

Incarnation & Adventure mode

Incarnation and Adventure mode normally play with the rules set of Confrontation 2.0. However, nothing is stopping you from trying these rules indiscriminate of the rules set used.

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

Adventure mode brings the focus to and brings a hero into a multi-act journey through which they will face a series of objectives, gain new skills through experience cards and abilities and possibly even requiring resurrection along their way to facing their shadow and gaining “the Elixir”, the true 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 instead.

The Supernatural Gift

A hero can have only 1 supernatural gift in his lifetime. It can be an artifact, experience card or spell that is over 1 point in intensity. Its cost to use 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 this 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 that may be tied to their personal adventure.

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. FAQ: Always add +3 to this number.

Deployment: Zone that the adventurers army will deploy. (See Deployment on back 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 himself.

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 Adventurers.
+ 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 successfully used.

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: At least 3 or the Victory #

Act 3: At least 3 or the Victory #, but the hero returns to act 2 **and if any experience card recoveries fail, the shadow gains one of the failed cards at random.**

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

Conditions of each act

Act 1:

Company options: May have Mentor, but 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 by the hero player.

Note: Some acts must be completed in a specific order.

Act 3:

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

Opponent must take the Shadow who comes free. **Success is only granted if the shadow is killed by the adventurer himself.** If they killed by anyone else, it is a failure Experience and cards are gained regardless of the outcome.

Act 3 Outcomes:

If neither the Adventurer or Shadow die, go back to act 2. The Shadow then earns an extra 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 only ½ to use.

Choose a new shadow to challenge the adventurers newfound strength..

Resurrection (If killed outright.)

In order to perform a resurrection, a test must be made.

In a non-Adventure Confrontation/Incarnation mode, roll a D6 to determine the Resurrection cost.

Roll 2 d6's. If the combined result is lower than the # of times the hero has been resurrected, the gods abandon the hero.

Double 1's is an automatic failure.

When the adventurer is killed in "Adventure mode", roll only 1 D6 to calculate Resurrection cost.

The Victory/# must be paid in XP if successful.

If the hero/adventurer was killed by another character, the cost is multiplied 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 minimum 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 unless having already spent XP to increase chances on Mentor/Ally resurrection.

A 1 remains a failure.

Xp Gain Chart

10% AP of enemy fighters eliminated by the Hero, rounded up.

-5% AP of friendly fighters within the Hero's ranks eliminated by enemy.

For exceptional wounds given/taken: +1/-1

If the battle finishes without getting wounded: +2

If your Hero kills another hero: +2

If the Adventurer's Mentor is killed: -3

For each Ally killed: -1

"The cost of artifacts, spells, miracles and Experience cards is to be counted in the sum of A.P. if their owner should be killed."

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. They 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 the adventurer).

Experience cards must be uncovered subsequently 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 by spending xp equal to the cards A.P.

A Hero may only acquire a specific XP card once unless stated otherwise. Though he may spend XP to buy a card he had previously acquired through staking.

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

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

Normally it is x1, but when earned through apprenticeship the cost is 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.