



WORLDBREAKERS

— ADVENT OF THE KHANATE —

Rulebook

This box is the fulfillment of a 30-year-old dream to publish my own card game. I wish to thank you from the bottom of my heart for buying *Worldbreakers* and giving it a spot on your gaming table. — Elli

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WORLDBREAKERS

ADVENT OF THE KHANATE

In the late 13th century, history is altered by the rise of the Worldbreakers, individuals who harness the mysterious substance **mythium** to magnify their natural talents. The Mongol princess Khutulun, a Worldbreaker and a descendent of the great Chinggis Khan, is reuniting the distant tribes of the Mongol Empire. However, other factions are rising to oppose her, each with their own agenda.

Clash with your opponent in a fast-paced, customizable two-player card game. Recruit followers to control the board. Develop location cards for power. Wrestle control of mythium, and you will forever reshape history!

Game Overview

Worldbreakers is a two-player card game. Players start with a Worldbreaker and a deck of 30 cards. During the game, players take turns to play cards, attack their opponent, and gain power. The first player to finish a round with 10 power wins.

GAME COMPONENTS



Double-Sided
Turn Tracker



Turn
Marker



15 Mythium Counters



10 Wound Counters



9 +1/+1 or
Stationary Counters



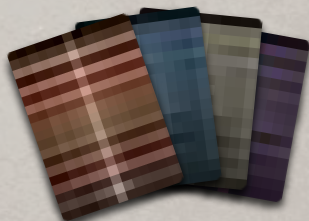
12 Stage
Counters



10 Power
Counters



Auspicious Smuggler,
Cunning Reclaimer,
and Khutulun Markers



8 Standing Tracker Cards
(2 for each guild)



2 Reminder Cards



8 Worldbreaker Cards
(2 copies each)



24 Signature Cards
(2 copies each)



19 Earth Guild Cards



19 Stars Guild Cards



19 Moon Guild Cards



19 Void Guild Cards



40 Neutral Cards
(2 copies each)



54 Solo Campaign Cards

Getting Started

The game components are packaged as follows:

- 3 punch-out sheets of counters and markers
- Turn tracker board
- Earth pack (33 cards)
- Moon pack (32 cards)
- Campaign pack (54 cards)
- This rulebook
- Stars pack (33 cards)
- Void pack (32 cards)
- Extras pack (35 cards)

Each guild pack contains a ready-to-play deck:



Pages 5–23 of this rulebook explain the core rules you need to start playing. For your first few games, each player just needs the cards from any one guild pack.

Pages 24–27 provide some additional rules and an extended gameplay example for reference.

Pages 28–36 describe several different ways to play *Worldbreakers* beyond using the guild packs.

If you are unsure about any rules or card interactions, check out the *Worldbreakers* homepage for an expanded version of this rulebook, links to online player communities, and other resources:

<https://worldbreakersgame.com>

PLAYING WORLDBREAKERS


Object of the Game: Power

Power represents your control of mythium through conquest, political favors, intrigue, trade, or any other means. You gain power counters by developing location cards and attacking your opponent. Each player aims to be the first to reach 10 power.



Starting the Game

To start a game of *Worldbreakers*, go through the following steps:

1. Each player puts their Worldbreaker card into play.
2. Each player gathers their starting resources: 5  (5 mythium) and 1 standing from the guild indicated on their Worldbreaker card. The purpose of these resources is explained on pages 15–16.
3. Each player shuffles their deck and draws a hand of 5 cards. You can look at your hand right away.
4. Randomly select the first player. Set the Turn Tracker between the players, oriented so that the first space is on that player's side of the play area.
5. Starting with the first player, each player may take a single “mulligan” to change what cards they will start the game with. To take a mulligan, set aside any number of cards from your hand. Then, draw the same number of cards from your deck, so that your hand is back to 5 cards. Finally, reshuffle the cards you set aside back into your deck.
6. You are now ready to begin the first round of play!

Structure of a Round

Rounds in *Worldbreakers* consist of two phases: the Action Phase and the Rally Phase.



Action Phase

In the Action Phase, players alternate turns, each taking one turn for each of the four spaces on their side of the Turn Tracker.

Begin the Action Phase by placing the Turn Marker on the first space of the Turn Tracker.

As each turn is completed, move the Turn Marker to the next space so that both players can see where they are in the round.

A player's turn consists of one action, chosen from the following options:

- Gain 1  (1 mythium).
- Draw 1 card.
- Pay 2  → Gain 1 standing with any guild.
- Play a card from your hand.
- Attack.
- Develop a location you control.



These actions are described beginning on page 18.

Players typically do not have to make any decisions during their opponent's turn. The exception is combat, which is explained beginning on page 21.

After each player has taken four turns, play proceeds to the Rally Phase.

Rally Phase

In the Rally Phase, players perform the following steps:

1. Resolve Rally Abilities.

Some cards have “**Rally:**” abilities. If a player controls cards with these abilities, they can trigger them now.

Abilities resolved during this step cannot initiate combat.

2. Each player readies all their exhausted cards.

Combat and some card abilities can cause follower and Worldbreaker cards to exhaust (turn sideways). In this step, each player readies (turns upright) all exhausted cards they control.

3. Each player gains 2 .

4. Each player draws 1 card.

Each player must draw 1 card from their deck.

In some games, a player may run out of cards in their deck. If a player cannot draw a card in this step, their opponent gains 1 power.

5. Check for victory.

If you have at least 10 power and your opponent does not, you win the game!

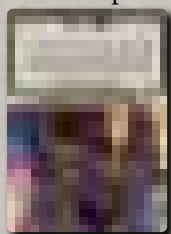
If both players have at least 10 power, the player with more power wins. If the players are tied for power or if neither has at least 10 power, the game continues for another round.

6. Change player order.

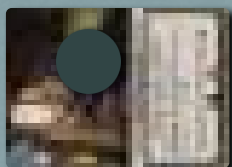
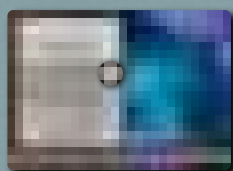
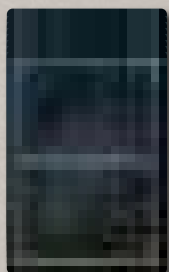
The second player becomes the new first player. Flip the Turn Tracker over so that the first space is on that player’s side of the play area.

After this step, play proceeds to the Action Phase of the next round.

Opponent's
discard pile



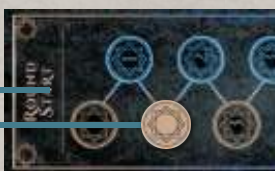
Opponent's deck



OPPONENT'S PLAY AREA

Turn Tracker

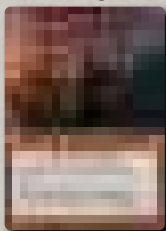
Turn Marker



Power



Resolving event

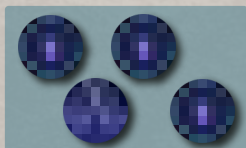


Worldbreaker



Standing
(3 Earth)

Other
followers



Mythium reserve

Location

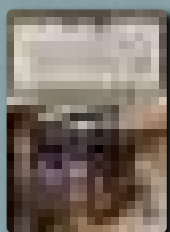




Opponent's mythium



Opponent's Standing (2 Stars)



Opponent's Locations

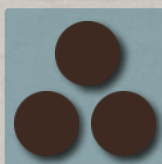


Opponent's Worldbreaker

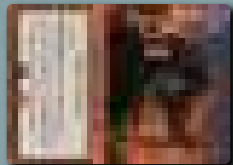
Opponent's followers



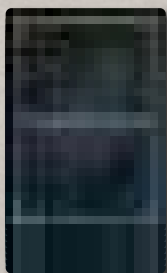
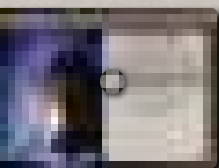
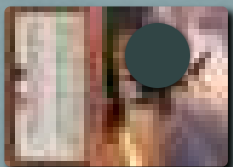
Opponent's power (boo!)



YOUR PLAY AREA



Attacking followers



Deck



Discard pile

Anatomy of the Cards

Each *Worldbreakers* card has one of four card types: Worldbreaker, event, follower, or location. Each player has one Worldbreaker card which they control for the entire game. Other cards are active only while they are in play, except for abilities that specifically state that they apply from an out-of-play area. This section explains how to read each type of card.

Rules Text, Flavor Text, and Reminder Text

Each card type has a place for rules text, which describes the abilities it has in the *Worldbreakers* game, and flavor text, which gives information about the *Worldbreakers* setting or our own real-world history. Flavor text appears in italics and has no impact on gameplay.

Some cards have a quill symbol (✍) at the end of their flavor text. This symbol indicates that the text contains real-world historical information.

Other cards have their flavor text marked with the symbol for the set they appear in. This indicates that the text describes one of the key moments in that set's story. The set symbol for *Advent of the Khanate* is the tug (🏴), the black banner made out of horse-tail hairs that is flown by Khutulun's forces.

Some cards have reminder text interspersed with their rules text. Reminder text appears in italics and parentheses (*like this*), and serves as a helper for understanding a keyword (see page 27) or another effect. Reminder text has no actual gameplay function and does not supersede the full rules for that ability.

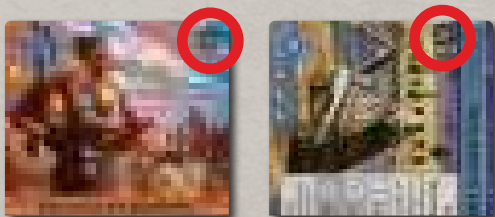
Worldbreaker

Your Worldbreaker card represents your character, a leader vying for control of mythium. Your chosen Worldbreaker gives you access to unique Signature cards for use in your deck (see Game Modes, page 28). Your Worldbreaker also has a guild affiliation, which determines your starting standing. Your Worldbreaker's abilities are active and under your control for the entire game.

1. Card name
2. Guild
3. Rules text
4. Flavor text
5. Signature cards
6. Illustrator, set, and card number



Each Worldbreaker has a number of signature cards listed on their back face. A card with a five-pointed star in its top-right corner can only be included in a deck if it is listed on that deck's Worldbreaker card.



Two signature cards for different Worldbreakers



Events

Events carry impactful one-time effects. When you play an event card, place it in front of your side of the play area and immediately resolve its abilities. When you finish, place the event in its owner's discard pile.

1. Card name
2. Mythium cost
3. Standing requirement
4. Card type and traits
5. Rules text
6. Flavor text
7. Illustrator, set, and card number



Followers

Followers are people that join your cause. When you play a follower card, place it in the middle row of your play area. Followers can help you in many ways: with their abilities, by attacking your opponent and their locations, and by defending you and your locations.

1. Card name
2. Mythium cost
3. Standing requirement
4. Card type and traits
5. Rules text
6. Flavor text
7. Strength
8. Health
9. Illustrator, set, and card number



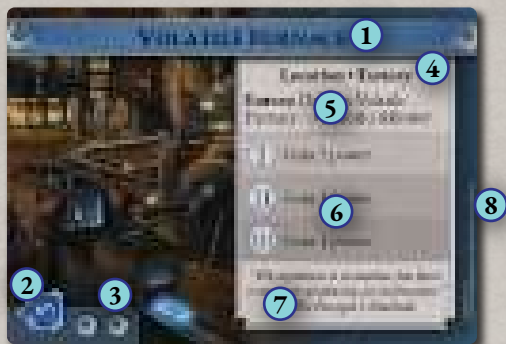
Follower cards have a **strength** value, which is the number of wounds this follower can deal to another follower, and a **health** value, which represents what it takes to defeat the follower. If a follower has at least as many wounds on it as its health value, it is **defeated** and placed in its owner's discard pile.

Followers can ready and exhaust. Indicate **ready** followers by placing them in a vertical orientation, and **exhausted** followers by turning them sideways to a horizontal orientation. Followers enter play ready, can be exhausted during combat or by abilities, and become ready again during the Rally Phase.

Note: Followers can attack or block in the same round they enter play. *Worldbreakers* does not have a “summoning sickness” rule.

Locations

Locations are places such as mines, markets, or fortresses. Each location card has an ordered list of abilities called **stages**. When you play a location card, place it in the back row of your side of the play area, and place a **stage counter** on each stage.



- | | |
|-------------------------|--------------------------------------|
| 1. Card name | 5. Rules text |
| 2. Mythium cost | 6. Ordered list of stages |
| 3. Standing requirement | 7. Flavor text |
| 4. Card type and traits | 8. Illustrator, set, and card number |

Players **develop** their locations in order to trigger their **stage abilities**. When a player develops a location, they remove the topmost stage counter from it and resolve the ability of that stage.

Locations can also be **damaged**: a successful combat allows the attacking player to damage one of the defending player's locations (see page 23), and a few card abilities can damage locations directly. Each time a location is damaged, remove its topmost stage counter but do *not* resolve the corresponding ability.

Once there are no stage counters remaining on a location, the location is **depleted** and placed in its owner's discard pile.

Resources

During a game of *Worldbreakers*, you will accumulate and manage two types of resources: **mythium** and **standing**.



Mythium

Mythium is a mysterious substance which amplifies the natural abilities of those who use it. **Mythium counters** (🔮) represent the mythium readily available for your use.



You start each game of *Worldbreakers* with 5 🔮 and gain and spend it over the course of the game. Each card has a **mythium cost** that you must pay to play it, and some abilities also include mythium in their trigger costs. To pay a mythium cost, spend the indicated number of 🔮.

There is no limit to the amount of mythium you can have.

Standing

Standing represents your access to or the trust of one of the Worldbreaker guilds: Earth (🌍), Stars (🌟), Moon (🌙), or Void (🌀).

You start each game with 1 standing for the guild indicated on your Worldbreaker card. Track standing separately for each guild.

Many cards have a **standing requirement**, depicted directly beneath their mythium cost. You must have at least the amount of standing shown on a card in order to play that card. Note that standing is not expended by playing cards, although some card abilities can remove or spend players' standing.

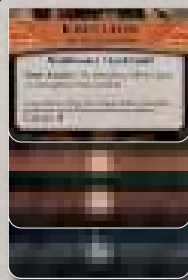
Mark your standing with the standing tracker cards:



1 Earth standing



2 Earth standing



2 Earth standing
and 1 Moon
standing

The Guilds

The four guilds each have different strengths and weaknesses. In building and playing a deck, you may wish to gain standing with a single guild, in order to access their most powerful cards, or you may wish to seek favor with multiple guilds, to combine their strengths and mitigate their weaknesses.

The Earth guild (🌀) are ferocious warriors and sages who connect with mythium through meditation and training. The guild employs efficient followers who swarm their opponent for power.



The Stars guild (☀️) includes artisans and merchants who infuse mythium into clothes, jewelry, and art. They slow down the opponent while developing locations in quick, unstoppable bursts.

The Moon guild (🌙) is composed of engineers and scientists who use mythium as a power source for their inventions. They focus on controlling the board and slowly developing powerful locations.




The Void guild (🌀) are assassins and spies who weaponize mythium directly. Void agents persistently nibble at their opponent's resources, winning through attrition.

Actions

During each turn of the Action Phase, the player whose turn it is takes 1 action. This section explains each of the actions available in the game.

Gain 1


Take 1  (1 mythium counter) from the supply. See Mythium on page 15.

Draw 1 Card

Draw the top card of your deck.

There is no limit to the number of cards you can have in your hand.

Buy Standing

Pay 2  (2 mythium) to gain 1 standing with a guild of your choice. See Standing on page 16.

You cannot take this action unless you are able to pay its cost.

Attack

Begin a combat. Combat has several steps involving both players, and is explained in the next section, beginning on page 21. To begin combat, you must have at least 1 follower that can be declared as an attacker.





Play a Card

Play an event, follower, or location card from your hand. To play a card, follow these steps:

1. Place the card face up in the play area.
2. Check that you meet the card's standing requirement (if it has one) and any other requirements. The required standing is *not* spent.
3. Pay the card's mythium cost.
4. If the card you played is a location, put a stage counter on each of that location's stages.
5. The card becomes active. If it is a follower or location, it will remain in play. If it is an event, resolve it, then place it in its owner's discard pile.

If an ability allows you to play a card, follow the same steps as if you had spent an action to play it. You must pay costs and meet requirements as normal unless the ability directs otherwise.

After you play a card, resolve any “**Enters:**” abilities it may have.

Develop a Location

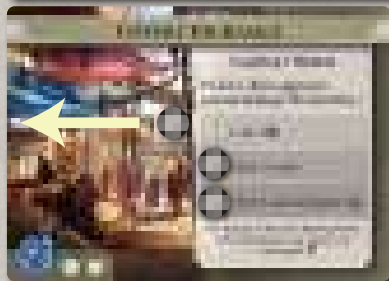
Develop a location you control. To develop a location, remove its topmost stage counter and resolve the stage ability that corresponds to that counter. Then, if the location has no stage counters left, discard it from play.



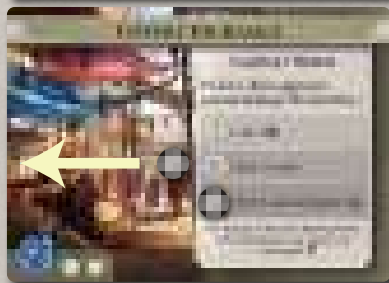
Example



Covert Exchange is a location with 3 stages, so it enters play with 3 stage counters.



The first time you develop Covert Exchange, remove the counter from stage I and resolve that ability (gaining 4).



The next time you develop Covert Exchange, you will remove the counter from stage II and resolve that ability (drawing 2 cards).

Combat

When a player takes the Attack action, that player becomes the **attacking player** and combat begins. Their opponent becomes the **defending player**. Combat consists of three phases that always occur in order: the Attack Phase, the Defense Phase, and the Outcome Phase. Once the Outcome Phase is complete, combat is over and the game proceeds to the next part of the round.

See page 24 for an example combat.

Attack Phase

In this phase, the attacking player declares which followers are attacking and resolves any related abilities. There are two steps in the Attack Phase:

1. To declare an attack, choose one or more ready followers you control. Move them forward within the play area and exhaust them. These followers are now **attacking**. Followers with the “stationary” ability cannot be chosen to attack.
2. After you declare an attack, you may resolve “**Attacks:**” or “**Your Attack:**” abilities that apply to this attack, in the order of your choice.

A “**Your Attack:**” ability on a card you control applies to any attack you make. An “**Attacks:**” ability on a follower applies only if that follower is attacking.

Once the attack is declared and any resulting abilities are resolved, continue to the Defense Phase.

Defense Phase

In this phase, the defending player sends their forces to contest the attack. While battles in *Worldbreakers* are chaotic events with many engagements happening simultaneously, the game examines the fate of each attacking follower one by one.

To resolve the Defense Phase, the defending player chooses whether to send a ready follower they control to **block** one of the attacking followers. They can perform any number of blocks, resolving them one at a time, and they do not have to commit to any future blocks until after completing the current block.

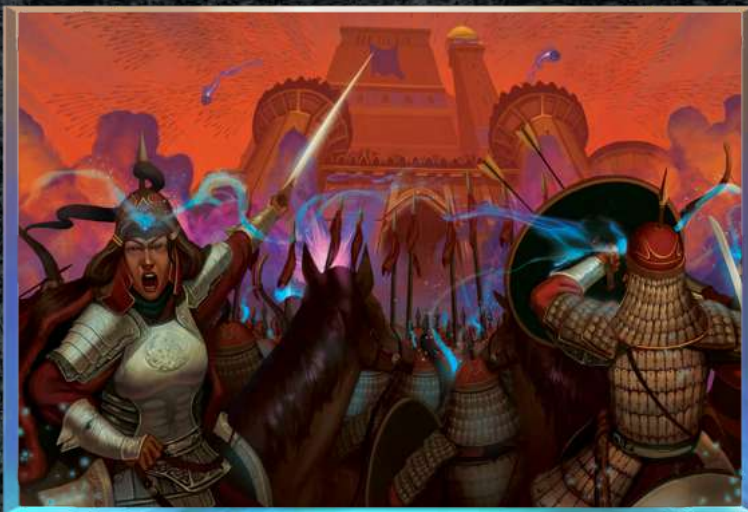
To resolve a block, follow these steps:

1. Exhaust the blocking follower and clearly indicate which attacking follower is being blocked.
2. If the blocking follower has a “**Blocks:**” ability, you may resolve it.
3. The two followers **fight** each other. Place wound counters on the blocking follower equal to the attacking follower’s strength (●) and place wound counters on the attacking follower equal to the blocking follower’s strength.

If a follower has at least as many wound counters on it as its health (◆), it is **defeated** and placed in its owner’s discard pile. The attacking follower still counts as having been blocked even if the blocking follower is defeated.

4. If the attacking follower is still in play, it is removed from combat and no longer counts as attacking. Have the attacking player move it back to the row with other followers not involved in the combat.

Once the defending player has no ready followers left or chooses not to perform any more blocks, continue to the Outcome Phase.



Outcome Phase

The Outcome Phase determines the results of the combat.

At the beginning of the Outcome Phase, each follower that is still attacking **breaches** the defending player's forces. Note that followers stop attacking when they are blocked (or if they leave play). If at least one follower breaches, the attack is **successful** and the attacking player follows these steps:

1. Gain 1 power for each breaching follower.
2. You may resolve "**Breach:**" abilities on those followers.
3. You may damage a location controlled by the defending player. (This removes one of its stage counters without resolving the stage ability. See page 14.)

If the attack is not successful, there are no additional steps to follow.

Example of Play

This section walks through an example turn of *Worldbreakers* and shows the combat rules in action. The picture on pages 8–9 is taken from midway through this turn and shows all of the cards involved.

In this game, Khutulun and the Earth guild (🌍) are playing against Marco Polo and the Stars guild (🌟). Khutulun starts her turn with Confident Suitor, Sparring Braggart, Kalari Adept, and Eagle Huntress in play.

First making sure she has the required 3 🌍 (3 Earth standing), Khutulun uses her action to play The Ten Thousand Ride from her hand, which will allow her to play a follower and attack in the same turn!

Khutulun plays Poised Duelist from her hand, spending 2 💎 to pay its mythium cost. She meets the requirement of the Duelist's "**Enters:**" ability, so she places a +1/+1 counter on it.

Next, she initiates combat.

Attack Phase

The Eagle Huntress is already exhausted and cannot attack. Sparring Braggart is ready, but has a stationary counter on it, so it cannot attack either.

Khutulun declares her other three followers (Confident Suitor, Poised Duelist, and Kalari Adept) as attackers, exhausting them and moving them to the front row.

Next, she uses her own card's "**Your Attack:**" ability to boost Poised Duelist to strength 4. She also uses Kalari Adept's "**Attacks:**" ability to gain 1 💎.

Defense Phase

Now Marco Polo has the opportunity to defend. He exhausts Mothkeeper and indicates that it will block Kalari Adept. Since the two followers both have strength 1, each of them deals 1 wound to the other. Kalari Adept only has 1 health, so it is defeated.

At this point, the game is as shown on pages 8–9.


Polo continues by exhausting Suave Sycophant and indicating it will block Poised Duelist. He uses the Sycophant's "**Blocks:**" ability to give the Duelist a stationary counter. Then the two followers fight.

Poised Duelist deals 4 wounds to Suave Sycophant, and simultaneously, Suave Sycophant deals 1 wound to Poised Duelist. Suave Sycophant is defeated. Poised Duelist survived, but since it was blocked, it is now removed from combat.

Polo has no more ready followers, so he cannot block a third time, and combat proceeds.

Outcome Phase

At the start of the Outcome Phase, Confident Suitor is still attacking. The attack is successful!

Khutulun gains 1 power, as she has 1 attacking follower. She must then trigger the Suitor's "**Forced Response:**" ability, gaining 6  and defeating it. She has no other card abilities to resolve, so finally, she may damage a location (but not Illicit Bazaar, which is hidden). She damages The Submerged Brilliance, removing its last stage counter and depleting it.

Combat—and Khutulun's turn—are now over, and the game continues.

The Golden Rules

Specific card abilities have precedence over general game rules. If a card's rules text conflicts with the rulebook, follow the card.

"Cannot" has precedence over "can". If two abilities conflict about whether something is allowed, follow the one that prohibits.

Triggered Abilities

Many cards have triggered abilities, written in the form "**Timing:** Effect" or "**Timing:** Conditions → Effect". You can resolve a triggered ability on a card you control once each time its "Timing" occurs. Most timing words denote a particular game step. There are four other important words used for timing:

- **Enters** abilities can be triggered after the card they appear on enters play.
- **Interrupt** abilities can be triggered when the indicated effect is about to happen.
- **Response** abilities can be triggered after the indicated effect happens.
- **Forced** is always combined with another timing word, and indicates that the ability is mandatory to resolve. Any triggered ability that does not say "**Forced**" is optional.

The "Conditions" include costs that must be paid and requirements that must be satisfied in order to trigger the ability, including the timing condition for when to trigger "**Interrupt:**" and "**Response:**" abilities.

The "Effect" is what happens when you resolve the ability.

Keywords

Some card abilities are abbreviated using a keyword:





Bloodshed

Bloodshed is a triggered ability that appears on followers. “Bloodshed N” means: “**Attacks:** If this follower is attacking alone → It deals N wounds to 1 follower controlled by the defending player.”

Hidden

A location with hidden cannot be damaged by anyone other than its controller.

Migrate

“Migrate → Effect” means “Either gain  or spend . If you spent standing this way, Effect”. If you do not have any  at the time you resolve an instruction to migrate, you must choose to gain .

Overwhelm

Followers with overwhelm gain power from defeating blockers. When an attacking follower with overwhelm defeats a blocking follower, the attacking player immediately gains 1 power, even if the attacking follower is also defeated. Followers with overwhelm get no special benefit when blocking.

Stationary

Followers with stationary cannot be declared as an attacker. Stationary has no effect on a follower’s ability to block or deal wounds. A follower with a stationary counter on it gains stationary.

Storage

Storage N allows a card to hold up to N other cards. Stored cards are placed faceup underneath the storage card and are not active. Cards can only be stored or removed from storage as directed by card abilities. If a card with storage leaves play, cards stored on it are placed in their owner’s discard pile.

GAME MODES

Worldbreakers features many ways to play, combining the same core rules with different ways to build a deck. Here are some of them!

Preconstructed Decks

Each copy of *Worldbreakers: Advent of the Khanate* comes with a ready-to-play deck for each of the four guilds. If you want to reassemble these decks after playing other game modes, do the following:



1. For each guild, find its affiliated Worldbreaker card.
2. Create that Worldbreaker's deck with their 3 signature cards and the 19 other cards with standing requirements matching their guild.
3. Add the 8 neutral cards indicated below.

Earth: Khutulun

Gratuitous Gift
Raid the Mines
Weary Veteran
Irate Vandal
Lowly Bard
Earth Apprentice
Swift Messenger
The Humble Underpass

Stars: Marco Polo

Surprising Development
Caravan Guard
Lowly Bard
Stars Apprentice
The Humble Underpass
The Submerged Brilliacne
The Den of Sabers
The Pit of Despair

Moon: Muhandasat

Surprising Development
Mythium Fund
Desperate Miners
Moon Apprentice
The Submerged Brilliance
The Den of Sabers
The Pit of Despair
The Indigo Grotto

Void: Ruknuddin Khurshah

Gratuitous Gift
Raid the Mines
Mythium Fund
Weary Veteran
Yam Operator
Irate Vandal
Swift Messenger
Void Apprentice

Constructed Decks

To play with full customization, choose a Worldbreaker and 30 other cards to form a deck. Each card in your deck must have a different name. Duplicates are not allowed in this play mode.

You can include any of your Worldbreaker's signature cards but no other signature cards. You can freely mix cards from different guilds.



Three Pile Draft

Drafting is an exciting and skill-testing way to make building your deck a competitive game of its own!



Setup

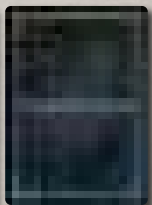
Give each player a copy of each of the 4 Worldbreakers and their 12 signature cards. These cards are the foundation for each player's **pool**, where they will keep the cards they have drafted.

Create a 96-card **supply** using the other 19 cards from each guild and 1 copy of each neutral card. Shuffle the supply.

Deal out 3 cards from the supply, face down, to create 3 **piles** of 1 card each, as shown below.



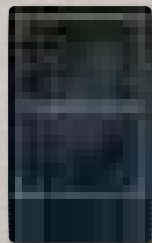
Pile 1



Pile 2



Pile 3



Supply

The Draft

As the draft proceeds, cards will flow from the supply into the piles, and from the piles into the players' pools, until there are no cards left in the supply or the piles.

Choose a player to go first, and alternate turns. Each turn should always start and end with at least 1 card in each pile (until the supply runs out).

On your turn, start at pile 1 and follow the procedure below. Note: there will often be only 1 card in a pile.

- i. Look at the cards in this pile. Either draft all of those cards (add them to your pool) or return them facedown.
- ii. If you drafted the pile, deal 1 card from the supply into that pile to replenish it, and **end your turn**.
- iii. If you returned the cards, deal 1 new card from the supply to this pile. Then, if you are at pile 1 or 2, move to the next pile in order and return to step i.
- iv. If you returned all three piles, look at the top card of the supply and draft it. End your turn.

Building Decks

After all 96 cards have been drafted, each player chooses a Worldbreaker and 30 other cards from their pool to form their deck. As usual, you can (but are not required to) use your Worldbreaker's signature cards in your deck, but you cannot use any other signature cards. Once both players have their decks ready, it's time to play *Worldbreakers*!

If you and your opponent play more than one game with the decks you drafted, between games you may change which cards from your pool are in your deck. Remember that if you switch your Worldbreaker, you must also switch signature cards.

SOLO CAMPAIGN

In addition to its two-player game modes, *Worldbreakers: Advent of the Khanate* includes a single-player experience in the form of a 10-chapter campaign. The campaign is divided into two 5-chapter parts and managed through the **campaign deck**. Each chapter is a single game played against an **automaton**. You follow the regular rules of the game, while the automaton is controlled by a deck of **Order cards**.

Setting Up the Campaign

Each part of the solo campaign has its own setup. To begin a solo campaign for either Part I or Part II, follow the steps below. (*Start with Part I to experience the full story.*)

1. Gather the campaign deck. **Do not shuffle it.** It is set up in a particular order. If you are playing Part II, remove all the cards up to and including the “End of Part I” card and put them away.
2. Take the 12 order cards that are on top of the campaign deck to form the starting Orders deck.
3. If you are playing Part II, take the two “New Rules” cards from the top of the campaign deck, read them, and set them aside.
4. Create the starting play decks for yourself and for the automaton by gathering the cards listed on page 35 (for Part I) or page 36 (for Part II).
5. The “Chapter 1” (for Part I) or “Chapter 6” (for Part II) card should now be on top of the campaign deck. Proceed to the first game!

Setting Up a Campaign Game

To set up a game in the campaign, shuffle your deck and prepare your starting hand, standing, and mythium as normal. Then follow these steps:

1. Separate any cards added to your opponent's play deck during the previous game. Shuffle that deck, but do not draw any cards. If your opponent has a Worldbreaker card, put it into play.
2. Gather any "New Rules" campaign cards that have been revealed from the campaign deck. Place them near the play area. They remain active for the entire game. *(There are no "New Rules" for Chapter 1.)*
3. Resolve all "**Setup:**" abilities on "New Rules" cards you gathered.
4. Shuffle the 12-card Orders deck and put it into the play area, making sure that the "Turns 1 and 3" side of each card is facing up.
5. You are now ready to begin playing. You are the first player in the first round.

The Draft Deck

Some cards in the campaign deck allow you to draft new cards to add to your deck. When instructed to build the draft deck, gather the cards indicated on page 35 (Part I) or page 36 (Part II).

Whenever you are instructed to draft cards, shuffle the draft deck and deal out twice that many cards. Choose the indicated number of cards to add to your deck for the remainder of the campaign. Remove the cards you did not choose from the campaign. *(Do not return them to the draft deck.)*

Playing in Solo Mode

When taking your own actions and resolving your own abilities, you follow all of the normal rules of *Worldbreakers*, except that for the duration of Part I (chapters 1-5), **you cannot attack**. This restriction does not apply during Part II (chapters 6-10).

Your opponent is an automaton. It has no hand, no mythium, and cannot gain or spend mythium, gain or spend standing, or draw cards, either in the Rally Phase or with abilities on its cards. All other abilities work normally. The automaton always triggers any ability it is able to use.

If your opponent's play deck ever runs out of cards, shuffle their discard pile to form a new deck.

Order Cards

On each of your opponent's turns, instead of the automaton taking an action, you must resolve the ability on the top card of the Orders deck.

Order cards have two sides: a "Turns 1 and 3" side that ends by instructing you to flip the card, and a "Turns 2 and 4" side that ends by instructing you to discard the card.

Whenever the last card of the Orders deck is discarded, reshuffle the discarded Order cards to form a new Orders deck, making sure once again that the "Turns 1 and 3" side of each card is faceup.

Most "Turns 1 and 3" abilities put the top card of your opponent's play deck into play. Most "Turns 2 and 4" abilities cause your opponent to attack. Cards that break this pattern are illustrated and marked with a "•".

Choosing Targets

Whenever the automaton must choose a card in play, it uses the following criteria to make its choice. At each step, if more than one card is tied, it proceeds to the next step to choose from among the tied cards.

1. Choose ready followers before exhausted followers.
2. Choose a card with the highest standing requirement.
3. Choose a card with the highest mythium cost.
4. Choose a location with the fewest remaining stages or a follower with the least remaining health.
5. If there are still multiple valid choices, you decide which one the automaton chooses.

Ending the Game

The chapter card indicates the amount of power required to win the current game. As usual, check for victory in the Rally Phase.

If you lose, you can reset and play this chapter again under the same conditions. If you win, flip the chapter card and follow its instructions to continue the story.

The back of the chapter card will guide you through the next cards in the campaign deck. Resolve them one at a time, as follows:

- Order card: Add the card to the Order deck. Remove a basic Order card (one with no illustration or "•" on either side) from the deck.
- "New Rules" card: Follow the instructions and set the card aside for future games.
- Chapter card: Stop! You are ready to continue to the next game.

Starting Decks: Part I

Player

Worldbreaker: Marco Polo, Robed in Silk

- | | |
|---------------------------|--------------------------|
| ★ Silkworm Terrarium | ★ Polo's Portraitist |
| ★ Exploitative Extraction | ☼ Proof of the Grotto |
| ☼ Inspirational Vision | ☼ Straight to the Source |
| ☼ Pacify | ☼ Heedless Investor |
| ☼ Mothkeeper | ☼ Sly Sentinel |
| ☼ Generous Dealer | ☼ Illicit Bazaar |
| ☼ Mesmerizing Maze | Surprising Development |
| Caravan Guard | Lowly Bard |
| Stars Apprentice | The Humble Underpass |
| The Submerged Brilliance | The Den of Sabers |

Automaton

- | | |
|---------------------|--------------------|
| ☹ Dogtamer | ☹ Gallant Soldier |
| ☹ Kalari Adept | ☹ Airag Maker |
| ☹ Eagle Huntress | ☹ Skillful Bruiser |
| ☹ Amu River Armorer | Wearry Veteran |
| Lowly Bard | Earth Apprentice |
| Swift Messenger | |

Draft Deck (used after completing Chapter 1)

- | | |
|-------------------------|----------------------|
| ☼ Frantic Getaway | ☼ Throes of Fancy |
| ☼ Auspicious Smuggler | ☼ Suave Sycophant |
| ☼ The Blind Sculptor | ☼ Covert Exchange |
| ☼ Weaving Workshop | ☼ The Uncanny Valley |
| ☹ Vicious Stab | ☹ Pernicious Powder |
| ☹ Serendipitous Witness | ☹ Baleful Viper |
| ☹ Callous Closer | ☹ Forlorn Flats |
| Gratuitous Gift | Mythium Fund |
| Wearry Veteran | Yam Operator |
| Desperate Miners | Swift Messenger |
| Void Apprentice | The Indigo Grotto |

STOP! The next page includes the starting decks for Part II. If you want to experience the story in order, don't read it until you finish Part I.



Starting Decks: Part II

Player

- | | |
|---|------------------------|
| Worldbreaker: Khutulun, the True Daughter | ☺ Ger Migration |
| ☺ Call to Arms | ☺ Dogtamer |
| ☺ Wild Boar Charge | ☺ Kalari Adept |
| ☺ Gallant Soldier | ☺ Eagle Huntress |
| ☺ Airag Maker | ☺ Amu River Armorer |
| ☺ Skillful Bruiser | ☺ Mongol Quartermaster |
| ☺ Champion of the Tumen | Raid the Mines |
| Gratuitous Gift | Lowly Bard |
| Weary Veteran | Earth Apprentice* |
| Earth Apprentice | Swift Messenger |
| The Humble Underpass | |

Automaton

- | | |
|--------------------|-------------------------|
| ⊙ Novice Cutpurse | ⊙ Cunning Reclaimer |
| ⊙ Resourceful Aide | ⊙ Serendipitous Witness |
| ⊙ Silent Assassin | ⊙ Baleful Viper |
| Weary Veteran | Lowly Bard |
| Swift Messenger | Void Apprentice |
| Void Apprentice* | |

* 2nd copy from the Extras Pack

Draft Deck (used after completing Chapter 6)

- | | |
|----------------------------|-----------------------|
| ★ Khutulun's Kheshig | ★ Confident Suitor |
| ★ The Ten Thousand Ride | ☺ Poised Duelist |
| ☺ Forbidding Guru | ☺ Sparring Braggart |
| ☺ Astute Tactician | ☺ Tengri's Cavalry |
| ☺ The Amu River Encampment | ☺ Mythium Ingot |
| ☺ Bolt Trap | ☺ Natty Matron |
| ☺ Steelclad Captain | ☺ Fanciful Astronomer |
| ☺ Patient Mentor | ☺ Luminous Lagoon |
| ☺ Volatile Furnace | Yam Operator |
| Desperate Miners | Moon Apprentice |
| The Submerged Brilliance | The Den of Sabers |

Extras and First-Edition Exclusives

Worldbreakers exists thanks to the generous support of 566 Kickstarter backers. This first-printing copy of *Worldbreakers: Advent of the Khanate* comes with 4 **exclusive** oversized Worldbreaker cards and an Extras Pack with more goodies, including:

- An additional copy of each Worldbreaker and their signature cards,
- A 2nd standing tracker card for each guild,
- A 2nd copy of each neutral card that only appears in one guild's preconstructed deck,
- 3 first-edition **exclusive** "Ancient Languages" alternate-art cards, and
- 4 first-edition **exclusive** "Join the Universe" alternate-art cards.



Oversized Worldbreaker cards



Double-sided art card




*"Join the Universe"
Alt-art cards*



*"Ancient Languages"
Alt-art cards*

Starting Resources (p5)


5 , 5 cards, and 1 standing in your Worldbreaker's guild.

Round Structure (p6–7)

1. Action Phase

Players alternate turns, taking 1 action each turn, until each player has taken 4 turns.



2. Rally Phase

1. Resolve “**Rally:**” abilities.
2. Ready exhausted cards.
3. Each player gains 2 .
4. Each player draws 1 card.

(There is no hand size limit.)

5. Check for victory.
 6. Change the first player.
- (Flip the Turn Tracker board.)*

Actions (p18–20)

- Gain 1  (1 mythium).
- Draw 1 card.
- Pay 2  → Gain 1 standing with any guild.
- Play a card from your hand.
- Attack.
- Develop a location you control.

Triggered Abilities (p26)

Timing: Cost → Effect

Triggering an ability is always optional unless it says “**Forced**”.

Guilds (p16–17)



Earth



Stars



Moon



Void

Combat (p20–23)

Attack Phase (*Attacker is active*)

Declare & exhaust attacking followers.

Then resolve “**Attacks:**” and “**Your Attack:**” abilities.

Defense Phase (*Defender is active*)

Resolve 1 block at a time. For each:

1. Exhaust the blocking follower and declare which follower is being blocked.
2. Resolve “**Blocks:**” abilities.
3. Followers fight. Place wounds on each equal to the other's strength.
4. Remove both followers from combat.

Outcome Phase (*Attacker is active*)

If you have any attackers left:

1. Gain 1 power for each of them.
2. Resolve their “**Breach:**” abilities.
3. You may damage 1 of the defending player's locations.

Note: Strength doesn't matter after blocks. Breaching with multiple attackers still only lets you damage a location once per combat.