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

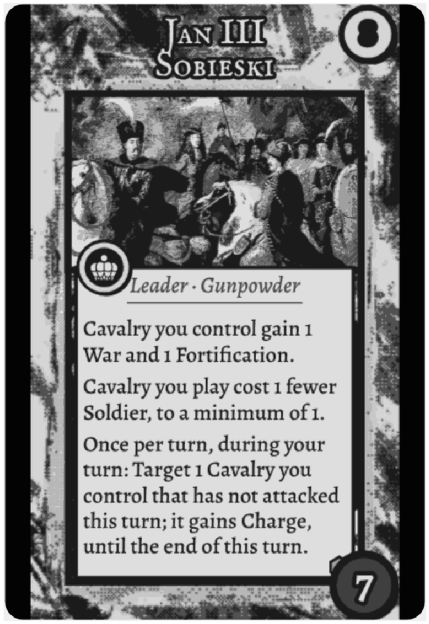
Under each card you will find its type, its era and its rarity: Common, Uncommon, Rare, Epic or Legendary. Each card page holds four cards, in set order.



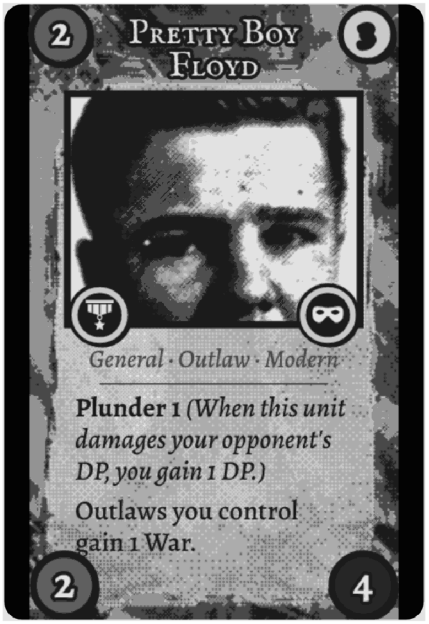
MIYAMOTO MUSASHI
Leader · Gunpowder · Legendary



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

2 **Charles Vane** 3



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

CHARLES VANE
General · Gunpowder · Uncommon

2 **Henry Knox** 3



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

HENRY KNOX
General · Revolution · Uncommon

1 **Silk Road Caravan**



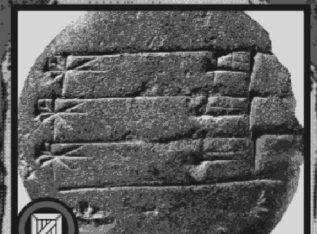
Tactic · Supply

This card enters with 3 counters.

Equipment you play costs 1 less DP.

SILK ROAD CARAVAN
Supply · · Uncommon

1 **Cuneiform Tablet**



Tactic · Supply

This card enters with 1 counter.

When this card is played: Draw 1 card.

CUNEIFORM TABLET
Supply · · Uncommon

2 **Ma Chao** 3



General · Cavalry · Antiquity

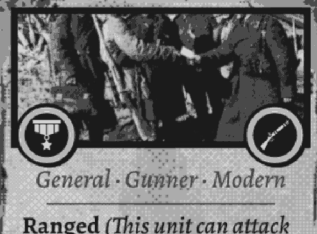
Charge *(This unit can attack the turn it is played.)*

Cavalry you control gain 1 War.

3 3

MA CHAO
General · Antiquity · Uncommon

2 **Vasily Zaitsev** 3



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

VASILY ZAITSEV
General · Modern · Rare

1 **Hardtack**



Tactic · Supply

This card enters with 3 counters.

HARDTACK
Supply · · Common

1 **Salt Ration**



Tactic · Supply

This card enters with 2 counters.

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

SALT RATION
Supply · · Common



ANTIKYTHERA MECHANISM
Supply · · Rare



FIELD KITCHEN
Supply · · Common



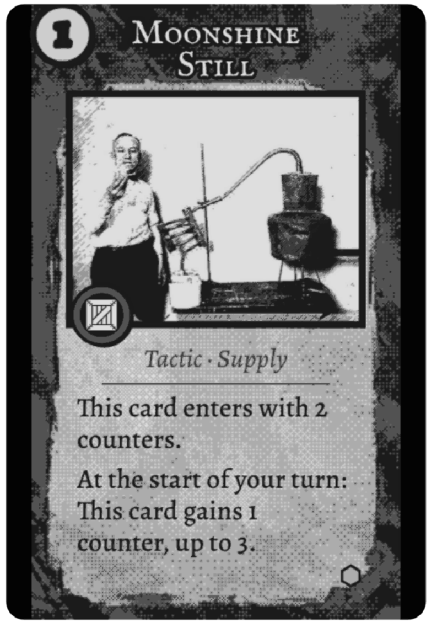
HATTORI HANZO
General · Gunpowder · Uncommon



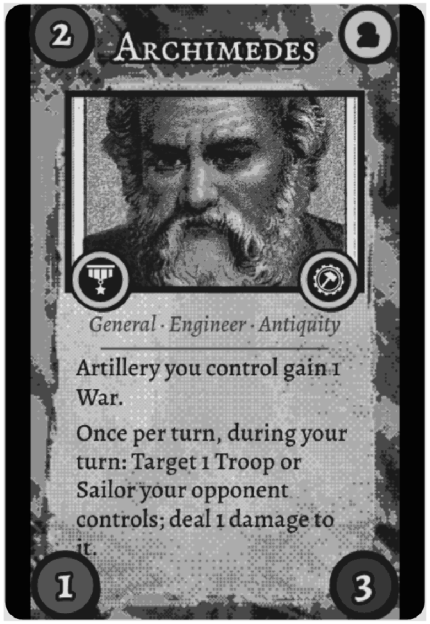
YI SUN-SIN
General · Gunpowder · Rare



LEND-LEASE CONVOY
Supply · · Uncommon



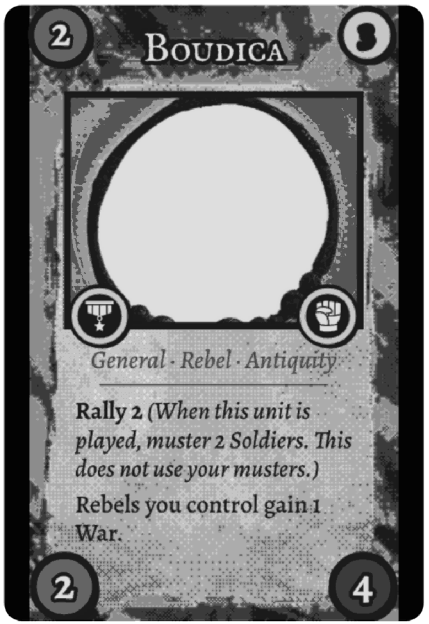
MOONSHINE STILL
Supply · · Common



ARCHIMEDES
General · Antiquity · Uncommon



CLARA BARTON
General · Industrial · Uncommon



BOUDICA
General · Antiquity · Rare



SUBUTAI
General · Medieval · Rare



PILUM
Weapon · · Common



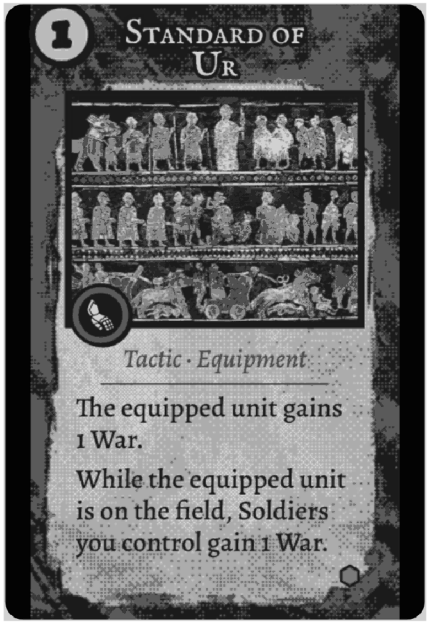
LAMELLAR ARMOR
Weapon · · Common



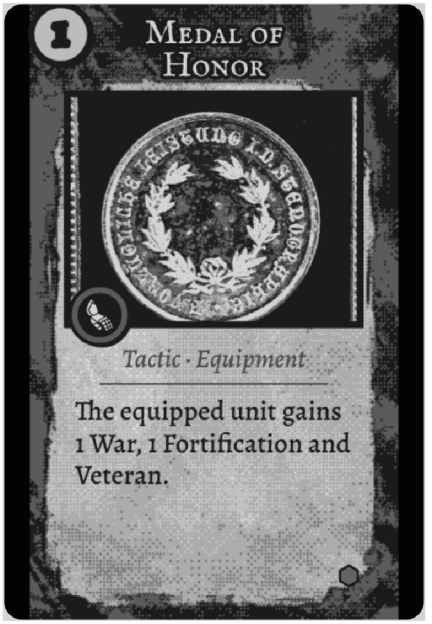
AUDIE MURPHY
General · Modern · Uncommon



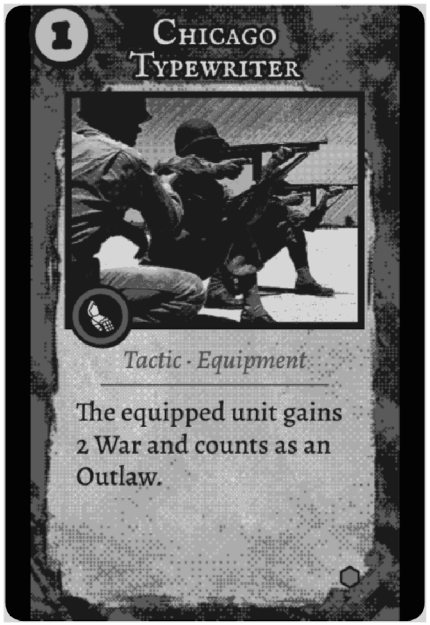
GEORGY ZHUKOV
General · Modern · Rare



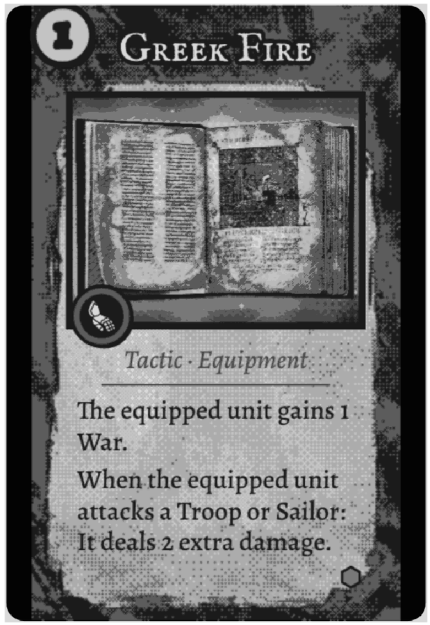
STANDARD OF UR
Weapon · · Uncommon



MEDAL OF HONOR
Weapon · · Uncommon



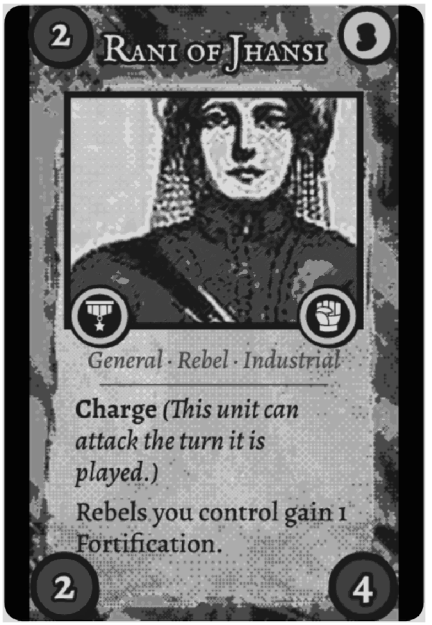
CHICAGO TYPEWRITER
Weapon · · Uncommon



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



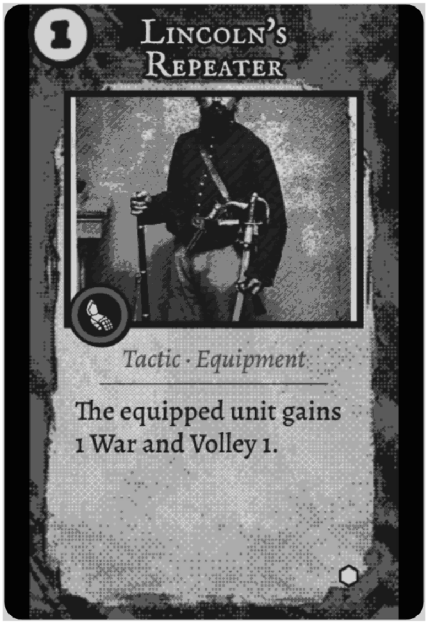
MONGOL HORSE ARCHERS
Troop · Medieval · Uncommon



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



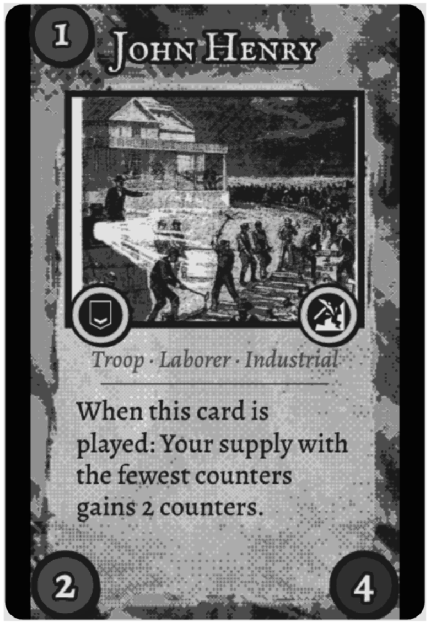
SERGEANT STUBBY
Troop · Modern · Uncommon



SWORD OF GOUJIAN
Weapon · · Rare



ULFBERHT SWORD
Weapon · · Uncommon



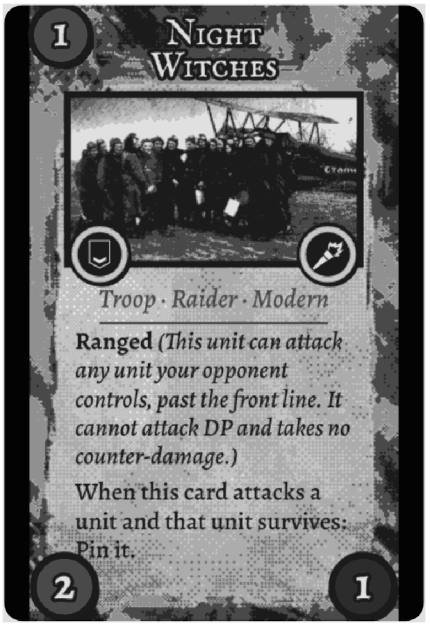
JOHN HENRY
Troop · Industrial · Uncommon



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



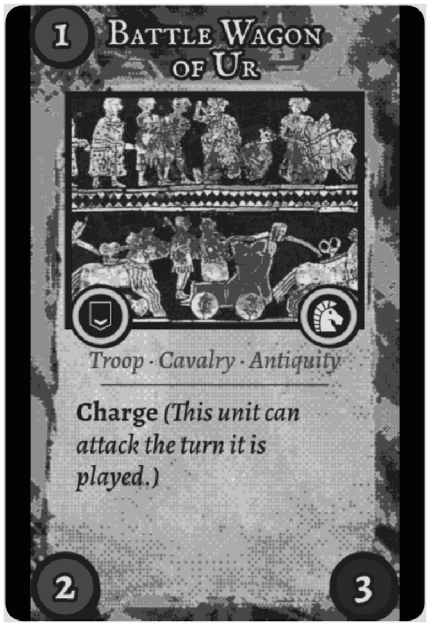
SALLY FORTH
Trap · · Common



TUNNEL NETWORK
Trap · · Uncommon



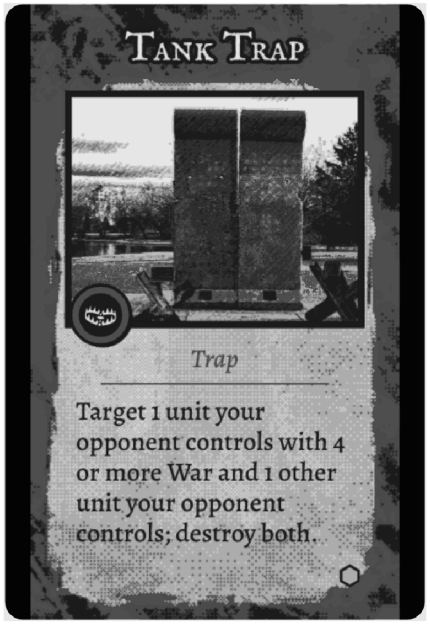
FALSE COLORS
Trap · · Uncommon



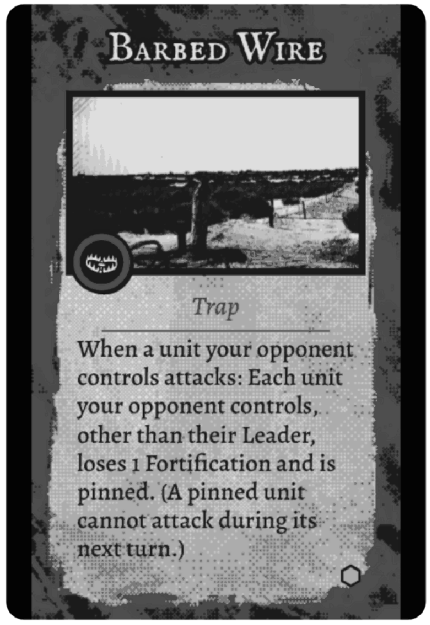
BATTLE WAGON OF UR
Troop · Antiquity · Common



SHINOBI
Troop · Gunpowder · Common



TANK TRAP
Trap · · Common



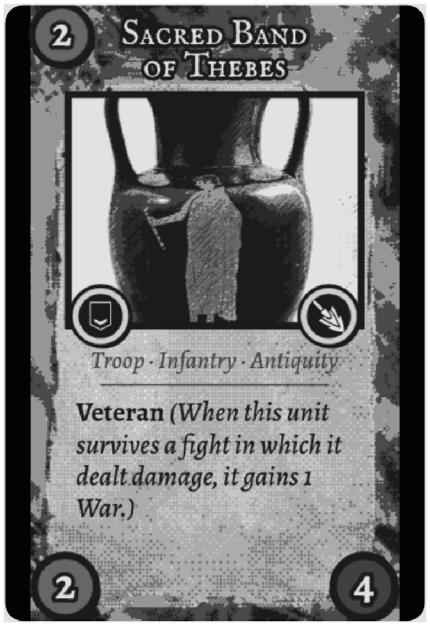
BARBED WIRE
Trap · · Common



TANEGASHIMA GUNNERS
Troop · Gunpowder · Common



SOHEI
Troop · Medieval · Common



SACRED BAND OF THEBES
Troop · Antiquity · Uncommon



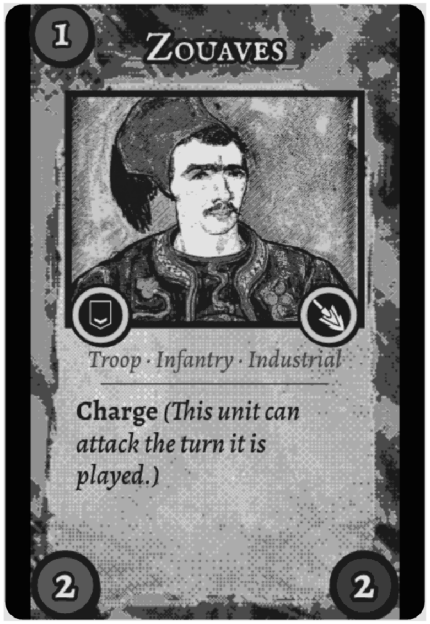
SWISS PIKEMEN
Troop · Medieval · Common



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

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

SPOILS OF WAR
Trap · · Uncommon

Tripwire



Trap

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

TRIPWIRE
Trap · · Common

2 Harlem Hellfighters



Troop · Infantry · Modern

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

2 4

HARLEM HELLFIGHTERS
Troop · Modern · Uncommon

1 Code Talkers



Troop · Spy · Modern

When this card is played: Draw 1 card.

1 2

CODE TALKERS
Troop · Modern · Uncommon

Feigned Retreat

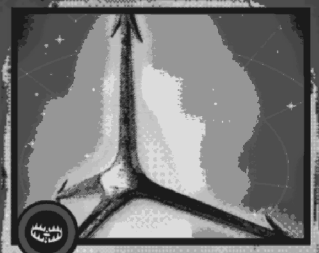


Trap

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.

FEIGNED RETREAT
Trap · · Uncommon

Caltrops



Trap

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

CALTROPS
Trap · · Common

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

COSSACKS
Troop · Gunpowder · Common

1 Janissaries



Troop · Gunner · Gunpowder

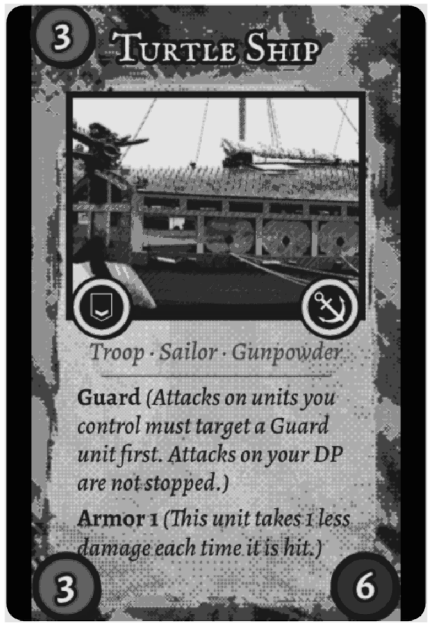
Volley 1 *(When this unit attacks, it also deals 1 damage to each Soldier your opponent controls.)*

2 3

JANISSARIES
Troop · Gunpowder · Common



GURKHAS
Troop · Modern · Uncommon



TURTLE SHIP
Troop · Gunpowder · Rare



PAVLOV'S HOUSE
Battleground · · Uncommon



TRENCH WARFARE
Battleground · · Uncommon



LONGSHIP RAIDERS
Troop · Medieval · Common



T-34
Troop · Modern · Rare



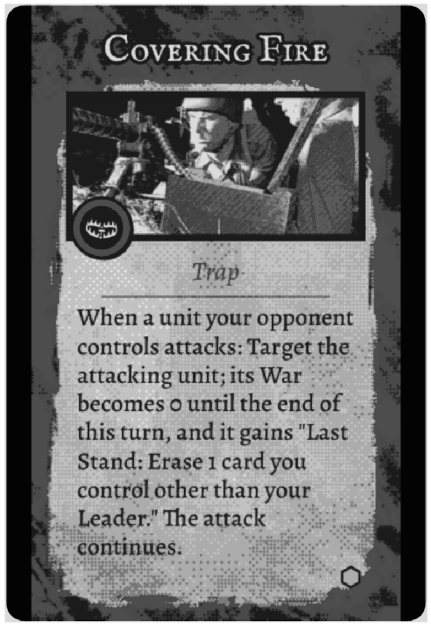
PROHIBITION
Battleground · · Uncommon



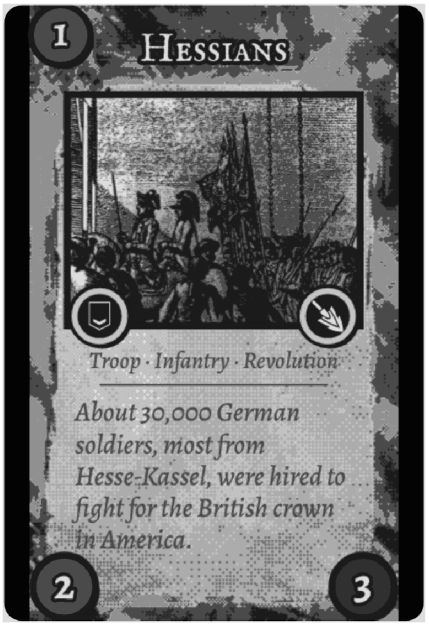
NOT ONE STEP BACK
Battleground · · Uncommon



KIAI
Panic · · Common



COVERING FIRE
Trap · · Common



HESSIANS
Troop · Revolution · Common



MAMLUKS
Troop · Medieval · Common



UNDERGROUND RAILROAD
Battleground · · Rare



FIELD HOSPITAL
Battleground · · Common



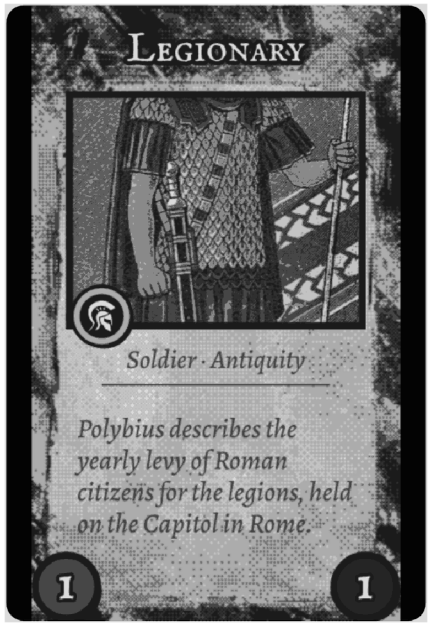
SPARTAN HOPLITES
Troop · Antiquity · Uncommon



KNIGHTS TEMPLAR
Troop · Medieval · Uncommon



COMANCHE RAIDERS
Troop · Industrial · Uncommon



LEGIONARY
Soldier · Antiquity · Common



COUNTERATTACK
Trap · · Common



FOG OF WAR
Panic · · Uncommon



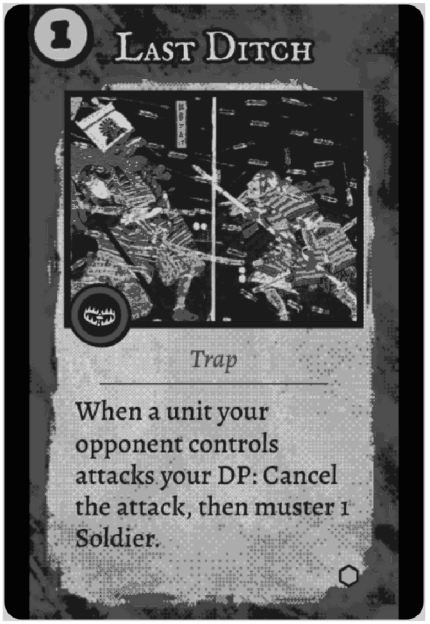
BONDI
Soldier · Medieval · Common



URUK SPEARMAN
Soldier · Antiquity · Common



TACTICAL WITHDRAWAL
Trap · · Common



LAST DITCH
Trap · · Common

"Nuts!"



Trap

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

"NUTS!"
Trap · · Rare

Testudo

1



Tactic · Quick

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

TESTUDO
Panic · · Common

Ashigaru



Soldier · Gunpowder

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

1 1

ASHIGARU
Soldier · Gunpowder · Common

Arban Rider



Soldier · Medieval

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

1 1

ARBAN RIDER
Soldier · Medieval · Common

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.

SMOKE SCREEN
Trap · · Common

Hold the Pass

1



Tactic · Quick

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

HOLD THE PASS
Panic · · Uncommon

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

RED ARMY RIFLEMAN
Soldier · Modern · Common

Paratrooper



Soldier · Modern

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

1 1

PARATROOPER
Soldier · Modern · Common



UNION INFANTRYMAN
Soldier · Industrial · Common



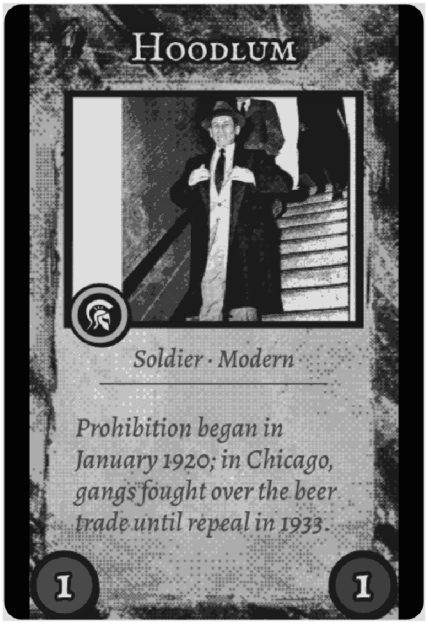
VIET MINH GUERRILLA
Soldier · Modern · Common



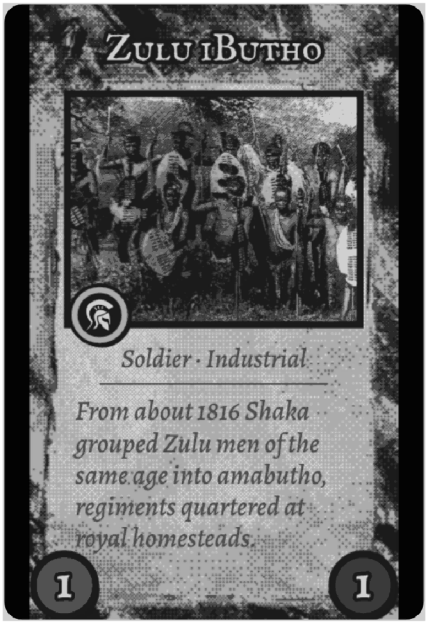
ASSASSINATION
Battleground · · Rare



SUPPLY DROP
Battleground · · Common



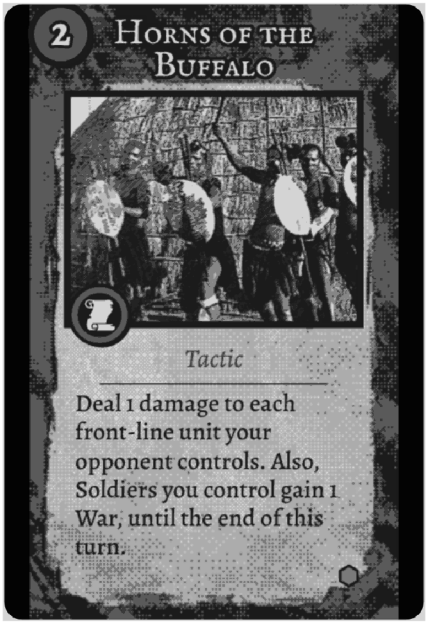
HOODLUM
Soldier · Modern · Common



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