

# Les compagnies d'élites

CAMPAGNE D'ARCHERS



17 SEPTEMBRE 1023



S. Bly

DUCHÉ DE BICOLLINE





# Les compagnies d'élites

## The Elite Companies

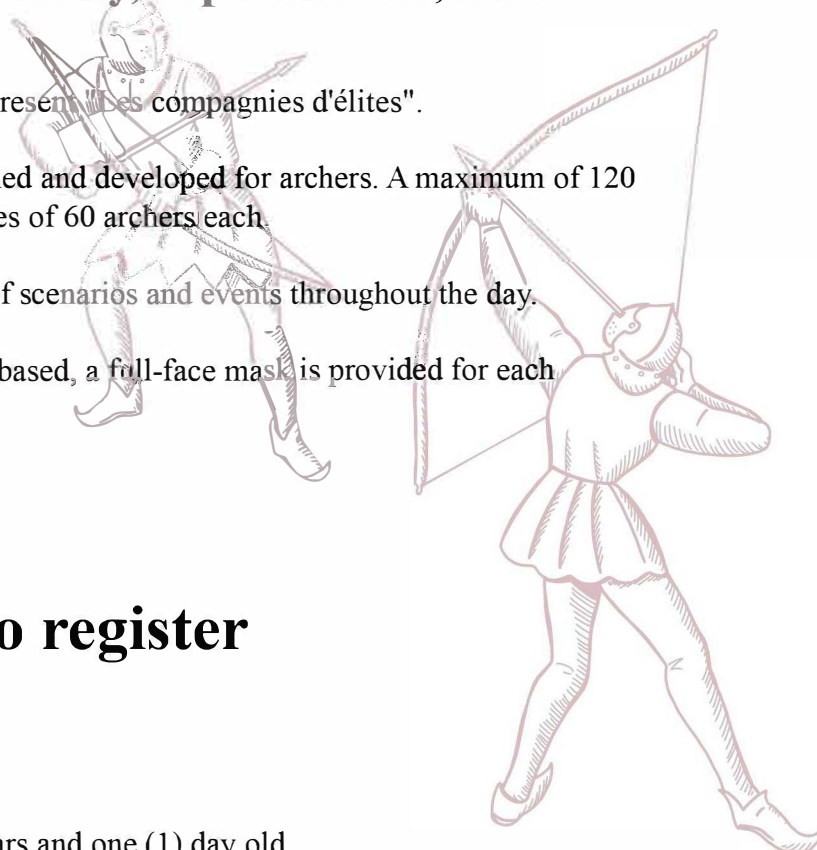
### Archery campaign on Sunday, September 17, 1023

Bicolline and Combat d'archers are pleased to present "Les compagnies d'élites".

This is a new type of campaign specially designed and developed for archers. A maximum of 120 players are expected, divided into two companies of 60 archers each.

These rival companies will face off in a series of scenarios and events throughout the day.

As the fighting is almost exclusively projectile-based, a full-face mask is provided for each participant.



## How to register

### TO REGISTER

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

Registration can be made on the website at the following address (a user account is required):

<https://bicolline.online/public/evenement/153/>

The deadline for registration with meal package is 2023-09-12 at 12 p.m. (noon).

Deadline for registration without meal plan is 2023-09-15 at 5 p.m.

### RATES

Member: C\$50.00 + taxes (C\$57.49)

Regular: \$60.00 CDN + taxes (\$68.99 CDN)

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

Registration is non-refundable, but transferable to another person for the same activity.

**It is not possible to register at the door.**





# Les compagnies d'élites

## EQUIPMENT RENTAL

Rental of bow and 3 arrows: C\$20.00 + taxes (C\$22.99) + deposit of C\$30.00 + taxes (C\$34.49)

## MEAL PACKAGE

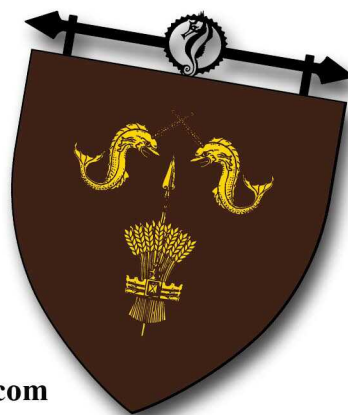
The caterer selected for this event is Santé Taouk.

Meal package C\$15.00 + taxes (C\$17.25)

**Dinner:** Falafel sandwich (veggie) or Shish Taouk sandwich (chicken) or Shawarma (beef-lamb) with fresh strawberry and banana juice.

## Join a front

- La Compagnie Ozame (**YELLOW**)  
Vincent Moureau: [13880vincent@gmail.com](mailto:13880vincent@gmail.com)
- La Compagnie de l'Empire (**BLUE**)  
Jean-Nicolas Dorion: [jeannicolasdorion@yahoo.com](mailto:jeannicolasdorion@yahoo.com)



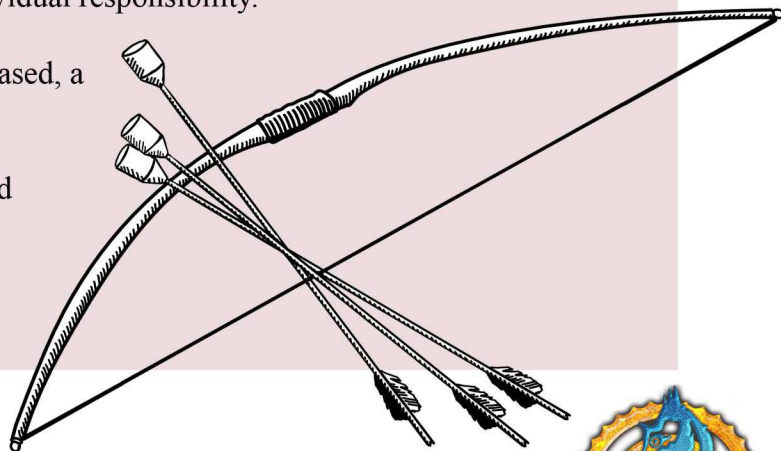
## SAFETY

We are all responsible for our own safety and that of others. No violent behavior (physical or psychological) nor any intoxicated state will be tolerated during the event, on penalty of expulsion.

Everyone's enjoyment depends on everyone's individual responsibility.

\*\*Since fighting is almost exclusively projectile-based, a full face mask is provided for each participant.

For the sake of respect and fire safety, smoking and vaping are forbidden during a combat chapter.





## Activity schedule

"Elite Companies" is an activity designed for participants wishing to experience an archers' campaign-style event, pitting two (2) companies against each other.

The day will be divided into 7 chapters, allowing the fronts to accumulate solars.

The activity is designed for 2 fronts of a maximum of 60 participants each.

## Participants' arrival

### On the day of the activity

Participants are expected to arrive at the drop-off point at the Auberge de Bicolline at 8 a.m. on Sunday morning. Participants are asked to park in parking lot P1 across the street, with the exception of owners of allotment parking lots. Homologation will take place in the homologation tent opposite the Banque de l'hippocampe. **No cars will be allowed on the site on the day of the event.**

A safety reminder and general information will be given before the event, at the homologation tent.

The sound of the foghorn marks the start of the event. Latecomers must join the activity in progress after passing through homologation. It is the responsibility of latecomers to find a marshal who can homologate their weapons before joining the fight.

### Earnings

**Pay:** Each participant in a company will receive five (5) solars. Pre-registered participants who are members of the Duché de Bicolline will also receive a campaign population sheet. Only the participant can pick up his or her own balance and population sheet at the Welcome Desk.

**Victory:** In each chapter, the victorious company pockets the winnings determined for the episode.

**Company commanders' bursaries:** Front organizers will also receive a bursary per company equivalent to two (2) solars per archers recruited (registered), in recognition of their involvement in preparing the activity. This bursary will be paid directly to the company commanders at the end of the event.





# Les compagnies d'élites

## Rules

Head shot?

All the usual combat rules apply. Please refer to Fighting rules, Authorized weapons : Bows for everyone.

**Protection:** All types of armor have 1 point.

**Death:** Once dead, simply wait for a healer or decide to go to your healing well. The dead don't speak and walk with their bows held above their heads.

## Death and healing

Unless otherwise indicated in a chapter description, a Healing Well operates on the "you touch it, you're alive" principle.

## Varia

For this campaign, the colors associated with each front are **YELLOW** for La Compagnie Ozame and **BLUE** for Compagnie de l'Empire.

Please return all Duché de Bicolline game material to the homologation tent at the end of the campaign. You can also give it directly to a marshal.

There are several water points on the grounds, so please bring your water bottles accordingly.





# Les compagnies d'élites

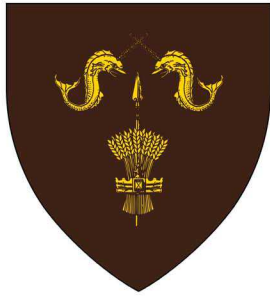
## Schedule for the day

Time	Location	"Elite Companies
8am to 9am	Welcome	Arrival, registration and homologation
9am to 9:30am		Deployment
9:30am to 10:30am	Fort	Chapter 1 - <i>Burning the Fort</i>
10:40 a.m. to 11:00 a.m.	C. non-decorum	Chapter 2 - <i>The Three Pines Skirmish</i>
11:10 a.m. to 11:35 a.m.	Plain of the Fort	Chapter 3 - <i>Deactivation</i>
11:45 a.m. to 12:20 p.m.	Plaine Ordo Cer.	Chapter 4 - <i>Taking position.</i>
12:30pm to 1:30pm		<b>LUNCH</b>
1:40pm to 1:55pm	Roman Camp	Chapter 5 - <i>May the best give way</i>
2:05pm to 2:40pm	Old town	Chapter 6 - <i>Clean up this village</i>
2:50 pm to 3:20 pm	Upper town	Chapter 7 - <i>The meeting</i>
15h20		End of the campaign

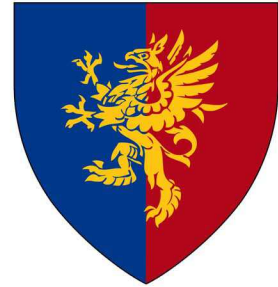




# Les compagnies d'élites



## How to reach us



### E-mails:

For questions related to the game: [maitredejeu@bicolline.org](mailto:maitredejeu@bicolline.org)

For general logistical questions (registration, welcome, field access, etc.):  
[info@bicolline.org](mailto:info@bicolline.org)

For questions related to the mechanics of the activity or becoming a marshal:  
[activites@bicolline.org](mailto:activites@bicolline.org)

Telephone: (819) 532-1755

### Address:

1480, ch. Principal, St-Mathieu-du-Parc, Qc, 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 intended solely to lighten the text and make it easier to read.





# Les compagnies d'élites

## CHAPTER 1 - *Setting fire to the fort*

*The opposing company is entrenched in an old fort, and the only way to dislodge them is to set it on fire. But how do you set fire to the fort's various reserves and structures, without exposing yourself to the archers posted in the towers and on the ramparts?*

### Deployment

D1: Defender: YELLOW: Inside the fort.

D2: Attacker: BLUE: On the Fort Plain

### Battlefield

Fort and Plain, inside the dotted line.

### Schedule and duration

9:30 a.m. to 10:30 a.m.

Sixty (60) minutes (4x 10 minutes +  
changeover time)

### Healing

There are NO ARMOR POINTS for this chapter.

There is one (1) healing well for each team,  
located at their deployment point (D1 and D2).

### Objectives

#### 1) *Burn down the Fort!*

Each round lasts 10 minutes. During each round:

- Attackers must knock down as many targets as possible. The targets are all inside the Fort. The location of the targets is not known in advance. Each target counts as one (1) point.
- Defenders must prevent attackers from "burning down the Fort".

4 rounds of 10 minutes are played, reversing sides each time.

### Victory conditions

The team with the most points (1 point per target) wins the chapter.

### Winnings

The winning company takes home a purse of 400 solars.





# Les compagnies d'élites

## CHAPTER 2 - *The Three Pines Skirmish*

*Your company has been assigned the task of cutting the communication lines of the opposing troops. You'll need to eliminate all the carrier pigeons used by your enemies. No bird should be able to take flight, but beware: every tree may hide an enemy archer and possibly a deadly arrow.*

### Deployment

D1: YELLOW: Northwest side

D2: BLUE: Southeast side

### Battlefield

Non-Decorum camp

### Chapter duration

10:40 a.m. to 11:00 a.m.

Twenty (20) minutes

### Healing

- There are NO ARMOR POINTS for this chapter.
- There is one (1) healing well for each team, located at their deployment point (D1 and D2).

### Objectives

#### 1) To the death!

Eliminate as many players as possible from the opposing team. Each player using the healing well counts as 1 point. A marshal at each healing well counts the number of players who come back to life.

#### 2) TARGETS

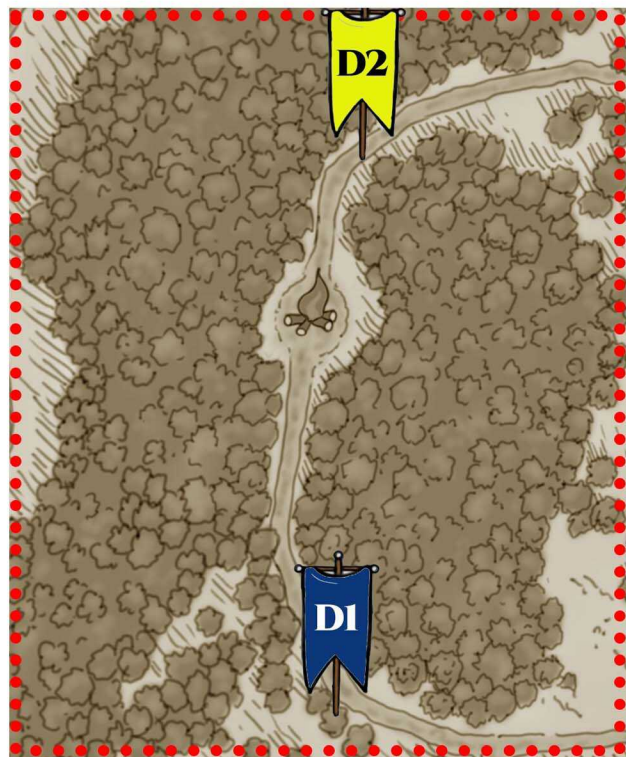
Drop as many targets as possible on the opposing side. Target locations are not known in advance. Each target counts for 2 points. A marshal takes care of reassembling the targets as the game progresses.

### Victory conditions

The team with the most points (1 point per player, 2 points per target) wins the chapter.

### Winnings

The winning company takes home a 400-solars bursary.





# Les compagnies d'élites

## CHAPTER 3 - *Deactivation*

*It will be impossible to cross the troops while the magic protections are activated. The elite companies have been entrusted with a certain number of runic arrows, the only projectile capable of deactivating the protections. But the mission won't be easy, as the magical alcoves are a long way away!*

### Deployment

D1: BLUE: Northwest side  
D2: YELLOW: Southeast side

### Battlefield

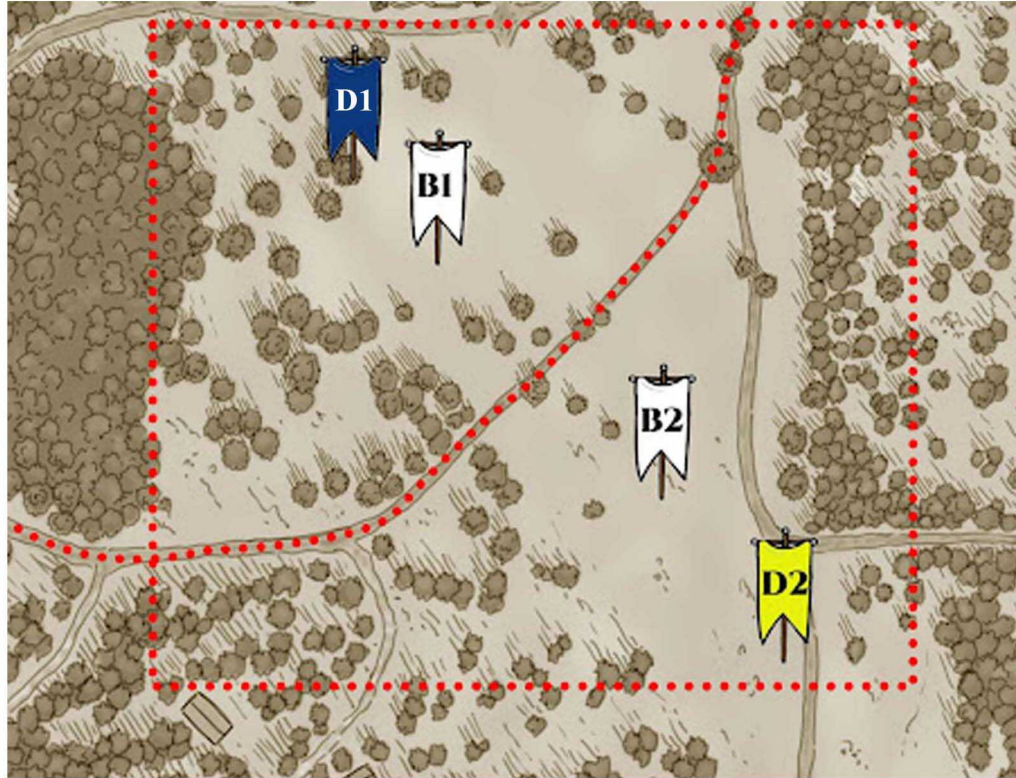
Fort Plain. The red dotted lines shown on the map above are impassable.

### Chapter duration

11.10 a.m. to 11.35 a.m.  
25 minutes

### Healing

- There are NO WEAPON POINTS for this chapter.
- There is one (1) healing well for each team, located at their deployment point (D1 and D2).



### Objectives

#### 1) To the death!

Eliminate as many players as possible from the opposing team. Each player using the healing well counts as 1 point. A marshal at each healing well counts the number of players who come back to life.

#### 2) Runic arrows

At intervals and locations unknown to the players, marshal will send "runic" arrows onto the battlefield.

These runic arrows will be red and clearly identified with a flashing ribbon.





# Les compagnies d'élites

Players can retrieve the runic arrows and try to score points by sending them into the "alcoves". The alcoves (B1 and B2) will be located on either side of the field. To score points, arrows must be sent into the opposing team's alcoves.

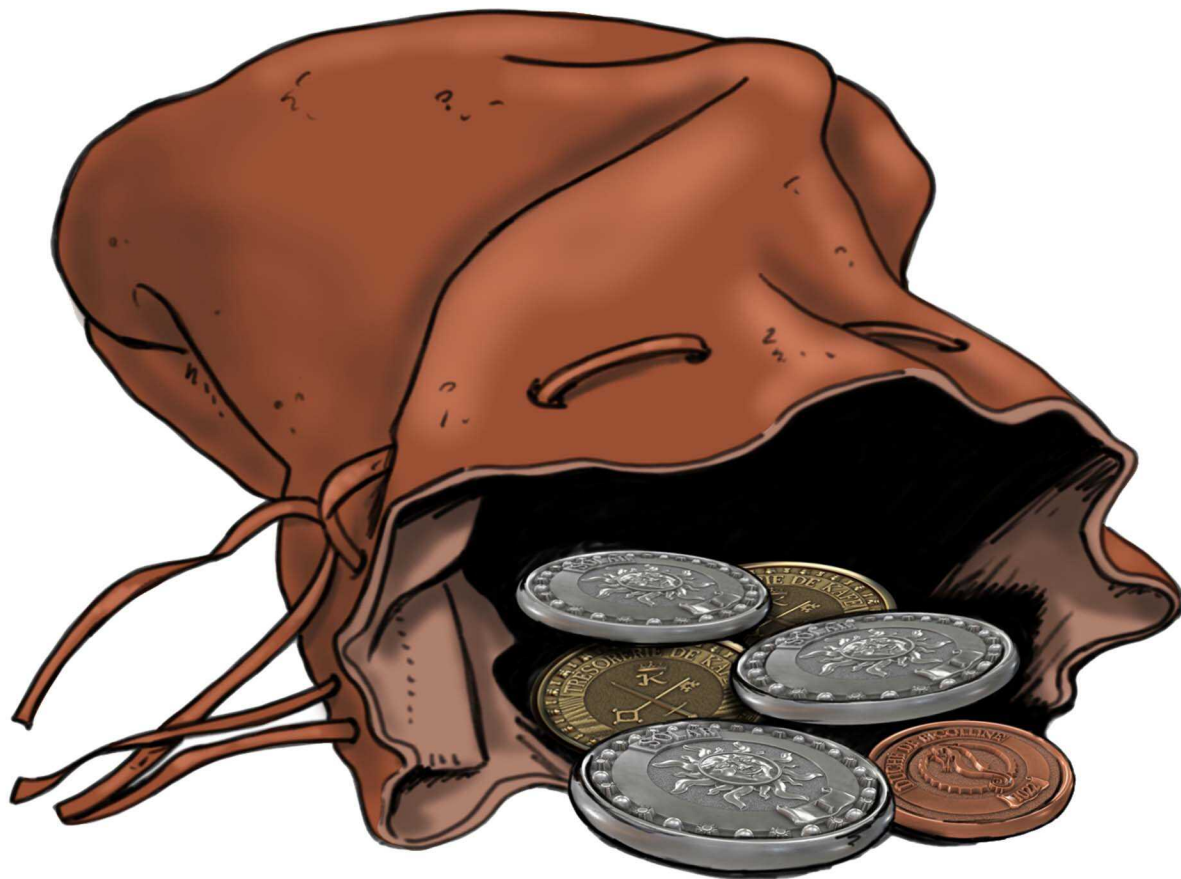
At the end of the game, the number of runic arrows accumulated in the alcoves will be counted.

## Victory conditions

The team with the most points (1 point per player, 10 points per runic arrow counted) wins the chapter.

## Winnings

The victorious company wins a purse of 500 solars.





# Les compagnies d'élites

## CHAPTER 4 - *Take the position!*

*The infantry is marching in your footsteps, counting on you to find the best terrain for them to deploy on in preparation for the confrontation. Your company scouts ahead, determined to offer its brothers-in-arms the best possible battlefield.*

### Deployment

D1: YELLOW: north-west side

D2: BLUE: southeast side

### Battlefield

Plain of Ordo Cervi

### Time and duration

11:45 a.m. 12:20 p.m.

Thirty-five (35) minutes (2x 15 minutes + changeover time)

### Healing

There is one (1) healing well for each team, located at their deployment point (D1 and D2).

### Objectives

#### 1) Control points

- Each team must show its dominance of the battlefield by taking control of the 3 position masts located at M1, M2 and M3.
- To take control of a mast, a team must take the snap hook of its color and place it on the central ring.

\*\* If the other team's snap hook is already on the center ring, the other team's snap hook must be removed BEFORE the team's snap hook is put on \*\*.

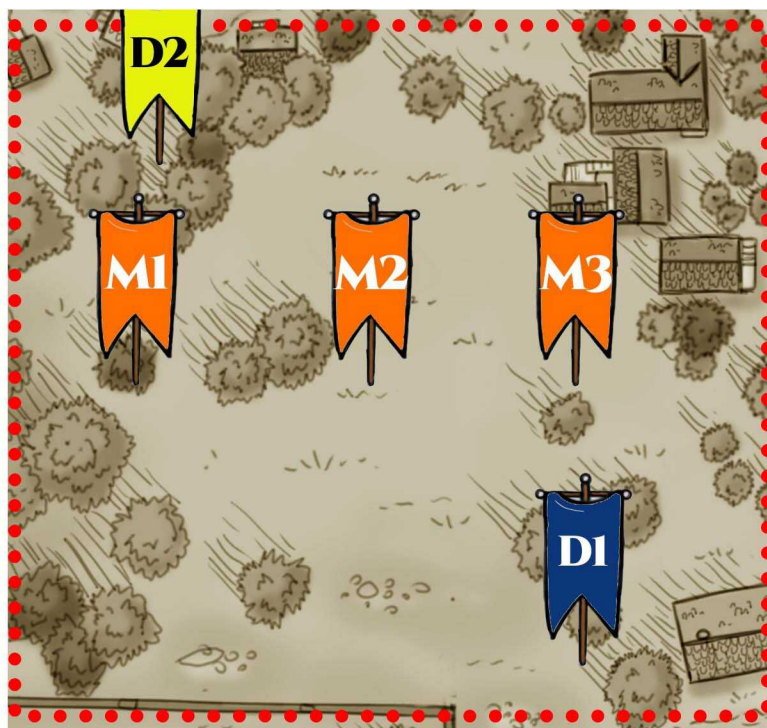
- A marshal will take readings from the masts at times unknown to the players.

### Victory conditions

The team with the most points (1 point per target) wins the chapter.

### Winnings

The winning company receives a purse of 300 solars.





# Les compagnies d'élites

## CHAPTER 5 - *May the best yield*

*Whatever region or flag you're fighting for, when you're one of a company's top marksmen, a mutual respect for your opponents of equal rank and talent is established.*

### Deployment

All players assemble in the courtyard of the Roman Quarter.

### Battlefield

Courtyard of the Roman Quarter

### Time and duration

1:40pm to 1:55pm

Fifteen (15) minutes (7x 1 minute + buffer)

### Healing

No healing wells

### Objectives

#### 1) Shootout

Each team must choose 7 sharpshooters to compete 1:1 in a test of skill. In other words, the chapter is divided into 7 rounds, and each round pits one (1) shooter from each team against each other.

#### Here's how a round is played:

At the sound of the horn, the sharpshooters must knock down the four targets located respectively 5, 10, 15 and 20 m in front of them. Shooters have one (1) minute to complete the test, after which a winner is declared as follows:

- 1-The shooter who drops the 4 targets the fastest. Otherwise:
- 2-The shooter having knocked down the most targets in (1) minute. In the event of a tie:
- 3-The shooter who knocked down the targets with the fewest arrows. If tie:
- 4-The shooter who knocked down the targets fastest.

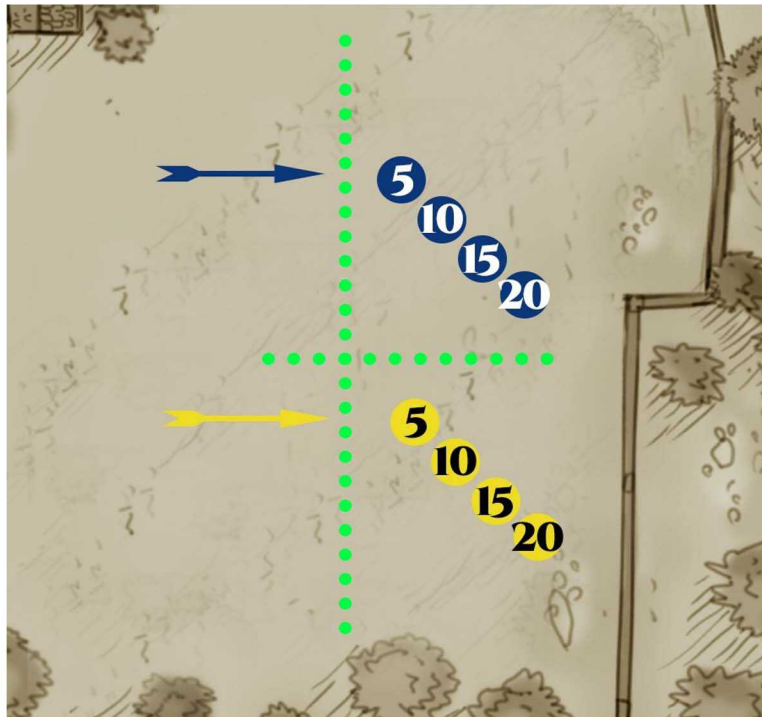
When the round is over, the next shooters compete for a maximum of 7 rounds.

### Victory conditions

The first team to win 4 rounds wins this chapter. They can choose their deployment side for the next scenario.

### Earnings

The winning company receives a purse of 300 solars.





# Les compagnies d'élites

## CHAPTER 6 - *Clean up this village!*

*Both companies are determined to conquer this village. The Compagnie de l'Empire troops have entered from the north of the village, while Ozame's battalion is well positioned to the south and not about to be dislodged. Alley by alley, building by building, you'll have to clear the village of enemies and eliminate headquarters.*

### Deployment

D1: BLUE: Old Town, near the Mayols camp.

D2: YELLOW: Old Town, near the MacRae camp.

### Battlefield

Old Town

### Time and duration

2:05pm to 2:40pm

Thirty-five (35) minutes continuous.

### Healing

There is one (1) healing well for each team, located at their deployment point (D1 and D2).

### Objectives

#### 1) *To the death!*

Eliminate as many players as possible from the opposing team. Each player eliminated counts as 1 point.

#### 2) *Senior officers*

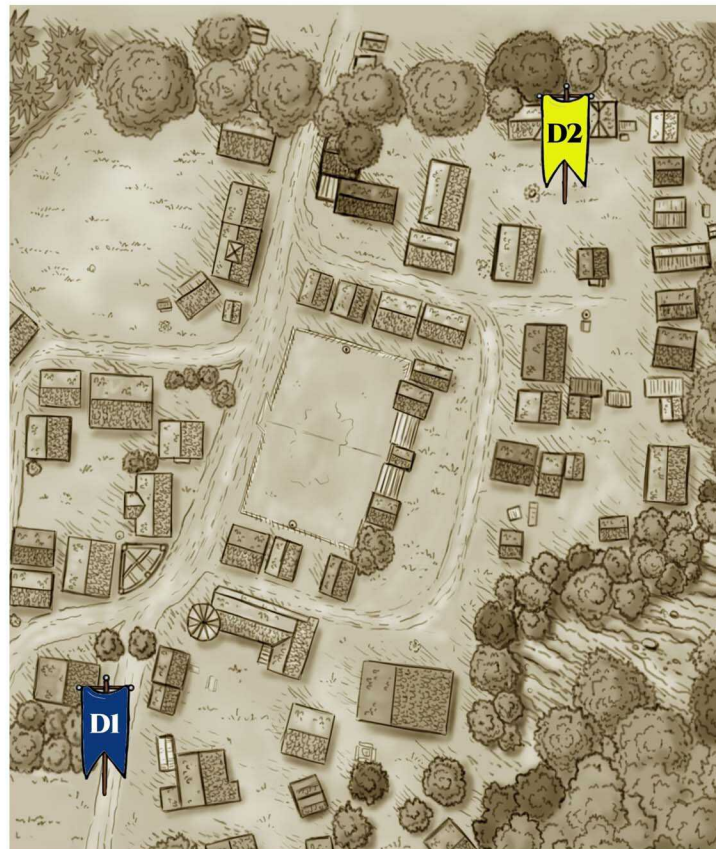
There are 5 senior officers per team. They are identified by red sashes. Each senior officer eliminated counts for 10 points. When eliminated, a senior officer must hand over his bag to a serving marshal and loses his senior officer status.

### Victory conditions

The team with the most points wins this chapter. Each player eliminated is worth 1 point, each senior officer eliminated is worth 10 points.

### Winnings

The victorious company wins a 300-solars bursary.





# Les compagnies d'élites

## CHAPTER 7 - *The encounter*

*The encounter was inevitable, each company having been ordered to eliminate its rival.*

### **Deployment**

D1: BLUE: Monastery Plain,  
north-west side

D2: YELLOW: Plaine du Monastère,  
south-east side

### **Battlefield**

Plaine du Monastère inside the dotted red line.

### **Time and duration**

2:50 pm to 3:20 pm

The scenario is played 3 times in a row,  
lasting approximately 30 minutes.

### **Healing**

- No healing wells

When eliminated, a player must remain  
on the ground until the end of the round.

### **Objectives**

#### **1) Elimination**

When a team is eliminated, the teams are deployed in reverse, and fighting resumes at the sound of the horn. For a team to be considered eliminated, 1) all team members must have died in combat OR the marshals must declare a team unable to continue fighting.

#### **Victory conditions**

The team having eliminated the opposing team the most times wins this chapter.

#### **Winnings**

The winning company receives a purse of 200 solars.

