Babylon Dialectic

OFFICIAL STARTER DECK



Shu Han

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

Shu Han

Leader: **Zhuge Liang**. Soldier: **Shu Spearman** (one card is included. Mark extra Soldiers with coins or print more from the full set).

1x	Liu Bei	*General*
1x	Guan Yu	*General*
1x	Zhang Fei	*General*
2x	Zhao Yun	*Troop*
1x	Huang Zhong	*General*
2x	Crossbowmen	*Troop*
1x	Changban Bridge	*Panic*
2x	Repeating Crossbow	*Weapon*
2x	Peach Garden Oath	*Battleground*
1x	Five Passes	*Panic*
2x	Fire at Red Cliffs	*Battleground*
1x	Eight Trigrams Formation	*Trap*
1x	Stone Sentinel Maze	*Trap*
1x	Empty Fort Strategy	*Trap*
1x	Borrowing Arrows	*Trap*
2x	Southern Campaign	*Battleground*
2x	Fire at Bowang	*Trap*
1x	Hanzhong Granary	*Supply*

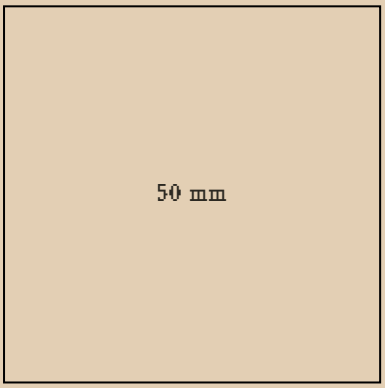
BEFORE YOU PRINT

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.

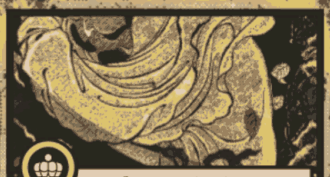
These cards are Yu-Gi-Oh sizing, 59 x 86 mm, the official size of Babylon Dialectic. Magic sizing, 63 x 88 mm, is available in the Printables room of the Museum.

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.

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

Crossbowmen



Troop · Archer · Antiquity

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

1 1



1 Changban Bridge



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 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 Southern Campaign



Tactic

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

1 Fire at Bowang



Trap

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

2 Zhao Yun



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

2 Fire at Red Cliffs



Tactic

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

1 Southern Campaign



Tactic

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

1 Hanzhong Granary



Tactic · Supply

This card enters with 1 counter.

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

1 Fire at Bowang



Trap

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



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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Version 1.10 · Printed cards are 59 x 86 mm