Conquest of Fates

Quick Play Guide

2026

GAME OVERVIEW

2+ PLAYERS ▪ 3 BATTLES PER GAME ▪ 20–30 MINUTES

HIGHEST CQ AFTER 3 BATTLES WINS

All of the basic rules you need to play Conquest of Fates are contained in the Core Rules pages.

Once you know the basics, you can check out the Intermediate Rules pages to learn even more.

TABLE OF CONTENTS

WHAT IS CONQUEST OF FATES?

Conquest of Fates is a sci-fi-fantasy card game where you command an intergalactic faction and fight to shape the future of the galaxy.

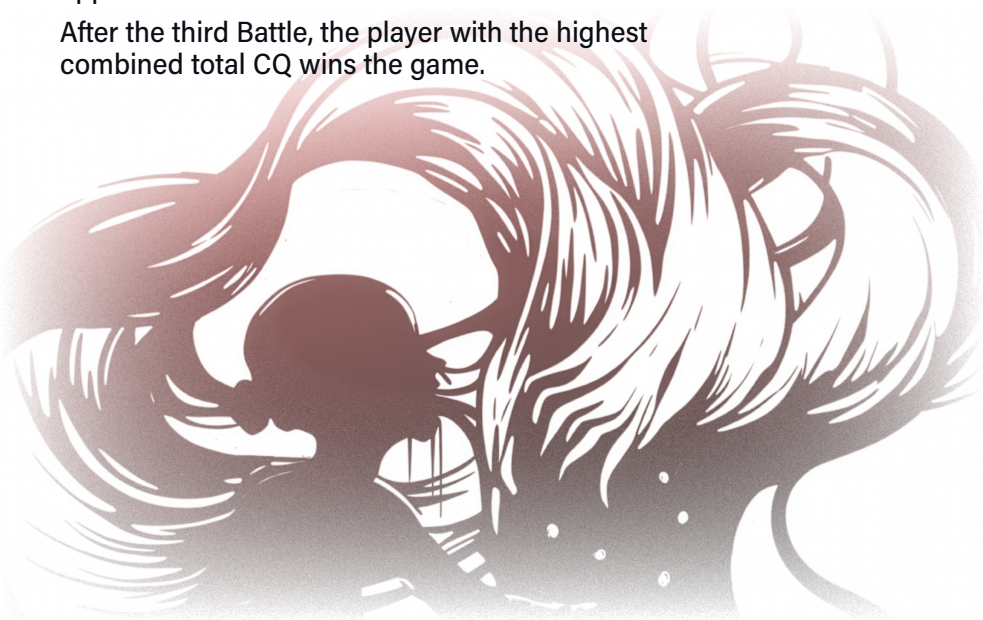
Deploy Units to key Locations, wield Celestial power, and outplay your opponents with political influence, faith, subterfuge, or pure overwhelming might — every faction conquers differently, and you choose how you want to play.

Each game unfolds across three Battles, where players make decisions in real time. Once the dust settles, whichever player conquered the most solar systems by gaining the most **Conquest Points** is the victor!

HOW DO YOU WIN?

Earn more Conquest Points (CQ) than your opponents across three Battles.

After the third Battle, the player with the highest combined total CQ wins the game.



THE BATTLE ZONE

The Battle Zone is where all battles take place. It consists of **seven numbered** locations, the Celestial zone, and the Extra Locations zone. The Battle Zone does **NOT** include your Supply Deck, Discard pile, or the Void.

CELESTIAL ZONE

Celestials are placed here directly.

Celestials remain here across battles.

EXTRA LOCATIONS

Units may be placed here as a result of special abilities.

Units you deploy at lightspeed from your hand are also placed here.

FORWARD SKIRMISH ZONE

LOCATION 1

LOCATION 2

REAR SKIRMISH ZONE

LOCATION 5

LOCA

Location 1 through **Location 4** are considered the **Forward Skirmish Zone.** This is where you'll deploy your units during the first skirmish of each battle.

LOCATION 3

LOCATION 4

Location 5 through **Location 7** are considered the **Rear Skirmish Zone.** This is where you'll deploy your units during the second skirmish of each battle.

TION 6

LOCATION 7

THE VOID

All cards sent to the void are removed from the game until all battles are complete.

SUPPLY DECK

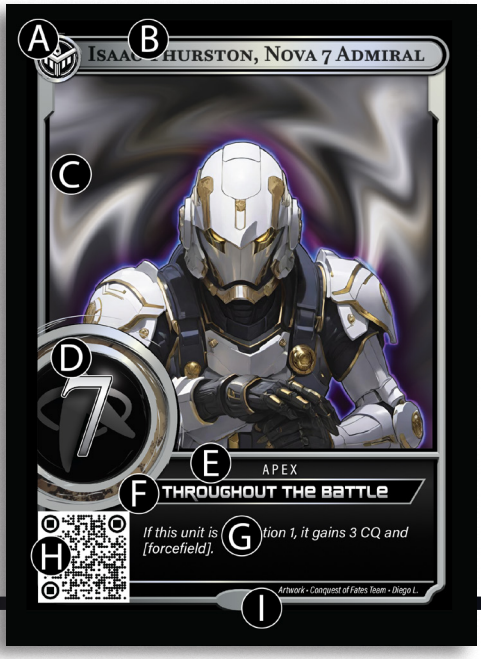
Your deck is placed here, face-down.

DISCARD PILE

Cards that are Destroyed, Discarded, Depleted or cleaned up at the end of battle are all placed here, face-up.

YOUR CARDS UNITS

Units are the primary cards players deploy to influence the **battle zone** and compete for Conquest.
A Unit represents a character, force, entity, or construct within the universe of **Conquest of Fates.** Each Unit has a **Conquest Value (CQ)** and may have special abilities, triggers, or keywords that shape how battles unfold.



A - Faction

B - Card Name

C - Artwork

D - Conquest Value (CQ)

E - Attributes and Implicits

F - Ability Trigger

G - Special Ability

H - Proxy QR Code

I - Card and Set Info

CELESTIALS

Your deck may also contain **1 Celestial** card.
They are the remnants of stars, quasars, nebulae, and other cosmic bodies.
As soon as they're deployed, their powerful special abilities activate immediately. Meanwhile, when a Celestial leaves the Celestial Zone, its effects end immediately.

-SETUP
GETTING STARTED

The game of Conquest of Fates will take place over the course of 3 battles.

This is how you setup for battle:

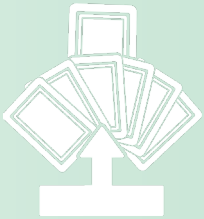
FIRST, all players need to select their faction - and choose their deck. You can create your own deck, as long as it follows our deckbuilding guidelines. Or use a pre-assembled deck. To learn more about building your own deck go to our website COF.GG

NEXT, all players shuffle their deck and place it in their 'Supply Deck Zone'.

THEN, players need to randomly determine who will be the first "active player". The active player gets to make the first move when revealing and deploying units. We suggest using dice or a coin to determine who it will be.
The active player rotates with each new battle.

NOW all players start tracking their CQ in their Conquest Pool. Each Conquest Pool starts at 0.
The game is setup, and everyone's ready to play,

THE FIRST BATTLE BEGINS!



1.SUPPLY DROP

Each player draws 7 cards from their deck. This is your starting hand of cards for the battle.

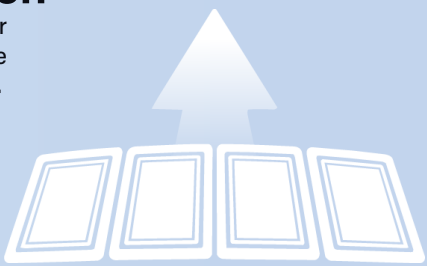
2.FORWARD SKIRMISH

Harness Celestials, place your units, and deploy them into the top 4 locations of the battle zone.

CELESTIAL PHASE

PLACEMENT PHASE

DEPLOYMENT PHASE



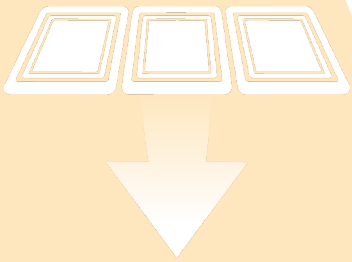
3.REAR SKIRMISH

Harness Celestials, place your units, and deploy them into the bottom 3 locations of the battle zone.

CELESTIAL PHASE

PLACEMENT PHASE

DEPLOYMENT PHASE



4.TALLYING

Count up all of the Conquest Points of your Face-up Units across the battle zone.

5.CLEAN UP

Send all units in your Battle Zone to your Discard Pile.

BATTLES

Battles are the core of Conquest of Fates. Unlike most card games, players do not take traditional turns. Instead, all players act simultaneously, then alternate revealing units and activating abilities.
You and your opponents will follow this structure over all 3 battles.

1.SUPPLY DROP

At the start of each battle, Each player draws 7 cards from their deck. This is your starting hand of cards for the battle.

2.FORWARD SKIRMISH

During the Forward Skirmish of each battle, you'll follow the skirmish phases to resolve locations 1-4. Both skirmishes have the same phases:

CELESTIAL PHASE

Starting with the Active Player, each player may deploy a Celestial or pass
Once all players have acted or passed, move to Placement.

PLACEMENT PHASE

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

You may place up to one unit in each location of this Skirmish
You may leave a location empty.
You may not place more than 1 unit in each location.

Once all players have placed their units, move to Deployment

DEPLOYMENT PHASE

Starting with the active player, in numerical order, **'Deploy'** *all face down units at each location.*

To Deploy at each location:

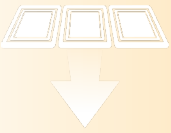
Reveal your unit. If you have no unit at that location, you must pass.
Once revealed, the unit is then* 'deployed'** ***(see page 9).
Then resolve the unit's special abilities.

After each player has resolved their unit or passed, the next player does the same.

Continue until all units at a location are face-up then move to the next location.

The Deployment phase ends when all face-down units in this skirmish have been revealed and deployed.

3.REAR SKIRMISH



Resolve locations 5-7
The Rear Skirmish follows the same three phases as the Forward Skirmish. Do not return to earlier locations.

4.TALLYING

Count up all of the Conquest Values of your face-up units across the Battle Zone. Including the Extra Locations. Add the total to your Conquest Pool.

5.CLEAN UP

Send all units in your Battle Zone (including extra locations) to your Discard Pile. Any Celestials remain in the Celestial Zone. Any cards still in your hand carry over to the next battle. Your discard pile, and all cards in the void remain there.

Once the battle zone is cleaned up, you'll move directly to the next battle. The active player alternates, and then each player starts with a fresh supply drop!

DEPLOYMENT & ABILITIES

Deployment is the process of placing and revealing units.
Most units have abilities that will trigger after they are deployed.

'Deployment' represents 5 steps which occur during the Deployment Phase of each skirmish for every unit. These 5 steps are:

1) Units are Flipped face - up (or are placed face-up)
2) The unit's attribute abilities trigger
3) Any pending abilities (such as location based-abilities) trigger
4) Any pre-existing abilities trigger for the current unit
5) The unit is announced to all players

Once a unit is announced, it is fully considered as 'deployed' and it's special abilities will now trigger.

ABILITIES

Abilities are the effects and actions taken by your units and Celestials.

UPON DEPLOYMENT - These abilities are one-time actions that a unit takes whenever it's deployed.

THROUGHOUT THE BATTLE - These abilities are on-going actions that a unit continues to use after being deployed.

AT THE END OF BATTLE - These abilities trigger at the end of each Rear Skirmish, before tallying.

WHEN DESTROYED/ WHEN DEPLETED/ WHEN DISCARDED - These abilities will trigger whenever a unit ends up in the discard pile as long as it was sent there because of the corresponding effect.

These abilities trigger from the discard pile directly.

Units placed in the discard pile as a result of clean-up or other abilities and effects do not trigger these abilities.

SPECIAL TRIGGER - Special triggers are granted to units that have abnormal timing for their special abilities, or who have abilities with more than 1 trigger.
Special triggers will always specify exactly when their ability triggers in their ability text.
Sometimes, the timing for a special trigger can conflict with other ability triggers. Whenever this happens, the **Special Trigger will always trigger first.**

MULTIPLE TRIGGER INSTANCES
If there are multiple **Throughout the Battle** triggers or **At the End of Battle** triggers at the same time, they resolve in the order of their location.

INTERACTIONS WITH DESTROY AND MUTE
If a unit is Destroyed or Muted, it's current abilities immediately stop. If there was an upcoming ability (such as an un-triggered Upon Deployment ability) it will no longer happen.

If a unit is Muted, and then gains Forcefield (becoming unmuted in the process), it is not 'deployed' again at that moment.

UNIT ATTRIBUTES

Some units have inherent abilities, known as attributes. These are treated as part of the unit's identity.

The easiest way to understand attributes is that most of them are a consolidated version of the phrase "this unit is treated as though its name is Atava". Being shortened to just "Atava".

Attributes are active at all times, in all locations and zones (including your hand, deck, discard pile, the void, etc).

LIGHTSPEED DEPLOYMENT

During any battle, you may deploy certain units at Lightspeed as a response to an opponent's unit being deployed.

Lightspeed Deployment units have a golden border, and say "Lightspeed" down their right side.

When you deploy a Unit at Lightspeed, they are placed face-up in your Extra Locations Zone directly from your hand.

Units deployed at Lightspeed have their abilities trigger first.

You may also Place and Deploy any Lightspeed Unit like normal during the placement and deployment phases.

You <u>can not</u> deploy at lightspeed in response to a Celestial
You <u>can not</u> deploy at lightspeed in response to your own or an allied unit.
If you place the unit face-down, it can no longer be used for a response.
You may only respond to each deployment with 1 Lightspeed Deployment.

You can respond to an opponent's Lightspeed Deployment with a Lightspeed Deployment of your own.

Deployment Completes
UNIT IS NOW DEPLOYED

Response Window
Players may respond.
One response per action.
Window closes when all players pass consecutively.

Ability Resolution Begins
Units new abilities begin to trigger.

STATE CHECK
If the original unit remains in play and is not Muted, its abilities exist. If it does not, its abilities do not exist.

LIGHTSPEED DEPLOYMENT

RING EFFECTS

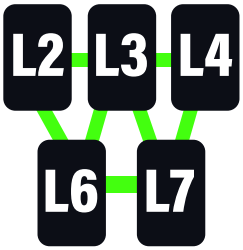
Ring effects are special statuses that effect units during battles and can be gained or lost. Additionally, some units carry them inherently as attributes. These effects apply on top of any other effects a unit may have.

MUTE	UNITS LOSE ALL ABILITIES AND TRIGGERS.
PLAGUED	UNIT'S CQ BECOMES -1 AND CANNOT CHANGE.
FORCEFIELD	UNIT CAN NOT BE DESTROYED, MUTED, OR PLAGUED. IF IT GAINS FORCEFIELD, REMOVE MUTE AND PLAGUE.

ADJACENCY

Adjacency is a temporary status that units gain with all units they touch in the battle zone. Adjacency checks across Skirmishes. For example, a unit in Location 5 is considered adjacent to any units in Location 1, Location 2 and/or Location 6.

Units in the extra locations are not considered adjacent to any other units.



HAND SIZE

Your maximum hand size is 10 cards.

If you are already at your maximum hand size, and would draw an additional card for any reason, you draw the cards, and then must immediately select and discard cards from your hand until only 10 remain. You can not take any other actions while discarding this way.

RUNNING OUT OF CARDS

If you no longer have any cards in your deck, you **do not** lose the game.

Any actions that would require you to use your deck or draw cards simply do not happen.

MULLIGANS

When you draw your first seven cards for your supply drop, you may choose to mulligan your hand.

To mulligan, shuffle your hand of cards back into your deck and draw a new supply drop of 7 cards.

You can only mulligan during your first supply drop, and you may only do it one time.

MULTIPLAYER

Conquest of Fates is designed to support games of any size without altering core rules or deck construction.

Whether played as a 1v1 duel or a four-player free-for-all, the structure of each Battle remains the same. All players participate in every phase of every Battle.

At the beginning of the game, determine a turn order. By default, it's clockwise starting with the first active player (determined randomly) This order remains consistent for all three Battles.

The Active player still takes the first action.
Turn order proceeds clockwise between players
The active player rotates to the next player clockwise when a new battle begins.

LIGHTSPEED IN MULTIPLAYER

Lightspeed deployment in multiplayer uses the established multiplayer turn order.

After a player deploys a unit, the next player in turn order may respond or pass.
Whenever a player deploys at Lightspeed, other players may respond to that response.
Two players may not respond to the same unit's deployment (still 1 reaction per action)
All players need to pass in succession for a unit to resolve and start triggering abilities.

OPPONENTS AND ALLIES

In multiplayer games, players may designate that they are allies before a game begins. If no players choose to be allies, by default, they are all opponents. You may make temporary truces and agreements, but you can only be allies if it was determined before the game began.

In games with established Allies and Opponents, you can still only lightspeed deploy in response to units your opponents deploy (not your allies).

MULTIPLAYER GAMEPLAY CONFIGURATIONS

FREE-FOR-ALL

3+ Players, No special configurations

Every player competes individually. All other players are your Opponents. Highest total Conquest Points after all Battles wins. There is **NO** elimination. All players remain until the final tally.

This is the standard multiplayer format.

TEAM CONQUEST

4+ Players, Equal Sized Team configurations

Two teams compete to control the galaxy. Players sit alternating by team. Teammates are Allies. Allies may openly share strategies and show each other their hands, and units Conquest Points are tracked individually but added together for a team total. The team with the highest combined CQ after all Battles wins.

NEMESIS

3+ Players, All-against-one configuration

All players except 1 are considered allies. The remaining player is everyone's opponent, and is "The Nemesis". The Nemesis is always the active player across all battles. The Nemesis gains double CQ from ability effects and during the tallying phase. The Nemesis has a list of 6 one-time use abilities known as "Nemesis Edicts". The Nemesis selects 1 of these Edicts for each opponent at the beginning of the game. To see the Nemesis Edicts check out conquestoffates.com

HOMEWORLD

2+ Players, Any configuration

All players start the game with a Celestial Body in their Celestial Zone, face - up. (Treat this as if the Celestial was deployed just as the game begins). Celestial Bodies can not be destroyed/moved/altered. Players may not include additional Celestial bodies in their deck. Players can not form 'alliances' outside of their faction.

TERMS & CLARIFICATIONS

ADJACENT - *Units in the extra locations are not considered as adjacent to any other units in the battle zone.*

APEX- *Apex is a status that a unit can have inherently as an attribute. Apex units have a special deck-building restriction of 1 per Deck.*

BASE CQ/ TOTAL CQ - *Base CQ for a card is the CQ value that is directly stated on the card. Total CQ is the CQ value of the card while in the Battle Zone including any additions or subtractions to it's value.*

DEPLETE - *Deplete is the term for when a card is sent to the discard pile directly from a player's deck.*
If it's not clearly stated, cards are depleted from the top of a player's deck.
If a player with no cards would deplete cards from their deck, they still take the action but 0 cards are counted as being depleted.

FORCEFIELD - *Units may have forcefield while face-down or in different zones (such as the discard pile, your hand, void, etc).*
Forcefield is only active while the unit is face-up in the Battle Zone.
Units you control can not choose to destroy a unit with Forcefield.
A face-down unit with Forcefield can still be destroyed.
Forcefield always supersedes Plague and Mute.

MUTE - *Units may be Muted while face-down or in different zones.*
Mute is only active while the unit is face-up in the Battle Zone.
Mute does remove attribute abilities, but does not remove other statuses (Plague/Apex/Core/ Adjacent/etc)

SEEK - *Seeking is an action that players may take as the result of a special ability.*
Players may look through a zone (even if the information is usually hidden) to find a specified unit or unit type.
Whenever a player seeks a unit they must reveal it to all players to verify its the correct unit/unit type.
Whenever a player seeks from their deck, they must always shuffle afterwards.

UPLOAD - *Upload is a Special Ability mechanic. Uploaded units are put face-up in a space called 'The Upload Zone.' It can be physically anywhere around the Battle Zone. The Upload Zone is NOT part of The Battle Zone for gameplay purposes. Units in the Upload zone stay there across skirmishes and battles.*

ALLIED - *Players are only treated as allies if they agreed before the game began that they were allies. Allies can't change mid-game. Players are always considered their own ally.*

ATTACH - *Units can become attached to each other through special abilities.*
Place the attached unit underneath the unit with only its CQ value visible.
When a unit is attached, it loses its identity, all abilities, and all triggers.
The unit that gets attached to gains the CQ of the unit underneath it.

CORE - *Core is a status that a unit can have inherently.*
Core units have no ability triggers
Core units can have other inherint abilities and statuses as attributes on the card.

DESTROY - *Destroy is the term for when a card is sent to the discard pile directly from the Battle Zone.*
A unit may only be destroyed while in the battle zone.

LOSE CQ / PAY CQ - *Players and units may go below 0 CQ to negative numbers.*
Players may not go into negatives to Pay CQ.

OPPONENT / OPPOSING - *By default, if any players are not allies, they are opponents. It is possible to have no opponent's during a battle.*

PLAGUE - *Units may be Plagued while face-down or in different zones.*
Plague is only active while the unit is Face-up in the Battle Zone.
Plague always applies at the end of all other CQ modifications a unit might have.

SEND - *A unit being sent somewhere just means that it's going to a new zone that is outside of gameflow. Usually for sending cards to your hand.*

SHARED LOCATIONS - *All locations are 'shared' across all players.*
Location 1 is the same "place" for all units.
Whenever an ability specifies that it applies to 'all units in a location" that means it applies to all units in that location, for all players - opponents and allies.