

Gauntlet v0.6.3 Starter Deck Catalog

Current v0.6.3 print/export artifact. Authority set:

64c8d65c2e63df1ed4d74d16178688c8bf7ead1cd6408496b2e423a2d4d7df49.

Recommended v0.6.3 starter Decks optimized to be strong, capable of winning, and capable of expressing powerful or creative Leader strategies. Teaching simplicity and card-pool coverage are not optimization targets.

All 12 approved starters are exactly 30 cards / 60 Deckbuilding Value. Territory order is shown from the player's own end toward the opponent's end.

Military — General

Forward Doctrine

Offensive tempo, repeated attacks, Command conversion, and immediate Front Line progress.

Signature cards: Shock and Awe, Invasion, Give Chase, Battlefield Promotion

Recommended Territory order: Supply Depot → King's Road → Arena: No Quarter

Card	Qty	Value each	Total value
Advance Guard	2	2	4
Assimilation	1	4	4
Battlefield Promotion	1	2	2
Brothers in Arms	1	2	2
Consolidation	1	2	2
Field Command	1	3	3
Forced March	3	1	3
Give Chase	2	3	6
Invasion	2	4	8
New Recruits	2	1	2
Pathfinders	1	1	1
Rallying Cry	2	1	2
Reinforcements	2	2	4
Reserve Force	1	3	3
Resourcefulness	1	3	3
Second Line	2	1	2
Shock and Awe	1	5	5
Supplies	2	1	2
Unbroken Ranks	2	1	2

Total: 30 cards / 60 Deckbuilding Value.

Military — Commandant

Holdfast

Make controlled ground brutally difficult to take, convert defensive wins into retreat distance and counterattack pressure, and create prepared retreat traps.

Signature cards: Landslide, Court Martial, Hold the Line, Resistance

Recommended Territory order: Garrison → Training Grounds → High Ground

Card	Qty	Value each	Total value
Countercharge	1	4	4
Encampment	2	2	4
Field Command	1	3	3
Hold the Line	1	4	4
Rearguard	2	2	4
Reserve Force	1	3	3
Unbroken Ranks	2	1	2
Counterintelligence	1	1	1
Contingency Plan	1	1	1
Entrenchment	2	2	4
Fealty	1	1	1
Foothold	1	2	2
Fortifications	1	3	3
Court Martial	1	3	3
Landslide	1	4	4
New Recruits	1	1	1
Palisade Wall	1	2	2
Protracted Siege	1	3	3
Rallying Cry	2	1	2
Resistance	1	3	3
Second Line	2	1	2
Stand Ground	1	2	2
Supplies	2	1	2

Total: 30 cards / 60 Deckbuilding Value.

Diplomats — Ambassador

Open Channels

Make acceptance attractive, ratify five different Proposals quickly, draw from Good Offices, and retain enough combat leverage that refusal is dangerous.

Signature cards: Trade Concessions, Good Faith, Détente, Sanctions: Censure

Recommended Territory order: Supply Depot → Command Tent → Arena: Spoils of War

Card	Qty	Value each	Total value
Clemency	3	1	3
Contraband	1	3	3
Counterintelligence	1	1	1
Demilitarized Zone	1	3	3
Diplomatic Latitude	1	3	3
Détente	1	3	3
Good Faith	2	3	6
Gunboat Diplomacy	1	4	4
Neutral Observers	1	2	2
New Recruits	2	1	2
Nonbinding Resolution	2	3	6
Rallying Cry	2	1	2
Reinforcements	1	2	2
Sabotage	1	2	2
Safe Conduct	1	2	2
Sanctions: Censure	1	3	3
Second Line	1	1	1
Stand Ground	1	2	2
Supplies	2	1	2
Tactical Planning	1	2	2
Trade Concessions	3	2	6

Total: 30 cards / 60 Deckbuilding Value.

Diplomats — Senator

Procedure Endures

Risk substantial Stakes, preserve Influence through Political Capital and Safe Conduct, and make refusal create lasting institutional costs.

Signature cards: Sanctions: Blockade, Sanctions: Embargo, Safe Conduct, Neutral Observers

Recommended Territory order: Garrison → Field Hospital → Fortified Pass

Card	Qty	Value each	Total value
Clemency	2	1	2
Counterintelligence	2	1	2
Decoys	1	2	2
Diplomatic Latitude	1	3	3
Détente	1	3	3
Fealty	1	1	1
Gunboat Diplomacy	1	4	4
Neutral Observers	2	2	4
New Recruits	2	1	2
Nonbinding Resolution	1	3	3
Rallying Cry	2	1	2
Sabotage	1	2	2
Safe Conduct	2	2	4
Sanctions: Blockade	1	5	5
Sanctions: Censure	2	3	6
Sanctions: Embargo	2	4	8
Scouting Report	1	1	1
Second Line	2	1	2
Supplies	2	1	2
Tactical Planning	1	2	2

Total: 30 cards / 60 Deckbuilding Value.



Financiers — Banker

Sound Investment

Build Treasury value, exploit Line of Credit, accelerate Deed purchases, and use Corner the Market to threaten Controlling Interest before ordinary Capital pacing would allow it.

Signature cards: Corner the Market, Compound Interest, Margin Loan, Property Dues

Recommended Territory order: Supply Depot → Ruined Storehouse → Arena: Spoils of War

Card	Qty	Value each	Total value
Capital Gains	2	3	6
Compound Interest	1	4	4
Corner the Market	1	5	5
Counterintelligence	1	1	1
Divestment	1	3	3
Fealty	1	1	1
Leveraged Buyout	1	4	4
Liquidation	3	2	6
Margin Loan	2	3	6
New Recruits	3	1	3
Property Dues	1	4	4
Rallying Cry	2	1	2
Second Line	2	1	2
Speculation	3	1	3
Supplies	3	1	3
Tactical Planning	1	2	2
Tariffs	1	3	3
Underwriting	1	2	2

Total: 30 cards / 60 Deckbuilding Value.

Financiers — Executive

Hostile Expansion

Win on enemy ground, immediately convert Occupation into Deed/control swings, and use finance cards as battle-linked acquisition tools rather than as a passive economy engine.

Signature cards: Corner the Market, Leveraged Buyout, Foreclosure, Speculation

Recommended Territory order: Supply Depot → King's Road → Arena: No Quarter

Card	Qty	Value each	Total value
Advance Guard	2	2	4
Capital Gains	2	3	6
Compound Interest	1	4	4
Corner the Market	1	5	5
Counterintelligence	1	1	1
Fealty	1	1	1
Forced March	3	1	3
Foreclosure	1	4	4
Leveraged Buyout	2	4	8
Liquidation	2	2	4
Margin Loan	1	3	3
New Recruits	2	1	2
Rallying Cry	2	1	2
Reinforcements	1	2	2
Sabotage	1	2	2
Second Line	1	1	1
Speculation	3	1	3
Supplies	2	1	2
Tariffs	1	3	3

Total: 30 cards / 60 Deckbuilding Value.

Intelligence — Ranger

Field Operations

Use Fieldcraft and card effects to operate asymmetrically on hostile terrain, preserve Intel for Surveillance/Interference, and complete field-oriented Missions while dismantling enemy commitments.

Signature cards: Pathfinders, Treason, Spies, Subversion

Recommended Territory order: Watchtower → Difficult Terrain → Poisonous Gas

Card	Qty	Value each	Total value
Advance Guard	2	2	4
Assassins	1	4	4
Contraband	1	3	3
Counterintelligence	1	1	1
Disinformation	3	2	6
Disruption	1	2	2
Exfiltration	1	1	1
Fog of War	2	2	4
Forced March	3	1	3
Intercepted Orders	1	3	3
New Recruits	2	1	2
Operational Reassessment	1	3	3
Pathfinders	2	1	2
Reconnaissance	2	3	6
Sabotage	1	2	2
Spies	2	2	4
Subversion	1	4	4
Supplies	2	1	2
Treason	1	4	4

Total: 30 cards / 60 Deckbuilding Value.

Intelligence — Spymaster

Mission Network

Keep a Mission active, complete Missions in sequence through Mission Control, recover completed Mission cards, and use Sleeper Network for a high-ceiling action burst.

Signature cards: Sleeper Network, Contraband, Disinformation, Extraordinary Rendition

Recommended Territory order: Supply Depot → Ruined Storehouse → Field Hospital

Card	Qty	Value each	Total value
Assassins	1	4	4
Contraband	1	3	3
Deep Cover	1	3	3
Disinformation	3	2	6
Exfiltration	2	1	2
Extraordinary Rendition	1	4	4
Fog of War	2	2	4
New Recruits	3	1	3
Operational Reassessment	1	3	3
Rallying Cry	2	1	2
Reconnaissance	1	3	3
Reinforcements	1	2	2
Scouting Report	2	1	2
Second Line	2	1	2
Sleeper Network	1	5	5
Spies	2	2	4
Subversion	1	4	4
Supplies	2	1	2
Tactical Planning	1	2	2

Total: 30 cards / 60 Deckbuilding Value.

Mystics — Alchemist

First Principles

Deliberately move cards from Hand to Graveyard, turn the first sacrifice each turn into replacement card flow, and then reuse the Graveyard as a second tactical hand.

Signature cards: Necromancy, Black Covenant, Rend the Veil, Witchcraft

Recommended Territory order: Supply Depot → Old Battlefield → Field Hospital

Card	Qty	Value each	Total value
Accursed Wager	1	2	2
Arcane Knowledge	1	4	4
Black Covenant	1	4	4
Circle of Bones	1	4	4
Counterintelligence	1	1	1
Dark Omens	3	1	3
Fate's Toll	3	2	6
Fealty	1	1	1
Grave Ward	2	2	4
Necromancy	1	5	5
New Recruits	2	1	2
Rallying Cry	2	1	2
Redemption	1	1	1
Rend the Veil	2	3	6
Scouting Report	2	1	2
Second Line	2	1	2
Soul for Soul	1	3	3
Spirit Hollow	1	3	3
Supplies	1	1	1
Witchcraft	1	4	4

Total: 30 cards / 60 Deckbuilding Value.



Mystics — Spirit Walker

Unbroken Circle

Begin and preserve Rites, protect Ritual progress through defensive wins and high-value Arcane sacrifice, then survive long enough to initiate the required winning battle.

Signature cards: Nature's Altar, Circle of Bones, Grave Ward, Spirit Hollow

Recommended Territory order: Garrison → Field Hospital → High Ground

Card	Qty	Value each	Total value
Circle of Bones	1	4	4
Counterintelligence	1	1	1
Dark Omens	3	1	3
Entrenchment	1	2	2
Fate's Toll	2	2	4
Fealty	1	1	1
Grave Ward	3	2	6
Nature's Altar	1	4	4
Necromancy	1	5	5
New Recruits	1	1	1
Paths of Shadow	1	3	3
Rallying Cry	2	1	2
Redemption	1	1	1
Rend the Veil	2	3	6
Scouting Report	1	1	1
Second Line	2	1	2
Spirit Hollow	2	3	6
Stand Ground	1	2	2
Supplies	2	1	2
Witchcraft	1	4	4

Total: 30 cards / 60 Deckbuilding Value.



Inquisition — Grand Inquisitor

Final Judgment

Win battles, turn those wins into discounted Final Judgment Purges, and accelerate opposing-card depletion toward Purification.

Signature cards: Attrition, Hellfire, Heresy, Martyrdom

Recommended Territory order: Supply Depot → Toll Bridge → Arena: No Quarter

Card	Qty	Value each	Total value
Accusation	3	1	3
Act of Faith	1	3	3
Attrition	1	3	3
Burning at the Stake	1	4	4
Counterintelligence	1	1	1
Divine Mercy	3	2	6
Excommunication	1	3	3
Fealty	1	1	1
Guilt by Association	1	3	3
Hellfire	1	5	5
Heresy	1	5	5
Martyrdom	1	5	5
New Recruits	3	1	3
Penance	1	2	2
Rallying Cry	3	1	3
Scouting Report	1	1	1
Second Line	3	1	3
Supplies	2	1	2
Tyranny	1	4	4

Total: 30 cards / 60 Deckbuilding Value.

Inquisition — Witch Hunter

Relentless Pursuit

Make attacks fail, convert the failed attack into Relentless Pursuit, and turn the opponent’s lost turn into immediate positional pressure.

Signature cards: Confession, Court Martial, No Martyrs, Scorched Earth

Recommended Territory order: Garrison → Exposed Flank → High Ground

Card	Qty	Value each	Total value
Accusation	3	1	3
Confession	3	2	6
Contingency Plan	1	1	1
Counterintelligence	1	1	1
Court Martial	1	3	3
Divine Mercy	2	2	4
Entrenchment	1	2	2
Fealty	1	1	1
Hellfire	1	5	5
Illegal Occupation	1	2	2
Martyrdom	1	5	5
New Recruits	1	1	1
No Martyrs	2	3	6
Palisade Wall	1	2	2
Penance	2	2	4
Rallying Cry	2	1	2
Resistance	1	3	3
Scorched Earth	1	2	2
Second Line	1	1	1
Supplies	2	1	2
Tyranny	1	4	4

Total: 30 cards / 60 Deckbuilding Value.
