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Boar Incarnon Genesis

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Boar Incarnon Genesis is an item that is used to add [Incarnon](#) upgrades to the  [Boar](#) or  [Boar Prime](#).

Contents

- 1. Acquisition
- 2. Evolutions
 - 2.1. Evolution I
 - 2.2. Evolution II
 - 2.3. Evolution III
 - 2.4. Evolution IV
- 3. Notes
- 4. Known Bugs
- 5. Patch History

Boar Incarnon Genesis



Untradeable

 [Update Infobox Data](#)

Description

Awaken this weapon's ability to fire three short-range beams that chain link enemies in Incarnon Form.

General Information

Item



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[Zariman](#), and unlocking [The Steel](#)

[Path](#), players can earn 

Boar Incarnon Genesis from

[The Circuit](#)'s Steel Path to place

on their Boar with the help of

[Cavalero](#) in the [Chrysalith](#). This

[Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

- Purchased from Cavalero for  **120**, complete with the resources used in its installation. This purchase can only be made **once**.

Introduced

[Update 33.6](#) (2023-07-27)

Vendor Sources



Official Drop Tables



<https://www.warframe.com/droptables>

Evolutions

- Installing the Boar Incarnon Genesis requires 20  [Pathos Clamps](#), 60  [Rune Marrow](#), and 60  [Tasoma Extract](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Fires three short-range beams that chain link enemies.
 - Incarnon Form becomes a continuous beam weapon that can fire up to **3** beams that automatically target enemies within **10°** of the reticle, with each beam chaining up to **2** nearby enemy within **9** meters of the initial target, with each chain doing **80%** of the previous one's damage. Beams remain locked on enemies while they are within **55°** of the reticle. While in Incarnon Form, it inflicts pure  [Heat](#) damage with increased [Critical Chance](#), [Critical Multiplier](#), and [Fire Rate](#). However, it has reduced damage and [Zoom](#), and the main beam has a maximum range of **20** meters.
 - While  [Sinister Reach](#) cannot be equipped on Boar or its variants,  [Galvanized Acceleration](#) can be used to increase the maximum range of the main beams.



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- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticle by achieving [headshots](#) and then pressing the [Alternate Fire](#) button. **50** headshots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Charges generate **only** on headshots, and not other weakspots, such as the backpacks of most [MOA](#) variants. Similarly, shooting weakspots generated by either  [Sonar](#) or  [Detect Vulnerability](#) in places other than heads will have no effect either.
 - Headshots on corpses do **not** build charges.
 - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Boar's Incarnon Form uses a separate "magazine" with each charge producing **3** rounds to a maximum of **150**. Once all ammunition is expended, the Boar reverts to its normal form.
 - Incarnon Form's magazine is **not** affected by mods.
 - Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as  [Energized Munitions](#)).
 - Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).
- Swapping to and from Incarnon Form will fully reload the normal form's magazine.

Evolution II

- *Unlock Challenge:* Complete a solo mission with this weapon equipped.
- Perk 1: **Reified Bane:**
 - Increase Damage by **+10**.
 - On Reload From Empty: Increase Damage by **+10**.
 - The damage bonus is applied after finishing a reload while the magazine is empty, and lasts indefinitely until a manual reload is initiated while the magazine is not empty. Refilling the magazine through other means (such as with [Blood For Ammo](#)) will not remove the bonus.
- Perk 2: **Fortress Salvo:**
 - Increase Damage by **+16**.



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- *Unlock Challenge:* Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Ready Retaliation:**
 - On Reload From Empty: **+100%** Reload Speed.
 - As the reload speed bonus is only applied at the *end* of the first reload from empty, the bonus will not apply to the first reload, only subsequent ones.
- Perk 2: **Mercenary Chamber:**
 - Increase ammo capacity to **195**.
- Perk 3: **Practiced Grip:**
 - Increase Accuracy by **+50%**.

Evolution IV

- *Unlock Challenge:* Kill **30** enemies without reloading.
- Perk 1: **Elemental Balance:**
 - Increase Status Chance by **+12%**.
 - Incarnon Form Status Chance increase is affected by base pellet count. Increase Incarnon Form Status Chance by **+96%**.
- Perk 2: **Critical Parallel:**
 - Increase Critical Chance by **+20%**.
 - Increase Critical Damage Multiplier by **+0.5x**.
- Perk 3: **Survivor's Edge:**
 - Increase Critical Chance by **+10%**.
 - Increase Status Chance by **+6%**.

Notes

Known Bugs

Patch History



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ance bonus (we will be doing



the Strun Incarnon: Now it applies to each projectile instead of being divided by the Multishot count.

- Prior to the above change, Elemental Balance’s 12% Status Chance bonus would grant 7.5% - 9% per projectile. Now it grants 7.5% - 19.5% per projectile.

Incarnon		Edit	[Collapse]
Zariman		Felarx • Innodem • Laetum • Phenmor • Praedos	
Sanctum Anatomica		Onos • Ruvox	
The Circuit (Incarnon Genesis)	Week 1	Braton • Lato • Skana • Paris • Kunai	
	Week 2	Boar • Gammacor • Angstrum • Gorgon • Anku	
	Week 3	Bo • Latron • Furis • Furax • Strun	
	Week 4	Lex • Magistar • Boltor • Bronco • Ceramic Dagger	
	Week 5	Torid • Dual Toxocyst • Dual Ichor • Miter • Atomos	
	Week 6	Ack & Brunt • Soma • Vasto • Nami Solo • Burston	
	Week 7	Zylok • Sibear • Dread • Despair • Hate	

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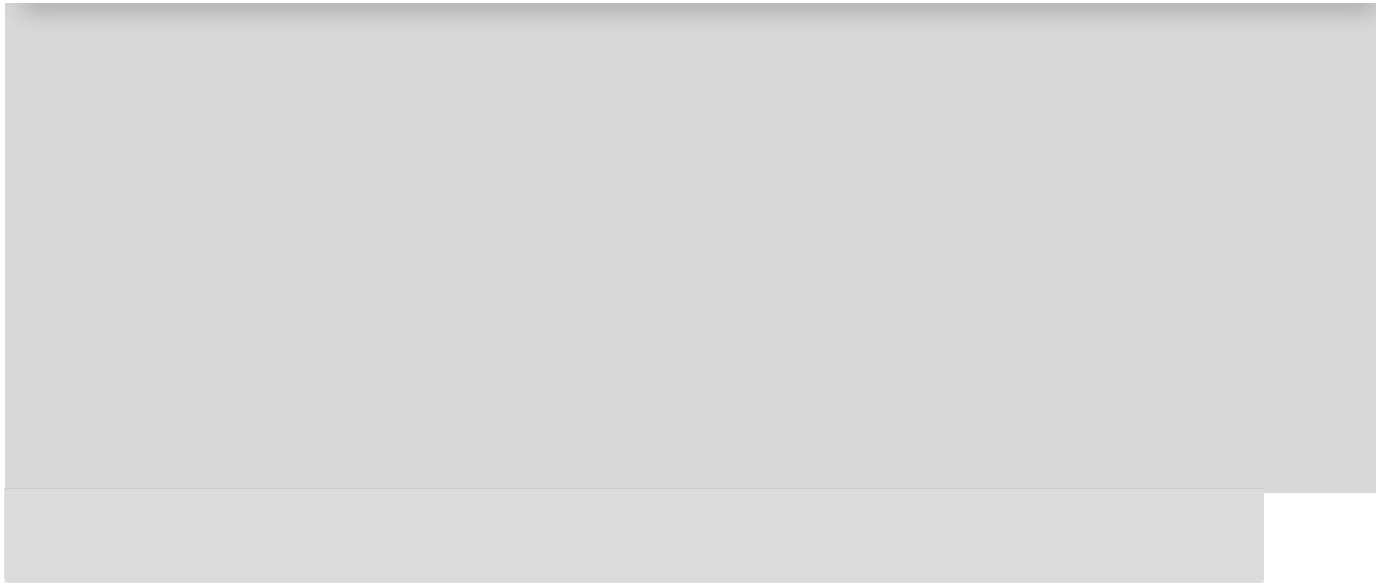
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