Goal and Field

Each side starts at **15 DP**. Bring the enemy to zero. Hand of **4**. Your Leader starts in play.

The first player skips their first draw. Each player musters two Soldiers on turn one.

- **Front line:** up to 5.
- **Tokens:** up to 3, outside the line.
- **Command row:** up to 4.
- **Support row:** up to 5, 3 face-up supplies.

Your Turn

1. **Draw** one card. A full hand loses the card.
2. **Command:** muster, play, set, use abilities.
3. **Attack:** units attack once.
4. **Resolve:** end the turn.

Card Types

- **Soldier:** mustered from barracks.
- **Troop:** played from hand.
- **General and Leader:** command row.
- **Tactic:** supplies, weapons, standing.
- **Trap:** set face down.
- **Battleground** and **Panic**.

Attacking

Attacks must target a **Guard** first if one stands. The defender may answer.

Damage compares War against Fortification.

Ranged units reach past the front line.

Valhalla

Fallen units go to Valhalla. Some cards return them. **Erased** cards are gone for good. Tokens never reach Valhalla.

Keywords

Charge: attacks the turn it arrives.
Guard: must be hit first.
Ranged: hits past the line.
Armor N: takes N less.
Veteran: grows on a win.

FREE TO PLAY
FREE TO PRINT
FREE TO SHARE

babylon-dialectic.neocities.org

Babylon Dialectic

QUICK REFERENCE

A HOUDINI MAGAZINE GAME

Version 1.10 · babylon-dialectic.neocities.org