

# Orgueil et Prodige

CAMPAGNE



5 NOVEMBRE 1022



DUCHÉ DE BICOLLINE



# Orgueil et Prodige

## Orgueil et Prodige (Pride and Prodigy)

*In the year 1002, at the University of Rougebourg, Meluzine de Tremille and Kaspar Von Tech met at a rather medicocre opera. They were united by their very vocal dissatisfaction with the performance, while the rest of the audience remained polite. They became inseparable and their courtship became legendary on campus as each always tried to surpass the other's grand, romantic gestures. It was a normal romance for young nobles... if a little more competitive than normal. As the years passed, their studies shaped their minds, they became busier and more distant. Grand gestures gave way to arguments, romantic competitiveness became bitter resentment over trifles, words of love became silent and tense expectations that the other would apologize first. By the time the two left the university, they were no longer speaking to each other.*

*Meluzine's talent for the arcane arts led her on the path of hermetic magic starting out as an apprentice. Over the years, she has become a renowned mage of many thelluric arts. It is even said that she managed to master one or two elven spells in honor of her maternal grandmother. She has been a consultant to several kingdoms and her ritual skills are second to none. She is also a great patron of many arts and artists.*

*Kaspar, on the other hand, was gifted with a creative mind and, more importantly, access to his family's plentiful coffers. He did some apprenticeships with artificers, inventors and military engineers before opening his own workshop in which he survived many explosions and failures, but also achieved resounding successes defying the impossible. The Chronos put him on the cover of their November 1020 issue giving him the title of "Man of the Future, redefining the role of Artificer, of magic itself..." but it was in the middle of the plague, more interesting subjects were scarce.*

*All would have been fine and dandy, their lives (and ours) would have gone on, if it weren't for Becky de Montclave, former President of the Rougebourg Student Association, who absent-mindedly invited Kaspar and Meluzine to the Rougebourg University 02 cohort reunion that took place a few months ago. Not only did the two masters of their arts come face to face with each other, but they were also met with many questions about their relationship, their breakup, and their current successful yet lonely lives. Like the mature and sensible adults they are, they did everything but be mature and sensible: the discussions became a boasting competition listing accomplishments, namedropping, and exaggerations of facts, which then led to personal attacks and slander. The dispute became so great that it took the form of an ideological battle between the arcane arts and the occult arts, between mages and artificers.*

*So here we are. An escalation of pride. Two armies have been hired to represent Kaspar Von Tech, Master Artificer, and Meluzine de Tremille, Master Arcanist, in a dispute that will determine the superiority between the arcane arts and the occult arts.*



# Orgueil et Prodige

## REGISTRATION

All participants must be at least sixteen (16) years and one (1) day old.

Registration is done on the website at the following address (a user account is required):

<https://bicolline.online/public/evenement/113/>

The deadline for registration with a meal plan is 2022-10-31 at 12:00 noon.

The deadline for registration without a meal plan is 2022-11-04 at 5:00 pm.

### RATES

Member: \$65.00 CAD + taxes (\$74.73 CAD)

Regular: \$80.00 CAD + taxes (\$91.98 CAD)

The price of the activity **does not include lunch and dinner**, but it is possible to purchase a meal package.

Registration for the campaign includes access to the Ducasse that follows (formerly known as Soirées tavernes). Registration is non-refundable, but is transferable to another person for the same activity. It is not possible to register at the door.

### MEAL PACKAGE

The caterer selected for this event is Santé Taouk.

The meal package is 37,50 \$CA + taxes (43.12 \$CA)

- **Meat lunch:** Taouk (chicken) or shawarma (beef-lamb) sandwich with fattouche salad and fruit.
- **Vegetarian lunch:** Falafel sandwich with fattouche salad and fruits.
- **Meat dinner:** Taouk (chicken) or shawarma (beef-lamb) poutine with lentil soup, coleslaw and baklawa.
- **Vegetarian dinner:** Poutine with lentil soup, coleslaw and baklawa.

### LODGING AT THE AUBERGE

To reserve a room or a bed in the dormitory, please write to [info@bicolline.org](mailto:info@bicolline.org).

### CONTACTING A FRONT

To register, you must contact the organizers of the desired front:

- **Le Lys Noir (JAUNE)**
  - Ben Becker (B3FOAM@gmail.com)
  - Caleb Hand (calebhand2014@gmail.com)
  - Charles Landreville
- **Les Mille Visages (BLEU)**
  - François Tousignant (francoistousi@gmail.com)
  - Nicolas Petit
  - Yves-Olivier Martin



# Orgueil et Prodige

## SAFETY

We are all responsible for our own safety and the safety of others. No violent behavior (both physical and psychological) nor any player under the influence of substances or alcohol will be tolerated during the event under penalty of expulsion. We are individually responsible for everyone's enjoyment.

Eye protection is recommended for all Bicolline combat activities.

For the respect of all and fire hazard, it is forbidden to smoke or vape during a combat chapter.

## MECHANICS

Orgueil et Prodige is an activity designed for participants who wish to experience a military campaign with two (2) contending fronts. The day will be divided into seven (7) chapters that will allow the fronts to hoard victory points.

The activity is designed for two (2) fronts of a maximum of one hundred and fifty (150) participants each. When the two (2) fronts are full, they will be increased by increments of five (5) places. If the organizers of each front agree, it will be possible to increase the fronts by increments of more than five (5) places.

A limited group of VIPs will be reserved for the organizers of each front. The campaign manager will contact the organizers of each front directly to detail the exact procedure to follow.

## ARRIVAL

### The day of the event

Participants are expected to arrive at 8:00 am on Saturday morning. Participants are asked to park in the P1 parking lot across the street, except for owners of Cessions. Homologation will be done at the blue building. **No cars will be allowed on the site on the day of the event.**

There will be no general briefing prior to the event: registered participants with Homologated weapons are encouraged to proceed immediately to their deployment area for the first chapter.

The sound of the foghorn marks the beginning of the event. Latecomers will be required to join the activity after going through the Homologation. It is the responsibility of a latecomer to find a marshal who can homologate their weapons before joining the fight.





# Orgueil et Prodige

Arrival on Friday, November 4 and departure on Sunday, November 6

Cession owners may arrive on Friday, November 4 and sleep on the site. Gates and access to the site close at 8:30 p.m. and all vehicles must be returned to the P1 parking lot across the street or to the Cession parking lots if applicable by that time.

Cession owners may sleep on the site after the event. No cars will be allowed on the site on the day of the event, but access will be available the following morning. Cession owners must leave the site no later than 2:00 p.m. on Sunday, November 6th.

## HOW THE ACTIVITY UNFOLDS

Chapters follow one another. Victory points will only be revealed at the end of the event during the Ducasse that follows.

Fronts have approximately twenty (20) minutes to reorganize between chapters.

Unless otherwise specified in the description of a chapter, the front that lost the previous chapter chooses its deployment zone.

If both fronts refuse to engage, neither front scores any victory points and the gains from that chapter are lost.

If a balancing of the fronts is desired by both parties, the front that receives combatants must concede victory. The conceding front will keep the victory points already accumulated, but will not make any more victory points in the following chapters. A different methodology could be accepted if the organizers of each front agree and the Marshal in charge of the campaign approves.

### MILITARY COUNCIL

Each member of the military council will receive a sash to identify status.

- For this campaign, there are no mechanics that require staff identification.

It is impossible to change the members of a military council after the sashes have been distributed



# Orgueil et Prodige

## GAINS

**Wage:** Each participant will receive five (5) solars regardless of their army. Duché de Bicolline members who are pre-registered to the event will also receive a population card. Only the participant can collect their own pay and population card at the Registration Building (Accueil).

**Victory points:** In addition, the fronts will have the opportunity to cumulate victory points for each chapter. A secret list of earnings and rewards will be revealed to the military councils during the Ducasse (7:00 p.m. on the second floor of the Bank of the Seahorse). Military councils will be able to purchase the rewards of their choice by paying with the victory points hoarded during the day.

**Victory:** The cumulative victory points from this campaign determine which front will be declared the winner at the end of the day. The Master of the winning front will become a recurring character in a special quest.

**Notoriety:** The guild representing each front will receive one (1) notoriety point and the winning guild will receive one (1) additional fame point.

**Front bursaries:** The front organizers will also receive a bursary equivalent to two (2) solars per recruited (registered) participant in recognition of their involvement in the preparation of the activity. The grant will be given during the Ducasse to one of the organizers of each front, at the Hippocampe Bank.

## RULES

All the standard combat rules apply. Please refer to the Rules of Combat, Special Roles, and the Frequently Asked Questions (FAQ). The English version of these documents follows the French text.

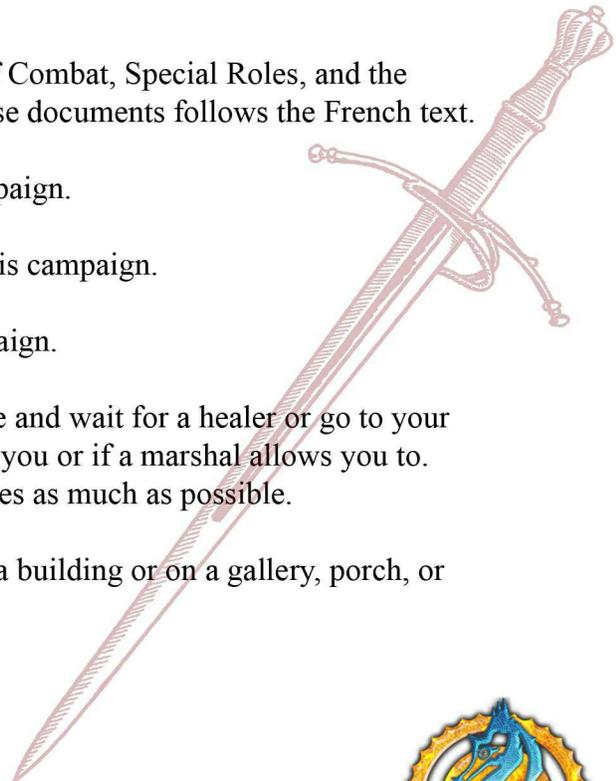
**Authorized weapons:** All weapons are authorized for this campaign.

**Protection:** All types of armor and shields are authorized for this campaign.

**War machines:** War machines are not authorized for this campaign.

**Death:** Once you are dead, you can either remain where you are and wait for a healer or go to your healing well (respawn point) if there is no more combat around you or if a marshal allows you to. The dead do not speak and can only walk, avoiding combat zones as much as possible.

**Buildings:** Buildings are not in play. Any participant who is in a building or on a gallery, porch, or platform will automatically be considered dead.



# Orgueil et Prodige

## DEATH AND HEALING

Unless otherwise stated in a chapter description, a healing well operates on a "you touch, you live" basis. It is forbidden for a front to be within ten (10) meters of the healing well of the opposing front. It is up to a Marshal to mediate this limit.

Participants who wish to obtain a healing hourglass for this campaign must meet one of the following criteria:

- Be a high priest of an official creed or its cleric.
- Be a priest of an official creed and pay one (1) believer.
- Be the leader of a guild that holds a guild hourglass.
  - If the guild leader cannot attend, they must email [activites@bicolline.org](mailto:activites@bicolline.org) at least 48 hours prior to the event with the name of the player who will be their representative.
  - The guild hourglass will only be given to the guild leader or their duly authorized representative.
- Purchase one at the cost of five (5) Campaign population cards.

There is no limit to the number of hourglasses per front. Healing hourglasses will be given to authorized participants on the morning of the event near homologation. When applicable, the fee must be paid on site prior to receiving the healing hourglass.

## DELAYS

Unless otherwise stated in a chapter description, the end of the chapter will be truncated by the amount of time the chapter is running late. For example, a 40 minutes chapter will be reduced to 33 minutes if there is a 7 minute delay.

## VARIA

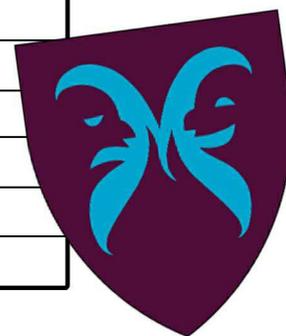
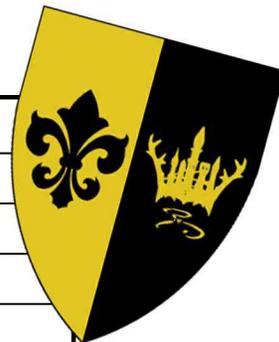
- For this campaign, the colors associated with each front are **BLUE** for Les Mille Visages Faces and **YELLOW** for Lys Noir.
- Please return all Bicolline game items to the Hippocampe bank as soon as the campaign ends. You may also hand it directly to a Marshal.
- Water faucets are closed but the Duché de Bicolline will provide gallons of water where needed. Please plan your water bottles accordingly, however.



# Orgueil et Prodige

## SCHEDULE

| Time          | Orgueil et Prodige                                     |
|---------------|--|
| 8h00 à 9h30   | Arrival, registration and homologation                 |
| 9h30 à 10h00  | Deployment   |
| 10h00 à 10h10 | Chapter 1 - Opening in two enemies                     |
| 10h15 à 10h45 | Chapter 2 - Collecting vegetal crystals                |
| 10h55 à 11h25 | Chapter 3 - Collecting blue wood soot                  |
| 11h45 à 12h15 | Chapter 4 - Bring it to me                             |
| 12h15 à 13h30 | Chapter D - I will win and you will eat out of my hand |
| 13h50 à 14h30 | Chapter 5 - Charging the Catalysts                     |
| 14h50 à 15h30 | Chapter 6 - Ritual in a circle                         |
| 15h50 à 17h00 | Chapter 7 - Let's finish this at your place            |
| 17h00         | End of the campaign and dinner near the Inn            |
| 18h00         | Beginning of the Ducasse                               |
| 19h00         | Unveiling of the list of gains                         |



## CONTACT

### Email:

- For questions related to the game: [maitredejeu@bicolline.org](mailto:maitredejeu@bicolline.org)
- For general logistics questions (registration, site access, etc.): [info@bicolline.org](mailto:info@bicolline.org)
- For questions related to the mechanics of the activity or to become a marshal: [activites@bicolline.org](mailto:activites@bicolline.org)

**Phone:** (819) 532-1755

**Address:** 1480, chemin Principal, St-Mathieu-du-Parc, Quebec, Canada, G0X 1N0

**Website:** [bicolline.org](http://bicolline.org)

The masculine gender is used in this document as the neutral gender.

The use of the masculine gender is only intended to lighten the text and facilitate reading.



# Orgueil et Prodige

## Chapter 1 – Opening in two enemies

*The fateful meeting of the two Masters. They have not seen each other since the discussion which turned into an argument which turned into a public debate on the nature of magic. This debate produced affronts on both sides and then turned into a declaration of a duel which became a duel of armies. They both slept on it and have surely calmed down since. It would take an inordinate amount of pride or underlying reasons to still be angry. Let's hope they just apologize and buy everyone a round.*

### Deployment

Around the duel zone.

### Battlefield

The road in front of the rally point of the faubourg.

### Duration of the Chapter

Five (5) Minutes.

### Healing

None.

### Objectives

**Objective 1 - Demonstration of a new invention: the pistol!**

"Wow it's like thunder but it kills people!" - Gullible spectator

- Janix and William Jane Wells will start back to back, armed with the Artificer's explosive devices. On the first whistle, they will advance ten steps forward. On the second whistle, they will be allowed to turn and fire without moving.
  - The first to hit his opponent wins. If both fail, they can reload and shoot again without restriction.

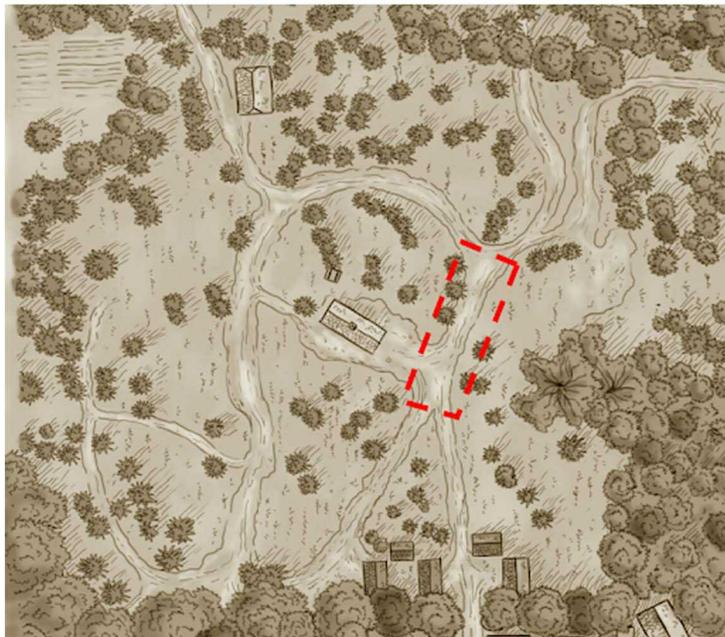
### Condition of Victory

The first one to hit his opponent wins.

### Gains

**Objective 1 - An explosive success! In a few years, we'll see them everywhere.**

- The winner will be able to choose whether to deploy as attackers or defenders in Chapter 2.



# Orgueil et Prodige

## Chapter 2 – Collecting Vegetal Crystals

*Vegetal crystals are an important resource in many of the telluric and occult arts. Their versatility is their greatest advantage as their power can vary greatly. Their designation causes some idiots to think that there are such things as "animal crystals" and other nonsense, but in truth, vegetal crystals are not really a vegetal product. Rather, the name comes from the fact that they are only found in places rich in vegetation. Moreover, the name rhymes, which has made the name popular despite its inaccuracy (page 28).*

*Excerpt from "Resources of the prodigious arts: a guide for ritualists" by Francesco Lamoyette*

### Deployment

D1: At the center of the faubourg.

D2: All four (4) corners of the faubourg (no restriction on the proportions assigned to each zone).

### Battlefield

The faubourg.

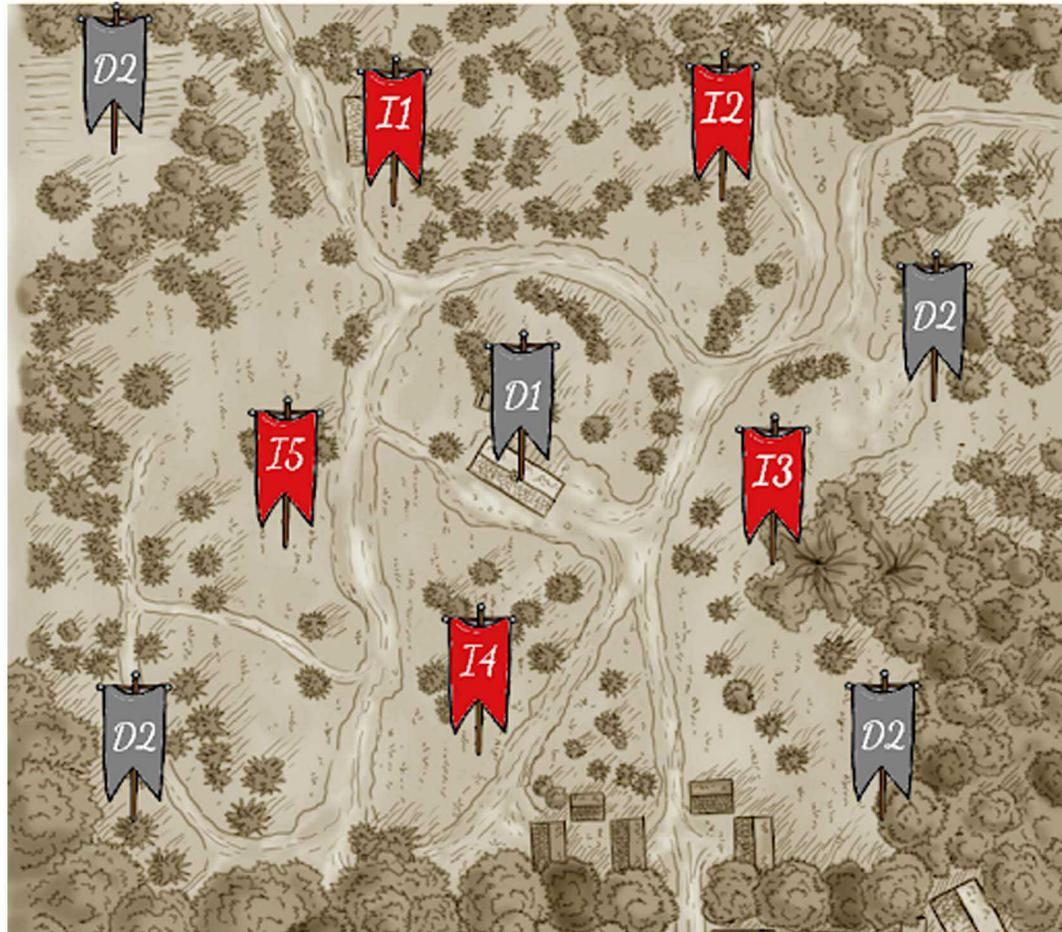
### Duration of the Chapter

Thirty (30) minutes.

### Healing

Healing hourglasses and

- One (1) healing well for the defenders (D1).
- Four (4) healing well for the attackers (D2).



# Orgueil et Prodige

## Objectives

**Objective 1 - Collecting vegetal crystals:** "A versatile and renewable resource to stabilize all types of energy".

- Each I, identified by a reflector on the field, starts with one bag at the beginning of the scenario.
- Every three (3) minutes, two (2) I, determined in advance but unknown to the participants, will have one (1) bag added if they do not already have one.
- It is possible for any participant from the front deploying to D2 to pick up a bag and return it to one of their healing wells.
  - When picked up, the bags cannot be stolen and death does not prevent the player from returning the panel to the base.
- Participants on the D1 front cannot interact with the bags.

**Objectif 2 - Prevent the collection:** "I have read one research that says that vegetal crystals could be necessary for the health of the forest and its creatures, we cannot let you do that."

- A flag bearing marshal will be present at the well of the front deploying at D1.
- It will be possible to escort them to one of the I's and defend them for six (6) minutes.
  - At any time, if the flag bearing marshal finds himself alone with no members of the front deploying at D1, the time is reset and they walk back to D1. They do not have to reach D1 before being escorted back, they can be intercepted on the way.
- If the defense is successful, the defended I is now destroyed, the reflector is removed from the field, and will not receive any more bags for the rest of the game.

## Condition of Victory

The front that has accumulated the most victory points in chapters 2 and 3 together will be declared the winner of both chapters. In case of a tie, the winner of chapter 1 will be declared the winner.

## Gains

**Objective 1 - Collecting vegetal crystals**

- One (1) victory point per panel brought back for the front deploying to D1, for a total of twenty-five (25) victory points.

**Objectif 2 - Prevent the collection**

- Two (2) victory points per mast destroyed, for a total of ten (10) victory points.



# Orgueil et Prodige

## Chapitre 3 – Collecte de suie de bois bleu

*Blue wood soot is a rare residue that seems to be created only in cooled down fire pits in urban environments such as cities and large towns. This soot contains blue particles regardless of the type of wood that was burned. It is these particles that are then extracted and processed to make a powerful catalyst. It has many uses, including in some inks used to make occult pacts, some enchanter's oils, some artificer's devices and some manthora or gholir spells. We do not know why this only happens in urban environments. We do know, however, that these particles form only when only wood is burned, no hay, no dry bread, no witch, no tar. (Page 76)*

*Excerpt from "Resources of the prodigious arts: a guide for ritualists" by Francesco Lamoyette*

### Deployment

The front that deployed to D1 in chapter 2 deploys to D2 in this chapter and vice-versa.

D1: In the trollball Arena.

D2: All four (4) corners of the old town (no restriction on the proportions assigned to each zone).

### Battlefield

Old Town.

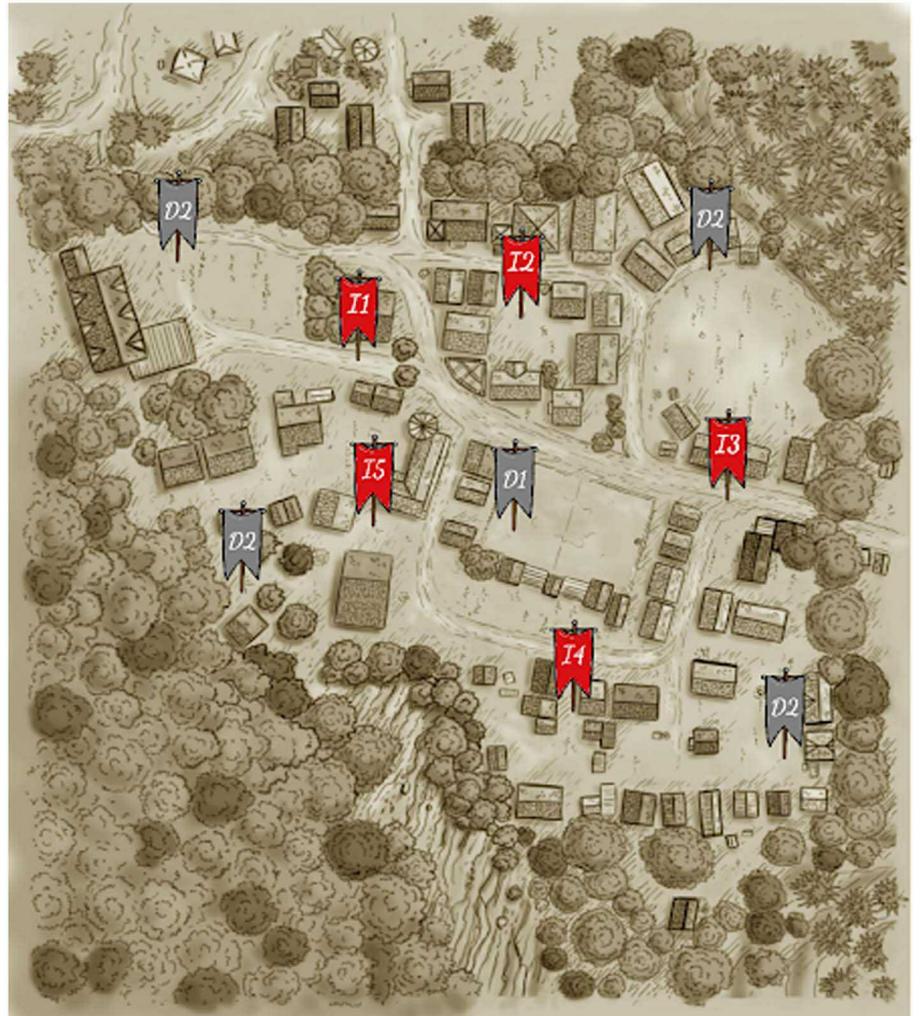
### Duration of the Chapter

Thirty (30) minutes.

### Healing

Healing hourglasses and

- One (1) healing well for the defenders (D1).
- Four (4) healing well for the attackers (D2).





# Orgueil et Prodige

## Objectives

**Objective 1 - Collecting blue wood soot:** *"How lucky we are to come across a village. Let's look for this rare and powerful resource!"*

- Each I, identified by a reflector on the field, starts with one bag at the beginning of the scenario.
- Every three (3) minutes, two (2) I, determined in advance but unknown to the participants, will have one (1) bag added if they do not already have one.
- It is possible for any participant from the front deploying to D2 to pick up a bag and return it to one of their healing wells.
  - When picked up, the bags cannot be stolen and death does not prevent the player from returning the panel to the base.
- Participants on the D1 front cannot interact with the bags.

**Objective 2 - Prevent collection:** *"Blue wood soot is known to be unstable, we prevent you for your own safety given your...temperament."*

- A flag bearing marshal will be present at the well of the front deploying at D1.
- It will be possible to escort them to one of the I's and defend them for six (6) minutes.
  - At any time, if the flag bearing marshal finds themselves alone with no members of the front deploying at D1, the time is reset and they walk back to D1. They do not have to reach D1 before being escorted back, they can be intercepted on the way.
- If the defense is successful, the defended I is now destroyed, the reflector is removed from the field, and will not receive any more bags for the rest of the game.

## Condition of Victory

The front that has accumulated the most victory points in chapters 2 and 3 together will be declared the winner of both chapters. In case of a tie, the winner of chapter 1 will be declared the winner.

## Gains

**Objective 1 - Collecting blue wood soot**

- One (1) victory point per panel brought back for the front deploying to D1, for a total of twenty-five (25) victory points.

**Objectif 2 - Prevent the collection**

- Two (2) victory points per mast destroyed, for a total of ten (10) victory points.



# Orgueil et Prodige

## Chapter 4 – Bring them to me

“ Come and bring the resource to my room, I'll be at the Phoenix Inn, I had a discount after the last convention... Stop fussing, it's simple: you take the main road and bring me the resources. As simple as a milk run, it won't take you more than two minutes, come on. ”

*Words of the Master... but which one?*

### Deployment

D1: At the Coque Rouge.

I: In front of the Rangers' camp.

### Battlefield

The northern district.

### Duration of the Chapter

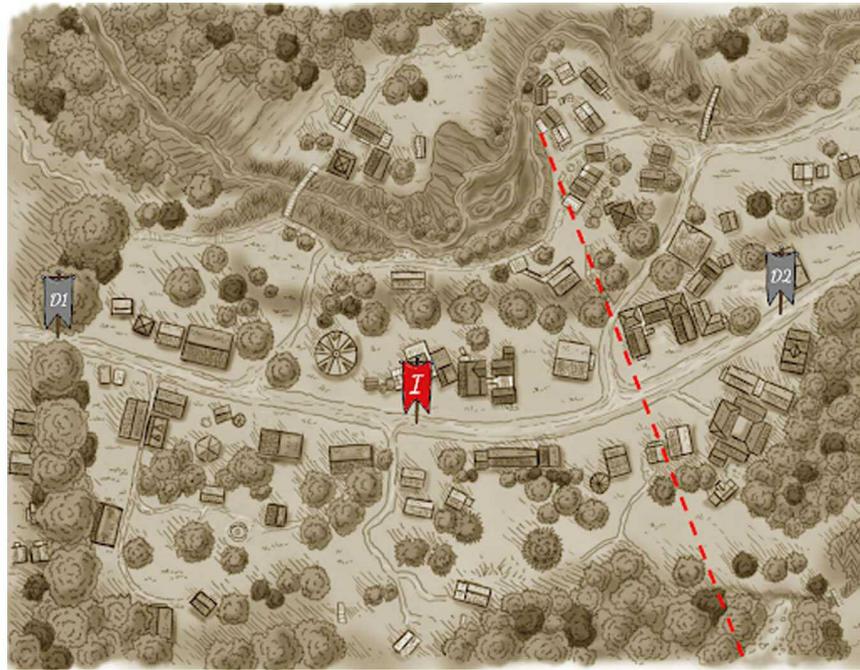
Ten (10) minutes.

Played twice, switching places in between.

### Healing

Healing hourglasses and one (1) healing well (D2) for the front deployed at I.

Healing hourglasses but NO healing well for the front deployed at D1.



### Objectives

**Objective 1 - Delivery!:** “Sorry I'm late, there was a...uh.... cart accident. The others will arrive soon.”

- The front deploying at D1 must successfully cross the red line.
- When a participant from the front deploying at D1 crosses the red line, they must report their success to the marshal at the Phoenix camp (near D2) and are removed from the game.
- If any participant from the front deploying at I crosses the red line, they die.

### Condition of Victory

The front with the most victory points will be declared the winner. In case of a tie, a race from D1 to D2 will be organized between 2 participants (one from each front chosen by the staff) and will determine the winner.

### Gains

Objective 1 - Delivery!

One (1) victory point for every ten (10) persons counted who cross the red line.



# Orgueil et Prodige

## Chapter D – I'll win and you'll eat out of my hand!

*According to Clause 14 of the Common Convention of the Mercenaries of the Duchy, any army hired to fight on behalf of someone else must have a proper meal break. This does not stop Kaspar and Meluzine from being bitter about it.*

### Deployment

Near the Auberge.

### Battlefield

Your plate. (weapons of less than 20 cm only)

### Duration of the Chapter

Seventy-five (75) minutes.

Deployment for the next chapter (Chapter 5) will be at 13:30 to be ready to start at 13:50.



### Warning

Don't eat out of anyone else's hand unless it is clean and, above all, consenting. Since victory has not yet been decided, no one is to eat out of anyone's hand.

### Objectives

- Finding meals.
- Filling bellies.
- Using garbage bins.
- Filling waterskins.

### Condition of Victory

- Plate is finished, waterskin if full.
- Desert count for double.

### Gains

- Satiety
- Non-magical energy



# Orgueil et Prodige

## Chapter 5 – Charging the Catalysts

*Although used by many, catalysts of any shape or nature must be charged. Charging a catalyst takes time, patience and a certain amount of finesse. An improperly charged catalyst can explode at any time, ruin a spell or invention, kill the practitioner and even, as I have experienced myself, stain a velvet cloak. This is why certain professionals, called catalysors, specialize in charging and handling catalysts to the point that very few practitioners charge their own catalysts. (Page 24)*

*Excerpt from “Catalysts and Catharsis: a guide for practitioners of the prodigious arts” by Francesco Lamoyette*

### Deployment

D1: Crossroad of the plain and the Norse camp.

D2 : West of the Norse camp.

### Battlefield

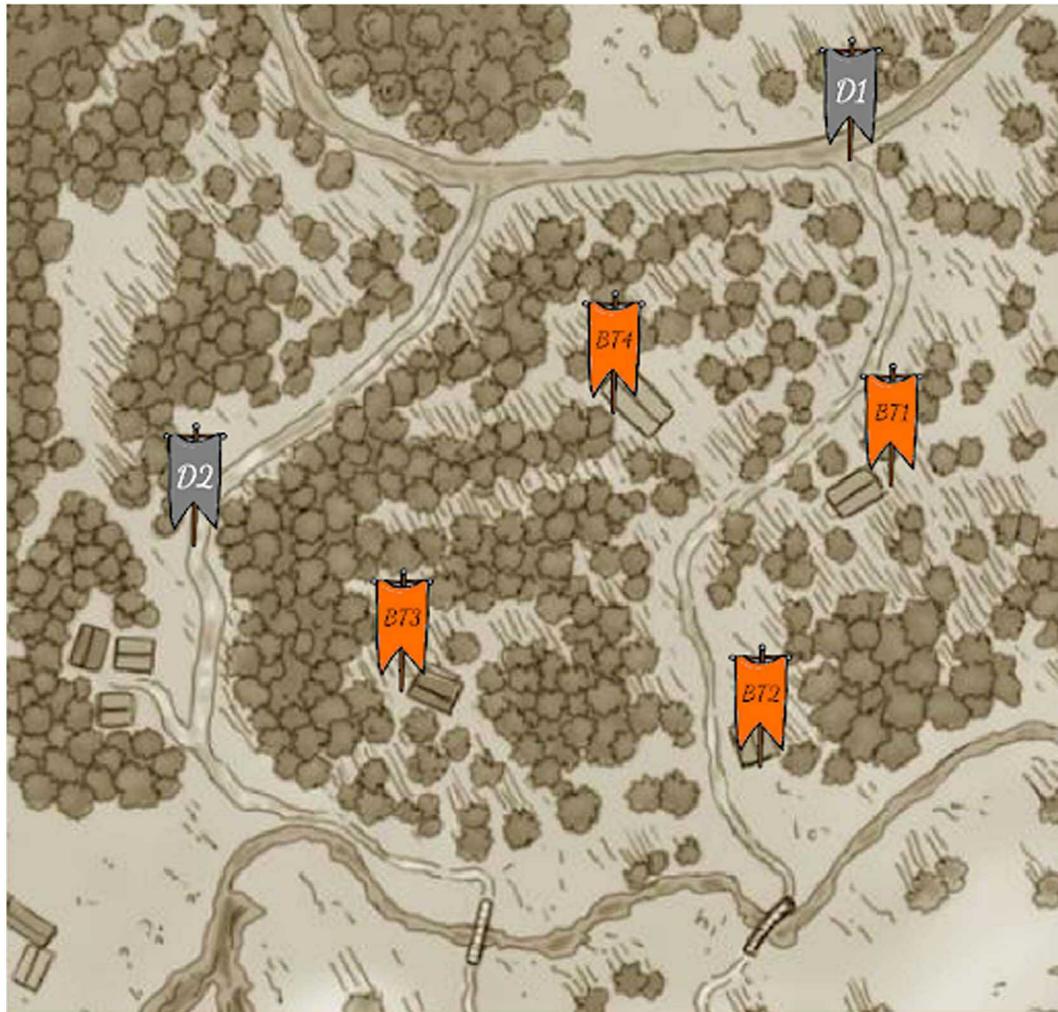
Norse Camp.

### Duration of the Chapter

Forty (40) minutes.

### Healing

Healing hourglasses and one (1) healing well per front (Deployment zones).



# Orgueil et Prodige

## Objectives

**Objective 1 - CHARGE!** : *"To put it briefly, a catalyst is used to catalyze." - Words of the Master... but which one?*

- Four time boxes are present and locked on the battlefield.
- Each front may escort a flag-bearing marshal who is marching to one of the time boxes which the marshal can unlock. When unlocked, both fronts may claim the time box and accumulate time.
  - At any time, if the flag-bearing marshal finds themselves alone with no members of the accompanying front, they walk back to their assigned healing well. They do not have to reach their assigned healing well before being escorted back, they can be intercepted on the way
- Time boxes are set to neutral and resealed regularly throughout the chapter, at predetermined times unknown to the players.

## Condition of Victory

The front with the most victory points will be declared the winner. In the event of a tie, a one (1) versus one (1) duel to the death will determine the winner.

## Gains

**Objective 1 - CHARGE!**

- Twenty (20) victory points in ratio to the accumulated time of all time boxes (rounded down).



# Orgueil et Prodige

## Chapter 6 – Ritual in a cercle

*In her book "Geometry, Power and Knowledge: A Love Triangle", Vicky de Savoie praises the circle as a mystical and symbolic geometric shape that helps in rituals. The circle is indeed central to many telluric and occult arts, and even martial arts, to the point where some ascribe religious value to it. But the truth is that the form is simple and practical. It allows one to work on one's ritual, spell, invention, concoctions, etc. from many angles in one continuous motion. The person who circles their cart before leaving does so to make sure there are no major breakages, not because circling their cart is sacred (Page 43).*

*Excerpt from "Pretentious Habits: The Truths and Fallacies of Ritualistic Practices" by Carol Nichère*

### Deployment

- D1: North side of both the Plain and the non-decorum camp forest.
- D2: South side of both the Plain and the non-decorum camp forest.

### Battlefield

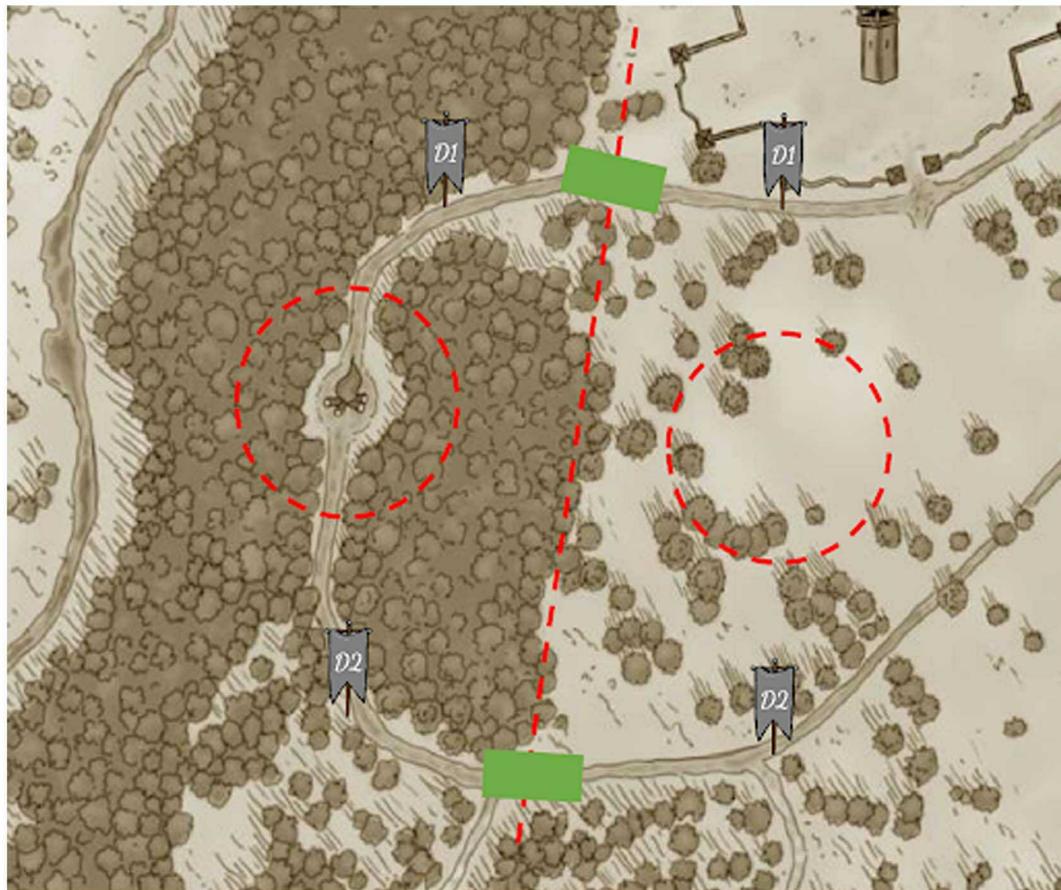
The Plain of Mages and the non-decorum camp forest.

### Duration of the Chapter

Forty (40) minutes.

### Healing

Healing hourglasses and two (2) healing wells per front (deployment zones).



# Orgueil et Prodige

## Objectives

*Objective 1 - Leave it to me: "I can't stop now because otherwise..."*

- Each of the Masters accompanied by a flag-bearing marshal moves roughly around each of the red dotted circles without stopping.
- They accumulate time only for the front that is within two (2) metres of them, regardless of the front.
  - If two participants from each front are close, the time is stopped but not reset.
  - If no participant is close, the time is stopped but not reset.
- It is forbidden to cross the straight red dotted line except on the northern and southern paths, represented by the green squares. Only participants from the front deployed at D1 can use the northern path and only participants from the front deployed at D2 can use the southern path.
- Crossing is only possible on the green areas if there are at least ten (10) players.

## Condition of Victory

The front having accumulated the most victory points will be declared the winner. In case of a tie, the front with the last second in the left-hand zone will be declared the winner.

## Gains

*Objective 1 - Leave it to me:*

- Twenty (20) victory points in ratio to the accumulated time of both flag-bearing marshals (rounded down).



# Orgueil et Prodige

## Chapter 7 – Let's finish this at your place

*Once the ritual is done, there is only one thing left to do: go to the other person's place to apologize.*

*For Kaspar Von Tech, "apology" is the name of his new creation: apple-sized balls that explode and do a lot of damage.*

*Meluzine de Tremille, not really any more mature, has decided to go to Kaspar's workshop and throw fireballs to "warm his icy heart" as a sign of "good faith".*

*How could this end badly?*

### Deployment

D1: South side of the Plain.

I: Ten (10) feet of D1 towards the fort.

### Battlefield

The Plain of Mages.

### Duration of the Chapter

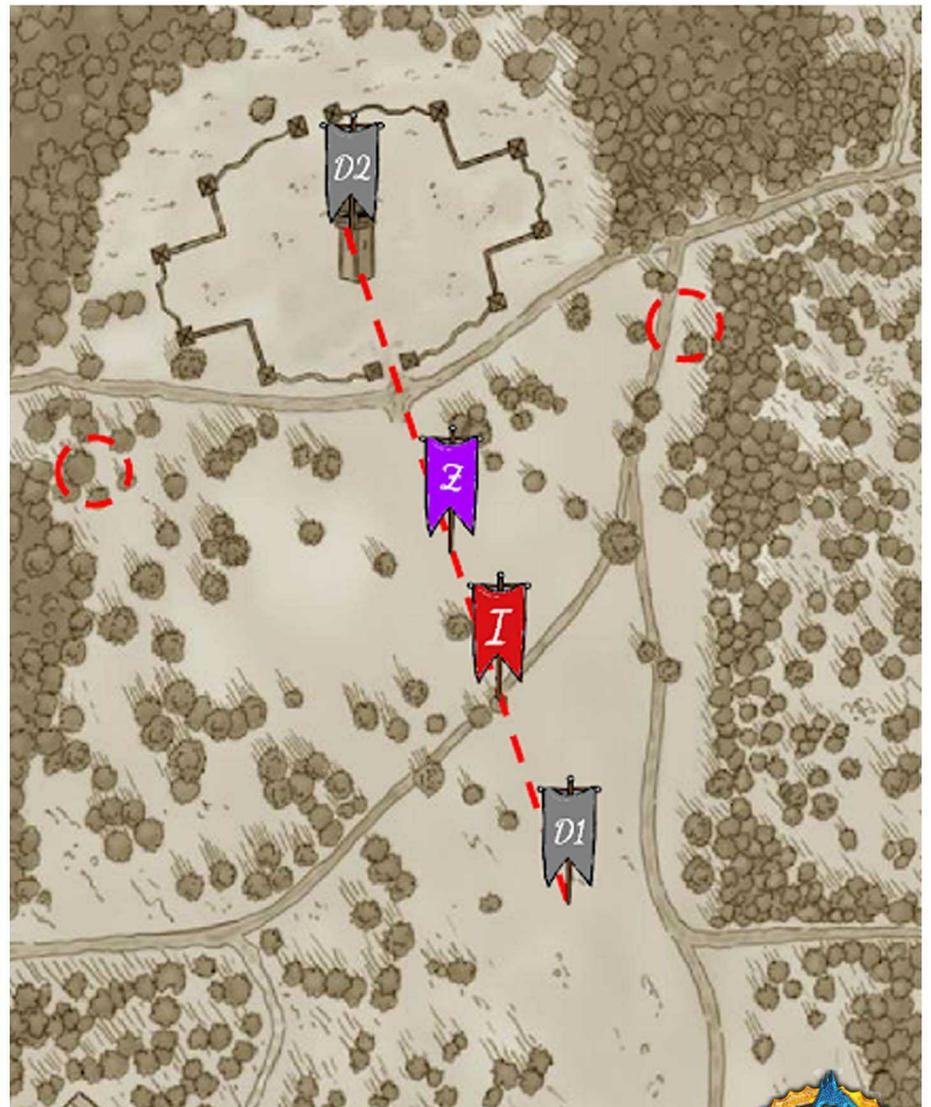
Thirty (30) minutes.

Played twice, switching places in between.

### Healing

Healing hourglasses and

- One (1) healing well in the Fort (D2) for the front deployed at I.
- One (1) mobile healing well, starting at D1, for the front deployed at D1.





# Orgueil et Prodige

## Objectives

**Objective 1 - On the way to your place:** *“Once we get there we'll have a party...WITH FI-REWORKS!”*

- The front deploying at D1 has three (3) cannonballs that any participant in that front may throw with their hands.
  - These cannonballs cannot be moved by the front deploying in D2.
  - When picked up by a participant of the front deploying in D1, they cannot move and must either throw the cannonball or stay put until dead.
- The mobile healing well D1 moves along the dotted red line to point Z, never overtaking the most advanced ball.
  - If the path is blocked by the opponent's front line, the well remains stationary until the path is clear.
- When the mobile well reaches point Z, it becomes possible for the participants of the front deploying in D1 to launch cannonballs at the targets on the fort's towers.
  - If a cannonball hits a target, it is counted but withdrawn from the game.

**Objective 2 - We need more:** *“Just one more for luck...and one more to add insult.”*

- It is permitted for only one participant from each front at a time to enter each of the two red dotted areas at any time during the chapter.
  - If a participant from the front deploying at point D1 finds themselves there alone, they are given a new cannonball.
  - If a participant from the front deploying at point D1 comes face to face with an opposing participant, they must win a duel. If they win, they receive a new cannonball.
  - If more than one opponent enters the circle, all of them die except the participant from the front deploying at point D1.
- When a participant from the front deploying at point D1 is given a new cannonball or loses a duel, the area becomes inaccessible for three (3) minutes.
  - A participant from the front deploying at point D1 who is given a new cannonball must declare themselves dead and must return their cannonball to the mobile healing well.
  - If a duel takes place, the names of both participants will be noted and they will not be allowed to enter the zone until the fronts are reversed. They must leave the area at the end of the duel.
- A marshal is present at point D2 to escort a participant from the front deploying at point D2 to any dotted area without being able to fight or be killed.





# Orgueil et Prodige

## Condition of Victory

The front with the most victory points will be declared the winner. In case of a tie, the front having won the most duels will be declared the winner.

## Gains

### *Objective 1 - On the way to your place*

- One (1) victory point for each ball that hits a tower, for a total of twenty-three (23) victory points.

### *Objective 2 - We need more*

- One (1) victory point for each additional four (4) cannonballs recovered, for a total of five (5) victory points.

