



**CONQUEST
OF FATES**

**HOW TO PLAY
RULE BOOK V1.0**

WHAT IS CONQUEST OF FATES?

Conquest of Fates is a dynamic sci-fi fantasy card game where players seize their destinies in fast-paced battles.

Set in a richly imagined universe, players command powerful units, engage in strategic maneuvers, and shape the outcome of epic conflicts.

With immersive storytelling and thrilling gameplay, every match offers a chance to rewrite history and forge a new legend.

WHAT DO YOU NEED?

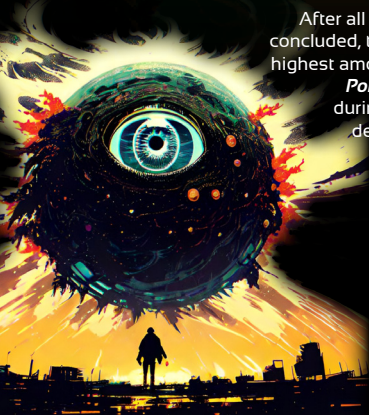
First you'll need:

- Your Deck, 40 to 80 cards.
- Dice - or a way to track CQ during the battle.
- A Pen and Paper - or other means of accounting for your Conquest.
- A Reference to the Rules.



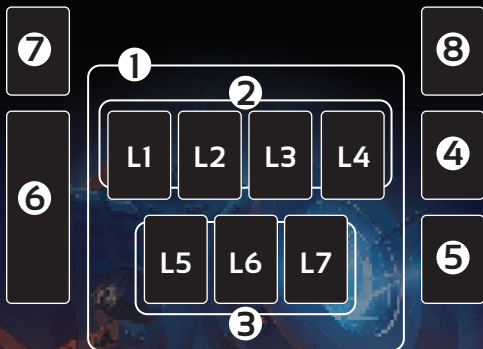
HOW DO YOU WIN?

After all three battles have concluded, the player with the highest amount of "*Conquest Points*" accumulated during those battles is declared the winner.



THE BATTLE ZONE

This is where all of your units go, and where your fate is decided during a game.



1 **THE BATTLE ZONE** – Your Battle Zone includes all zones except Your Deck, The Void, and Your Discard Pile.

SKIRMISH ZONE ONE – encompasses the first four locations in your battle zone (L1–L4). You'll deploy units here during the first Skirmish.

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3 **SKIRMISH ZONE TWO** – encompasses the last three locations in your battle zone (L5 – L7). You'll deploy units here during the second Skirmish.

YOUR DECK – This is where you'll place your deck (40 cards min, 80 max).

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5 **YOUR DISCARD PILE** – Your discard pile is where cards will go after they've been tallied in battle— or if they are discarded or destroyed.

EXTRA LOCATIONS – The additional locations are the zones where units can be deployed due to other units special effects. You may not deploy units here directly during either Skirmish.

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7 **YOUR STAR** – Your Star Location can hold only one type of card: Stars. You may place a Star here during any deployment step.

THE VOID – is beyond your control and command. Special effects may place Units here. Once a card is in the Void, it's treated as if it's removed from the game entirely until the end of the match.

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WHAT IS A UNIT?

The cards in your deck are units. You will use these units to shape your fate in the universe. Units all share the same characteristics.

ANATOMY OF A UNIT



A. Faction aligned with Unit.

B. Name of Unit.

C. Unit visualization.

D. Conquest Value.

E. Effect Trigger.

F. Special Effect.

G. QR code or Collector's Info.

TYPES OF UNITS

STANDARD UNITS – These units do not have any special abilities on their own, and usually have full artwork as well as a silver frame.



STRATEGIC UNITS – These units have a special ability, and are also in a silver frame.

LIGHTSPEED UNITS – These units are like strategic units, but can be played at any time during a battle from your hand. They have golden frames.



WORMHOLE UNITS – These units have a rainbow frame, and can only be deployed with the help of a special effect of certain strategic units.

APEX UNITS



Apex Units are not technically a different type of unit. Apex units are treated like “Elevated” versions of other units. Almost always a character of the story.

They have an Apex “A” icon over their CQ value, and your deck can only contain 1 of each.

ANATOMY OF BATTLE

Conquest of Fates consists of three battle phases. Each battle phase has the following:

1. One Supply Drop
2. Two Skirmishes
3. Clean up & Tallying

Battles are your primary way to obtain Conquest Points (CP), and it’s when your units special effects will occur.

SUPPLY DROPS

Each Battle Begins with a Supply Drop from your Faction. You’ll draw 7 cards.



When you run out of cards in your deck the game continues. However you’ll have a major disadvantage since you won’t have any new cards to play.!

SKIRMISHES

Each battle consists of two separate skirmishes. The Skirmishes are easy to track because they take place at different locations on the battle zone each turn.



Skirmish 1 Consists of the top 4 locations



Skirmish 2 Consists of the bottom 3 locations

Skirmishes are set up in two parts:

Deployment

During the Deployment, each player selects stars and units from their hands to deploy to the battle zone.

At the beginning of each Skirmish, the active player starts by choosing to play a star. If they do not, the next player chooses to play a star or not. Stars are played face-up in their Zone, and their effects take place immediately upon being played.

After stars, all players choose to place any number of units from their hand face down. During the first Skirmish's deployment, each player may play up to 4 units face down in any of the first Skirmish locations. During the second Skirmish's deployment, players do the same with the bottom 3 locations.

Operation

During the Operation step, each player reveals their units, and special effects occur. Any player may deploy a lightspeed unit to their extra locations in response to any effect during the Operation step.

During each Skirmish, the active player reveals their leftmost unit first. That unit's abilities trigger if able. Then the next player in line reveals their units at that same location. If player doesn't have a unit at any given location, the turn switches to the next player.

After all units have been revealed (and their abilities are resolved), the Operation step ends and the game moves to the next Skirmish. If it's the end of the Second Skirmish, all "End of the Battle" effects trigger and then you move to the tallying phase.

TALLYING UP AND FINALIZING THE BATTLE

After Skirmish 2, in each battle, all players move to the tallying phase. At this point, players send all units they control to the discard pile (stars remain unless it's stated otherwise). As the units are cleared, you gain their total CQ after all effects are calculated to your CQ Pool.

DECKBUILDING

Deckbuilding is how you take control of your fate!

You can explore factions, units, and strategies in all new ways. Your deck can contain cards from across all of Conquest of Fates, but it must follow a few rules to fit within Intergalactic regulation:

1. Your deck must contain a minimum of 40 cards. Meanwhile it may have a maximum of 80 cards.
2. You may only choose one faction for your deck. All units you choose need to belong to that faction. Mercenaries can be used with any faction.
3. Your deck may only contain 1 of any star
4. Your deck may only contain 1 copy each of any specific Apex unit.
5. Your deck may contain up to 3 copies of any other unit.
6. Your deck may not contain any units or stars that are lost to the forbidden zone (you may ignore this rule if you are building a deck for the Parallel universe format)

RESEARCH THEMES AND SIGNPOSTS

Look for cards that share a common goal and theme. For example, if you want to build a deck that explores, you'll want cards like [Interstellar Probe], but you'll also want to find units that benefit from when Explore triggers happen.

EXPLORE COMBOS AND PLAY

Even after you found some cards that seem to work together, shuffle them up and play some solitaire games. Makes sure you know how your cards interact with each, and change them if they don't play how you expected.

ADAPT TO OTHER PLAYERS & DECKS

Be sure to include cards in your deck that are good, not just in your strategy, but also against opponent's strategies. The ability to Mute, Plague, and Destroy enemy units can be critical at the right moments.



KEYWORDS & TERMS

RESEARCH – is an ability that a Unit may perform, often triggered by a unit's special effect. To Research, the unit's controller will state if they think that the top unit of their deck has a "Higher" or "Lower" CQ than the top unit of an opponent's deck. Then both players will reveal the top unit of their deck.

If the Researching Unit's controller was correct, then they draw the card, and their opponent places the card on the bottom of their deck. If the Researching Unit's controller was incorrect, then both player's put the card on the bottom of their deck, and the opponent gains CQ equal to the CQ of the unit that was revealed. If there is a tie between revealed units, then both players reveal the next unit from the top of their deck as well.

EXPLORE – is an ability that a Unit may perform, often triggered by a unit's special effect. To Explore, the unit's controller chooses either the "Top" or "Bottom" of any player's deck. Then deploys that unit immediately to their extra location zone.

ADAPT – is an ability that a Unit may perform, often triggered by a unit's special effect. To Adapt, the unit's controller attaches the top card of their deck to the Adapting unit.

The Adapted unit gains the Base CQ value of the attached unit. The attached unit is not treated as a unit, nor as being in the battle zone.

Units may become Attached without having an Adapt ability triggered via a variety of special effects. Any unit that has another unit attached to it is treated as having "Adapted".

MUTE (MUTED) – is a status effect that may be applied to a unit. When a unit becomes muted, it's treated as though it is a standard unit with no abilities or special effects.

PLAGUE (PLAUGED) – is a status effect that may be applied to a unit. When a unit becomes Plauged, it's Base CQ is reduced to -1.

FORCEFIELD – is a status effect that may be applied to a unit. When a unit has Forcefield it is immune from other status effects, or destroy effects. If a unit already has a status effect, and gains forcefield, the status effect is not removed.