Babylon Dialectic

OFFICIAL STARTER DECK



Washington's Continental Army

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

Washington's Continental Army

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

1x	Lafayette	*General*
2x	Nathanael Greene	*General*
2x	Daniel Morgan	*General*
2x	Morgan's Riflemen	*Troop*
2x	Minuteman Reserve	*Troop*
1x	Molly Pitcher	*Troop*
2x	Noble Train of Artillery	*Troop*
1x	Long Rifle	*Weapon*
1x	Crossing the Delaware	*Battleground*
1x	Breastworks	*Panic*
2x	Von Steuben's Drill	*Battleground*
2x	Whites of Their Eyes	*Trap*
2x	Supply Wagons	*Supply*
1x	Benedict Arnold	*General*
1x	Cowpens	*Trap*
1x	Culper Ring	*Battleground*
1x	Fix Bayonets	*Panic*

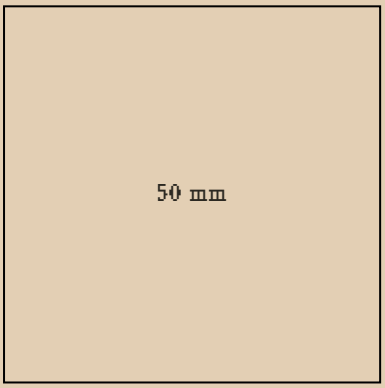
BEFORE YOU PRINT

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.

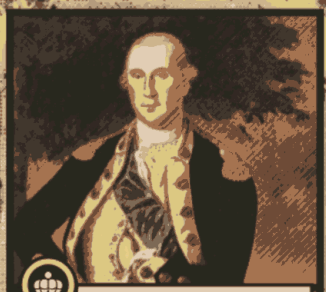
These cards are Yu-Gi-Oh sizing, 59 x 86 mm, the official size of Babylon Dialectic. Magic sizing, 63 x 88 mm, is available in the Printables room of the Museum.

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.

George Washington



Leader · Revolution

Once per turn, during your turn: Target 1 Soldier you control; it gains Ranged, until the end of this turn.

8 · 7

Minuteman



Soldier · Revolution

In October 1774 Massachusetts asked its towns to form minute companies, ready to march at the shortest notice.

1 · 1

Lafayette



General · Champion · Revolution

Soldiers you control gain 1 War.

2 · 3 · 2 · 4

Nathanael Greene



General · Strategist · Revolution

Once per turn, when a Soldier you control would be destroyed: It survives with 1 Fortification instead.

2 · 3 · 1 · 5

Daniel Morgan



General · Gunner · Revolution

Ranged units you control deal 1 extra damage.

Once per turn, during your turn: Target 1 Leader or General your opponent controls; deal 1 damage to it.

2 · 3 · 2 · 3

Morgan's Riflemen



Troop · Gunner · Revolution

Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

1 · 1

Morgan's Riflemen



Troop · Gunner · Revolution

Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

1 · 1

Minuteman Reserve



Troop · Infantry · Revolution

Last Stand: Muster 1 Soldier. *(This happens when this unit is destroyed.)*

1 · 1

Minuteman Reserve



Troop · Infantry · Revolution

Last Stand: Muster 1 Soldier. *(This happens when this unit is destroyed.)*

1 · 1



1 **Molly Pitcher**



Troop · Artillery · Revolution

When another unit you control is destroyed: This card gains 1 War.

1 3

2 **Noble Train of Artillery**



Troop · Artillery · Revolution

Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

3 2

1 **Long Rifle**



Tactic · Equipment

The equipped unit gains 1 War and Ranged.

1 **Crossing the Delaware**



Tactic

Units you control can attack past your opponent's front line, until the end of this turn.

1 **Breastworks**



Tactic · Quick

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

2 **Von Steuben's Drill**



Tactic · Standing

Soldiers you control have Veteran.

Whites of Their Eyes



Trap

When a unit your opponent controls attacks a unit you control: Your unit deals its damage first in this fight.

Whites of Their Eyes



Trap

When a unit your opponent controls attacks a unit you control: Your unit deals its damage first in this fight.

1 **Supply Wagons**



Tactic · Supply

This card enters with 3 counters.



Benedict Arnold

2 · 3



General · Spy · Revolution

Traitor: During your third Closing with this card on the field, it moves to your opponent's command row.

3 · 3

Cowpens

2



Trap

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

Culper Ring

1



Tactic

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

Fix Bayonets

1



Tactic · Quick

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

Von Steuben's Drill

2



Tactic · Standing

Soldiers you control have Veteran.

Nathanael Greene

2 · 3



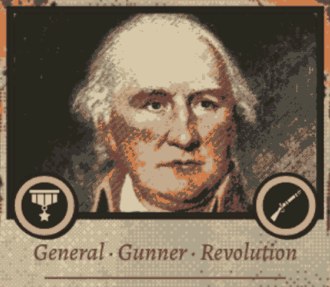
General · Strategist · Revolution

Once per turn, when a Soldier you control would be destroyed: It survives with 1 Fortification instead.

1 · 5

Daniel Morgan

2 · 3



General · Gunner · Revolution

Ranged units you control deal 1 extra damage.

Once per turn, during your turn: Target 1 Leader or General your opponent controls; deal 1 damage to it.

2 · 3

Supply Wagons

1



Tactic · Supply

This card enters with 3 counters.

Noble Train of Artillery

2



Troop · Artillery · Revolution

Ranged *(This unit can attack any unit your opponent controls, past the front line. It cannot attack DP and takes no counter-damage.)*

3 · 2



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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