

INCARNATION FAQ

On all Adventure cards, even those in Confrontation 2 format, the duration of the scenario in number of turns must always be increased by three compared to the value indicated on the card.

Q : Are Shadows officially playable in armies that can accommodate them?

A: Shadows are exceptional beings who find their culmination in the role of Nemesis for an Adventurer. However, it is quite possible to play them during any battle with the prior agreement of your opponents. Shadows are however prohibited in official tournaments.

Q: Can you play both troops on one card and still use a single card to represent both?

A: As soon as a figurine benefits from the "Incarnate" Skill, it must have its own reference card, like the other Characters. In this specific case, the two embodied figurines must therefore each have a reference card of their own.

Q: Does a Biopsist in Incarnation mode keep the characteristic points he has taken from one game to another?

A: A Biopsist does not keep the points he acquires from one game to another, including in Incarnation mode.

Q: What is the Caduceus of Kar-Nehra used for, there is no characteristic to increase?

A: The Caduceus of Kar-Nehra is used to bring him back to life in the scenario in which he appears. Its mention on the Shadow card is purely related to its history.

Q: If you play as a Musician or a Standard Bearer, what happens to their "Leadership" skill?

A: Nothing changes there, they keep their normal role.

Q: We cannot have more than 20% in AP of Repentants in a pack of Wolfen. But if one incarnates a Repentant in an Incarnation campaign is he included in this 20%?

A: No, having become a Character, he is no longer included in the 20% limitation.

Q: Mirà the Reckless is an "Elite" Rank, so she is entitled to two artefacts. But at the end of the Adventure, she becomes Devout, and can therefore only use one artefact. Isn't there a problem at this level?

A: At the end of the Adventure, Mirà acquires the Skills needed to call miracles, but her Rank does not change. She therefore remains Elite and she calls miracles as a Devout

Q: In Incarnate mode, an Adventurer can choose a Shadow Skill as his elixir. Can he choose a path of magic that his Shadow possesses?

A: No, magic paths are not Skills.

Q: The AP value of the Shadow is at most twice that of the Adventurer, but should we count the cost of the latter's artefacts and spells?

A: To determine the maximum cost of the Shadow, do not take into account the optional costs linked to the Adventurer, i.e. the cost of the cards (spells, miracles or artefacts) likely to change from one game to the next. The cost of acquired experience cards must however be counted.

Q : Who can the Shades from Cadwallon and the Idabaoth, the Sihar of Fire ally with?

A : To any army.

Q : Who can Asamòn, the Formor of the Drune Clan ally with?

A : To the Legions of Acheron, the Dwarves of Mid-Nor and the Devourers of Vile-Tis.

Q : If I play an Incarnate Bard of Alahan in the campaign (so 66 AP with the Skill plus the items), can I give him, at the end of the campaign, the Incarnation Skill as an Act 3 Elixir for lower its cost to 50 AP?

A : Not.