

LEGATUS — Print & Play

Cut along the lines. 63 order cards, 9 per sheet.

HOW TO PRINT

1. Print at 100% scale (no “fit to page”) on A4.
2. Use thick paper, or glue the sheets onto card stock.
3. For double-sided decks, print back-to-back on the long edge — back sheets follow each front sheet.
4. Cut on the guide lines. Cards are 63 × 88 mm (standard poker size).

DECK CONTENTS

- **Royal Shield** ×3 Tactical Cards
- **Ambush** ×3 Tactical Cards
- **Retreat** ×3 Tactical Cards
- **Counterattack** ×2 Tactical Cards
- **Double Action** ×3 Tactical Cards
- **Push Enemy** ×2 Tactical Cards
- **Precision Strike** ×2 Tactical Cards
- **Reinforcements** ×2 Tactical Cards
- **Barricade** ×2 Tactical Cards
- **Sappers** ×2 Tactical Cards
- **Protect the King** ×2 Tactical Cards
- **Disarm the Knight** ×2 Tactical Cards
- **Disarm the Bishop** ×2 Tactical Cards
- **Disarm the Rook** ×2 Tactical Cards
- **Disarm the Queen** ×1 Tactical Cards
- **Spy** ×2 Espionage Cards
- **Reveal Card** ×1 Espionage Cards
- **Sabotage** ×2 Espionage Cards
- **Destroy Card** ×2 Espionage Cards
- **Steal Card** ×2 Espionage Cards
- **False Orders** ×2 Espionage Cards
- **Bribe** ×2 Espionage Cards
- **Bounty** ×2 Command Cards
- **Non-Aggression Pact** ×2 Command Cards
- **Prisoner Exchange** ×2 Command Cards
- **Ransom** ×1 Command Cards
- **Smuggler** ×2 Command Cards
- **Merchant Caravan** ×2 Command Cards
- **Recruit Pawn** ×2 Recruitment Cards
- **Resurrection** ×2 Recruitment Cards
- **Field Promotion** ×2 Recruitment Cards
- **Great Betrayal** ×1 Recruitment Cards

Each player shuffles their own identical deck of 63 orders and draws one card at the start of every turn.



Royal Shield

YOUR PIECE BOARD TARGET

- Shield one of your pieces
- The next capture on it fails
- Token is used up after it blocks

When to play: Your turn



Royal Shield

YOUR PIECE BOARD TARGET

- Shield one of your pieces
- The next capture on it fails
- Token is used up after it blocks

When to play: Your turn



Royal Shield

YOUR PIECE BOARD TARGET

- Shield one of your pieces
- The next capture on it fails
- Token is used up after it blocks

When to play: Your turn



Ambush

BOARD TARGET

- Hide a trap on an empty square
- First enemy to step there dies
- A King survives and springs it

When to play: Your turn



Ambush

BOARD TARGET

- Hide a trap on an empty square
- First enemy to step there dies
- A King survives and springs it

When to play: Your turn



Ambush

BOARD TARGET

- Hide a trap on an empty square
- First enemy to step there dies
- A King survives and springs it

When to play: Your turn



Retreat

YOUR PIECE BOARD TARGET

- Pull back a piece that has moved
- It lands on any empty home square
- Does not use your move

When to play: Your turn — free action



Retreat

YOUR PIECE BOARD TARGET

- Pull back a piece that has moved
- It lands on any empty home square
- Does not use your move

When to play: Your turn — free action



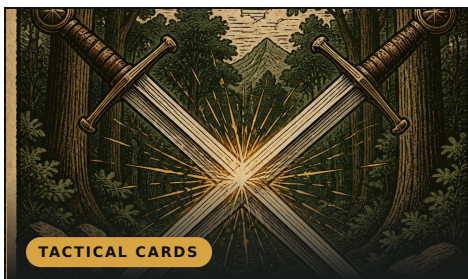
Retreat

YOUR PIECE BOARD TARGET

- Pull back a piece that has moved
- It lands on any empty home square
- Does not use your move

When to play: Your turn — free action



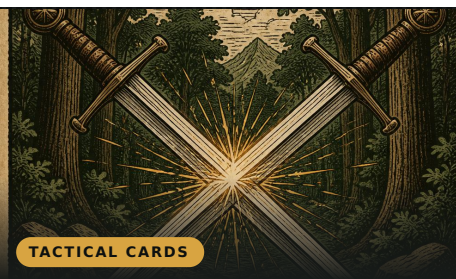


Counterattack

EXTRA MOVE

- Take one extra move this turn

When to play: Only after losing a piece



Counterattack

EXTRA MOVE

- Take one extra move this turn

When to play: Only after losing a piece



Double Action

EXTRA MOVE

- Costs 1 of your pawn
- Take one extra move this turn

SACRIFICE: 1 PAWN

When to play: Your turn



Double Action

EXTRA MOVE

- Costs 1 of your pawn
- Take one extra move this turn

SACRIFICE: 1 PAWN

When to play: Your turn



Double Action

EXTRA MOVE

- Costs 1 of your pawn
- Take one extra move this turn

SACRIFICE: 1 PAWN

When to play: Your turn



Push Enemy

ENEMY PIECE

BOARD TARGET

- Shove an adjacent enemy back one square
- The square behind must be empty

When to play: Your turn



Push Enemy

ENEMY PIECE

BOARD TARGET

- Shove an adjacent enemy back one square
- The square behind must be empty

When to play: Your turn



Precision Strike

ENEMY PIECE

BOARD TARGET

- Costs 1 of your pawn
- Kill an adjacent enemy pawn you could capture
- Ignores shields and defenders

SACRIFICE: 1 PAWN

When to play: Your turn



Precision Strike

ENEMY PIECE

BOARD TARGET

- Costs 1 of your pawn
- Kill an adjacent enemy pawn you could capture
- Ignores shields and defenders

SACRIFICE: 1 PAWN

When to play: Your turn





TACTICAL CARDS

Reinforcements

BOARD TARGET

- Bring back a captured pawn
- Place it on your second rank

When to play: Your turn



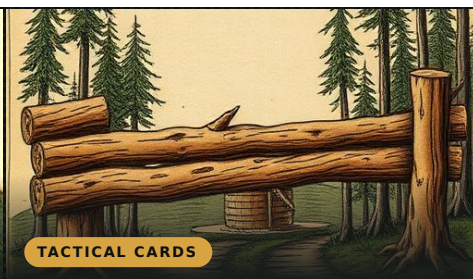
TACTICAL CARDS

Reinforcements

BOARD TARGET

- Bring back a captured pawn
- Place it on your second rank

When to play: Your turn



TACTICAL CARDS

Barricade

BOARD TARGET

LASTS A FEW TURNS

- Block an empty square for both armies
- Knights may jump over it
- Fades after a few turns

When to play: Your turn



TACTICAL CARDS

Barricade

BOARD TARGET

LASTS A FEW TURNS

- Block an empty square for both armies
- Knights may jump over it
- Fades after a few turns

When to play: Your turn



TACTICAL CARDS

Sappers

BOARD TARGET

- Remove one enemy token
- The square reopens

When to play: Only with an enemy token out



TACTICAL CARDS

Sappers

BOARD TARGET

- Remove one enemy token
- The square reopens

When to play: Only with an enemy token out



TACTICAL CARDS

Protect the King

YOUR PIECE

LASTS A FEW TURNS

- The guard closes around your King
- First capture near him fails

When to play: Your turn



TACTICAL CARDS

Protect the King

YOUR PIECE

LASTS A FEW TURNS

- The guard closes around your King
- First capture near him fails

When to play: Your turn



TACTICAL CARDS

Disarm the Knight

ENEMY PIECE

BOARD TARGET

LASTS A FEW TURNS

- Disarm an enemy Knight
- It can move but cannot capture
- Lasts through their next turn

When to play: Your turn





TACTICAL CARDS

Disarm the Knight

ENEMY PIECE BOARD TARGET

LASTS A FEW TURNS

- Disarm an enemy Knight
- It can move but cannot capture
- Lasts through their next turn

When to play: Your turn



TACTICAL CARDS

Disarm the Bishop

ENEMY PIECE BOARD TARGET

LASTS A FEW TURNS

- Disarm an enemy Bishop
- It can move but cannot capture
- Lasts through their next turn

When to play: Your turn



TACTICAL CARDS

Disarm the Bishop

ENEMY PIECE BOARD TARGET

LASTS A FEW TURNS

- Disarm an enemy Bishop
- It can move but cannot capture
- Lasts through their next turn

When to play: Your turn



TACTICAL CARDS

Disarm the Rook

ENEMY PIECE BOARD TARGET

LASTS A FEW TURNS

- Disarm an enemy Rook
- It can move but cannot capture
- Lasts through their next turn

When to play: Your turn



TACTICAL CARDS

Disarm the Rook

ENEMY PIECE BOARD TARGET

LASTS A FEW TURNS

- Disarm an enemy Rook
- It can move but cannot capture
- Lasts through their next turn

When to play: Your turn



TACTICAL CARDS

Disarm the Queen

ENEMY PIECE BOARD TARGET

LASTS A FEW TURNS

- Disarm an enemy Queen
- It can move but cannot capture
- Lasts through their next turn

When to play: Your turn



ESPIONAGE CARDS

Spy

HAND TARGET

- See the opponent's whole hand
- Lasts until your turn ends

When to play: Your turn



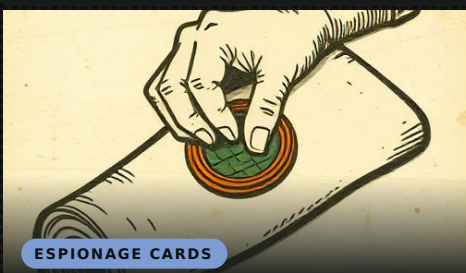
ESPIONAGE CARDS

Spy

HAND TARGET

- See the opponent's whole hand
- Lasts until your turn ends

When to play: Your turn



ESPIONAGE CARDS

Reveal Card

HAND TARGET RARE

- Reveal one random enemy card
- It stays face up

When to play: Opponent must hold a card





ESPIONAGE CARDS

Sabotage

NO TARGET

- Opponent plays no card next turn

When to play: Your turn



ESPIONAGE CARDS

Sabotage

NO TARGET

- Opponent plays no card next turn

When to play: Your turn



ESPIONAGE CARDS

Destroy Card

HAND TARGET

- Look at the enemy hand
- Destroy the card you choose

When to play: Opponent must hold a card



ESPIONAGE CARDS

Destroy Card

HAND TARGET

- Look at the enemy hand
- Destroy the card you choose

When to play: Opponent must hold a card



ESPIONAGE CARDS

Steal Card

HAND TARGET

- Take one enemy card
- It goes into your hand

When to play: Opponent must hold a card



ESPIONAGE CARDS

Steal Card

HAND TARGET

- Take one enemy card
- It goes into your hand

When to play: Opponent must hold a card



ESPIONAGE CARDS

False Orders

NO TARGET

- Opponent draws no card next turn

When to play: Your turn



ESPIONAGE CARDS

False Orders

NO TARGET

- Opponent draws no card next turn

When to play: Your turn



ESPIONAGE CARDS

Bribe

ENEMY PIECE

LASTS A FEW TURNS

- Costs 1 of your pawn
- An enemy pawn fights for you
- Move it like your own piece
- It returns to its owner later

SACRIFICE: 1 PAWN

When to play: Your turn





ESPIONAGE CARDS

Bribe

ENEMY PIECE LASTS A FEW TURNS

- Costs 1 of your pawn
- An enemy pawn fights for you
- Move it like your own piece
- It returns to its owner later

SACRIFICE: 1 PAWN

When to play: Your turn



COMMAND CARDS

Bounty

ENEMY PIECE CARD DRAW

- Mark one enemy piece
- Capture it and draw a card

When to play: Your turn



COMMAND CARDS

Bounty

ENEMY PIECE CARD DRAW

- Mark one enemy piece
- Capture it and draw a card

When to play: Your turn



COMMAND CARDS

Non-Aggression Pact

LASTS A FEW TURNS

- Costs 1 of your pawn
- Nobody may capture for a few turns
- Check and mate still count

SACRIFICE: 1 PAWN

When to play: Your turn



COMMAND CARDS

Non-Aggression Pact

LASTS A FEW TURNS

- Costs 1 of your pawn
- Nobody may capture for a few turns
- Check and mate still count

SACRIFICE: 1 PAWN

When to play: Your turn



COMMAND CARDS

Prisoner Exchange

BOARD TARGET

- Bring one of your pieces back
- The opponent gets one back too

When to play: Both sides need losses



COMMAND CARDS

Prisoner Exchange

BOARD TARGET

- Bring one of your pieces back
- The opponent gets one back too

When to play: Both sides need losses



COMMAND CARDS

Ransom

HAND TARGET BOARD TARGET RARE

- Discard one card to pay
- A captured piece returns

When to play: Needs a loss and a spare card



COMMAND CARDS

Smuggler

HAND TARGET

- Discard one card
- Take one from the discard pile

When to play: Discard pile not empty





COMMAND CARDS

Smuggler

HAND TARGET

- Discard one card
- Take one from the discard pile

When to play: Discard pile not empty



COMMAND CARDS

Merchant Caravan

HAND TARGET

CARD DRAW

- Discard two cards
- Draw three fresh ones

When to play: Needs two spare cards



COMMAND CARDS

Merchant Caravan

HAND TARGET

CARD DRAW

- Discard two cards
- Draw three fresh ones

When to play: Needs two spare cards



RECRUITMENT CARDS

Recruit Pawn

BOARD TARGET

- A new pawn joins your second rank

When to play: Your turn



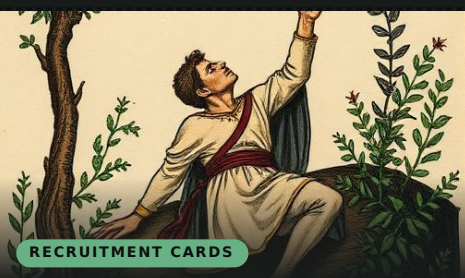
RECRUITMENT CARDS

Recruit Pawn

BOARD TARGET

- A new pawn joins your second rank

When to play: Your turn



RECRUITMENT CARDS

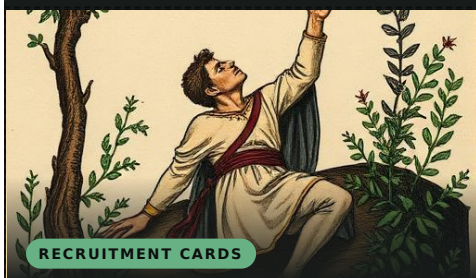
Resurrection

BOARD TARGET

- Costs 1 of your pawn
- Bring back one fallen piece
- Place it on your back ranks

SACRIFICE: 1 PAWN

When to play: Needs a captured piece



RECRUITMENT CARDS

Resurrection

BOARD TARGET

- Costs 1 of your pawn
- Bring back one fallen piece
- Place it on your back ranks

SACRIFICE: 1 PAWN

When to play: Needs a captured piece



RECRUITMENT CARDS

Field Promotion

YOUR PIECE

BOARD TARGET

- Costs 1 of your pawn
- Pick one of your pawns
- It becomes a Knight on the spot

SACRIFICE: 1 PAWN

When to play: Your turn



RECRUITMENT CARDS

Field Promotion

YOUR PIECE

BOARD TARGET

- Costs 1 of your pawn
- Pick one of your pawns
- It becomes a Knight on the spot

SACRIFICE: 1 PAWN

When to play: Your turn





RECRUITMENT CARDS

Great Betrayal

ENEMY PIECE PERMANENT RARE

- Costs 2 of your pawns
- Turn an enemy piece to your side
- Permanent — the King is safe

SACRIFICE: 2 PAWNS

When to play: Your turn

