



CONQUEST OF FATES

QUICKPLAY
RULEBOOK



TABLE OF CONTENTS

04

Introduction
What is Conquest
of Fates

05

What is a Unit?

6-7

Battle Zone

8-10

How to Play

11

Supply Drops,
Hand Size
& Celestials

12

Lightspeed
Deployment, Special
Effects, & Triggers

13

The “Accordion”

14

Locations, Adjacency
& Multiplayer

15

Keyword & Terms

16

Quick Play Guide

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?

- ◆ Your Deck
- ◆ A way to keep track of your Conquest points
- ◆ A reference to the rules



HOW DO YOU WIN?

To Win a game of Conquest of Fates you will need to conquer as many star systems as possible.

The Number of star systems you have conquered is represented by your Conquest Points (CQ) and tracked in your Conquest Pool.

After 3 battles, whichever player has earned the highest total amount of CQ is declared the winner.

WHAT IS A UNIT?

Most of the cards in your deck are units. They're the bulk of your strategy, and you'll use them to gain CQ.



ANATOMY OF A UNIT

- A. *Faction aligned with Unit.*
- B. *Name of Unit.*
- C. *Deployment Type.*
- D. *Unit visualization.*
- E. *Conquest Value.*
- F. *When unit's Effect happens.*
- 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

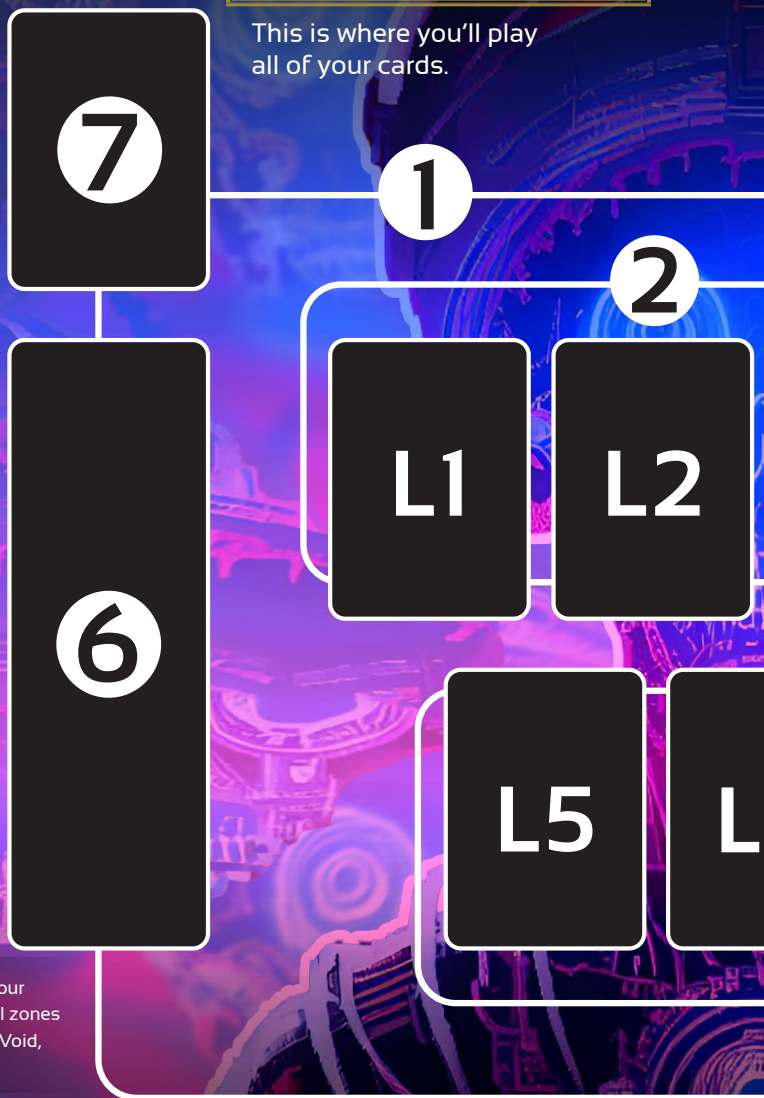
Apex units are some of the most powerful in your command. However, the trade-off for that extra power is that you can only have 1 of each in your deck. So you'll need to be extra strategic with their deployment.

"Apex" is a modifier that is sometimes added on to any of the Unit Deployment types.



THE BATTLE ZONE

This is where you'll play all of your cards.



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

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

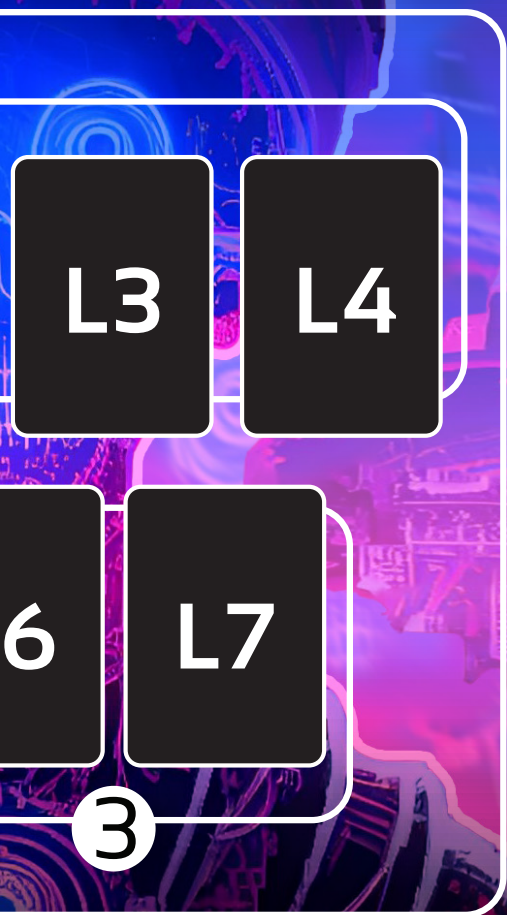
3 **SKIRMISH ZONE TWO** – encompasses the last three locations in your battle zone (L5 – L7). You'll deploy units here during the second Skirmish.

YOUR DECK – This is where you'll place your deck.

4

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.

5



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

7

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.

8

6 **EXTRA LOCATIONS** – The additional locations are the zones where units can be deployed due to other units' special effects. You may also deploy Lightspeed units here directly during a battle. Otherwise you can not deploy units here directly.

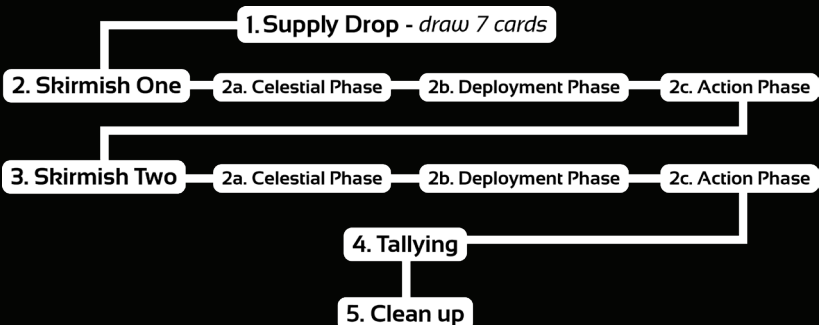
HOW TO PLAY

A quick walkthrough of how to play

GAME SETUP

- ◆ Each player Shuffles their Deck
- ◆ Randomly Determine who is the first "Active Player"

ANATOMY OF BATTLE



1. SUPPLY DROP - STARTING THE FIRST BATTLE

All players draw 7 cards from their deck. This is your 'Supply Drop'.

With this first Supply Drop of the game, each player may choose to Mulligan if they are unhappy with their first hand of cards. To Mulligan shuffle your hand back into your deck and draw a new 7-card supply drop.

2. Skirmish One

Each battle contains two Skirmishes. Each skirmish follows the same Sequence:

2a: Celestial Phase

Starting with the Active Player, each player may:

- ◆ Play a Celestial Card, or
- ◆ Pass

Once both players have acted or passed, move to Deployment.

Not every deck contains a Celestial. You may pass if you don't have one.

HOW TO PLAY

(Continued)

2B: DEPLOYMENT PHASE

All players simultaneously place units from their hand face-down into the locations.

Skirmish 1 uses the top 4 locations (1-4)

Skirmish 2 uses the bottom 3 locations (5-7)

- ◆ You may only deploy units into the current Skirmish
- ◆ You may deploy 1 unit per location
- ◆ You may choose to leave any location empty.

2C: ACTION PHASE - BATTLE

Players now reveal and resolve their units, left to right, starting with the Active Player.

At Each Location:

- ◆ Flip your unit Face-Up
- ◆ Announce that unit to all players
- ◆ Resolve the announced unit's Special Effects.

Then the next player does the same. Continue switching back and forth between players as you reveal at each location.



LIGHTSPEED DEPOYMENT

Whenever a player announces a new unit, you may respond by deploying a lightspeed unit from your hand, face-up, directly to the Extra Locations zone.

SKIRMISH TWO - DO IT AGAIN

After finishing Skirmish 1, go directly into Skirmish 2 - no new cards are drawn.

Repeat the Celestial, Deployment, and Action steps for Skirmish 2 using the bottom 3 locations of the Battle Zone (5-7)

Resolve each location from left to right just like before.

HOW TO PLAY

(Continued)

END OF BATTLE: TALLYING AND CLEANUP

Each player adds up the total CQ of all of their face-up units in the Battle Zone.

Then, add that CQ to your Conquest Pool. Conquest stays in your Conquest Pool across battles so be to sure keep track of this score.

Now, clean up the Battle Zone: Send all units to the Discard Pile. Leave any Celestials. Do not shuffle your discard pile back into your deck.

THE NEXT BATTLE BEGINS

- ◆ The "Active Player" rotates to the next player in line.
- ◆ Keep any cards left in your hand, then draw a new 7-card supply drop.
- ◆ Repeat the Skirmishes and Phases like your last battle.

AFTER 3 BATTLES, DECLARE A WINNER!

Determined by who has the highest total CQ in their Conquest Pool

SUPPLY DROPS AND HAND SIZE

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

Your maximum hand size is 10 cards, If for any reason you have more than 10 cards in your hand, you immediately select and discard cards from your hand until you have 10. Discarding in this way doesn't trigger any Special Effects.

Running out of cards in your deck does not mean you lose the game. If you can't draw 7 cards then draw as many as you're able.



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.

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



LIGHTSPEED DEPLOYMENT

Lightspeed Deployment allows you to respond instantly with a unit from your hand for a surprise in the middle of battle.

Because of the inherent power of deploying units at lightspeed, there are some special rules:

- ◆ You may only deploy at Lightspeed in response to a unit's reveal.
- ◆ You can only respond to your opponent's units.
- ◆ You can only respond with 1 Lightspeed unit per enemy unit revealed.
- ◆ You may respond to a lightspeed unit's reveal with your own lightspeed unit.

You can also choose to play Lightspeed units during the Deployment Phase, just like a strategic unit. This flexibility ensures that they don't get stranded in your hand if your opponent doesn't give you an opportunity to respond.



SPECIAL EFFECTS

Dive into the details for the effects of units.

UPON REVEAL -

Upon reveal effects are the most common Special Effects. Upon reveal effects happen whenever a unit becomes face-up within the Battle Zone. If a unit is "revealed" to players, from a "hidden zone" (such as your Deck) it would not trigger these special effects.

THROUGHOUT THE BATTLE

Throughout the Battle effects are continuously happening as soon as a unit becomes face-up within the Battle Zone. These effects remain until the Clean-Up Phase of battle.

AT THE END OF BATTLE -

End of Battle effects begin to trigger once the 2nd Skirmish is otherwise completed. All end of Battle effects trigger before the Tallying and Clean-up phases begin.

SPECIAL TRIGGER -

Special Triggers don't follow the same set rules as the other effect types. Special Triggers always occur exactly as stated on their cards. If a Special Effect clashes with another effect, Perform the Special Effect as normal.



THE “ACCORDION”

The Accordion is a mechanical concept which governs how units Special Effects are handled during a game.

1. ANNOUNCEMENT

The first thing that happens when a unit is Face-up in the Battle zone is Announcement.

This is the exact time when a player may respond to a unit with a Lightspeed Deployment.

2. EXISTING EFFECTS

After a unit is announced, and no additional Accordions are opened, effects from units already in the Battle Zone begin to effect the newly face-up unit. Generally these are ‘Throughout the Battle’ or the effects of Celestials.

3. “UPON REVEAL”

If the newly face-up unit has an “Upon Reveal” ability that can activate, it does so now. All targets and effects are selected and resolved now.

4. NEW EFFECTS

The last point of the Accordion before it closes is for any additional new effects this unit has to begin happening. This could be a new ‘Throughout the Battle’ effect, Special Trigger, or At the End of Battle trigger waiting to happen.

Whenever a unit becomes Face-up in the Battle Zone, a new Accordion opens for that unit. When a new Accordion opens, existing Accordions are put on pause until the newest one is finished.

If a unit is destroyed during it’s Announcement step, it’s Accordion closes. When this happens, even if the destroyed unit had a Special Effect that would have triggered, nothing happens.



ACCORDION REMINDER

Don't worry about memorizing the full Accordion if you're playing casually.
Just refer to it when a specific interaction needs clarification.

LOCATIONS & ADJACENCY

Locations are shared by all players. This means if Player One has 1 unit in Location 1, and Player Two has 1 unit in Location 1, there are 2 total units at Location 1.

Adjacency counts all Locations that touch that share a side of that Location. For example, Location 2 is adjacent to Locations 1, 3, 5, and 6..

The Extra Locations are not adjacent to anything, and are not treated as a Single Location.



MULTIPLAYER

Conquest of Fates supports any number of players without needing to change how the game is played or how decks are built. All units and rules are designed with multiplayer in mind, so you can jump into games of any size using the same cards and mechanics.

Some popular multiplayer configurations include:

- ❖ **2v2 teams** - Two players teams working together. Strategizing, with shared goals. With 'Team Games' it's recommended that the team shares a single CQ pool. Because Factions are designed in isolation, these collaborations can create exciting new interactions.
- ❖ **Four-Player Free-For-Alls (1v1v1v1)** - Each player competes individually for Conquest Points. This setup brings chaos, shifting alliances, and dynamic swings in power.
- ❖ **2v1 Boss Battles** - Two players can team up against a single experienced player for a cooperative-vs-challenger experience. This format is especially helpful for onboarding new players or creating a fun challenge mode

There's no hard cap on player count, but once you go above 6 players, it may become difficult to track all effects, abilities, and phases in a timely manner. For larger games, consider assigning a dedicated CQ tracker or referee to help manage the flow.

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'. If the top unit is destroyed, so is the bottom.

-ADJACENT-

Adjacent is a term for units that are next 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.

-FORCEFIELD-

Forcefield is a status. Units with Forcefield can not be destroyed, can not be plagued and can not be muted. Units that were Plagued or Muted that gain Forcefield lose those status effects.

-MUTED-

Muted is a status. Units that have been Muted lose all of their *abilities* and *triggers*.

-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.

-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.



QUICKSTART GUIDE: YOUR FIRST GAME IN 3 MINUTES

1. GAME SETUP

- ◆ Shuffle your 40-card Deck
- ◆ Flip a coin to choose the "Active Player"
- ◆ Draw 7 cards (Your "Supply Drop")

2. PLAY A BATTLE

Each Battle has 2 Skirmishes. Each Skirmish has 3 Phases:

- ◆ Celestial Phase >> Play a Celestial or Pass
- ◆ Deployment Phase >> Place up to 1 unit per location Face down
- ◆ Action Phase >> Trade turns revealing units left to right and resolve Special Effects

3. END OF BATTLE

- ◆ Add up your total CQ from all your units
- ◆ Clean up your Battle Zone.
- ◆ Start a new Battle by drawing a new 7-card Supply Drop.

4. REPEAT

Follow steps 2 and 3 once again for 3 total battles.

After 3 battles, whichever player has accumulated the most CQ is the winner.