldier · Revolution

In October 1774 Massachusetts asked its towns to form minute companies, ready to march at the shortest notice.

1 — 1

Lafayette

2 — 3



General · Champion · Revolution

Soldiers you control gain 1 War.

2 — 4

Nathanael Greene

2 — 3



General · Strategist · Revolution

Once per turn, when a Soldier you control would be destroyed: It survives with 1 Fortification instead.

1 — 5

Daniel Morgan

2 — 3



General · Gunner · Revolution

Ranged units you control deal 1 extra damage.

Once per turn, during your turn: Target 1 Leader or General your opponent controls; deal 1 damage to it.

2 — 3

Morgan's Riflemen



Troop · Gunner · Revolution

Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

1 — 1

Minuteman Reserve



Troop · Infantry · Revolution

Last Stand: Muster 1 Soldier. *(This happens when this unit is destroyed.)*

1 — 1

Molly Pitcher

1 — 3



Troop · Artillery · Revolution

When another unit you control is destroyed: This card gains 1 War.

1 — 3

Noble Train of Artillery

2 — 3



Troop · Artillery · Revolution

Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

3 — 2

Long Rifle

1



Tactic · Equipment

The equipped unit gains 1 War and Ranged.



1

Crossing the Delaware



Tactic

Units you control can attack past your opponent's front line, until the end of this turn.

1

Breastworks



Tactic · Quick

Target 1 unit you control; it gains Armor 2, until the end of this turn.

2

Von Steuben's Drill



Tactic · Standing

Soldiers you control have Veteran.

Whites of Their Eyes



Trap

When a unit your opponent controls attacks a unit you control: Your unit deals its damage first in this fight.

1

Supply Wagons



Tactic · Supply

This card enters with 3 counters.

2

Benedict Arnold

3



General · Spy · Revolution

Traitor: During your third Closing with this card on the field, it moves to your opponent's command row.

3

3

2

Cowpens



Trap

When a unit your opponent controls attacks: Target the attacking unit; destroy it.

1

Culper Ring



Tactic

Target 1 card in your opponent's support row; destroy it, then draw 1 card. A face-down card destroyed this way is not used.

1

Fix Bayonets

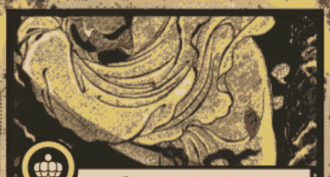


Tactic · Quick

Target 1 unit you control; it gains 2 War, until the end of this turn.



Zhuge Liang



Leader · Antiquity

Generals you control gain 1 War and 1 Fortification.

Generals you play cost 1 fewer Soldier, to a minimum of 1.

Stratagems you use cost 1 fewer Soldier.

6

Shu Spearman



Soldier · Antiquity

Infantry of Yi province, the Sichuan basin, raised after Liu Bei took Chengdu in 214.

1 1

Liu Bei

2 3



General · Strategist · Antiquity

Rally 1 *(When this unit is played, muster 1 Soldier. This does not use your musters.)*

Once per turn, during your turn: Target 1 unit you control; remove 2 damage from it.

1 5

Guan Yu

2 4



General · Champion · Antiquity

Veteran *(When this unit survives a fight in which it dealt damage, it gains 1 War.)*

3 4

Zhang Fei

2 3



General · Bodyguard · Antiquity

Guard *(Attacks on units you control must target a Guard unit first. Attacks on your DP are not stopped.)*

2 5

Zhao Yun

2



Troop · Cavalry · Antiquity

Charge *(This unit can attack the turn it is played.)*

Last Stand: Return this card to your hand. *(This happens when this unit is destroyed.)*

3 3

Huang Zhong

2 3



General · Archer · Antiquity

Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

2 3

Crossbowmen



Troop · Archer · Antiquity

Volley 1 *(When this unit attacks, it also deals 1 damage to each Soldier your opponent controls.)*

1 1

Changban Bridge

1



Tactic · Quick

Target 1 unit your opponent controls; it loses 2 War, until the end of this turn.



1

Repeating Crossbow



Tactic · Equipment

The equipped unit gains 1 War and Volley 1.

2

Peach Garden Oath



Tactic · Standing

While you control 2 or more Generals, Generals you control gain 1 War.

1

Five Passes



Tactic · Quick

Target 1 unit you control; it gains 2 War, until the end of this turn.

2

Fire at Red Cliffs



Tactic

Deal 2 damage to each front-line unit your opponent controls.

Eight Trigrams Formation



Trap

When a unit your opponent controls attacks: It must attack a different target, if one exists. If none does, cancel the attack.

Stone Sentinel Maze



Trap

Target 1 unit your opponent controls that attacked this turn or last turn; destroy it.

2

Empty Fort Strategy



Trap

Stratagem *(This keyword does nothing by itself. Some cards make Stratagems cheaper.)*

When a unit your opponent controls attacks, if you control no front-line units: Cancel the attack. Units your opponent controls cannot attack for the rest of this turn.

1

Borrowing Arrows



Trap

Stratagem *(This keyword does nothing by itself. Some cards make Stratagems cheaper.)*

When a Ranged or Volley unit your opponent controls attacks: Cancel the attack, then draw 1 card.

1

Southern Campaign



Tactic

Target 1 Soldier your opponent controls; return it to its owner's barracks.



Fire at Bowang

1



Trap

When a unit your opponent controls attacks: Target the attacking unit; deal 2 damage to it.

Hanzhong Granary

1



Tactic · Supply

This card enters with 1 counter.

At the start of your turn: This card gains 1 counter, up to 4.

Miyamoto Musashi

8



Leader · Gunpowder

Equipment you play costs 1 less DP.

Troops you control can carry Equipment.

Units you control that carry Equipment gain 1 War and 1 Fortification.

A unit you control that carries 2 Equipment has Charge.

6

Spartacus

8



Leader · Antiquity

While you have fewer DP than your opponent, you can muster 1 more Soldier each turn.

Rebels you control gain 1 War.

6

Jan III Sobieski

8



Leader · Gunpowder

Cavalry you control gain 1 War and 1 Fortification.

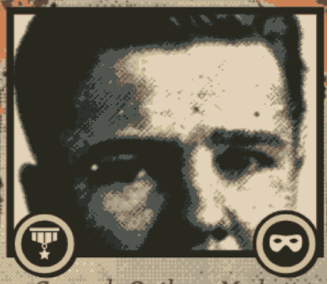
Cavalry you play cost 1 fewer Soldier, to a minimum of 1.

Once per turn, during your turn: Target 1 Cavalry you control that has not attacked this turn; it gains Charge, until the end of this turn.

7

Pretty Boy Floyd

2 8



General · Outlaw · Modern

Plunder 1 *(When this unit damages your opponent's DP, you gain 1 DP.)*

Outlaws you control gain 1 War.

2 4

Harriet Tubman

2 8



General · Spy · Industrial

Rebels and Outlaws you control gain 1 War.

Once per turn, during your turn: Target 1 damaged unit you control; return it to your hand.

1 4

Sun Tzu

2 8



General · Strategist · Antiquity

Stratagems you use cost 1 fewer Soldier.

Once per turn, during your turn: Spend 1 Soldier; draw 1 card.

1 4

Tenskwatawa

2 8



General · Mystic · Revolution

Once per turn, during your turn: Target 1 unit your opponent controls; it loses 1 War and 1 Fortification, until the end of this turn. This cannot reduce its Fortification below 1.

1 4



Hephaestion



General · Champion · Antiquity

While Alexander is your Leader, Troops you control gain 1 War.

2 / 4

Charles Vane



General · Outlaw · Gunpowder

Boarding *(This unit can attack your opponent's support row, past the front line. A card it hits is destroyed.)*

Outlaws you control gain 1 Fortification.

2 / 3

Henry Knox



General · Engineer · Revolution

Rally 1 *(When this unit is played, muster 1 Soldier. This does not use your musters.)*

Artillery you control gain 1 War.

1 / 4

Ma Chao



General · Cavalry · Antiquity

Charge *(This unit can attack the turn it is played.)*

Cavalry you control gain 1 War.

3 / 3

Vasily Zaitsev



General · Gunner · Modern

Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

Once per turn, during your turn: Target 1 unit your opponent controls; deal 1 damage to it.

2 / 3

Hattori Hanzo



General · Saboteur · Gunpowder

Once per turn, during your turn: Target 1 unit your opponent controls that carries Equipment; destroy 1 Equipment on it.

2 / 3

Yi Sun-sin



General · Sailor · Gunpowder

Sailors you control gain 1 War and 1 Fortification.

2 / 5

Archimedes



General · Engineer · Antiquity

Artillery you control gain 1 War.

Once per turn, during your turn: Target 1 Troop or Sailor your opponent controls; deal 1 damage to it.

1 / 3

Clara Barton



General · Medic · Industrial

At the start of your turn: Remove 1 damage from each Soldier you control.

0 / 4



2 **Boudica** 3



General · Rebel · Antiquity

Rally 2 *(When this unit is played, muster 2 Soldiers. This does not use your musters.)*

Rebels you control gain 1 War.

2 4

2 **Subutai** 3



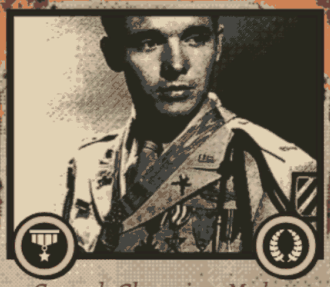
General · Cavalry · Medieval

Cavalry you control gain 1 War.

Once per turn, during your turn: Target 1 Cavalry you control that has not attacked this turn; it gains Outflank, until the end of this turn.

2 4

2 **Audie Murphy** 3



General · Champion · Modern

Armor 1 *(This unit takes 1 less damage each time it is hit.)*

Veteran *(When this unit survives a fight in which it dealt damage, it gains 1 War.)*

3 4

2 **Georgy Zhukov** 3



General · Strategist · Modern

Infantry you control gain 1 Fortification.

Once per turn, during your turn: Muster 1 Soldier.

1 5

2 **Tomoe Gozen** 3



General · Champion · Medieval

Charge *(This unit can attack the turn it is played.)*

Veteran *(When this unit survives a fight in which it dealt damage, it gains 1 War.)*

3 3

2 **Rani of Jhansi** 3



General · Rebel · Industrial

Charge *(This unit can attack the turn it is played.)*

Rebels you control gain 1 Fortification.

2 4

2 **Winged Hussars**



Troop · Cavalry · Gunpowder

Charge *(This unit can attack the turn it is played.)*

Fear *(Soldiers your opponent controls deal 1 less counter-damage to this unit.)*

3 3

2 **Berserker of Stamford Bridge**



Troop · Bodyguard · Medieval

Guard *(Attacks on units you control must target a Guard unit first. Attacks on your DP are not stopped.)*

Armor 1 *(This unit takes 1 less damage each time it is hit.)*

2 5

1 **Varangian Guard**



Troop · Bodyguard · Medieval

Guard *(Attacks on units you control must target a Guard unit first. Attacks on your DP are not stopped.)*

2 3



1

Berserkers



Troop · Champion · Medieval

Charge *(This unit can attack the turn it is played.)*

3 2

2

Mongol Horse Archers



Troop · Cavalry · Medieval

Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

2 2

1

English Longbowmen



Troop · Archer · Medieval

Volley 1 *(When this unit attacks, it also deals 1 damage to each Soldier your opponent controls.)*

1 2

3

War Elephant



Troop · Beast · Antiquity

Fear *(Soldiers your opponent controls deal 1 less counter-damage to this unit.)*

3 5

Sergeant Stubby



Troop · Beast · Modern

When this card is played: Destroy 1 face-down card in your opponent's support row. It is not used.

1 2

1

John Henry



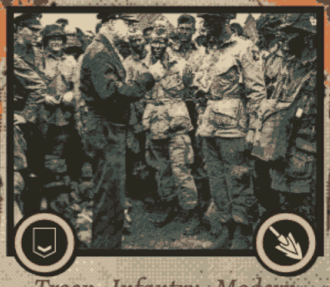
Troop · Laborer · Industrial

When this card is played: Your supply with the fewest counters gains 2 counters.

2 4

2

Easy Company



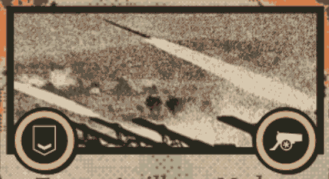
Troop · Infantry · Modern

Charge *(This unit can attack the turn it is played.)*

2 3

2

Katyusha



Troop · Artillery · Modern

Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

Volley 1 *(When this unit attacks, it also deals 1 damage to each Soldier your opponent controls.)*

2 2

1

Night Witches



Troop · Raider · Modern

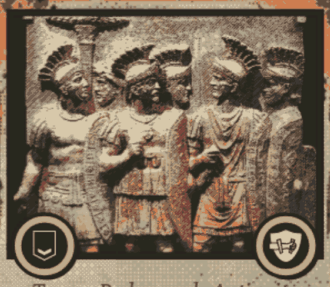
Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

When this card attacks a unit and that unit survives: Pin it.

2 1



1 **Praetorian Guard**

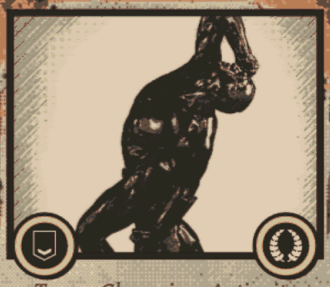


Troop · Bodyguard · Antiquity

Guard *(Attacks on units you control must target a Guard unit first. Attacks on your DP are not stopped.)*

2 4

1 **Gladiators**



Troop · Champion · Antiquity

Veteran *(When this unit survives a fight in which it dealt damage, it gains 1 War.)*

3 2

1 **Battle Wagon of Ur**



Troop · Cavalry · Antiquity

Charge *(This unit can attack the turn it is played.)*

2 3

Shinobi



Troop · Saboteur · Gunpowder

Boarding *(This unit can attack your opponent's support row, past the front line. A card it hits is destroyed.)*

1 1

1 **Tanegashima Gunners**



Troop · Gunner · Gunpowder

Volley 1 *(When this unit attacks, it also deals 1 damage to each Soldier your opponent controls.)*

3 1

1 **Sohei**



Troop · Mystic · Medieval

Armor 1 *(This unit takes 1 less damage each time it is hit.)*

2 3

2 **Sacred Band of Thebes**



Troop · Infantry · Antiquity

Veteran *(When this unit survives a fight in which it dealt damage, it gains 1 War.)*

2 4

1 **Swiss Pikemen**



Troop · Infantry · Medieval

When a Cavalry your opponent controls attacks this card: Deal 2 damage to the attacking unit before the fight.

2 3

1 **Zouaves**



Troop · Infantry · Industrial

Charge *(This unit can attack the turn it is played.)*

2 2



2

Buffalo Soldiers



Troop · Cavalry · Industrial

Charge *(This unit can attack the turn it is played.)*

Veteran *(When this unit survives a fight in which it dealt damage, it gains 1 War.)*

2 3

2

Harlem Hellfighters



Troop · Infantry · Modern

Armor 1 *(This unit takes 1 less damage each time it is hit.)*

2 4

1

Code Talkers



Troop · Spy · Modern

When this card is played: Draw 1 card.

1 2

1

Cossacks



Troop · Cavalry · Gunpowder

Charge *(This unit can attack the turn it is played.)*

Plunder 1 *(When this unit damages your opponent's DP, you gain 1 DP.)*

2 2

1

Janissaries



Troop · Gunner · Gunpowder

Volley 1 *(When this unit attacks, it also deals 1 damage to each Soldier your opponent controls.)*

2 3

2

Gurkhas



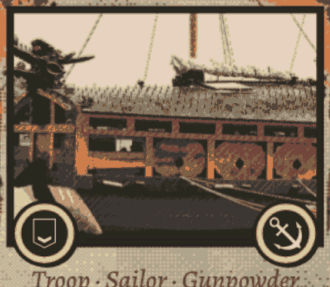
Troop · Champion · Modern

Fear *(Soldiers your opponent controls deal 1 less counter-damage to this unit.)*

3 3

3

Turtle Ship



Troop · Sailor · Gunpowder

Guard *(Attacks on units you control must target a Guard unit first. Attacks on your DP are not stopped.)*

Armor 1 *(This unit takes 1 less damage each time it is hit.)*

3 6

1

Longship Raiders



Troop · Raider · Medieval

Boarding *(This unit can attack your opponent's support row, past the front line. A card it hits is destroyed.)*

2 2

3

T-34



Troop · Cavalry · Modern

Charge *(This unit can attack the turn it is played.)*

3 5



Hessians



Troop · Infantry · Revolution

About 30,000 German soldiers, most from Hesse-Kassel, were hired to fight for the British crown in America.

1 2 3

Mamluks



Troop · Cavalry · Medieval

Charge *(This unit can attack the turn it is played.)*

1 2 3

Spartan Hoplites



Troop · Infantry · Antiquity

Guard *(Attacks on units you control must target a Guard unit first. Attacks on your DP are not stopped.)*

2 2 4

Knights Templar



Troop · Champion · Medieval

Charge *(This unit can attack the turn it is played.)*

Armor 1 *(This unit takes 1 less damage each time it is hit.)*

3 3 4

Comanche Raiders



Troop · Raider · Industrial

Charge *(This unit can attack the turn it is played.)*

Plunder 1 *(When this unit damages your opponent's DP, you gain 1 DP.)*

2 2 3

Legionary



Soldier · Antiquity

Polybius describes the yearly levy of Roman citizens for the legions, held on the Capitol in Rome.

1 1 1

Bondi



Soldier · Medieval

Under the leidang, the free farmers of each Norwegian district were called up to man and row the king's ships.

1 1 1

Uruk Spearman



Soldier · Antiquity

At Ur, about 2500 BC, soldiers were buried at the entrance of a royal tomb with copper helmets and spears.

1 1 1

Ashigaru



Soldier · Gunpowder

Raised from village men, ashigaru foot soldiers carried matchlocks for Oda Nobunaga at Nagashino in 1575.

1 1 1



Arban Rider



Soldier · Medieval

An arban was a Mongol squad of ten riders; ten arbans made a jaghun of one hundred.

1 1

Red Army Rifleman



Soldier · Modern

Riflemen of the 13th Guards Division crossed the Volga into Stalingrad on the night of 14 September 1942.

1 1

Paratrooper



Soldier · Modern

The 101st Airborne, activated at Camp Claiborne, Louisiana, in 1942, jumped into Normandy on 6 June 1944.

1 1

Union Infantryman



Soldier · Industrial

The Army of the Potomac was formed in 1861 from volunteer regiments raised by the northern states.

1 1

Viet Minh Guerrilla



Soldier · Modern

Viet Minh units from the villages of northern Vietnam hauled guns into the hills around Dien Bien Phu in 1954.

1 1

Hoodlum



Soldier · Modern

Prohibition began in January 1920; in Chicago, gangs fought over the beer trade until repeal in 1933.

1 1

Zulu iButho



Soldier · Industrial

From about 1816 Shaka grouped Zulu men of the same age into amabutho, regiments quartered at royal homesteads.

1 1

Sepoy



Soldier · Revolution

Sepoys were Indian soldiers raised by the East India Company in Bengal, Madras and Bombay from the 1740s.

1 1

1 Crossing the Rubicon



Tactic

Units you control gain 1 War, until the end of this turn. You cannot use Quick tactics or spring traps until the start of your next turn.



1

Stele of the Vultures



Tactic

You gain 1 DP for each of your opponent's units destroyed this turn.

Forced March



Tactic

Target 1 unit you control; it gains Charge, until the end of this turn.

1

Rout



Tactic

Target 1 front-line Troop your opponent controls; return it to its owner's hand.

1

Volley Fire



Tactic

Deal 1 damage to each of the 2 weakest front-line units your opponent controls.

1

Disarm



Tactic

Target 1 unit that carries Equipment; destroy 1 Equipment on it.

1

Reinforcements



Tactic

Create 3 Legionary tokens.

(A token takes no front line place, and you can have 3. Any attack destroys it, and it never goes to Valhalla.)

3

Damnatio Memoriae



Tactic

Erase 3 Soldiers from your Valhalla, and target 1 General, Troop or support card your opponent controls; erase it.

Sink the Boats



Tactic

Discard your hand. Units you control gain 2 War, until the end of this turn.

1

Shore Raid



Tactic

Target 1 supply your opponent controls; move up to 2 of its counters to your supply with the fewest counters.



1 Heist



Tactic

If you control an Outlaw: Your opponent loses 2 DP and you gain 2 DP.

3 Double Envelopment



Tactic

Stratagem *(This keyword does nothing by itself. Some cards make Stratagems cheaper.)*

Deal 1 damage to each unit your opponent controls, except their Leader.

1 Charge of the Light Brigade



Tactic

Cavalry you control gain 3 War, until the end of this turn. Then deal 1 damage to each of them.

1 Beachhead



Tactic

Muster 2 Soldiers. They gain Charge, until the end of this turn.

1 Bombardment



Tactic

Target 1 unit your opponent controls; deal 2 damage to it for each Artillery you control.

2 Assassination



Tactic

If you control a Spy: Target 1 General your opponent controls with 3 or less Fortification; destroy it.

Supply Drop



Tactic

Your supply with the fewest counters gains 2 counters. If you control no supply, muster 1 Soldier instead.

War Council



Tactic

Draw 1 card. Then, if you have fewer cards in your hand than your opponent, draw 1 more card.

2 Horns of the Buffalo



Tactic

Deal 1 damage to each front-line unit your opponent controls. Also, Soldiers you control gain 1 War, until the end of this turn.



"Nuts!"



Trap

When a unit your opponent controls attacks, if you control fewer units than your opponent: Cancel the attack.

1 Testudo



Tactic · Quick

Infantry units and Soldiers you control gain Armor 1, until the end of this turn.

Smoke Screen



Trap

Stratagem *(This keyword does nothing by itself. Some cards make Stratagems cheaper.)*

When a unit your opponent controls attacks: Cancel the attack.

1 Hold the Pass



Tactic · Quick

If you control exactly 1 front-line unit: Target that unit; it gains Armor 3, until the end of this turn.

1 Counterattack



Trap

When a unit your opponent controls attacks a unit you control: Target the attacking unit; deal 1 damage to it.

1 Fog of War



Tactic · Quick

Stratagem *(This keyword does nothing by itself. Some cards make Stratagems cheaper.)*

Target 1 unit you control; it gains 1 Fortification, until the end of this turn. Then draw 1 card.

Tactical Withdrawal



Trap

When a unit your opponent controls attacks a Troop you control: Return that Troop to your hand, and cancel the attack.

1 Last Ditch



Trap

When a unit your opponent controls attacks your DP: Cancel the attack, then muster 1 Soldier.

Kiai



Tactic · Quick

Target 1 unit your opponent controls; it loses 2 War, until the end of this turn.



Covering Fire



Trap

When a unit your opponent controls attacks: Target the attacking unit; its War becomes 0 until the end of this turn, and it gains "Last Stand: Erase 1 card you control other than your Leader." The attack continues.

1 Underground Railroad



Tactic · Standing

When a Rebel or Outlaw you control is destroyed: Return it to your hand.

1 Field Hospital



Tactic · Standing

At the start of your turn: Remove 2 damage from your most damaged unit.

2 Pavlov's House



Tactic · Standing

While you control 3 or fewer front-line units, they gain 1 Fortification.

2 Trench Warfare



Tactic · Standing

Charge has no effect for either player.

From late 1914 to 1918 the Western Front ran from the North Sea to Switzerland and moved little.

1 Prohibition



Tactic · Standing

Neither player can play supplies.

1 Not One Step Back



Tactic · Standing

Soldiers you control cannot be pinned.

When a Soldier you control is destroyed in a fight: Deal 1 damage to the unit that destroyed it.

Spoils of War



Trap

When a unit your opponent controls that carries Equipment attacks: Move 1 Equipment from it to a Soldier you control.

Tripwire



Trap

When a Soldier your opponent controls attacks: Target the attacking Soldier; deal 1 damage to it and pin it.



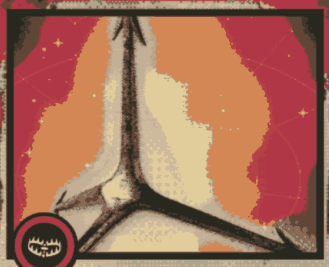
Feigned Retreat



Trap

When a unit your opponent controls attacks a Soldier you control: Return that Soldier to your barracks, cancel the attack, and pin the attacking unit.

Caltrops



Trap

When a Cavalry your opponent controls attacks: Target the attacking unit; deal 2 damage to it.

Murder Holes



Trap

When a Troop your opponent controls attacks: Target the attacking unit; deal 2 damage to it.

Booby Trap



Trap

When a unit your opponent controls attacks your DP: Target the attacking unit; deal 3 damage to it.

Minefield



Trap

When a Soldier your opponent controls attacks: Deal 1 damage to each Soldier your opponent controls.

Sniper's Nest



Trap

When a General your opponent controls attacks: Target the attacking unit; deal 2 damage to it.

Tunnel Network



Trap

When a unit your opponent controls attacks your DP: Cancel the attack, then create 2 Legionary tokens.

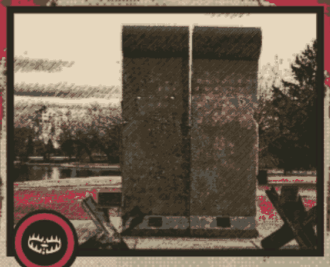
False Colors



Trap

When a unit your opponent controls attacks: Target the attacking unit; it loses 2 War, until the end of this turn. Also, you gain 1 DP.

Tank Trap



Trap

Target 1 unit your opponent controls with 4 or more War and 1 other unit your opponent controls; destroy both.



Barbed Wire



Trap

When a unit your opponent controls attacks: Each unit your opponent controls, other than their Leader, loses 1 Fortification and is pinned. (A pinned unit cannot attack during its next turn.)

Rearguard



Trap

When your last front-line unit is destroyed: Muster 2 Soldiers.

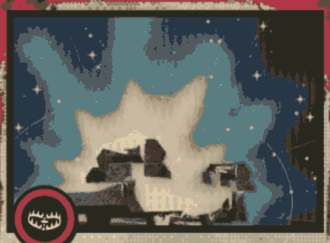
Counter-Battery



Trap

When a Ranged unit your opponent controls attacks: Target the attacking unit; deal 3 damage to it.

Decoy



Trap

When a unit your opponent controls attacks anything other than a Soldier you control: The attack is redirected to a token you control, or else your weakest Soldier.

Sally Forth



Trap

When a unit your opponent controls attacks, if you control a front-line Troop: Your strongest front-line Troop deals damage equal to its War to the attacking unit.

Signal Fires



Trap

When a unit your opponent controls attacks: Draw 1 card.

Abatis



Trap

When a Cavalry your opponent controls attacks: Cancel the attack, then create 1 Legionary token.

Sword of Goujian



Tactic · Equipment

The equipped unit gains 2 War and Veteran.

Ulfberht Sword



Tactic · Equipment

The equipped unit gains 2 War.



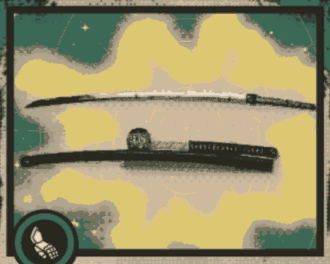
Gladius



Tactic · Equipment

The equipped unit gains 1 War and 1 Fortification.

Masamune Blade



Tactic · Equipment

The equipped unit gains 1 War and Charge.

Mosin-Nagant



Tactic · Equipment

The equipped unit gains 1 War and Ranged.

Russia adopted the bolt-action Mosin-Nagant in 1891; Soviet infantry still carried it in 1945.

Lincoln's Repeater



Tactic · Equipment

The equipped unit gains 1 War and Volley 1.

Chicago Typewriter



Tactic · Equipment

The equipped unit gains 2 War and counts as an Outlaw.

Greek Fire



Tactic · Equipment

The equipped unit gains 1 War.

When the equipped unit attacks a Troop or Sailor: It deals 2 extra damage.

Hussar Wings



Tactic · Equipment

The equipped unit gains 1 Fortification and Fear.

Kukri



Tactic · Equipment

The equipped unit gains 2 War.

When the equipped unit deals damage in an attack: Pin the unit it attacked.

Pilum



Tactic · Equipment

The equipped unit gains 1 War and Pierce.



Lamellar Armor



Tactic · Equipment

The equipped unit gains 2 Fortification.

Standard of Ur



Tactic · Equipment

The equipped unit gains 1 War.

While the equipped unit is on the field, Soldiers you control gain 1 War.

Medal of Honor



Tactic · Equipment

The equipped unit gains 1 War, 1 Fortification and Veteran.

Antikythera Mechanism



Tactic · Supply

This card enters with 4 counters.

At the start of your turn: Remove 1 counter from this card.

When its last counter is removed: Draw 2 cards.

Field Kitchen



Tactic · Supply

This card enters with 3 counters.

When this card is played: Remove 1 damage from each Soldier you control.

Lend-Lease Convoy



Tactic · Supply

This card enters with 4 counters.

Moonshine Still



Tactic · Supply

This card enters with 2 counters.

At the start of your turn: This card gains 1 counter, up to 3.

Silk Road Caravan



Tactic · Supply

This card enters with 3 counters.

Equipment you play costs 1 less DP.

Cuneiform Tablet



Tactic · Supply

This card enters with 1 counter.

When this card is played: Draw 1 card.



Hardtack

1



Tactic · Supply

This card enters with 3 counters.

Salt Ration

1



Tactic · Supply

This card enters with 2 counters.

While this card is on the field, Infantry you control gain 1 Fortification.

Legionary



Token

Token. It takes no front line place. Any attack destroys it, and it never goes to Valhalla.

1

T

Doc Holliday

2

2



General · Outlaw · Industrial

During your Closing: Roll a six-sided die. On a 5 or 6, send the front-line unit with the highest War your opponent controls to Valhalla.

2

3

AK-47

2



Tactic · Equipment

Equip only to a Laborer, Saboteur, Rebel, Outlaw or Gunner you control.

The equipped unit gains 1 War and Volley equal to its War, up to 2.

Gladiator Lion

2



Troop · Beast · Antiquity

When this unit destroys a unit in a fight: It gains 1 War and 1 Fortification.

3

3

Delphi's Vision

2



Tactic

Draw 3 cards, then discard 2 cards.

Miracle Escape!



Trap

When a unit your opponent controls attacks a unit you control that is not a Soldier or your Leader: Return the attacked unit to your hand, cancel the attack, and pin the attacking unit.



Notes



Babylon Dialectic

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