

Incarnation & Adventure mode

Incarnation and Adventure mode normally play with the rules set of Confrontation 2.0.

Incarnation mode allows and is limited to your Character gaining experience in the form of experience cards.

Adventure mode brings the focus to and takes a hero through a multi-act journey through which they will face a series of objectives, gain new skills through experience cards and abilities, possibly requiring resurrection along the way to facing their shadow and gaining the Elixir, the ultimate goal of their saga.

The Hero player and their opponent typically take turns playing the Hero side and the “Shadow player” side.

Preparing the Adventurer

Choosing your Hero

First choose a hero of the existing characters or create one by giving a figure the incarnation ability. Be aware however that some figures that usually have an effect on other characters cannot then benefit from their own effect. Example P. 12 Stateless or Mercenaries must choose a people they are bound to. Only a hero can gain experience points. (See Experience Chart)

Choosing a Mentor (optional)

Choose a Mentor who will be the adventurers master and guide. They must be of the same people and their rank must be equal or superior to the adventurers’.

You can choose not to have a mentor in which case the adventurer won’t be granted a supernatural gift, but at the end of Act 1 will gain double the experience.

The Supernatural Gift

A hero can have only 1 supernatural gift in his lifetime. It can be an experience card or spell with more than 1 intensity. Its cost to use each game is then halved.

Being given by the mentor, the mentor himself must meet the requirements to have had it.

Any supernatural gift Must have a cost in A.P. Any spells must meet the conditions to be used. Even if the Adventurer goes on another Adventure, **he will not be given another Supernatural Gift.**

Choosing a Shadow

The chosen shadow cannot be more than twice the cost of the Adventurer. They may have 2 experience cards and an artifact card which are not added to his total cost. They must of course meet the conditions of any cards given. The Shadow only appears in Act 3.

Choosing an Elixir

If the Elixir is an **artifact**, it is given to and used by the shadow until defeated. The Adventurer must meet the conditions to use it. The Shadow does not need to.

If the Elixir is an **ability**, it is chosen from those of the Shadows’.

Typically, only abilities in the Confrontation 2.0 booklet may be selected except for: Additional Limb, Colossal, Enormous, Gigantic, Living-dead and War Horse.

Taking other Artifacts & Spells

The Number of Artifacts & spells given to the adventurer and mentor is limited to their rank. Supernatural Gifts and artifacts that might be recovered are not considered in their limitation.

Regardless of the outcome, adventurers can gain experience in the form of “**Staked Experience cards**” or “**Experience Points**” as long as they stay alive. (See Experience Cards) Some Experience cards are restricted to certain characters.

Scenario cards

Victory/Defeat: Proceed accordingly to the circumstances of Victory or Defeat. The # after (victory) is the **cost of Resurrection** if necessary.

Duration: # of rounds to complete the objective.

Deployment: Zone that the adventurers army will deploy. Hunt, Battle, Outflanking/Overwhelming, Defence, Entrenchment, Siege. (See Deployment on bottom page)

Max AP for each army - bottom right. “Can freely adjust to adapt to your format of games.”

Adventurer vs Adventurer

The adventurer player’s opponent, the shadow player, may use their own adventurer during their opponent’s hero’s act and can then stake an experience card and gain XP themselves.

Benefits of the Shadow Player

The Shadow player gets to choose one advantage for his hero below for when he has his next adventure.

- + 1 C/F. Not transferable by leadership
- + 1 DIS. Not usable by Living-dead Adventurer.
- + 1 Stake-able card
- + 10% xp
- + A Mana recovery roll during approach if the hero is a mage/warrior-mage.
- +1 Bonus to the next Resurrection test. These points can be accumulated, but deplete once successful.

Final Notes:

Followers: Any non character figures that will accompany your hero.

Allies: Other characters that can accompany your hero.

If killed, the **Resurrection cost** is that of the act played:

Act 1: At least 3

Act 2: The usual (what is on the **Scenario Card**)

Act 3: The usual, but the hero returns to act 2 and if any experience card recoveries fail, the shadow gains one of the failed cards randomly.

Whenever victory is met, the adventurer and troops retreat to heal and celebrate and XP may then be spent. (See **Truce**) ----->

Conditions of each act

Act 1:

Company options: Mentor, no Allie’s. The Adventurer may have followers but the Mentor cannot.

Act 2:

Company options: May have Mentor, Allie’s and followers for all.

Important!: You can play as many of these acts as you wish, to prepare for facing the shadow. The same act cannot be played twice in a row whether succeeded or not.

To move to act 3, it must be announced before an act 2 deployment.

Some acts however, must be completed in a required order.

Act 3:

Company options: Mentor may join at half his global value, and one ally at the usual cost. All may have followers.

Opponent must take the Shadow who comes free. **Only a success if the shadow is killed by the adventurer.** Failure if killed by anyone else. Experience and cards are gained regardless of the outcome. (See act 3 resurrection - Final Notes)

Act 3 Outcomes:

If neither the Adventurer or Shadow die, go back to act 2. The Shadow then earns an experience card chosen by the Shadow Player.

If the adventurer dies, go back to Act 2. If the adventurer succeeds, the supernatural gift is lost and the Elixir is gained in its place. They can then start a new quest or retire.

New adventure:

Elixir costs half to use. Choose a new shadow to challenge the adventurers newfound strength..

Resurrection (If killed outright.)

Besides paying the resurrection cost with XP, a test must be made.

Roll 2 d6's. If the combined result is lower than the # of times the hero has been resurrected, the gods abandon the hero. Game over. Double 1's is an automatic failure. When the adventurer is killed during a "Confrontation", roll 1 D6 to calculate Resurrection cost.

If killed by another character, the cost is x1.5.

Resurrecting an ally or mentor is different. Roll 1 d6. The difficulty is that of the Victory # of the act played. The Hero can spend xp to add to this result, each experience point spent giving +1 on the die, but not for any of their recovery rolls which follow.

Recovery rolls

After a resurrection, a recovery test (1 d6) must be made for each experience card the character owns.

The result required is the recovery value on the card.

If an experience card is lost, it may later be staked or bought again.

A recovery roll may be modified by spending XP. Each experience point spend gives +1 on the die. A 1 remains a failure for the roll.

Xp Gain Chart

10% AP of enemy fighters eliminated, rounded up.
-5% AP of friendly fighters eliminated by enemy.

Exceptional wounds given/taken: +1/-1
Finished battle without being wounded: +2
If your Hero kills a hero: +2
If Mentor is killed: -3
If an Ally is killed: -1

Truce

The phase between acts or after each act played.

Spending XP can occur after each confrontation. During this phase Healing automatically occurs.

Only 1 experience card, up to 3 objects (artifacts) and 1 service can be bought during each truce phase .

Adventure mode:

The Adventurer may spend XP to purchase Experience cards for his Mentor or Ally at twice their cost in A.P. They may only acquire one Experience card each per Truce.

Experience cards

Gained by playing and meeting requirements during a Confrontation or Act.
Cannot be sold.

There are 2 ways of obtaining experience cards, **staking** and **apprenticeship**.

Staking: Up to 3 experience cards can be played face down after the approach. Not assigned to anyone specific, they are exploitable by all of your characters.
Identical cards may be staked.

The # of cards you can stake is different for each act.

Act 1: Only 1, however there is no limit on the recovery of experience points.

Act 2: 3

Act 3: 3 +1 per additional character in your army (not counting adventurer).

Experience cards must be uncovered right after an exploit is completed if you want to acquire it. Otherwise it can be left for later.

Apprenticeship:

Experience cards can also be purchased normally, spending xp equal to A.P. on card.

A Hero may only acquire a specific XP card once unless stated otherwise. Though he may spend XP to buy a card he'd previously acquired on the battlefield through staking.

The Staked card is then considered lost and replaced by the one purchased.

The A.P. cost for experience cards must be accounted for each game.

Normally x1, but if earned through apprenticeship then only ½.

Deployment

Suggested game surface size: 100x60cm or 40x24in

Battle: Deploy your fighters in your half of the battlefield.

Hunt: Deploy your troops over the entire board, but your warriors must be separated from each other by their normal Movement distance.

Outflanking/Overwhelmed: Deploy your troops in your half of the board, as well as within 10 cm from each lateral edge of the battlefield

Defense: Your warriors form a straight line in your half of the board, without being spaced more than 5 cm from one another. If you have figures left, form a new line at most 10cm behind the first one.

Entrenchment: Your troops must be deployed in your half of the board at more than 20cm from the middle, and 10cm from the edges.

Siege: Your fighters may be deployed anywhere on the battlefield outside of your adversary's imaginary entrenchment.

The Adventurer player deploys according to the deployment method indicated for the scenario. The Shadow player uses the "Battle" deployment unless instructed otherwise.