



SIMPLIFIED RULEBOOK

VERSION 1.1

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?

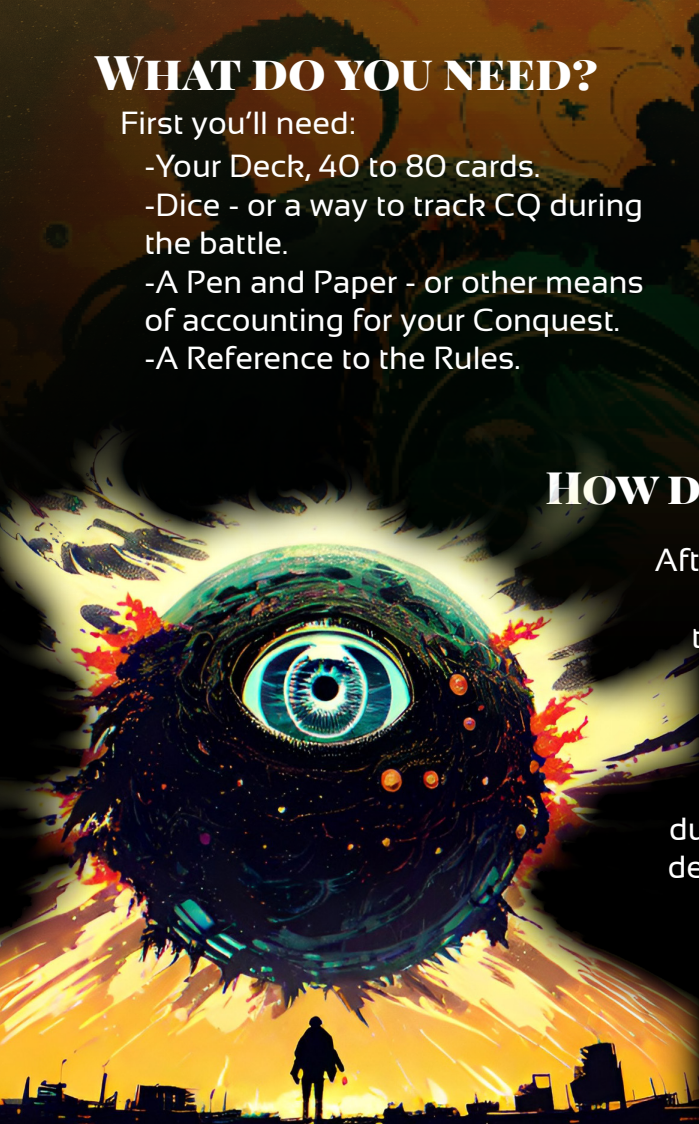
First you'll need:

- 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" or "CQ"*** accumulated during the Battles is declared the winner.



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. Deployment Type*
- D. Unit visualization.*
- E. Conquest Value.*
- F. Effect Trigger.*
- G. Special Effect.*
- H. 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 deployed directly from your hand in response to another unit's reveal. They have golden frames.

APEX UNITS

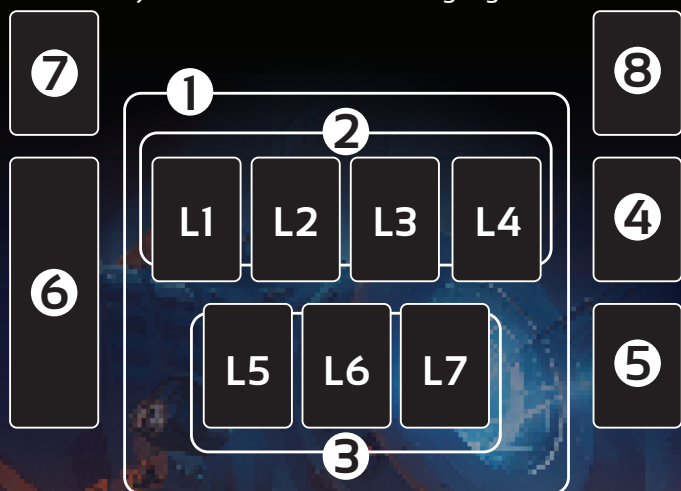
Apex units are treated like “Elevated” versions of other units. They are almost always a character of the story.

They are identifiable by an Apex “A” icon over their CQ value, and your deck can only contain 1 of each. They also say ‘Apex’ on the right side of their frame.



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.

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.

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.

7 CELESTIALS – This is the dedicated zone for your Celestial cards.

THE VOID – A space 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 game.



ANATOMY OF BATTLE

These are the steps of every battle:

1. Supply Drops -

Draw seven (7) cards

2. Skirmish One -

2A - Celestials

2B - Deployment

2C - Action

3 Skirmish Two -

3A - Celestials

3B - Deployment

3C - Action

4. Scoring

5. Clean Up



SUPPLY DROPS



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

You always Draw 7 cards during your supply drop if you're able.

Your maximum hand size is 10 cards, so if you go over you have to discard immediately.

Running out of Cards in your deck does not mean you lose the game.

SKIRMISHES

Battles are fought over two separate skirmishes. Skirmish 1 utilizes the top 4 locations of the Battle Zone. While Skirmish 2 utilizes the bottom 3



Skirmish 1 Locations



Skirmish 2 Locations

CELESTIALS

Celestials are the powerful, harnessed remnants of Stars, Quasars, Nebulas and other cosmic bodies.

Your deck does not need to have a Celestial. However, they offer powerful effects usually at the cost of a detrimental trade-off.



Each Skirmish Begins with the Celestial Phase.

The active player declares if they will deploy a Celestial or pass. After they have chosen, the next player in line chooses until all players have played a Celestial or passed.

Once deployed, A Celestial's effects happen immediately. Additionally, Players can not respond to Celestial's effects happening.



DEPLOYMENT



Deployment is the *SECOND STEP* of each skirmish.

During Deployment, both players place units from their hands face down into the open locations. Players do this at the same time and can choose to place up to 1 unit in each open location.

Players may only deploy units into locations from the current skirmish (I.E. Skirmish 1, the top 4 locations, Skirmish 2 the bottom 3 locations)

Locations can be left empty, and players may move, adjust, or return units to their hand as much as they would like before confirming.

Once both players confirm their units and locations, the game moves directly to the Action Step.

ACTION

The Final step of each Skirmish is **Action!**

During the **Action Step**, players take turns (*starting with the Active player*) revealing their face down units.

Units are revealed from left to right, and as each unit is flipped face up they are first announced and then special effects begin to trigger. (See "The Accordion" for more)

After all units at all locations have been revealed, the game moves either directly into the next skirmish, or to the Scoring step.



LIGHTSPEED REACTIONS

Whenever a unit is revealed, players can respond by deploying a "Lightspeed" unit from their hand directly to the Extra Locations.

SCORING

During the scoring step, each player counts the total CQ of all of their units in their battle zone and adds that total to their Conquest Pool.

CLEAN-UP

Clean Up is the final step of every battle.

Each unit, counter, token, or any other things added to the battle zone are removed. Units are sent to the discard pile.

Celestials remain in their zone during and after the clean up step.

KEYWORDS & TERMS

-APEX-

A SPECIAL ATTRIBUTE OF SOME UNITS. APEX UNITS ARE USUALLY MORE POWERFUL THAN THEIR NON-APEX COUNTERPARTS, AND ARE RESTRICTED TO 1 COPY PER DECK.

-ADAPT-

ADAPT IS A MECHANIC KEYWORD. WHEN A UNIT ADAPTS, IT'S CONTROLLER TAKES THE TOP CARD OF THEIR DECK AND ATTACHES IT DIRECTLY TO THAT UNIT.

-ATTACH-

ATTACHING IS A PROCESS IN WHICH A UNIT IS PLACED UNDER ANOTHER UNIT. THE TOP UNIT RETAINS IT'S 'IDENTITY' AND ABILITIES, AND IT GAINS THE CQ OF THE BOTTOM UNIT. THE BOTTOM UNIT IS TREATED AS BEING 'ATTACHED' TO THE TOP UNIT, AND HAS NO 'IDENTITY'.

-ADJACENT-

ADJACENT IS A TERM FOR UNITS THAT ARE NET TO EACH OTHER IN THE BATTLE ZONE. THIS INCLUDES ALL LOCATIONS ACROSS BOTH SKIRMISHES (FOR EXAMPLE LOCATION 1 IS ADJACENT TO LOCATION 2 AND LOCATION 5)

-DEPLOY-

DEPLOY (DEPLOYED) IS A SHORTHAND FOR THE PROCESS OF A UNIT GOING THROUGH 'THE ACCORDION'.

-DESTROY-

WHEN A UNIT IS DESTROYED IT SENT DIRECTLY TO THE DISCARD PILE FROM THE BATTLE ZONE.

-SEEK-

SEEKING IS THE PROCESS OF SEARCHING AN AREA OR ZONE FOR A CARD.

-UPLOAD-

UPLOAD IS A SPECIAL MECHANIC IN WHICH UNITS ARE PLACED IN A ZONE REFERRED TO AS "THE UPLOAD ZONE". THIS ZONE EXISTS OUTSIDE OF BATTLE ZONE, DECK, DISCARD PILE AND THE VOID. CARDS THAT ARE UPLOADED CAN NOT BE INTERACTED WITH UNTIL ALL BATTLES ARE OVER.

-FORCEFIELD-

FORCEFIELD IS A STATUS. UNITS WITH FORCEFIELD CAN NOT BE DESTROYED, CAN NOT BE PLAGUED AND CAN NOT BE MUTED. UNITS WITH PLAGUE OR MUTE THAT GAIN FORCEFIELD DO NOT HAVE IT REMOVED.

-PLAGUED-

PLAGUED IS A STATUS. UNITS WITH PLAGUED HAVE THEIR CQ SET TO -1. WHILE THE UNIT IS PLAGUED IT'S CQ CAN'T BE CHANGED.

-MUTED-

MUTED IS A STATUS. UNITS THAT HAVE BEEN MUTED LOSE ALL OF THEIR ABILITIES AND TRIGGERS.

