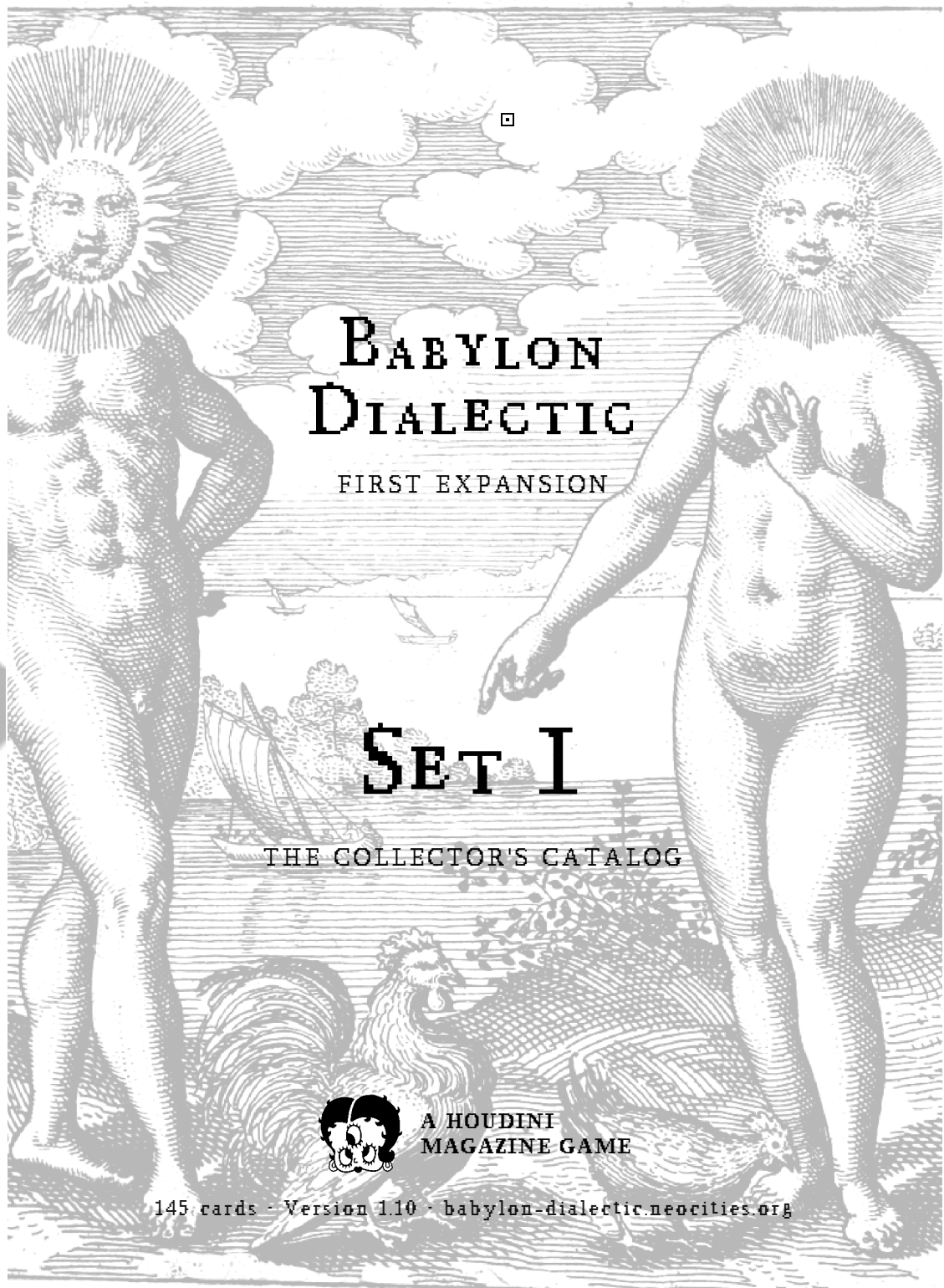
Babylon Dialectic

FREE TO PLAY, FREE TO PRINT, FREE TO SHARE.

A HOUDINI
MAGAZINE GAME

Play, build decks and print more at babylon-dialectic.neocities.org
Version 1.10 · Printed cards are 59 x 86 mm



Babylon Dialectic

FIRST EXPANSION

Set I

THE COLLECTOR'S CATALOG

A HOUDINI
MAGAZINE GAME

145 cards · Version 1.10 · babylon-dialectic.neocities.org

WELCOME

Set I

The first expansion adds 145 cards drawn from history: generals, troops, tactics and battlegrounds from every era.

This booklet shows every card. Print the cards themselves from the complete set zine. Fold, staple on the spine, and the catalog fits in a pocket.

FIELD NOTES

Notes

FIELD NOTES

Notes

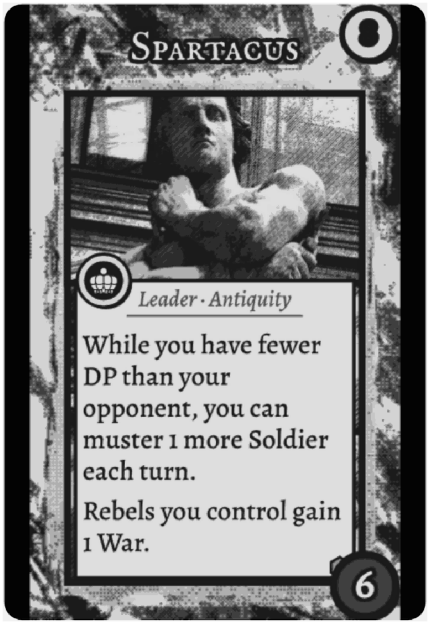
RARITY

Reading the cards

Under each card you will find its type, its era and its rarity: Common, Uncommon, Rare, Epic or Legendary. Each card page holds four cards, in set order.



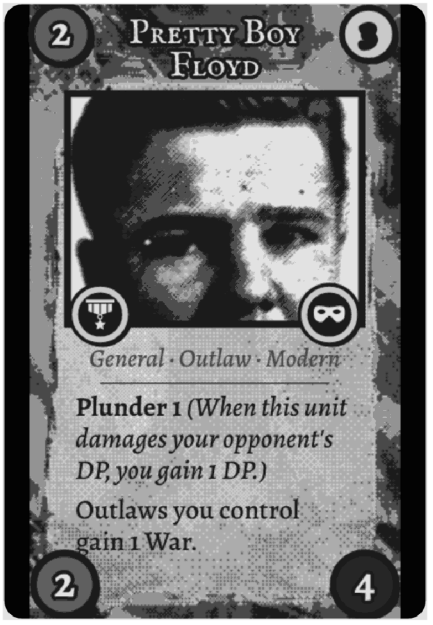
MIYAMOTO MUSASHI
Leader · Gunpowder · Legendary



SPARTACUS
Leader · Antiquity · Legendary



JAN III SOBIESKI
Leader · Gunpowder · Legendary



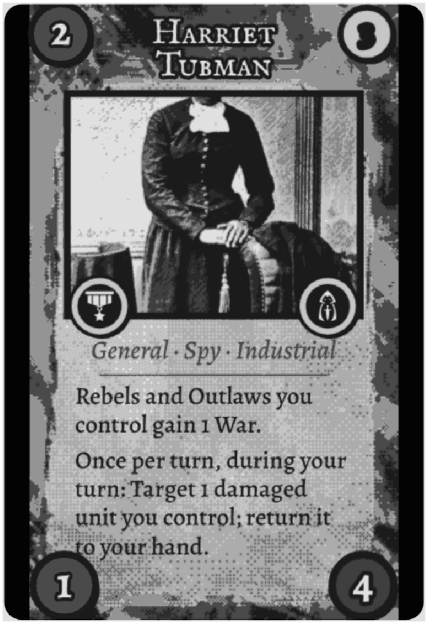
PRETTY BOY FLOYD
General · Modern · Rare

FIELD NOTES

Notes



LEGIONARY
Soldier · · Token



HARRIET TUBMAN
General · Industrial · Rare



SUN TZU
General · Antiquity · Rare



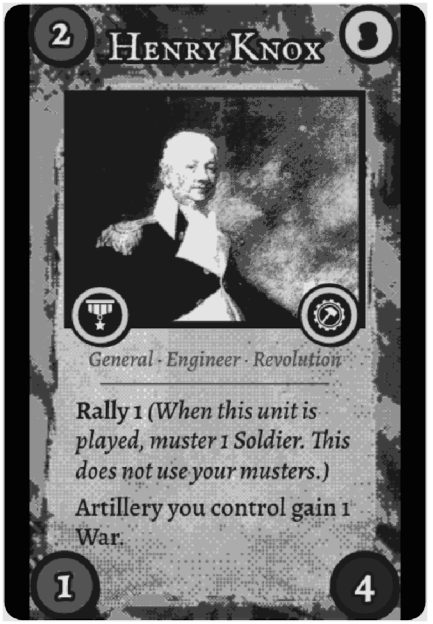
TENSKWATAWA
General · Revolution · Uncommon



HEPHAESTION
General · Antiquity · Uncommon



CHARLES VANE
General · Gunpowder · Uncommon



HENRY KNOX
General · Revolution · Uncommon



SILK ROAD CARAVAN
Supply · · Uncommon



CUNEIFORM TABLET
Supply · · Uncommon



MA CHAO
General · Antiquity · Uncommon



VASILY ZAITSEV
General · Modern · Rare



HARDTACK
Supply · · Common



SALT RATION
Supply · · Common



ANTIKYTHERA MECHANISM
Supply · · Rare



FIELD KITCHEN
Supply · · Common



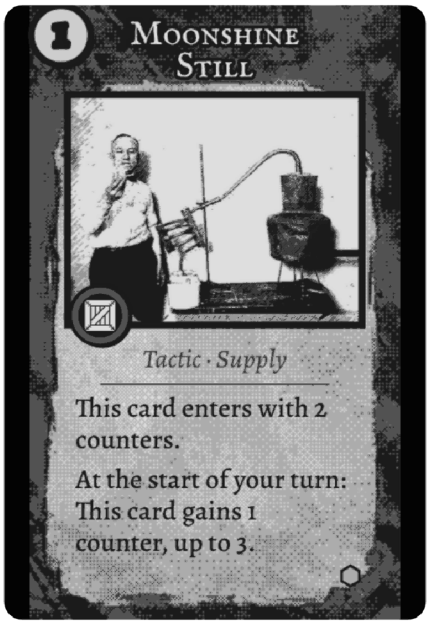
HATTORI HANZO
General · Gunpowder · Uncommon



YI SUN-SIN
General · Gunpowder · Rare



LEND-LEASE CONVOY
Supply · · Uncommon



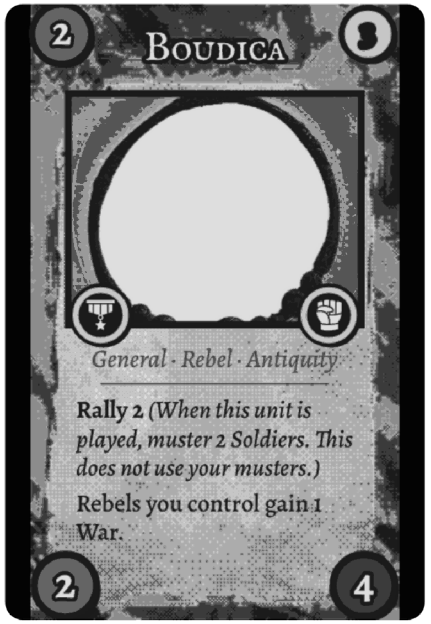
MOONSHINE STILL
Supply · · Common



ARCHIMEDES
General · Antiquity · Uncommon



CLARA BARTON
General · Industrial · Uncommon



BOUDICA
General · Antiquity · Rare



SUBUTAI
General · Medieval · Rare



PILUM
Weapon · · Common



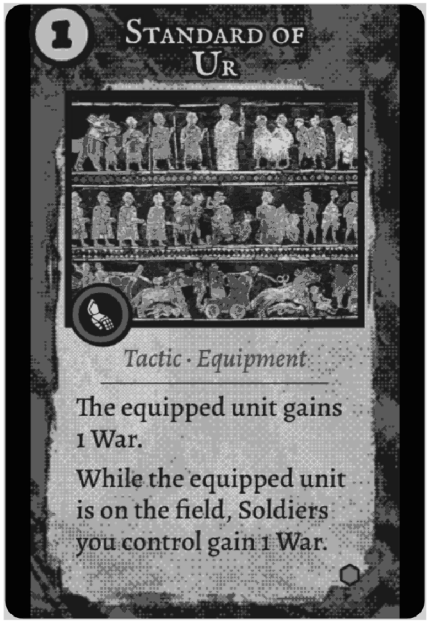
LAMELLAR ARMOR
Weapon · · Common



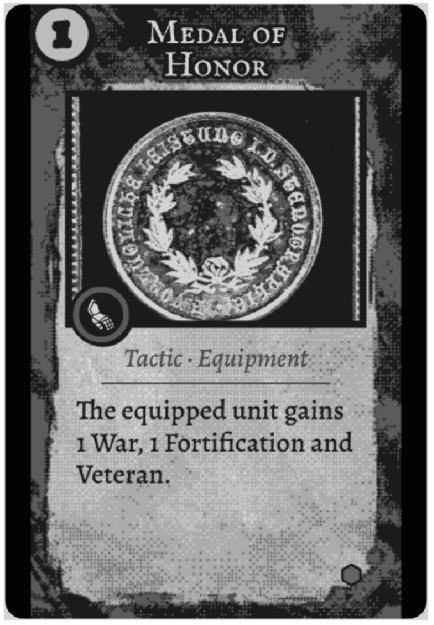
AUDIE MURPHY
General · Modern · Uncommon



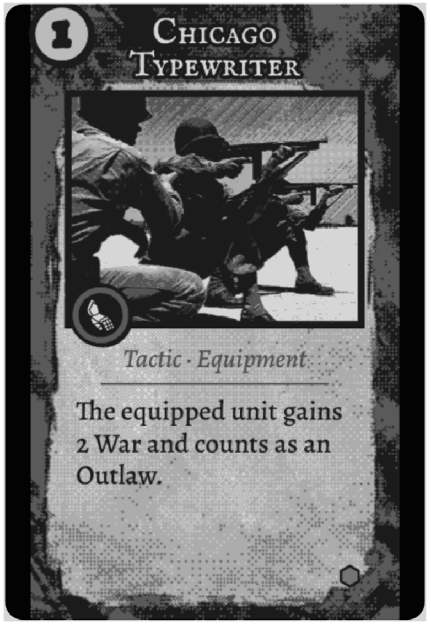
GEORGY ZHUKOV
General · Modern · Rare



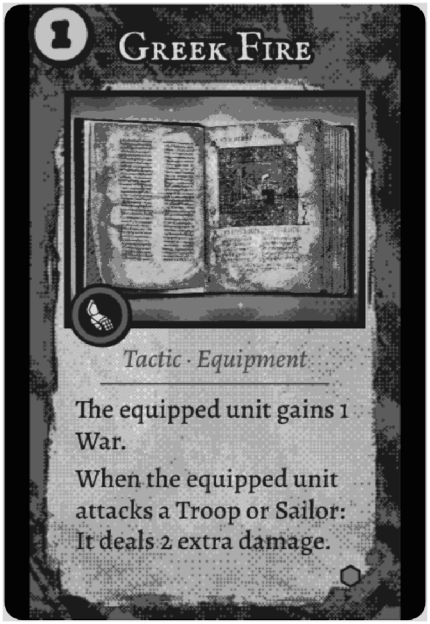
STANDARD OF UR
Weapon · · Uncommon



MEDAL OF HONOR
Weapon · · Uncommon



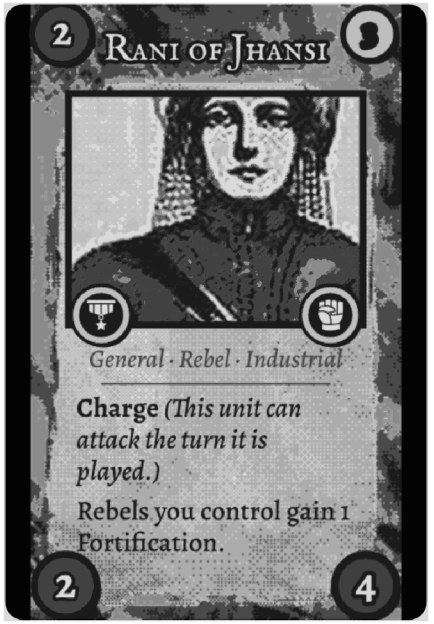
CHICAGO TYPEWRITER
Weapon · · Uncommon



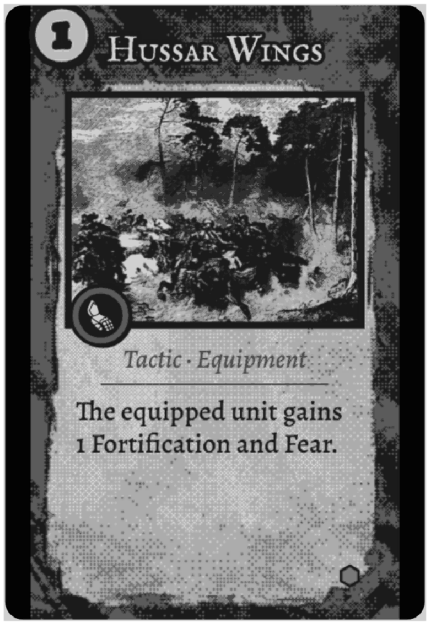
GREEK FIRE
Weapon · · Uncommon



TOMOE GOZEN
General · Medieval · Uncommon



RANI OF JHANSI
General · Industrial · Rare



HUSSAR WINGS
Weapon · · Uncommon



KUKRI
Weapon · · Common



WINGED HUSSARS
Troop · Gunpowder · Rare



BERSERKER OF STAMFORD BRIDGE
Troop · Medieval · Uncommon



VARANGIAN GUARD
Troop · Medieval · Common



BERSERKERS
Troop · Medieval · Common



GLADIUS
Weapon · · Common



MASAMUNE BLADE
Weapon · · Rare



MONGOL HORSE ARCHERS
Troop · Medieval · Uncommon



ENGLISH LONGBOWMEN
Troop · Medieval · Common



MOSIN-NAGANT
Weapon · · Common



LINCOLN'S REPEATER
Weapon · · Rare



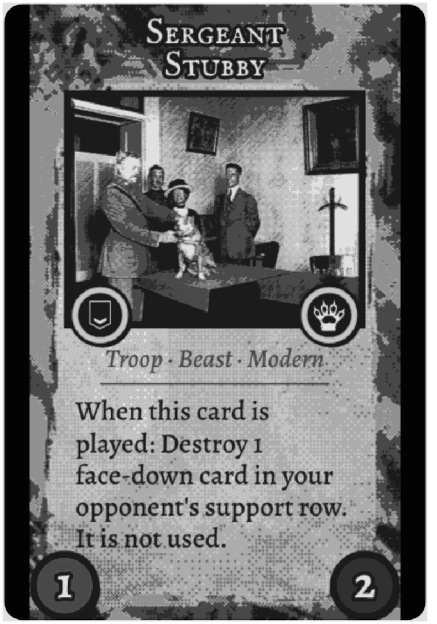
SIGNAL FIRES
Trap · · Common



ABATIS
Trap · · Common



WAR ELEPHANT
Troop · Antiquity · Uncommon



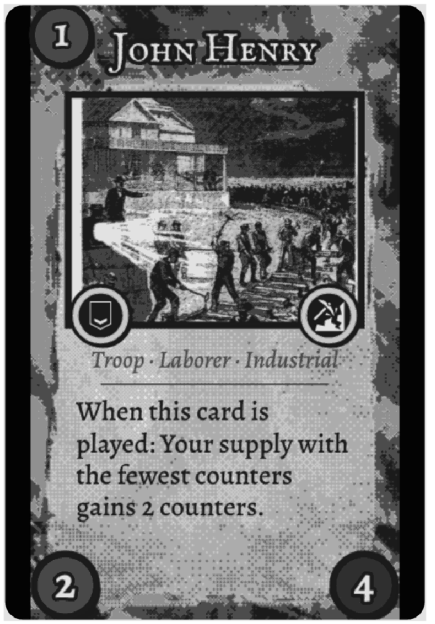
SERGEANT STUBBY
Troop · Modern · Uncommon



SWORD OF GOUJIAN
Weapon · · Rare



ULFBERHT SWORD
Weapon · · Uncommon



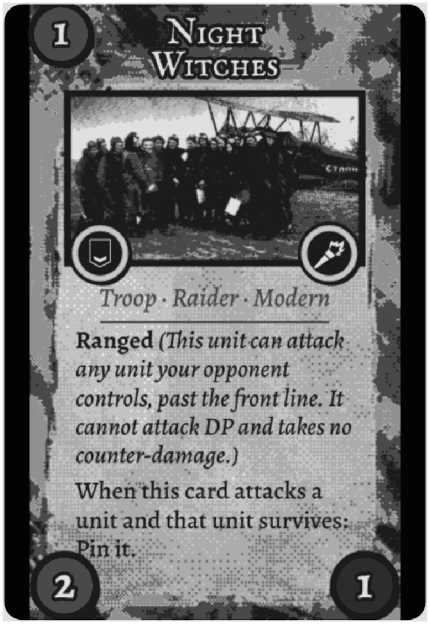
JOHN HENRY
Troop · Industrial · Uncommon



EASY COMPANY
Troop · Modern · Uncommon



KATYUSHA
Troop · Modern · Uncommon



NIGHT WITCHES
Troop · Modern · Uncommon



REARGUARD
Trap · · Common



COUNTER-BATTERY
Trap · · Uncommon



PRAETORIAN GUARD
Troop · Antiquity · Common



GLADIATORS
Troop · Antiquity · Common



DECOY
Trap · · Common



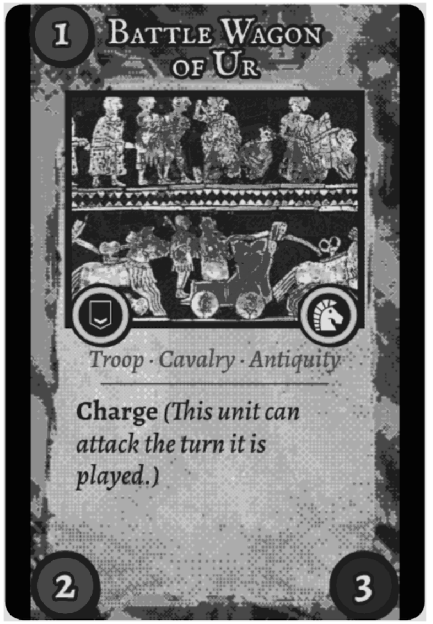
SALLY FORTH
Trap · · Common



TUNNEL NETWORK
Trap · · Uncommon



FALSE COLORS
Trap · · Uncommon



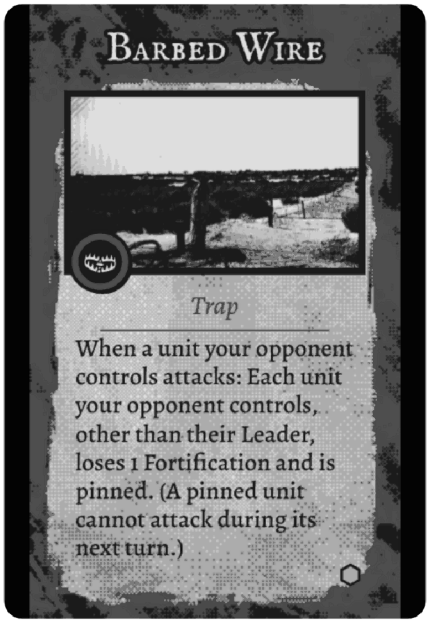
BATTLE WAGON OF UR
Troop · Antiquity · Common



SHINOBI
Troop · Gunpowder · Common



TANK TRAP
Trap · · Common



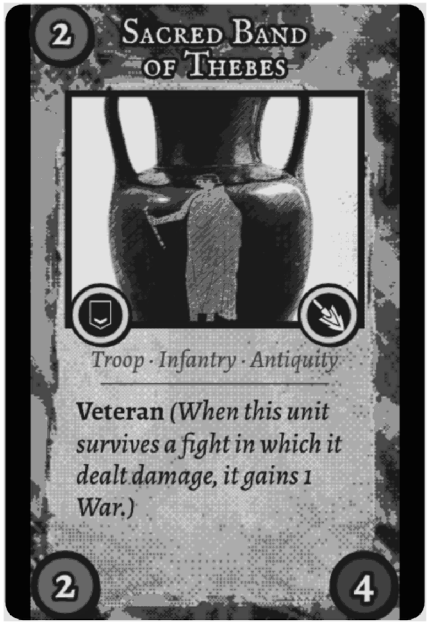
BARBED WIRE
Trap · · Common



TANEGASHIMA GUNNERS
Troop · Gunpowder · Common



SOHEI
Troop · Medieval · Common



SACRED BAND OF THEBES
Troop · Antiquity · Uncommon



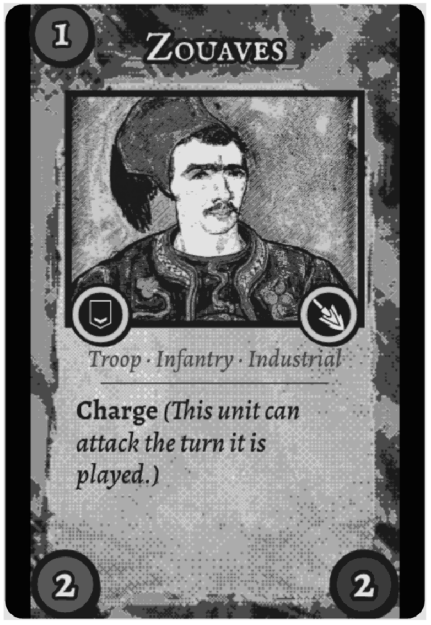
SWISS PIKEMEN
Troop · Medieval · Common



MURDER HOLES
Trap · · Common



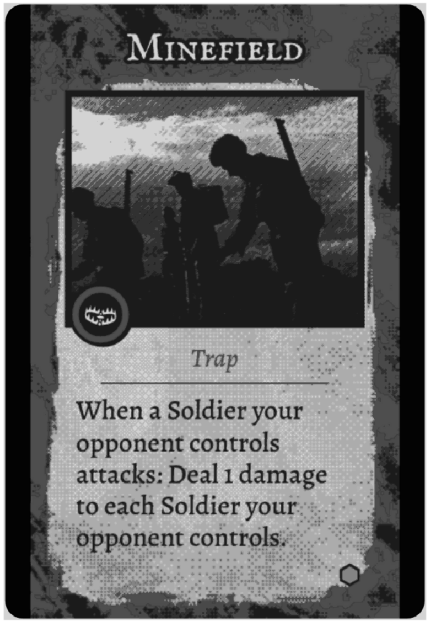
BOOBY TRAP
Trap · · Common



ZOUAVES
Troop · Industrial · Common



BUFFALO SOLDIERS
Troop · Industrial · Uncommon



MINEFIELD
Trap · · Uncommon



SNIPER'S NEST
Trap · · Uncommon



SPOILS OF WAR
Trap · · Uncommon



TRIPWIRE
Trap · · Common



HARLEM HELLFIGHTERS
Troop · Modern · Uncommon



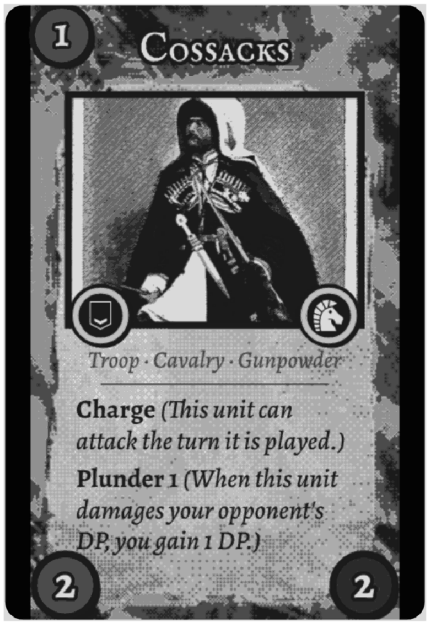
CODE TALKERS
Troop · Modern · Uncommon



FEIGNED RETREAT
Trap · · Uncommon



CALTROPS
Trap · · Common



COSSACKS
Troop · Gunpowder · Common



JANISSARIES
Troop · Gunpowder · Common

2

Gurkhas



Troop · Champion · Modern

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

3 3

GURKHAS
Troop · Modern · Uncommon

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

TURTLE SHIP
Troop · Gunpowder · Rare

2

Pavlov's House



Tactic · Standing

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

PAVLOV'S HOUSE
Battleground · · Uncommon

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.

TRENCH WARFARE
Battleground · · Uncommon

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

LONGSHIP RAIDERS
Troop · Medieval · Common

3

T-34



Troop · Cavalry · Modern

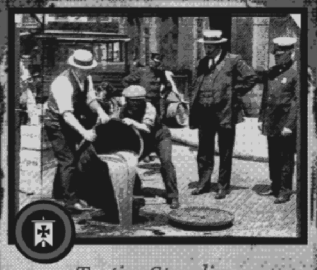
Charge *(This unit can attack the turn it is played.)*

3 5

T-34
Troop · Modern · Rare

1

Prohibition



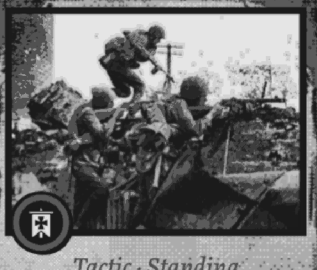
Tactic · Standing

Neither player can play supplies.

PROHIBITION
Battleground · · Uncommon

1

Not One Step Back



Tactic · Standing

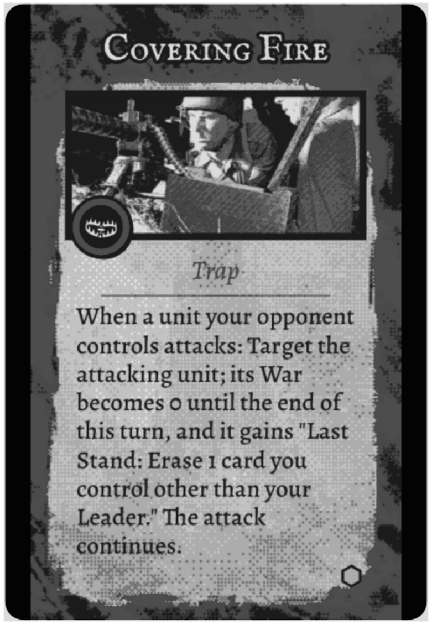
Soldiers you control cannot be pinned.

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

NOT ONE STEP BACK
Battleground · · Uncommon



KIAI
Panic · · Common



COVERING FIRE
Trap · · Common



HESSIANS
Troop · Revolution · Common



MAMLUKS
Troop · Medieval · Common



UNDERGROUND RAILROAD
Battleground · · Rare



FIELD HOSPITAL
Battleground · · Common



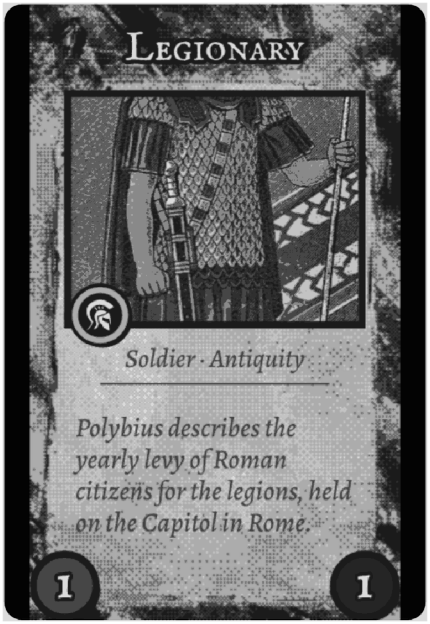
SPARTAN HOPLITES
Troop · Antiquity · Uncommon



KNIGHTS TEMPLAR
Troop · Medieval · Uncommon



COMANCHE RAIDERS
Troop · Industrial · Uncommon



LEGIONARY
Soldier · Antiquity · Common



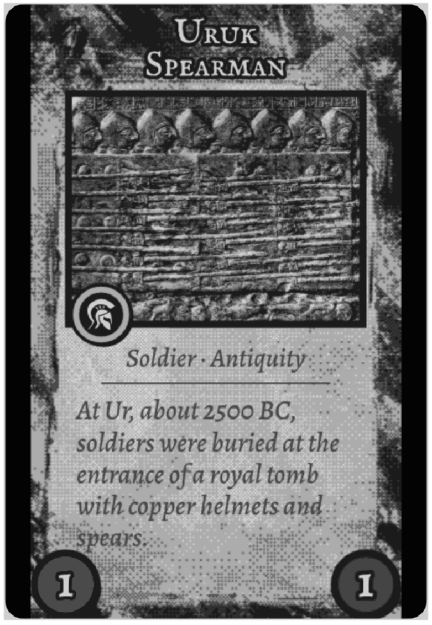
COUNTERATTACK
Trap · · Common



FOG OF WAR
Panic · · Uncommon



BONDI
Soldier · Medieval · Common



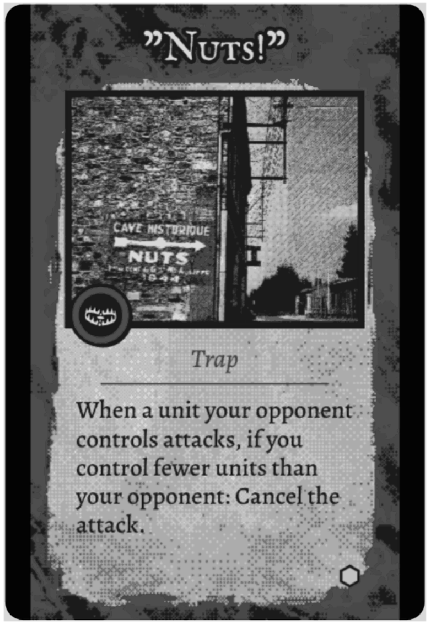
URUK SPEARMAN
Soldier · Antiquity · Common



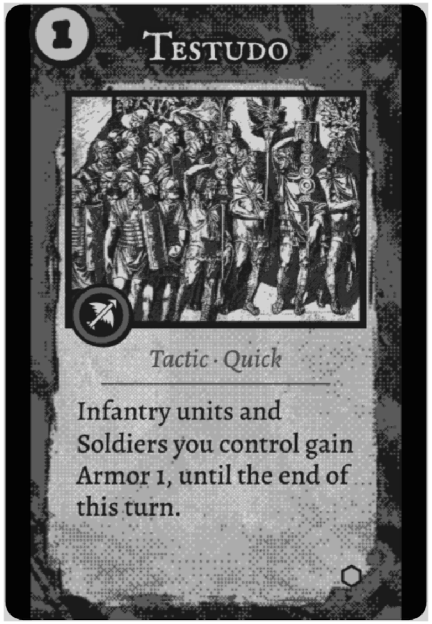
TACTICAL WITHDRAWAL
Trap · · Common



LAST DITCH
Trap · · Common



"NUTS!"
Trap · · Rare



TESTUDO
Panic · · Common



ASHIGARU
Soldier · Gunpowder · Common



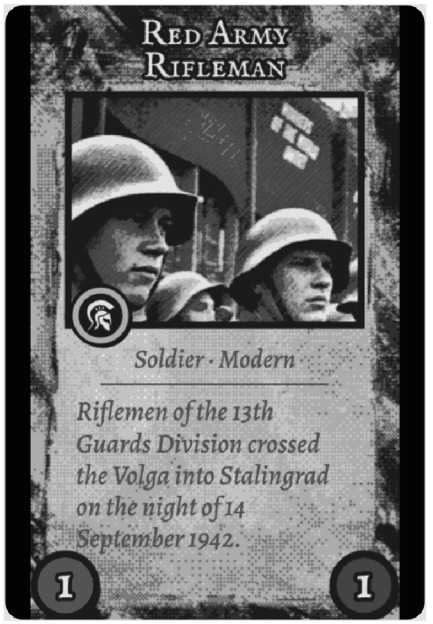
ARBAN RIDER
Soldier · Medieval · Common



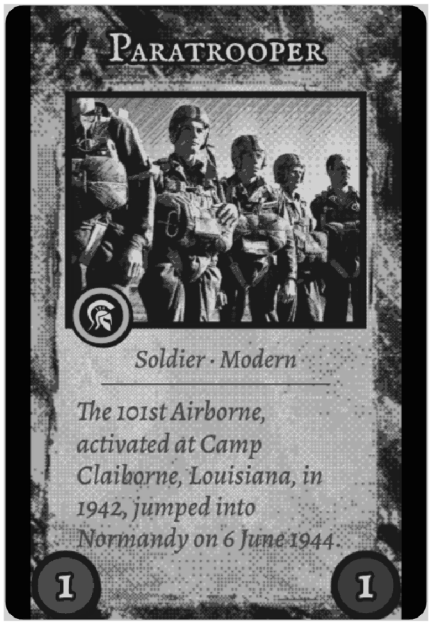
SMOKE SCREEN
Trap · · Common



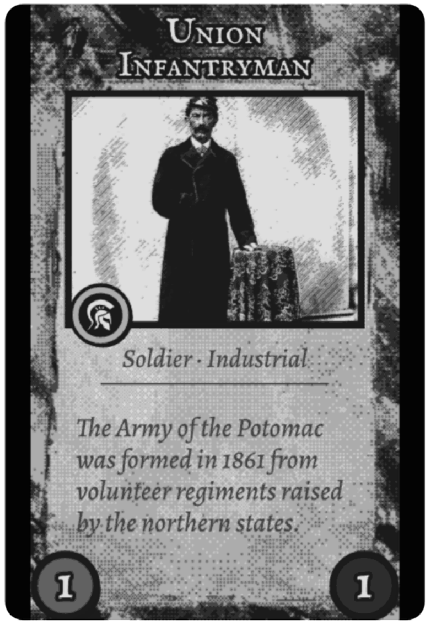
HOLD THE PASS
Panic · · Uncommon



RED ARMY RIFLEMAN
Soldier · Modern · Common



PARATROOPER
Soldier · Modern · Common



UNION INFANTRYMAN
Soldier · Industrial · Common



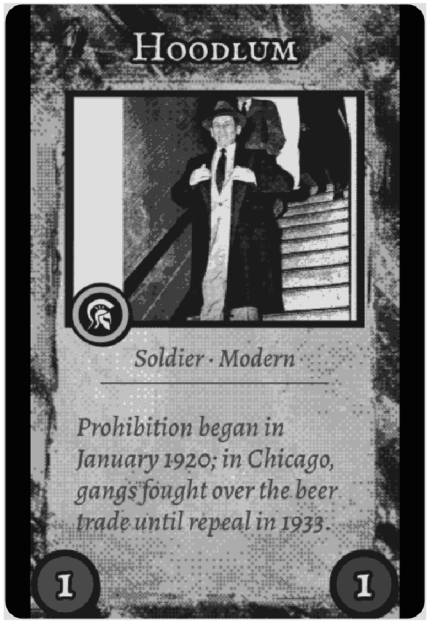
VIET MINH GUERRILLA
Soldier · Modern · Common



ASSASSINATION
Battleground · · Rare



SUPPLY DROP
Battleground · · Common



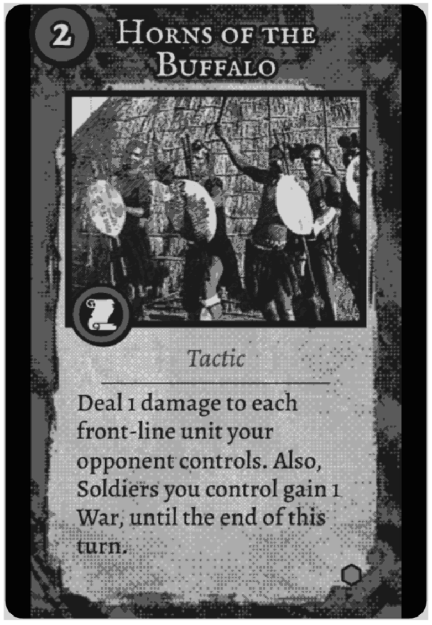
HOODLUM
Soldier · Modern · Common



ZULU IBUTHO
Soldier · Industrial · Common



WAR COUNCIL
Battleground · · Common



HORNS OF THE BUFFALO
Battleground · · Uncommon

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.

DOUBLE ENVELOPMENT
Battleground · · Rare

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.

CHARGE OF THE LIGHT BRIGADE
Battleground · · Uncommon

Sepoy



Soldier · Revolution

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

1 1

SEPOY
Soldier · Revolution · Common

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.

CROSSING THE RUBICON
Battleground · · Rare

1 **Beachhead**



Tactic

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

BEACHHEAD
Battleground · · Uncommon

1 **Bombardment**



Tactic

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

BOMBARDMENT
Battleground · · Uncommon

1 **Stele of the Vultures**



Tactic

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

STELE OF THE VULTURES
Battleground · · Uncommon

Forced March



Tactic

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

FORCED MARCH
Battleground · · Common

1

Rout



Tactic

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

ROUT
Battleground · · Uncommon

1

Volley Fire



Tactic

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

VOLLEY FIRE
Battleground · · Common

3

Damnatio Memoriae



Tactic

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

DAMNATIO MEMORIAE
Battleground · · Rare

Sink the Boats



Tactic

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

SINK THE BOATS
Battleground · · Uncommon

1

Disarm



Tactic

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

DISARM
Battleground · · Common

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.)

REINFORCEMENTS
Battleground · · Common

1

Shore Raid



Tactic

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

SHORE RAID
Battleground · · Common

1

Heist



Tactic

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

HEIST
Battleground · · Uncommon