



AETERNA - GAMES

FATUM

Rulebook

Working version. The mechanics and iconography are defined; effects, quantities and balance details may still be adjusted after physical playtesting before the final edition.

VERSION 1.2 - SEPTEMBER 2026

01 THE GAME

Destiny is not chosen. It is fulfilled.

FATUM is a tactical confrontation game in which each player receives a path they cannot change. The FATUM card determines where their Destiny begins; from there, they must fulfil five duties in the order established by the universal cycle.

2-3 PLAYERS	48 CARDS	22 DESIGNS	3 HAND	3 FORUM
----------------	-------------	---------------	-----------	------------

OBJECTIVE

Be the first player to complete the five duties of your Destiny. Each duty requires a card from the correct category and must be fulfilled in exactly the established order.

A card used to fulfil a duty remains permanently in front of you and can no longer use its ability.



DUTIES

An order that never changes.

THE DECISION

The same cards you need to advance also have tactical abilities. On each turn you must decide whether to commit a card to fulfil your path, use its ordinary ability or, if it is a special card, trigger its event.

CORE PRINCIPLE

The FATUM card fixes the starting point. No effect can change the order of Destiny, skip a duty or alter the FATUM card. Fulfilled duties are permanent, except for the specific CIVIL WAR exception, which can remove only Caesar or Pompey when either occupies the LEX duty.

02 SETUP

Before you begin

01

Shuffle the deck

Shuffle all 48 cards.

02

Deal FATUM

Deal 1 card face up to each player. It remains in front of that player for the entire game. Its category determines the first duty, but the card itself does not count as a fulfilled duty.

03

Deal the hands

Deal 3 cards to each player. The normal hand size at the end of each turn is always 3 cards.

04

Open the Forum

Reveal 3 cards face up in the centre of the table. The contents of the Forum are always public.

05

Set aside the discard pile

Leave a space beside the deck for discarded cards. FATUM cards, fulfilled duties, active DISCIPLINA cards, cards in the Forum and cards removed from the game are not part of the discard pile.

06

Determine who starts

Choose the starting player at random. Play proceeds clockwise. At the end of each round, the right to start passes to the next player.

INITIAL DISTRIBUTION

2 players: 2 FATUM + 6 cards in hand + 3 in the Forum = 37 cards in the deck.

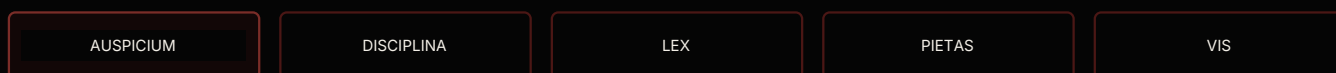
3 players: 3 FATUM + 9 cards in hand + 3 in the Forum = 33 cards in the deck.

03 DESTINY

An order that never changes

The rules establish a single cycle of five categories. The FATUM card indicates where you enter that cycle; from there, you must complete all five categories once each without changing their order.

UNIVERSAL CYCLE



After VIS, the cycle returns to AUSPICIUM.

THE FIVE POSSIBLE STARTING POINTS

AUSPICIUM	AUSPICIUM > DISCIPLINA > LEX > PIETAS > VIS
DISCIPLINA	DISCIPLINA > LEX > PIETAS > VIS > AUSPICIUM
LEX	LEX > PIETAS > VIS > AUSPICIUM > DISCIPLINA
PIETAS	PIETAS > VIS > AUSPICIUM > DISCIPLINA > LEX
VIS	VIS > AUSPICIUM > DISCIPLINA > LEX > PIETAS

FULFIL A DUTY

Play a card from your hand whose category matches your next duty and place it in front of you after your previous duties. Its ability does not activate.

IRREVERSIBLE PROGRESS

A fulfilled card cannot return to your hand, be discarded, exchanged, attacked or used as an action. Fulfilling the correct fifth duty grants immediate victory.

EXCEPTION: CIVIL WAR

If Caesar or Pompey is removed from a LEX duty by CIVIL WAR, a gap is left in the sequence. Later duties remain in place. The player must fill that gap with a new LEX before advancing further.

04 THE TURN

One decision. One card.

On your turn, you make one main play: fulfil your next duty, use a card's ordinary ability or trigger the event of a special card. A single card can never serve more than one function.

- 1 **Choose**
Choose a card from your hand and decide how you will play it.
- 2 **Resolve**
Resolve the play completely, including all interactions. If you fulfil the fifth duty, you win immediately.
- 3 **Refill**
If you have fewer than 3 cards in hand, draw from the deck until you return to 3. Once per turn, one of those draws may be replaced by taking a visible LEX from the Forum.
- 4 **End**
The turn passes to the next player clockwise.

EXCEPTION: MARCH OF THE LEGION

When EAGLE STANDARD triggers MARCH OF THE LEGION, you may play up to two additional cards during the same event. At most one may fulfil a duty; the other must use its ordinary ability. Do not refill your hand between those plays; refill it after the event ends.

END OF ROUND

Once every player has completed a turn, the round ends. Any non-LEX cards still in the Forum are discarded; LEX cards remain. Then reveal cards from the deck until the Forum contains 3 cards again. The next player becomes the starting player for the new round.

HAND OF 3

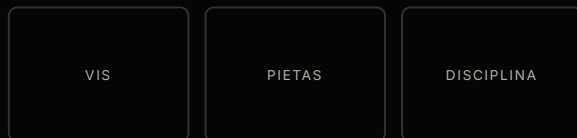
Ordinary refilling occurs only after resolving your own play. Immediate draws caused by VIS cannot be replaced by taking a LEX from the Forum.

05 THE FORUM AND LEX

The Law circulates

The Forum is a public reserve of 3 cards. It shows known opportunities, but it cannot be used as a second hand: except through LEX, visible cards cannot be taken freely.

EXCHANGE EXAMPLE



PLAY LEX · TAKE PIETAS · LEX TAKES ITS PLACE



THE PRINCIPLE

LEX is not meant to disappear: it moves in and out of the Forum to keep a public exchange route open.

A LEX fixed as FATUM or as a fulfilled duty stops circulating.

USING LEX

Play a LEX, take 1 card from the Forum and place your LEX exactly in the space it leaves. The card you take enters your hand. Because the exchange preserves your hand size, you do not make an additional draw.

RECOVERING LEX

When refilling your hand, you may take 1 visible LEX from the Forum instead of one draw from the deck. Immediately fill the empty space with the top card of the deck, face up.

CIRCULATION RULE

A LEX used for its ordinary ability is never discarded: it moves from the hand to the Forum and may later return to any player's hand. It stops circulating only when fixed as FATUM, as a fulfilled LEX duty, or when a special rule removes it from the game.

CAESAR AND POMPEY

They are LEX cards and may be used like any other LEX. Their CIVIL WAR event can be triggered only from the hand and under the conditions described in SPECIAL CARDS.

06 THE FIVE CATEGORIES

Five duties. Five ways to act.

The large motif provides visual identity. The ordinary ability depends only on the category; four singular designs also add a special event.

CATEGORY	CARDS	DESIGNS	IDEA	ORDINARY ABILITY
AUSPICIUM	10	5 x 2	<i>Anticipate</i>	Look at the top 3 cards of the deck and arrange them in any order.
DISCIPLINA	10	3+3+3+1	<i>Resist</i>	Remains active and cancels the next VIS directed at you.
LEX	8	3+3+1+1	<i>Intervene</i>	Exchange this LEX for 1 visible card in the Forum. The LEX remains there.
PIETAS	10	5 x 2	<i>Renounce</i>	Sacrifice PIETAS and another non-LEX card; look at 3 cards, keep 2 and place the third on the bottom.
VIS	10	3+3+3+1	<i>Impose</i>	Randomly changes 1 card in an opponent's hand.

22 DESIGNS

AUSPICIUM and PIETAS each have 5 different motifs with 2 copies of each. LEX has 2 normal motifs x3 and 2 singular motifs x1. DISCIPLINA and VIS each have 3 normal motifs x3 and 1 singular motif x1. Total: 22 designs and 48 cards.

FOUR SPECIAL CARDS

CAESAR and POMPEY are the singular LEX cards. EAGLE STANDARD is the singular DISCIPLINA card. COLOSSEUM is the singular VIS card. All four retain the ordinary ability of their category and add an alternative event.

07 ICONOGRAPHY

The 22 designs of FATUM.

Each large motif belongs to a specific category. The quantity shown is the number of copies of that design in the deck. The four designs marked SPECIAL retain the ordinary ability of their category and add an alternative event.

AUSPICIUM

Anticipate



ALTAR

x2



AUGUR

x2



AUGURAL BIRD

x2



BRAZIER

x2



LITUUS

x2

DISCIPLINA

Resist



SHIELD

x3



EAGLE STANDARD

x1

SPECIAL



LORICA SEGMENTATA

x3



ROMAN PAPILIO

x3

LEX

Intervene



BASILICA

x3



CAESAR

x1

SPECIAL



FASCES

x3



POMPEY

x1

SPECIAL

PIETAS

Renounce



CAPITE VELATO

x2



LAR

x2



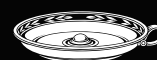
AENEAS CARRYING ANCHISES

x2



OIL LAMP

x2



CEREMONIAL PATERA

x2

VIS

Impose



COLOSSEUM

x1

SPECIAL



CROSSED GLADII

x3



LION

x3



MARS

x3

READING THE DECK

The universal order is AUSPICIUM > DISCIPLINA > LEX > PIETAS > VIS. The iconography identifies the motif; the category still determines the ordinary ability.

08 SPECIAL CARDS

Four special cards

A special card always retains its category. When you play it from your hand, choose a single function: fulfil a duty, use its ordinary ability or trigger its event. Four cards can exceptionally break the ordinary rules of their category, and each special event can occur only once per game.



EAGLE STANDARD

DISCIPLINA

MARCH OF THE LEGION

Remove EAGLE STANDARD from the game. Play up to two cards from your hand, one after the other. At most one may be used to fulfil a duty; the other must use its ordinary ability. Do not refill your hand between the two plays. Afterwards, refill normally.

CLARIFICATION

EAGLE STANDARD never allows more than one duty to be fulfilled during its event.



CAESAR



POMPEY

LEX

CIVIL WAR

If Caesar triggers his event while Pompey is placed as an opponent's fulfilled LEX duty, Pompey is removed from the game and no longer counts as a fulfilled duty. Caesar is placed on the bottom of the deck.

Pompey acts in exactly the same way against Caesar. The affected player must fulfil LEX again before continuing their Destiny.



COLOSSEUM

VIS

MUNERA

Remove COLOSSEUM from the game. All players hand over the cards in their hands. Add them to the deck and shuffle. Then each player receives 3 new cards. The Forum remains unchanged.

DISCIPLINA does not protect against MUNERA because it is a collective event.

GENERAL RULE

If a special card becomes an initial FATUM card, its event cannot occur in that game. EAGLE STANDARD and COLOSSEUM are removed when their event resolves; CIVIL WAR removes the defeated card and places the triggering card on the bottom of the deck.

09 AUSPICIUM AND PIETAS

Foresee. Renounce.



AUSPICIUM

Play AUSPICIUM. Look at the top 3 cards of the deck. Return them to the top in any order. AUSPICIUM goes to the discard pile.

Then refill your hand. If you draw from the deck, you will receive the first card you just arranged. If you choose to take a LEX from the Forum instead, the arranged cards remain in the deck.

AUSPICIUM lets you anticipate what comes next, but never changes the sequence of your Destiny.



PIETAS

Play PIETAS and choose another card in your hand that is not LEX. Both are sacrificed to activate the effect.

Look at the top 3 cards of the deck. Choose 2 and add them to your hand; place the third on the bottom of the deck. Then PIETAS and the sacrificed card go to the discard pile.

Starting with 3 cards, you sacrifice 2 and gain 2: you end with a hand of 3 again. You do not make an additional refill.

PIETAS IS NOT A WILD CARD

PIETAS cannot replace the category of a duty, skip it or count it as fulfilled. Destiny must always be completed with the five correct categories in their exact order.

IF FEWER THAN 3 CARDS REMAIN

Before resolving AUSPICIUM or PIETAS, if the deck does not contain enough cards, create a new deck from the discard pile and then complete the 3 cards needed for the effect.

10 DISCIPLINA AND VIS

Resist. Impose.



DISCIPLINA

Play DISCIPLINA and place it face up in front of you. It remains active until a VIS targets you.

When that happens, the VIS is cancelled. DISCIPLINA and VIS go to the discard pile without changing the protected player's hand.

You may have only 1 active DISCIPLINA. If you play another while one is already active, discard the previous one and the new one takes its place.

An active DISCIPLINA cannot later become a fulfilled duty: to fulfil DISCIPLINA, you must play another card from your hand.



VIS

Play VIS and choose an opponent. If they have an active DISCIPLINA, the attack is cancelled.

If unprotected, the opponent presents the 3 cards in their hand face down. The attacker chooses 1 at random. That card is placed on the bottom of the deck and the opponent immediately draws the top card.

VIS goes to the discard pile. The replaced card is not considered discarded; it re-enters the system from the bottom of the deck.

LEX AND VIS

If the randomly chosen card is a LEX, it also goes to the bottom of the deck. This keeps it available to circulate again later.

SINGULAR CARDS

EAGLE STANDARD used for its ordinary ability works exactly like any DISCIPLINA. COLOSSEUM used for its ordinary ability works exactly like any VIS. Different rules apply only when you choose to trigger its event.

NOTHING ALTERS WHAT HAS BEEN FULFILLED

VIS affects only cards still in a hand. It can never choose a FATUM card, a fulfilled duty, an active DISCIPLINA or a card in the Forum. CIVIL WAR is the only exception that can remove a fulfilled duty, and only in the specific case of Caesar or Pompey as LEX.

11 DECK AND SPECIAL CASES

Rules worth remembering

EMPTY DECK

When the deck runs out, shuffle the discard pile to form a new deck. FATUM cards, fulfilled duties, active DISCIPLINA cards, cards in the Forum and cards removed from the game are not recycled.

SPECIAL FATUM

If EAGLE STANDARD, COLOSSEUM, CAESAR or POMPEY is dealt as an initial FATUM card, it remains there like any other FATUM and its special event cannot occur during that game.

FORUM WITH THREE LEX CARDS

This is a valid situation. At the end of the round, those LEX cards remain. Spaces in the Forum will open again when players take a LEX while refilling their hands.

DIFFERENT DESIGNS

Designs in the same category share the same ordinary ability. CAESAR, POMPEY, EAGLE STANDARD and COLOSSEUM also add an alternative special event.

PUBLIC INFORMATION

FATUM cards, fulfilled duties, active DISCIPLINA cards, the 3 cards in the Forum and cards removed from the game are public information. Hands remain hidden.

DECK ORDER

When AUSPICIUM arranges the top cards, later effects may alter that result. VIS, MUNERA or a card placed on the bottom by CIVIL WAR can change the context of the deck.

VICTORY

The moment you correctly place your fifth duty, FATUM is fulfilled and you win. You do not need to finish the round.

MARCH OF THE LEGION

MARCH OF THE LEGION never allows more than one duty to be fulfilled during its event.

12 QUICK REFERENCE

The game at a glance.

SETUP

- 2-3 players.
- Shuffle all 48 cards.
- 1 face-up FATUM card per player.
- 3 cards in hand per player.
- 3 face-up cards form the Forum.
- The rest form the deck; set aside the discard pile.
- Choose the starting player at random; the starting player then rotates each round.

EACH TURN

1. Fulfil your next duty, use an ability or trigger a special event.
2. Resolve the card completely.
3. Refill your hand to 3.
4. One refill draw may be replaced by taking a LEX from the Forum.
5. If you fulfil the fifth duty, you win immediately.

THE FIVE CATEGORIES

AUSPICIUM - ARRANGE THE NEXT 3 CARDS.

DISCIPLINA - CANCEL THE NEXT VIS.

LEX - EXCHANGE WITH THE FORUM AND CIRCULATE.

PIETAS - SACRIFICE PIETAS AND ANOTHER CARD; CHOOSE 2 OF THE NEXT 3.

VIS - CHANGE 1 RANDOM CARD IN AN OPPONENT'S HAND.

SPECIAL CARDS

- EAGLE STANDARD - MARCH OF THE LEGION: up to two additional plays; at most one duty.
- COLOSSEUM - MUNERA: shuffle all hands into the deck and deal 3 new cards to each player.
- CAESAR / POMPEY - CIVIL WAR: one may remove the other when it occupies an opponent's LEX duty; the triggering card goes to the bottom of the deck.



Duties

Destiny is fulfilled in order.

END OF ROUND

Discard all non-LEX cards from the Forum. Keep the LEX cards and reveal cards until the Forum returns to 3. The next player becomes the starting player for the new round.