Babylon Dialectic

OFFICIAL STARTER DECK



Blackbeard's Crew

STARTER DECK · PRINTABLE PROXIES

A HOUDINI MAGAZINE GAME

Free to print and share · Version 1.10 · babylon-dialectic.neocities.org

ABOUT THIS DECK

Ready to play

This starter deck holds one Leader, one Soldier card and 25 cards for your deck, 26 unique entries across 3 sheets. Shuffle the 25, draw 4, and begin. Rules fit on the quick reference zine and the full rulebook, both on the same page you found this.

Babylon Dialectic is a free historical card game from HOUDINI Magazine. Every card is a real person, place or object from history. Play it in the browser at babylon-dialectic.neocities.org or print it here and play at the table.

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.

DECK LIST

Blackbeard's Crew

Leader: **Blackbeard**. Soldier: **Buccaneer** (one card is included. Mark extra Soldiers with coins or print more from the full set).

1x	Stede Bonnet	*General*
2x	Israel Hands	*General*
2x	Powder Monkey	*Troop*
2x	Boarding Party	*Troop*
2x	Queen Anne's Revenge	*Troop*
3x	Grenadoes	*Weapon*
2x	Grapeshot	*Trap*
1x	Boarding Axes	*Panic*
1x	Walk the Plank	*Battleground*
2x	Plunder the Stores	*Battleground*
1x	Parley	*Trap*
2x	Rum and Powder Stores	*Supply*
1x	Marooned	*Trap*
1x	Buried Treasure	*Trap*
1x	Lit Fuses	*Panic*
1x	Powder Keg	*Trap*

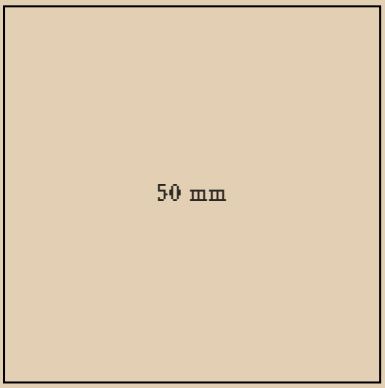
BEFORE YOU PRINT

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.

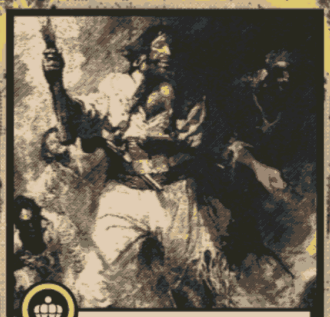
These cards are Yu-Gi-Oh sizing, 59 x 86 mm, the official size of Babylon Dialectic. Magic sizing, 63 x 88 mm, is available in the Printables room of the Museum.

The deck is 3 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.

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

Stede Bonnet

2



General · Outlaw · Gunpowder

Equipment you play costs 0 DP.

1

4

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

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

Boarding Party

1



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

Boarding Party

1



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

Queen Anne's Revenge

3



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 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.

2 Walk the Plank



Tactic

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

1 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.

2 Parley



Trap

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

1 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.

1 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.

1 Grapeshot



Trap

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

Lit Fuses



Tactic · Quick

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

1 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.

3 Queen Anne's Revenge



Troop · Sailor · Gunpowder

Soldiers you control have Charge.

3 6

1 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.

1 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.

2 Israel Hands 3



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

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.



TABLE TIPS

Sleeving and play

- Sleeve over a spare card so the proxy keeps its weight and shuffles well.
- Soldiers use the moon back and sit in your barracks, apart from your deck.
- Keep two coins handy for counters and a die for DP.
- Both players need a deck. Print this twice or pair it with another starter.



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