

LEGATUS — Print & Play

Cut along the lines. 80 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 Tactics
- **Ambush** ×3 Tactics
- **Tactical Retreat** ×2 Tactics
- **Counterattack** ×2 Tactics
- **Precision Strike** ×2 Tactics
- **Push Back** ×2 Tactics
- **Barricade** ×2 Tactics
- **Sappers** ×2 Tactics
- **Disarm** ×3 Tactics
- **Pin Down** ×2 Tactics
- **Smoke Screen** ×2 Tactics
- **Charge** ×2 Tactics
- **Oblique March** ×2 Tactics
- **Sabotage** ×2 Espionage Cards
- **Destroy Orders** ×2 Espionage Cards
- **Steal Orders** ×2 Espionage Cards
- **False Orders** ×2 Espionage Cards
- **Bribe** ×2 Espionage Cards
- **Counterintelligence** ×2 Espionage Cards
- **Secret Passage** ×2 Espionage Cards
- **Hidden Cache** ×2 Espionage Cards
- **Blackmail** ×1 Espionage Cards
- **Recruit Pawn** ×2 Logistics
- **Reinforcements** ×2 Logistics
- **Resurrection** ×2 Logistics
- **Field Promotion** ×2 Logistics
- **Great Betrayal** ×1 Logistics
- **Engineers** ×2 Logistics
- **Fortifications** ×1 Logistics
- **Rally** ×2 Logistics
- **Armory** ×2 Logistics
- **Standard Bearer** ×1 Logistics
- **Recovery Camp** ×2 Logistics
- **Workshop** ×1 Logistics
- **Forced March** ×2 Command Cards
- **War Council** ×1 Command Cards
- **Redeploy** ×2 Command Cards
- **Chain of Command** ×2 Command Cards
- **Hold Position** ×2 Command Cards
- **Restore Order** ×1 Command Cards
- **Cease-Fire** ×2 Command Cards
- **Victory Push** ×2 Command Cards

BATTLEFIELD TOKENS — CUT OUT



BARRICADE



BARRICADE



BARRICADE



BARRICADE



TRAP



TRAP



TRAP



TRAP



SHIELD



SHIELD



SHIELD



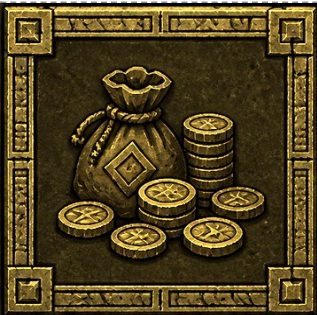
SHIELD



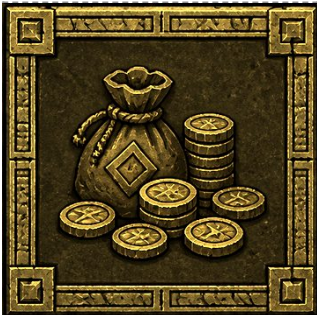
BOUNTY



BOUNTY



BOUNTY



BOUNTY



DISARM



DISARM



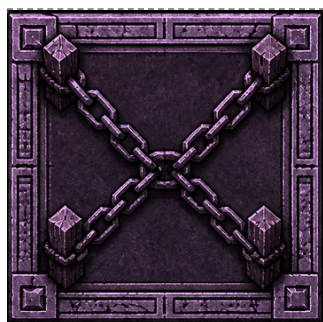
DISARM



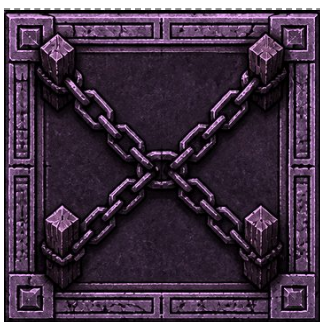
DISARM

Place a token on the position it affects. Only one token per position.

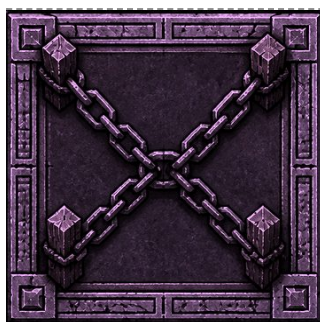
BATTLEFIELD TOKENS — CUT OUT



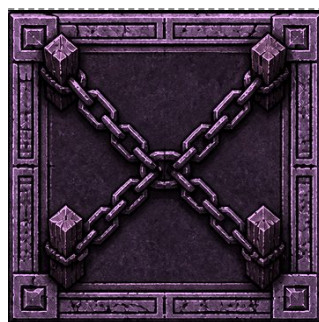
PINNED



PINNED



PINNED



PINNED



SMOKE



SMOKE



SMOKE



SMOKE



GUARD



GUARD



GUARD



GUARD



BRIBED



BRIBED



BRIBED



BRIBED

Place a token on the position it affects. Only one token per position.



ROYAL SHIELD

Immediate play



• TACTICAL •

Place a Shield on your piece. Draw 1 Order if the Shield blocks a capture.



Shield

/



Order



ROYAL SHIELD

Immediate play



• TACTICAL •

Place a Shield on your piece. Draw 1 Order if the Shield blocks a capture.



Shield

/



Order



ROYAL SHIELD

Immediate play



• TACTICAL •

Place a Shield on your piece. Draw 1 Order if the Shield blocks a capture.



Shield

/



Order



AMBUSH

Immediate play



• TACTICAL •

Return a piece that moved to any empty position on your base rank, then move another piece 1 legal move. (Immediate)



Trap



AMBUSH

Immediate play



• TACTICAL •

Return a piece that moved to any empty position on your base rank, then move another piece 1 legal move. (Immediate)



Trap



AMBUSH

Immediate play



• TACTICAL •

Return a piece that moved to any empty position on your base rank, then move another piece 1 legal move. (Immediate)



Trap



RETREAT

Immediate play



• TACTICAL •

Return a piece. Move to any empty position on your base rank.



Return to base



RETREAT

Immediate play



• TACTICAL •

Return a piece. Move to any empty position on your base rank.



Return to base



COUNTERATTACK

Immediate play



• TACTICAL •

If you lost a piece on your opponent's last turn, gain extra move.



Move

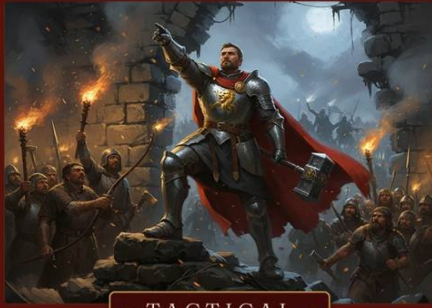


Pawn



COUNTERATTACK

Immediate play



• TACTICAL •

If you lost a piece on your opponent's last turn, gain extra move.



Move



Pawn



PRECISION STRIKE

Immediate play



• TACTICAL •

Capture a Pawn, Knight, or Bishop next to your piece. This capture ignores Shield.



Pawn



Capture



PRECISION STRIKE

Immediate play



• TACTICAL •

Capture a Pawn, Knight, or Bishop next to your piece. This capture ignores Shield.



Pawn



Capture



PUSH BACK

Immediate play



• TACTICAL •

Move an enemy piece 1 position back. The destination must be empty.



Move opponent piece back



PUSH BACK

Immediate play



• TACTICAL •

Move an enemy piece 1 position back. The destination must be empty.

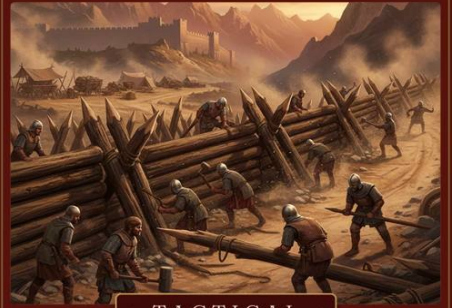


Move opponent piece back



BARRICADE

Immediate play



• TACTICAL •

Place 1 Barricade on an empty position. No piece may enter or pass through it.



Barricade



BARRICADE

Immediate play



• TACTICAL •

Place 1 Barricade on an empty position. No piece may enter or pass through it.



Barricade



SAPPERS

Immediate play



• TACTICAL •

Remove or move 1 Trap or Barricade to another empty position.



Trap

/



Barricade



SAPPERS

Immediate play



• TACTICAL •

Remove or move 1 Trap or Barricade to another empty position.

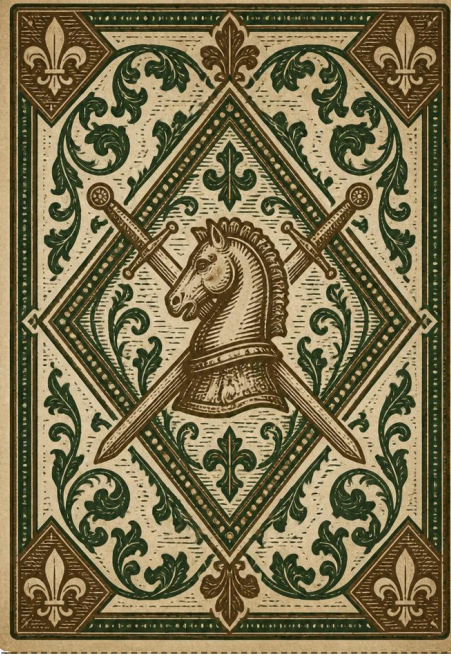
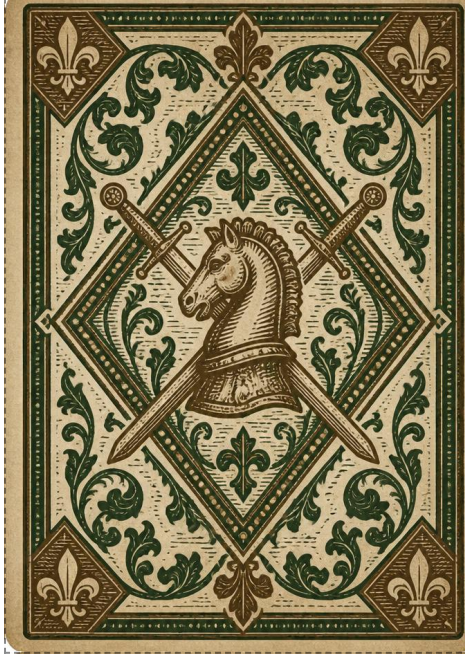
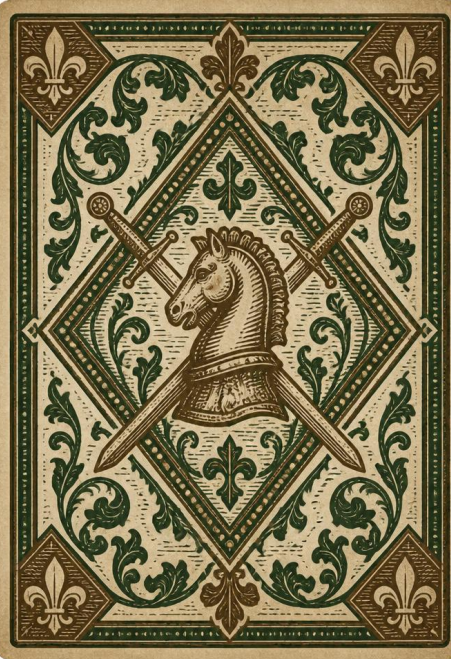
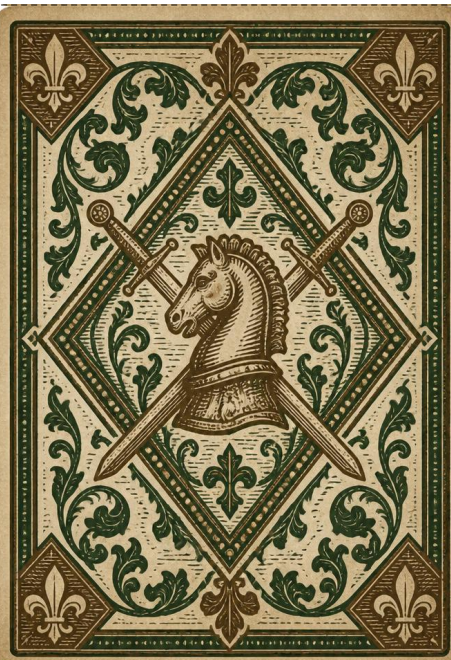
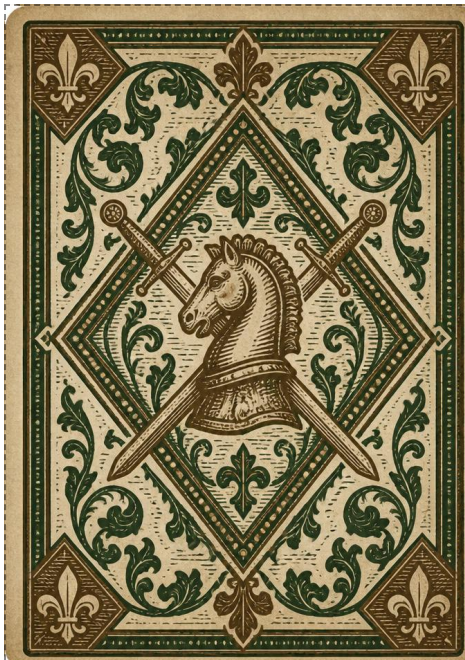


Trap

/



Barricade





DISARM

Expires next turn



• TACTICAL •

An enemy Knight, Bishop, Rook, or Queen cannot capture until your opponent's next turn.



Disarm



Deny Capture



DISARM

Expires next turn



• TACTICAL •

An enemy Knight, Bishop, Rook, or Queen cannot capture until your opponent's next turn.



Disarm



Deny Capture



DISARM

Expires next turn



• TACTICAL •

An enemy Knight, Bishop, Rook, or Queen cannot capture until your opponent's next turn.



Disarm



Deny Capture



PIN DOWN

Expires next turn



• TACTICAL •

An enemy piece cannot move until your opponent's next turn.



Pinned



Deny move



PIN DOWN

Expires next turn



• TACTICAL •

An enemy piece cannot move until your opponent's next turn.



Pinned



Deny move



SMOKE SCREEN

Expires next turn



• TACTICAL •

Hide one of your pieces: enemy orders cannot target it until your next turn. Then move it 1 legal move.



Deny



+1 Move



SMOKE SCREEN

Expires next turn



• TACTICAL •

Hide one of your pieces: enemy orders cannot target it until your next turn. Then move it 1 legal move.



Deny



+1 Move



CHARGE

Immediate play



• TACTICAL •

Move 1 piece. It may capture immediately.



+1 Move Including Capture



CHARGE

Immediate play

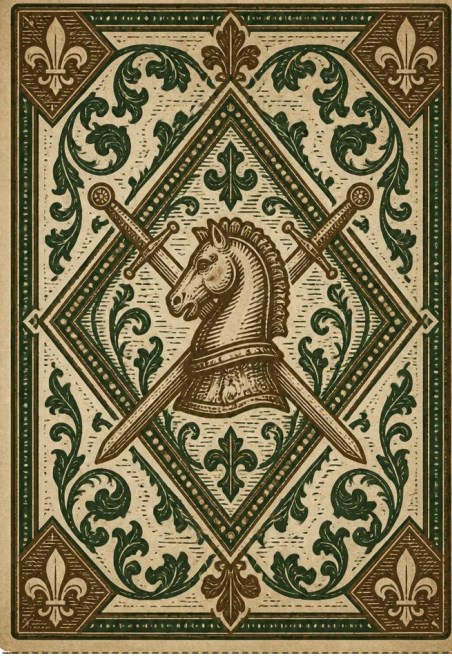
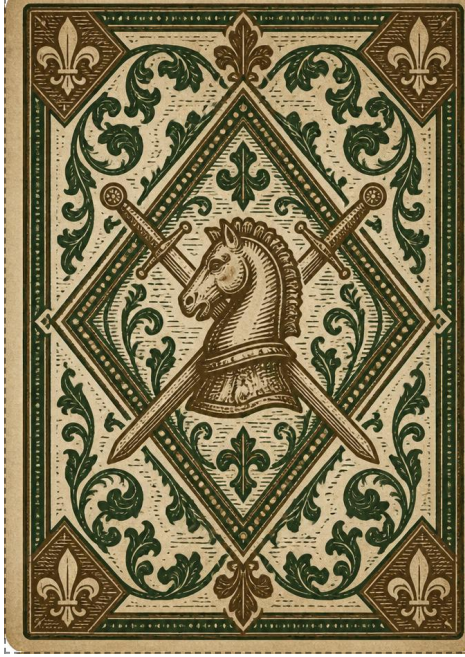
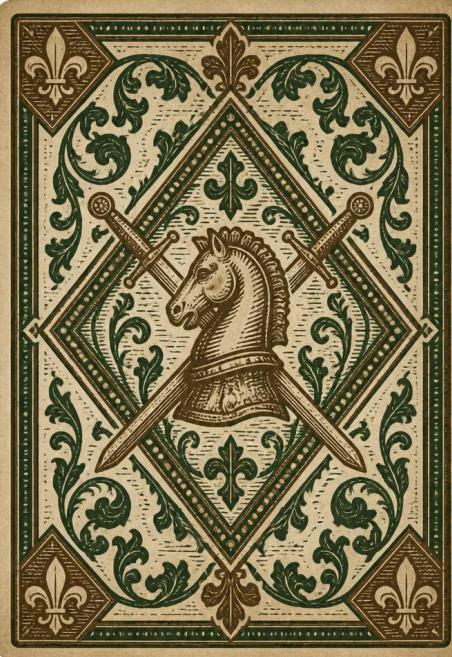
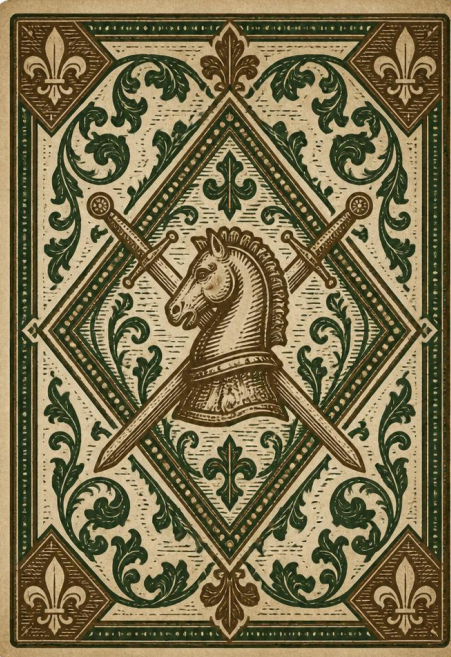
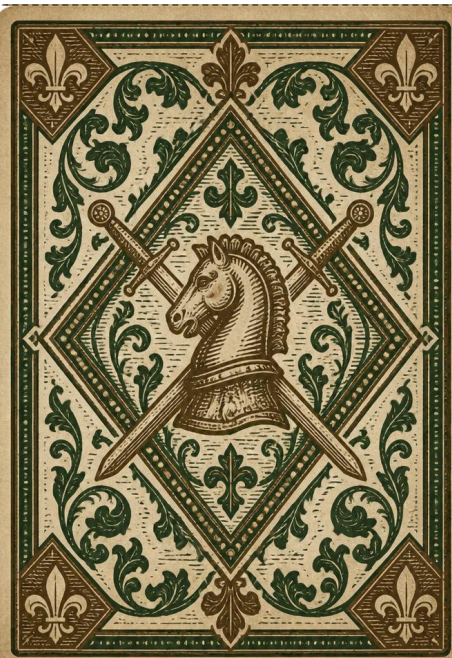
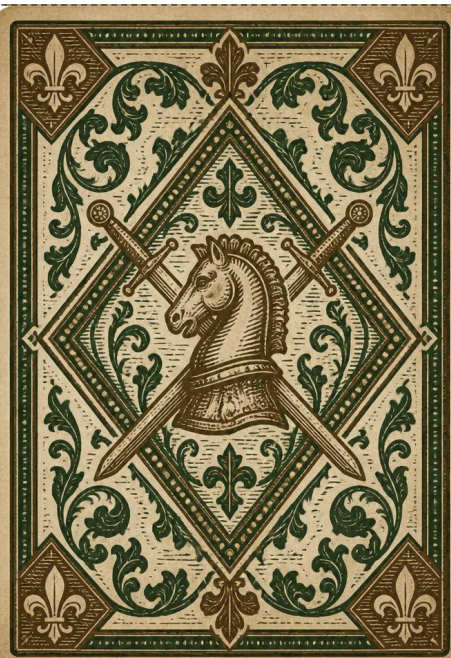
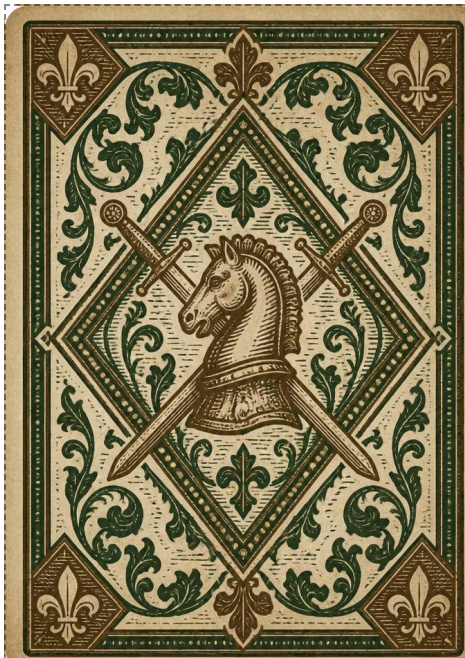


• TACTICAL •

Move 1 piece. It may capture immediately.



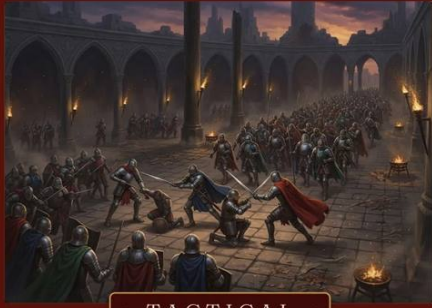
+1 Move Including Capture





OBLIQUE MARCH

Immediate play



• TACTICAL •

Move one of your Bishops 1 position up, down, left or right onto an empty position. It must change to the other colour of square.

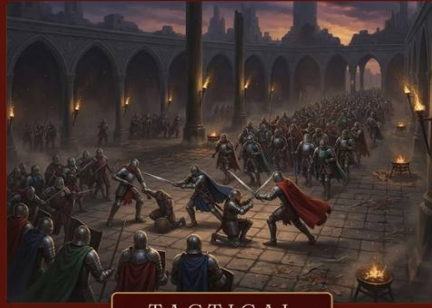


Move



OBLIQUE MARCH

Immediate play



• TACTICAL •

Move one of your Bishops 1 position up, down, left or right onto an empty position. It must change to the other colour of square.

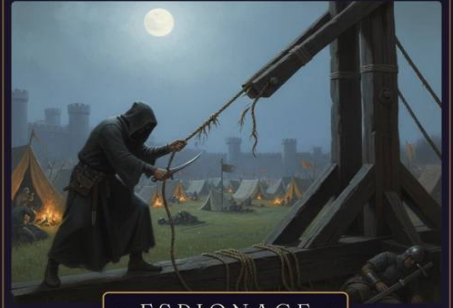


Move



SABOTAGE

Expires next turn



• ESPIONAGE •

Your opponent cannot play a card on their next turn.

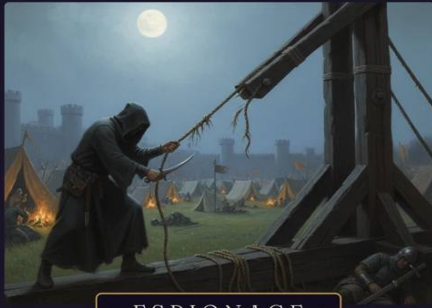


Deny card play



SABOTAGE

Expires next turn



• ESPIONAGE •

Your opponent cannot play a card on their next turn.



Deny card play



DESTROY ORDERS

Immediate play



• ESPIONAGE •

Look at your opponent's hand. Discard 1 card.



Reveal



Card



DESTROY ORDERS

Immediate play



• ESPIONAGE •

Look at your opponent's hand. Discard 1 card.



Reveal



Card



STEAL ORDERS

Immediate play



• ESPIONAGE •

Take 1 card from your opponent's hand.



Order



STEAL ORDERS

Immediate play



• ESPIONAGE •

Take 1 card from your opponent's hand.



Order



FALSE ORDERS

Expires next turn



• ESPIONAGE •

Your opponent must draw blindly from the deck on their next draw.



Deny





FALSE ORDERS

Expires next turn



• ESPIONAGE •

Your opponent must draw blindly from the deck on their next draw.



Deny



BRIBE

Expires next turn



• ESPIONAGE •

Control an enemy Pawn until your next turn.



Pawn



BRIBE

Expires next turn



• ESPIONAGE •

Control an enemy Pawn until your next turn.



Pawn



COUNTERINTELLIGENCE

Expires next turn



• ESPIONAGE •

Your hand cannot be revealed, stolen, or discarded until your next turn.
Draw 1 Order.



Deny



Order



COUNTERINTELLIGENCE

Expires next turn



• ESPIONAGE •

Your hand cannot be revealed, stolen, or discarded until your next turn.
Draw 1 Order.



Deny



Order



SECRET PASSAGE

Immediate play



• ESPIONAGE •

Move a Pawn to any empty position next to your piece.



Move pawn



SECRET PASSAGE

Immediate play



• ESPIONAGE •

Move a Pawn to any empty position next to your piece.



Move pawn



HIDDEN CACHE

Immediate play



• ESPIONAGE •

Search the top 5 cards.
Keep 1 Order, then shuffle the rest back.



Order



HIDDEN CACHE

Immediate play

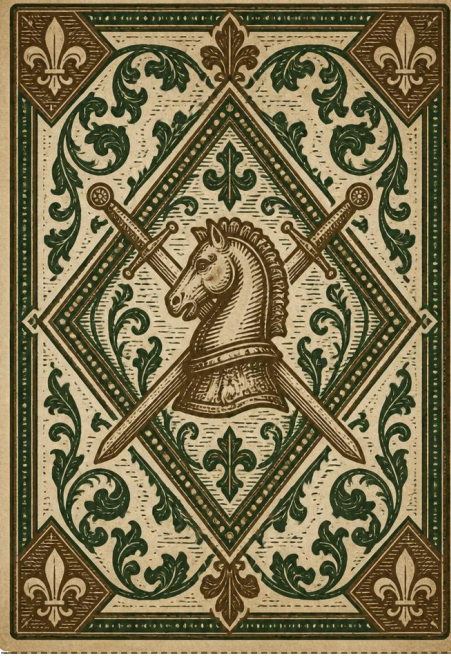
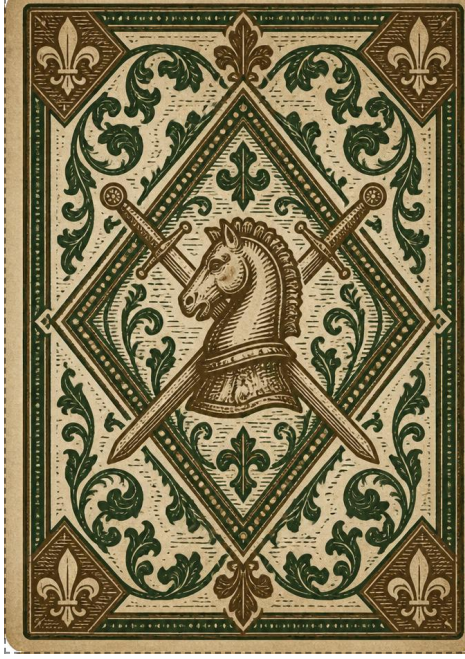
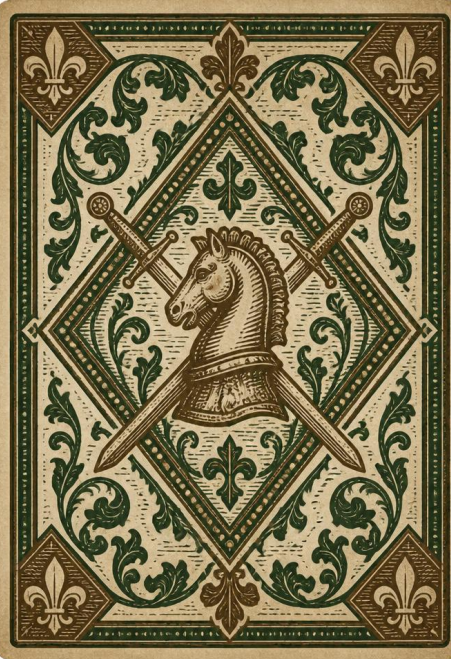
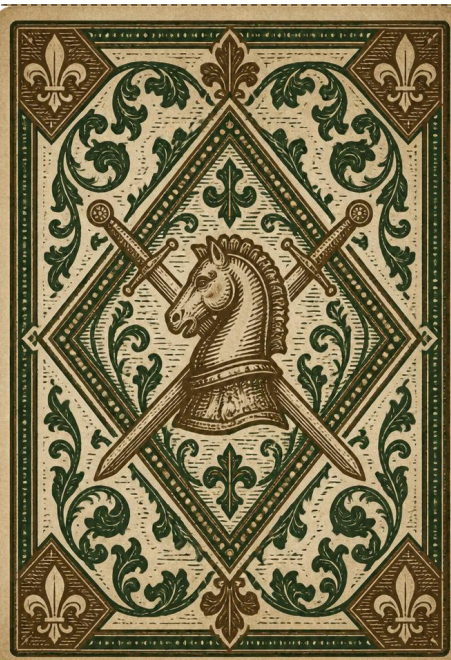
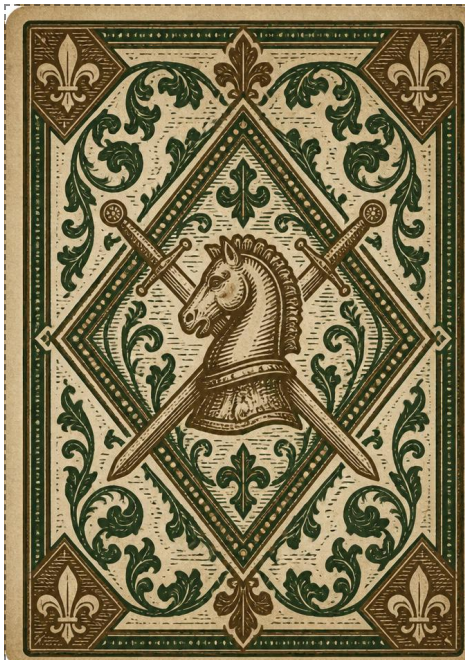


• ESPIONAGE •

Search the top 5 cards.
Keep 1 Order, then shuffle the rest back.



Order





BLACKMAIL

Immediate play



• ESPIONAGE •

Choose one:

- reveal your opponent's hand
- your opponent discards 1 card.



Reveal

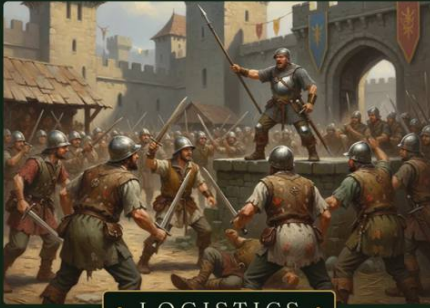


Card



RECRUIT PAWN

Immediate play



• LOGISTICS •

Recruit 1 Pawn on your second rank.
Draw 1 Order.

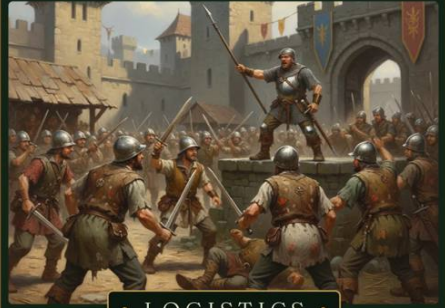


Order



RECRUIT PAWN

Immediate play



• LOGISTICS •

Recruit 1 Pawn on your second rank.
Draw 1 Order.



Order



REINFORCEMENTS

Immediate play



• LOGISTICS •

Return a captured Pawn
to your second rank.



Pawn from captured



REINFORCEMENTS

Immediate play



• LOGISTICS •

Return a captured Pawn
to your second rank.

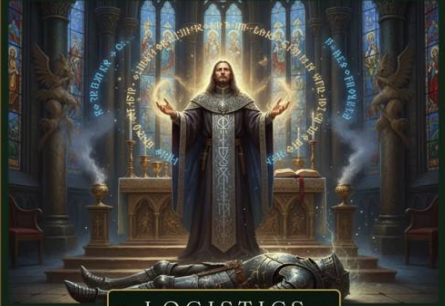


Pawn from captured



RESURRECTION

Immediate play



• LOGISTICS •

Return a captured piece
to your base rank.



Pawn



Captured back to base



RESURRECTION

Immediate play



• LOGISTICS •

Return a captured piece
to your base rank.



Pawn



Captured back to base



FIELD PROMOTION

Immediate play



• LOGISTICS •

In case you have available fallen Knight
promote a Pawn into a Knight.



Promote Pawn to Knight



FIELD PROMOTION

Immediate play



• LOGISTICS •

In case you have available fallen Knight
promote a Pawn into a Knight.



Promote Pawn to Knight





GREAT BETRAYAL

Immediate play



• LOGISTICS •

Take control of an enemy piece if you have fallen alternative.
The King and Queen cannot be chosen.



2 x Pawns

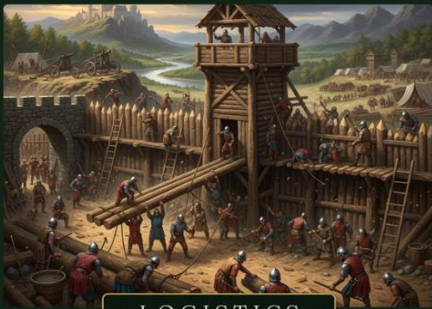


Enemy Piece



ENGINEERS

Immediate play



• LOGISTICS •

Place a Barricade,
or move an existing one.

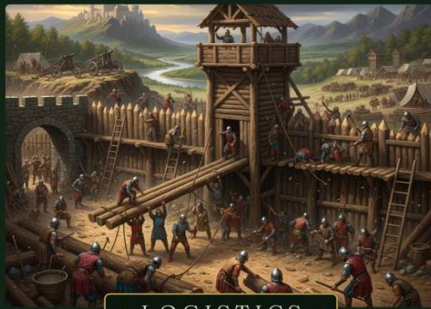


Barricade



ENGINEERS

Immediate play



• LOGISTICS •

Place a Barricade,
or move an existing one.

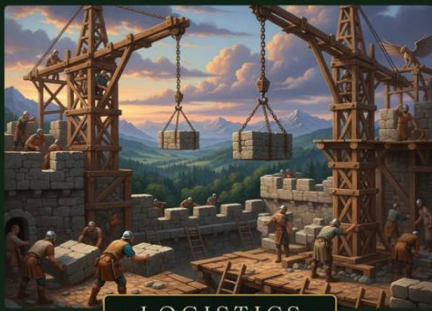


Barricade



FORTIFICATIONS

Immediate play



• LOGISTICS •

Every piece of your army
standing behind a Barricade takes a Shield.



Shield



RALLY

Immediate play



• LOGISTICS •

Remove all effects from your piece,
then move it 1 legal move



Order

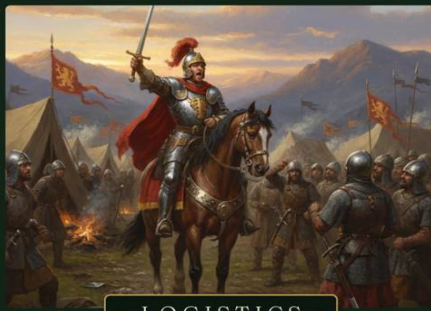


Shield



RALLY

Immediate play



• LOGISTICS •

Remove all effects from your piece,
then move it 1 legal move



Order

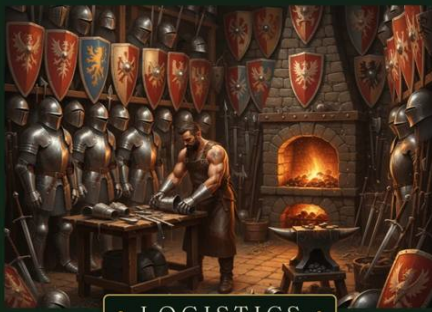


Shield



ARMORY

Immediate play



• LOGISTICS •

Choose one:

- place a Shield on your piece
- return a captured Pawn to second rank.



Shield

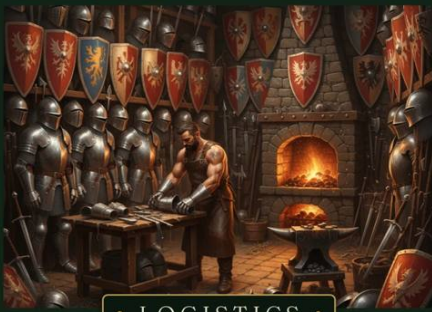


Pawn back to base



ARMORY

Immediate play



• LOGISTICS •

Choose one:

- place a Shield on your piece
- return a captured Pawn to second rank.



Shield

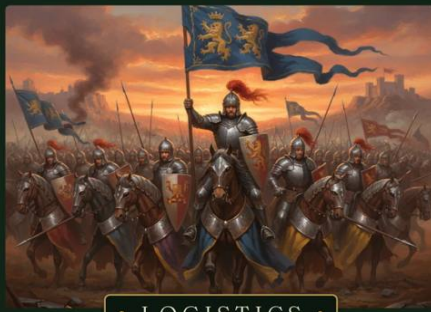


Pawn back to base



STANDARD BEARER

Immediate play



• LOGISTICS •

Place a Shield on your King and all adjacent
friendly pieces.



Pawn



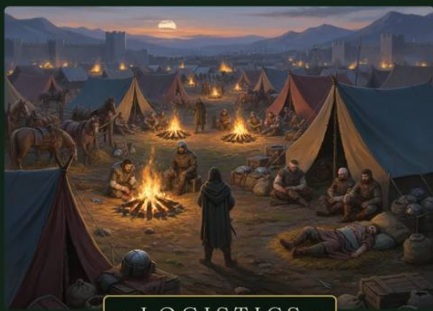
Shield





RECOVERY CAMP

Immediate play



• LOGISTICS •

Choose one:

- return a Logistics card from discard pile
- return a captured Pawn



Order

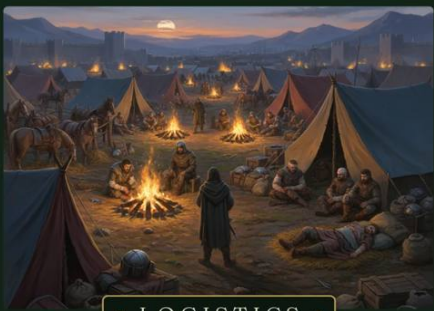


Pawn



RECOVERY CAMP

Immediate play



• LOGISTICS •

Choose one:

- return a Logistics card from discard pile
- return a captured Pawn



Order

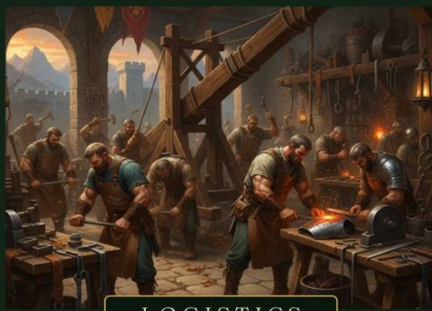


Pawn



WORKSHOP

Immediate play



• LOGISTICS •

Remove one of your Barricades to draw 2 Orders



Barricade



2 x Order



FORCED MARCH

Immediate play



• COMMAND •

Place a Shield on your piece. Draw 1 Order if the Shield blocks a capture.



Order



Shield



FORCED MARCH

Immediate play



• COMMAND •

Place a Shield on your piece. Draw 1 Order if the Shield blocks a capture.



Order



Shield



WAR COUNCIL

Immediate play



• COMMAND •

Discard 1 Order from your hand. Draw 3 Orders from the deck, keep 1 and place the other 2 face up in the row.



Order



REDEPLOY

Immediate play



• COMMAND •

Swap the positions of 2 of your pieces.



Swap your pieces



REDEPLOY

Immediate play



• COMMAND •

Swap the positions of 2 of your pieces.



Swap your pieces



CHAIN OF COMMAND

Immediate play



• COMMAND •

Move 2 different pieces.



Pawn



2x Moves





CHAIN OF COMMAND

Immediate play



• COMMAND •

Move 2 different pieces.



Pawn

/

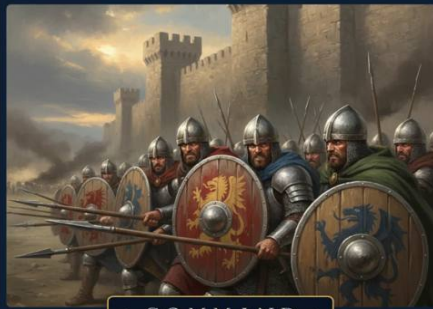


2x Moves



HOLD POSITION

Expires next turn



• COMMAND •

Up to 3 of your pieces cannot be moved by enemy cards until your next turn.

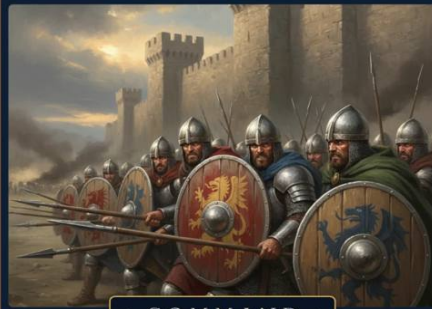


Deny move of 3 pieces



HOLD POSITION

Expires next turn



• COMMAND •

Up to 3 of your pieces cannot be moved by enemy cards until your next turn.



Deny move of 3 pieces



RESTORE ORDER

Immediate play



Remove all effects from up to 2 of your pieces, then each may move 1 legal move. No capture allowed.



2x Pawn

/



2x Move



CEASE-FIRE

Expires next turn



• COMMAND •

No piece may capture until your next turn. Check and checkmate still apply.



Deny capture



CEASE-FIRE

Expires next turn



• COMMAND •

No piece may capture until your next turn. Check and checkmate still apply.



Deny capture



VICTORY PUSH

Immediate play



After your first capture this turn, move another piece.



Pawn

/



Move



VICTORY PUSH

Immediate play



After your first capture this turn, move another piece.



Pawn

/



Move

