



Worldbreakers

Advent of the Khanate

Solo Rules

[Check out the 9-minute "How to Play" video!](#)

Worldbreakers is still in development, so the rulebook is under constant revision. Email me at el.ad.david.amir@gmail.com with any feedback or questions. Make sure to [visit the homepage](#) and [join the Discord](#) for the latest news!

This rulebook is for the prototype solo mode for *Worldbreakers: Advent of the Khanate*. It assumes that you already know how to play the multiplayer version. [Check out that multiplayer rulebook here!](#)

Welcome to the Worldbreakers Campaign!

The *Worldbreakers* solo campaign takes place over 10 chapters. This prototype version covers the first 5, where you play as Marco Polo.

While living in Kublai Khan's court, you hear rumors of a magnificent Mongol princess, Khutulun. She is reuniting the Mongol tribes and plans to finish the great Chinggis Khan's conquests by marching upon Europe. You decide to sneak out of the Great Yuan state and travel west across Asia and the Middle East. You must reach Italy and warn your countrymen before Khutulun assembles her forces!

Setting Up the Campaign

To begin a solo campaign, follow the steps below. If you are playing this prototype on Tabletop Simulator, these steps have already been completed for you.

1. Gather the Campaign deck. Be careful NOT to shuffle it.
2. Read the back of the Campaign deck cover card and discard it.
3. Take the 12 order cards that are on top of the campaign deck to form the starting Orders deck.
4. Gather the Earth starter deck. Replace the Khutulun Worldbreaker card with the Tengri's Cavalry Worldbreaker card from the top of the Campaign deck.
5. Remove all event and location cards from the deck. These 9 cards will not be used in the campaign. Next, remove the 2 signature follower cards and the 5 other follower cards with a standing requirement of 2 or 3. Set these 7 cards aside; they will be used later in the campaign. The remaining 14 cards form your opponent's starting deck for each game of the campaign.
6. Gather the Stars starter deck. Remove all non-signature cards with a standing requirement of 2 or 3. Set those 9 cards aside; they will be used later in the campaign. The remaining 21 cards (plus the Marco Polo Worldbreaker card) form your starting deck for the first chapter of the campaign.
7. The Chapter 1 card should now be on top of the Campaign deck. Proceed to game setup for the first game of the campaign.

Setting Up the Game

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

1. Reassemble your opponent's starting deck by separating any cards that were added to it in the previous game. Shuffle that deck, but do not draw any cards.
2. Gather any New Rules cards that have been revealed from the campaign deck. Place them near the play area for easy reference. They remain active for the entire game unless otherwise indicated. (There will not be any New Rules cards in the first game of the campaign.)
3. Resolve all "Setup:" abilities on New Rules cards you gathered.
4. Gather the 12-card Orders deck and shuffle it, making sure each order card is facing the same way up. Place the Orders deck on the table so that the A sides of the cards are faceup.
5. You are now ready to begin playing. You are the first player in the first round.

Playing in Solo Mode

Solo gameplay challenges you to develop and defend locations in order to accumulate a set amount of power before your automated opponent. When taking your own actions and resolving your own abilities, you follow all of the normal rules of *Worldbreakers*, except that **you cannot attack**.

Your opponent is an automaton. It has no hand, no mythium, and cannot use follower abilities that gain or spend mythium, gain or spend standing, or draw cards. All other follower abilities work normally, and the automaton always triggers any ability it is allowed to use.

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 an A side and a B side. Each card's A-side ability ends by instructing you to flip the card, and each card's B-side ability ends by instructing you to discard the card. In this way, the automaton will get an A-side effect on its turns 1 and 3 of each round, and a B-side effect on turns 2 and 4 of each round.

Whenever the last card of the orders deck is discarded, reshuffle the discarded orders cards to form a new Orders deck.

Whenever you are instructed to put the top card of your opponent's deck into play, if there are no cards left in that deck, shuffle their discard pile to form a new deck. Then follow the instruction as normal.

Most A-side abilities put the top card of your opponent's deck into play. Most B-side abilities cause your opponent to attack with all ready followers. Cards that break this pattern are marked with a •.

As in normal play, if the automaton attacks and combat is successful, it damages one of your non-hidden locations. See "Choosing targets" below for an explanation of how the automaton chooses which location to damage.

Choosing Targets

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

1. Choose only among cards that match the criteria of the effect.
2. Choose a card with the highest mythium cost.
3. Choose a card with the highest standing requirement.
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 required amount of power to win the current game of the campaign is indicated on the Chapter card on the top of the Campaign deck. As usual, check for victory in the Rally Phase and resolve ties by continuing the game for another round.

After the game, if you lost, you can reset and play this Chapter again under the same conditions. Do not reveal any more cards from the Campaign deck.

If you won, flip the Chapter card that is on top of the Campaign deck. The other side of that card will continue the story and allow you to draft new cards to add to your deck. See *The Draft Deck*, on the next page, for instructions on how to perform this draft.

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:

- If the top card of the Campaign deck is an order card, add it to the Orders deck and remove a Recruit/Charge order card (one with no • on either side) from the deck. The removed card will no longer be used in this campaign.
- If the top card of the Campaign deck is a New Rules card, read it, follow any instructions, and set it aside for use in future games.
- If the top card of the Campaign deck is a Chapter card, stop. Do not look at the back of the card or any cards below it in the Campaign deck. You are now ready to continue to the next game of the campaign!

The Draft Deck

After you complete Chapter 1, it's time to prepare the Draft deck. If you are playing this prototype on Tabletop Simulator, the Draft deck has already been prepared for you.

To build the Draft deck, retrieve the 9 cards that require 2 or 3 Stars standing that you set aside at the beginning of the campaign, and gather these additional 14 cards from the Void and Moon starter decks:

Baleful Viper
Callous Closer
Desperate Miner
Emboldened Soldier
Forlorn Flats
Gratuitous Gift
Mythium Fund
Pernicious Powder
Swift Messenger
The Indigo Grotto
Vicious Stab
Void Apprentice
Void Looter
Yam Operator

Whenever you are instructed to draft cards (usually on the back of a Chapter card), 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. Return the cards you did not choose to the Draft deck.