Babylon Dialectic

OFFICIAL STARTER DECK



Tecumseh's Confederacy

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

Tecumseh's Confederacy

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

1x	Black Hawk	*General*
2x	Shawnee Scout	*Troop*
2x	Woodland Fighters	*Troop*
3x	Trenches	*Battleground*
2x	Surprise Attack	*Battleground*
1x	Prophetstown	*Battleground*
1x	Tomahawk	*Battleground*
2x	Cornfields of the Wabash	*Supply*
2x	Pitfall	*Trap*
1x	Ambush	*Trap*
1x	War Cry	*Panic*
2x	Deadfall	*Trap*
1x	Fallen Timbers	*Panic*
2x	Snare	*Trap*
2x	Night Raid	*Battleground*

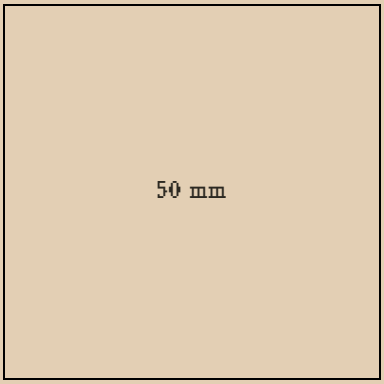
BEFORE YOU PRINT

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.

Tecumseh

8



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

Black Hawk

2

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

Shawnee Scout



Troop · Spy · Revolution

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

1

1

Woodland Fighters

1



Troop · Raider · Revolution

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

2

2

Trenches

2



Tactic · Standing

Soldiers you control gain 1 Fortification.

Trenches

2



Tactic · Standing

Soldiers you control gain 1 Fortification.

Surprise Attack

2



Tactic

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



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.

1

Cornfields of the Wabash



Tactic · Supply

This card enters with 3 counters.

1

Pitfall



Trap

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

1

Pitfall



Trap

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

1

Ambush



Trap

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

1

Woodland Fighters



Troop · Raider · Revolution

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

2

2

1

War Cry



Tactic · Quick

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



Deadfall



Trap

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

1 Fallen Timbers



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.

Night Raid



Tactic

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

2 Trenches



Tactic · Standing

Soldiers you control gain 1 Fortification.

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.

1 Cornfields of the Wabash



Tactic · Supply

This card enters with 3 counters.

Deadfall



Trap

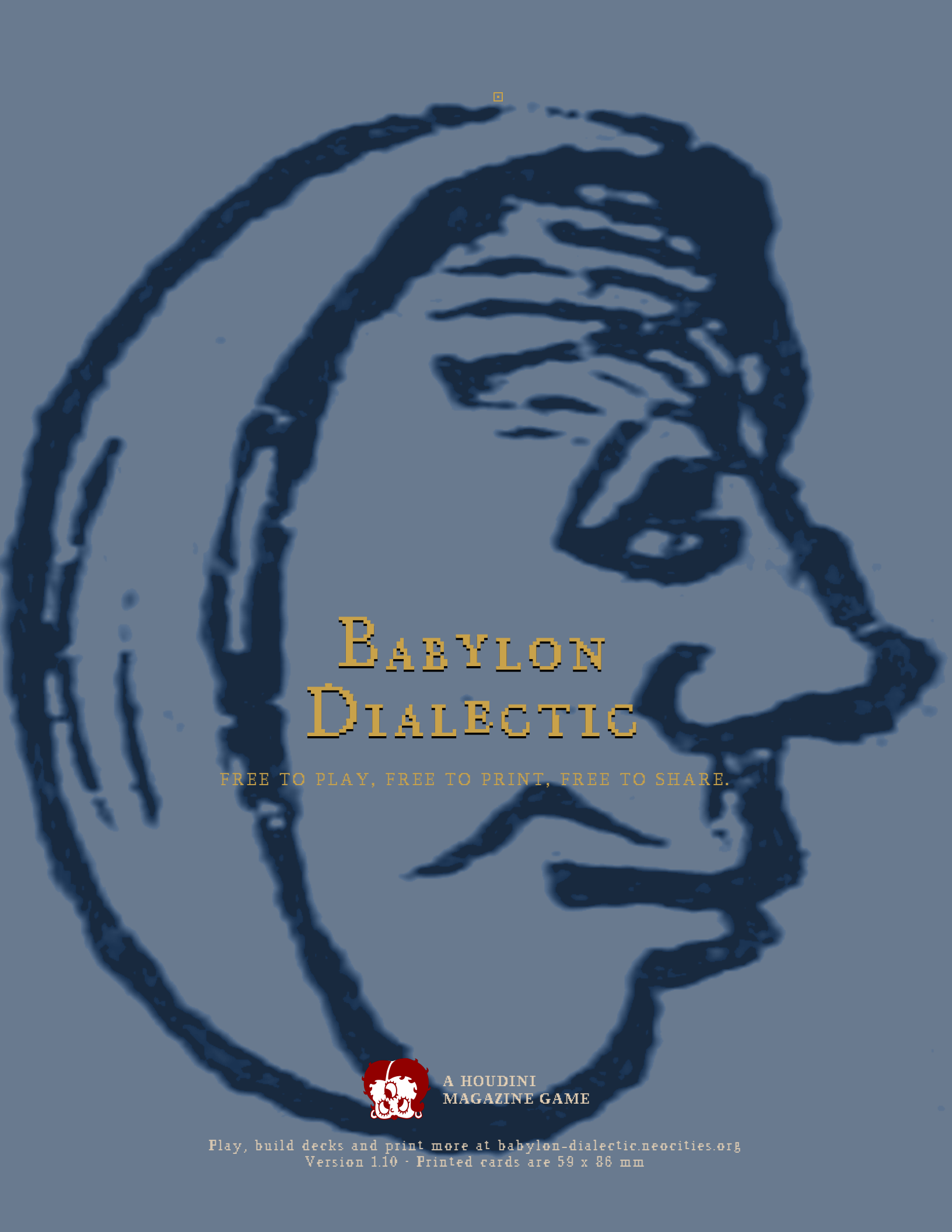
Target 1 Troop or General your opponent controls with 3 or more War; destroy it.



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