



CONQUEST

5TH & 6TH GRADE
ACTIVITY

HUMAN Stratego

INSTRUCTIONS: Print the number of cards listed below. The chart shows units based upon how many sheets you have.

HUMAN STRATEGO CARDS PRINT CHART

Sheets>		1		2		3		4		5		6		7		8		9		10	
Rank	Name	Nw	Tot	Nw	Tot	Nw	Tot	Nw	Tot	Nw	Tot	Nw	Tot	Nw	Tot	Nw	Tot	Nw	Tot	Nw	Tot
F	Flag	1	1		1		1		1		1		1		1		1		1		1
10	Lord	1	1		1		1		1		1		1		1	1	2		2		2
9	Noble		1	1	1		1		1	1	2		2		2		2	1	3		3
8	Paladin		1	1	1		1	1	2	1	3		3		3	1	4		4		4
7	Cavalry		1	1	1	2	1	3		3	1	4	1	5		5	1	6	1	7	
6	Knight	1		1	1	2	2	4		4	1	5		5	2	7	1	8	1	9	
5	Squire		1	1	1	2	1	3	1	4	1	5	1	6	1	7		7	1	8	
4	Alchemist	1		1	1	2		2	1	3	1	4	1	5	1	6		6	1	7	
B	Bomb	1		1	1	2		2	1	3	1	4	2	6		6		6	1	7	
S	Spy		1	1		1		1		1		1		1		1	1	2		2	
Total Units>		5	5	10	5	15	5	20	5	25	5	30	5	35	5	40	5	45	5	50	

Flag

F

Capture me
and your team
WINS!



Flag

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Capture me
and your team
WINS!



Lord

10

I kill anybody
but the Spy



Lord

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I kill anybody
but the Spy



Knight

6

General
Purpose Unit



Knight

6

General
Purpose Unit



Alchemist

4

Only One Able
to Destroy
Bombs



Alchemist

4

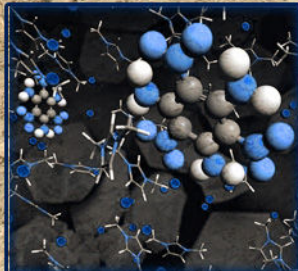
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Bomb

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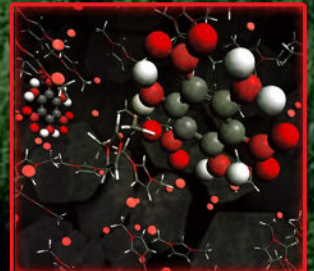
Kills All but the
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Bomb

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Kills All but the
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CONQUEST
Human
Stratego



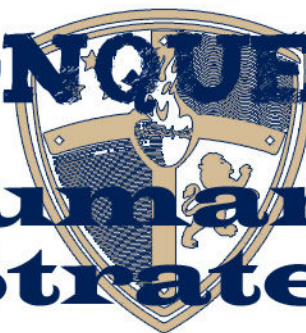
CONQUEST
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Paladin

8

Able to Beat
Almost Anything



Paladin

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Squire

5

Best Kept
Near Bombs



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Spy

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Kills only the
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Noble

9

Almost the most
powerful, almost



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Cavalry

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Pretty Durable
but Beatable



Calvalry

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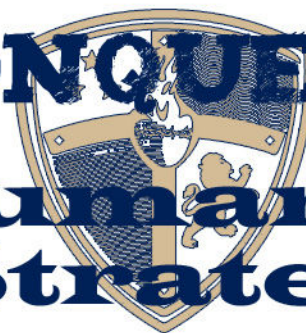
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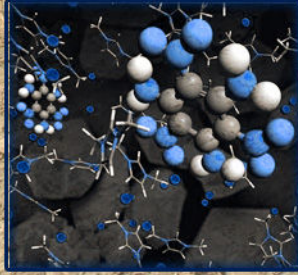
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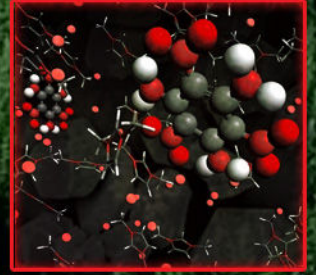
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Knight

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General
Purpose Unit



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Squire

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Best Kept
Near Bombs



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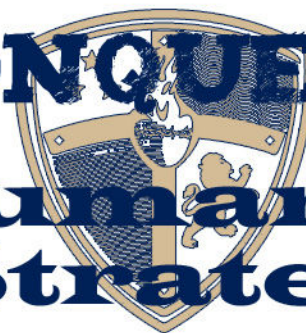
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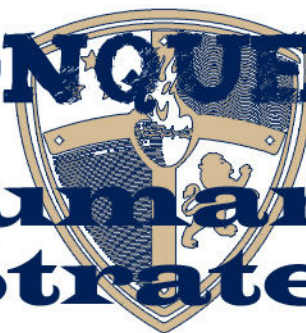
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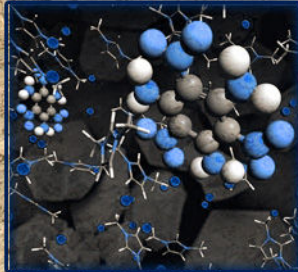
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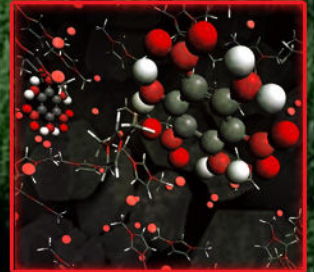
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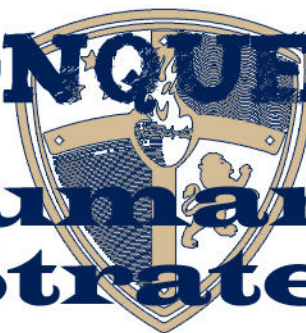
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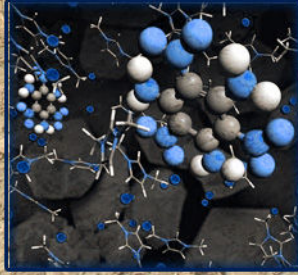
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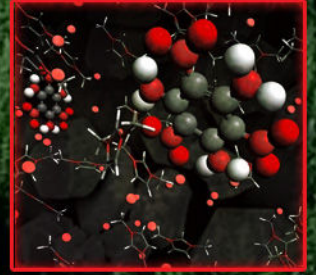
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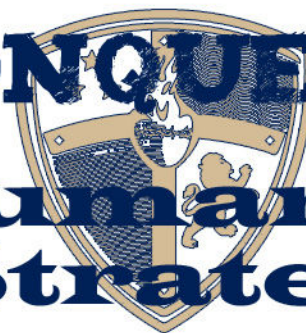
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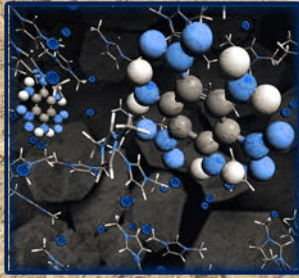
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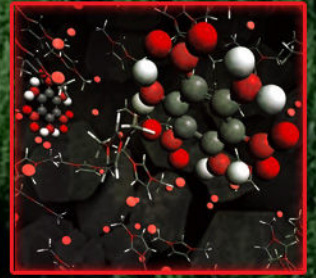
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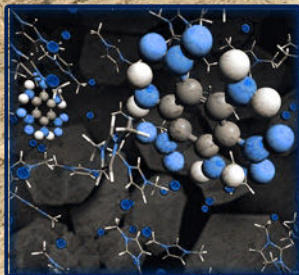
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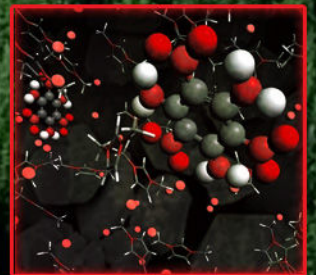
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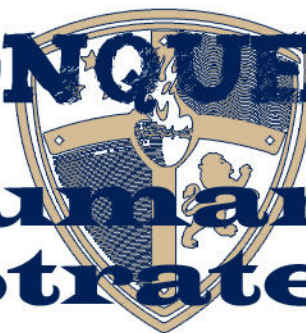
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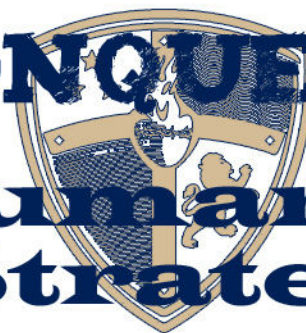
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Noble

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Almost the most powerful, almost



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General Purpose Unit



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Lord

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I kill anybody but the Spy



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Spy

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Kills only the Opposing Lord



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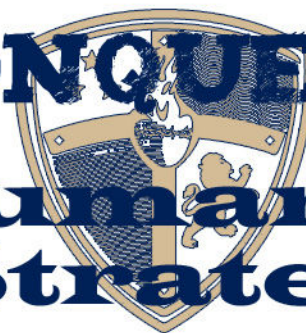
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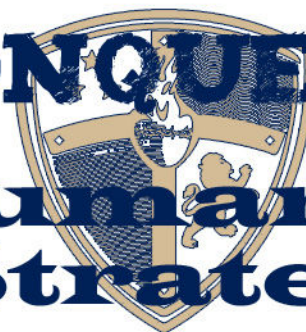
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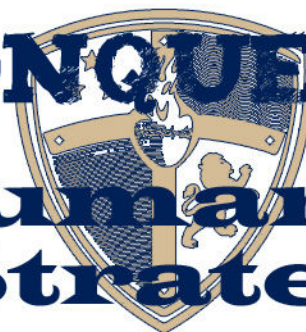
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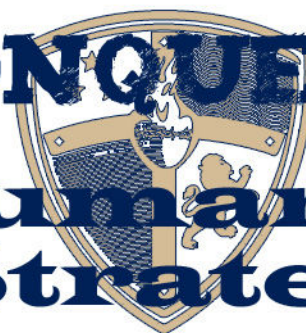
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Alchemist

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Alchemist

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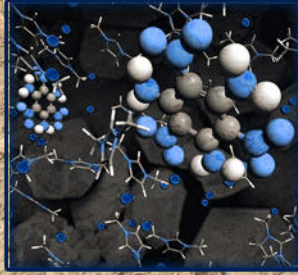
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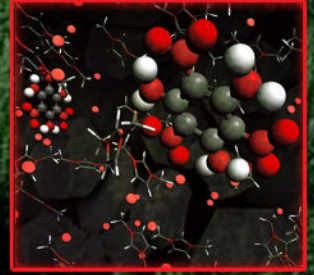
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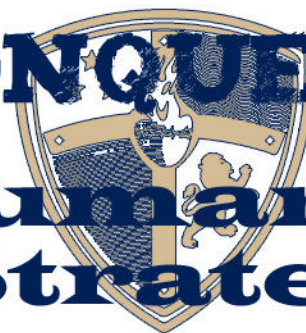
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