

Le Devoir ou l'Or

Le Sceptre de la Discorde

CAMPAGNE

20 MAI 1023



S-Bly

DUCHÉ DE BICOLLINE



®



Le Sceptre de la Discorde

The Scepter Of Strife

Duty, or gold

Kazarun was experiencing a troubled spring. The tide of hope caused by the election of a new princess, Catherine Sommers, was dimmed by the accidental (or not, according to some conspiracy theories) uncovering of the lair of the winged demon Molorog. Since then, Southern authorities have been investigating every alternative, no matter how farfetched, that might be able to slay or appease it. One morning, the existence of the Staff of Garon-Ga was mentioned in council. This artifact, said to have come from the ancient Dulgare people, was first recovered from a vault in the Gotwald underground a decade ago, and then passed through the hands of several mages, who, strangely enough, never did any in-depth research into its properties. However, the hope that it could be used against this "Molorog" was null and void, as the staff was sadly declared lost during the winter, following the move to Kafe of the court of the then prince, Alphonse de la Vigne.

As soon as the snow melted, l'Aile Noire, a southern guild with a strong martial tradition, was dispatched to find the staff. Princess Catherine hired La Confusion to support them, although she did not tell them the real objective of the mission. This fiercely independent guild of henchmen was founded by the assassin Friedrich Drei Von Shliefen, now the Prince of Ozame. So independent, in fact, that it was one of the few companies not involved in the war raging in the central lands. Gerulf Barca, captain of l'Aile Noire, sighed when he was told the news, holding mercenary work in poor esteem, but his captains reassured him that loyalty to gold is at least predictable.

Several weeks passed, as the Aile Noire tried to trace the staff's trail back to the caravan that carried the effects of the Kazarun Prince-Emeritus to the port of Darganof. The mercenaries of the Confusion acted as skirmishers, protecting the flanks against the threat of ratmen and robbers. The fellowship between the two culturally distinct groups was slight, facilitated by a common love of the military arts. Every evening, the two guilds set up camp within arrow range, but no shots were fired.

One afternoon, as fate would have it, the Confusion scouts found the object, stuck in the ground as if it had fallen from a wagon. Von Shliefen told the news in person to his counterpart Barca, whose eyes opened wide. "This staff is the object of our mission, Prince Friedrich. Hand it over to me at once, I beg you, in the name of honor and duty."

"Our contract was for escorting a convoy, there was no mention of an occult object. It is therefore a war booty, legitimately acquired by my soldiers! Nevertheless, I see your interest in this stick and I am ready to surrender it to you, as a sign of friendship, for the modest sum of 1000 solars! Think of it as a performance bonus, as we have exceeded the terms of our agreement!"

Barca remained silent for a few moments, clearly flabbergasted by the man's gall, before asking for the night to think about it.

When morning came, the war horns sounded on both sides of the valley, and the soldiers hastily armed themselves.



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How to register

To register

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

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

<https://bicolline.online/public/evenement/139/>

The deadline for registration with a meal package is 2023-05-15 at noon.

The deadline for registration without a meal plan is 2023-05-19 at 5:00 pm.

Rates

Member: \$70.00 CAD + taxes (\$80.48 CAD)

Regular: \$85.00 CAD + taxes (\$97.73 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

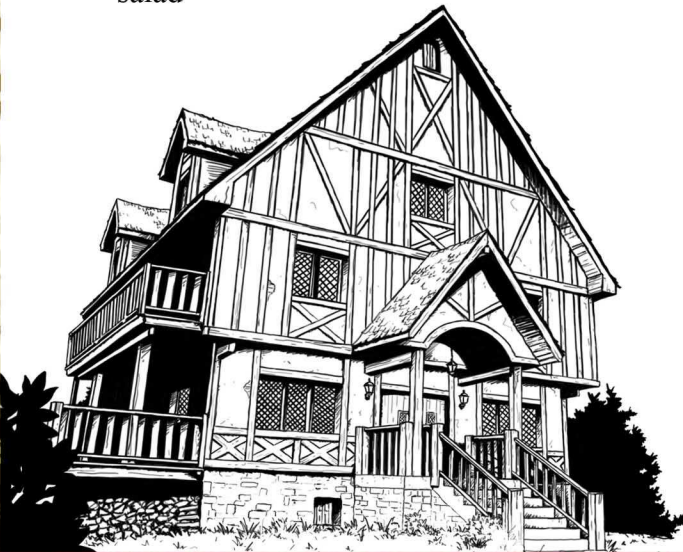
The caterer selected for this event is Santé Taouk.

Meal package \$42.25 CAD + taxes (\$48.58 CAD)

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

Lodging at the Inn

To reserve a room or bed in the dormitory, please email info@bicolline.org.



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To contact a front

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

Confusion (YELLOW)

Alexy Ouellette (ouelletteboys@hotmail.com)

Alexandre Leblanc

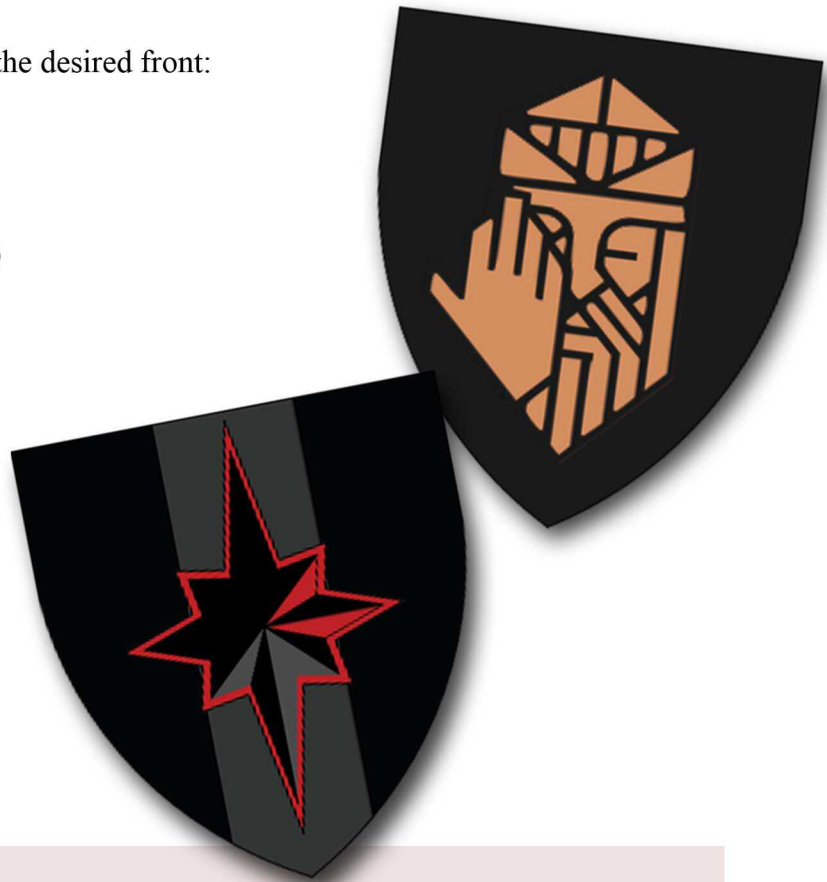
Alex D. The

The Black Wing (BLUE)

Guillaume Lavoie (gymilavoie@hotmail.com)

Antoine Legault

Yves Olivier Martin

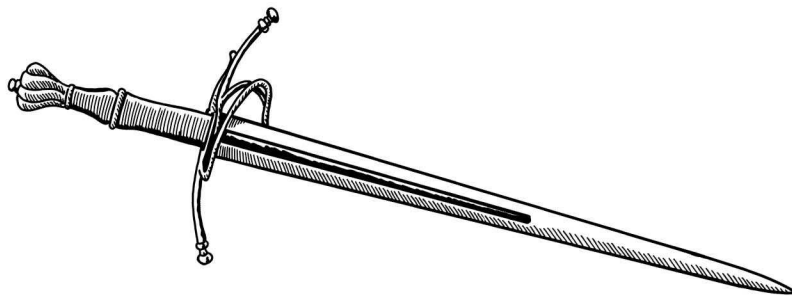


Safety

Everyone is responsible for their own safety and the safety of others. No violent behavior (physical or psychological) nor any intoxication will be tolerated during the event under penalty of expulsion. Everyone's enjoyment depends on the individual accountability of everyone.

Protective eyewear is recommended for all Duché combat activities.

For the respect of all and for fire safety, smoking or vaping is prohibited during a combat chapter.





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Process of the activity

The scepter of Strife is an activity designed for participants who wish to experience a military campaign type event opposing two (2) fronts. The day will be divided into seven (7) chapters that will allow the fronts to cumulate victory points.

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

- For this event, the organizers of each front have agreed to open registration at two hundred (200) participants for each front.

A select group of VIPs will be reserved for the organizers of each front. The campaign manager will contact the organizers of each front directly with the exact procedure to be followed.

Arrival of the participants

On the day of the event

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

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

The sound of the foghorn signals the beginning of the event. Latecomers will have to join the activity in progress after passing through homologation. It is the responsibility of a latecomer to find a marshal who can certify their weapons before joining the fight.

Arrival on Friday, May 19 and departure on Sunday, May 21

Grantees may arrive on Friday, May 19 and sleep on 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 allotment parking lots by that time.

Grantees may sleep on 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. Grantees must leave the site no later than **2:00 p.m.** on Sunday, May 21.



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Course of the day

All chapters follow one another, and the accumulation of victory points will only be disclosed at the end of the event during the Ducasse that follows.

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

If both fronts refuse to engage, no victory points are awarded to either front and any gains from that chapter are lost.

If a readjustment of the fronts is desired by both fronts, 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 if the Marshal in charge of the campaign approves.

General Staff

If the mechanics of the campaign require it, the organizers of each front will receive staff sashes that they can distribute as they see fit.

- For this campaign, Chapter 5 requires three (3) sashes per front.
Staff members cannot be changed after the sashes have been distributed.

Earnings

The pay: Each participant in the activity will receive five (5) solars regardless of their front. A population card will also be given to participants who have pre-registered for the activity and are members of the Duché de Bicolline. Only the participant can pick up his own balance and population card at the Welcome Desk.

Victory: The cumulative victory points of this campaign determine which front will be declared the winner at the end of the day. The guild with the most victory points is deemed the winner and will receive a military award seal.

Victory points: Fronts will have the opportunity to accumulate victory points in each chapter. Winnings will total a value of 20 solars per campaign participant. A secret list of winnings and prizes will be revealed to the staffs at the ducasse (7:00 p.m. on the second floor of the Banque de l'Hippocampe). Headquarters will be able to purchase the prizes of their choice by paying with the victory points accumulated during the day. The winning front will be able to obtain the Garon-Ga staff for a nominal value of 1000 solars in victory points. If they refuse it, the losing front will have the option.





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

Fronts scholarships: Front organizers will also receive a scholarship per front equivalent to two (2) solars per recruited (registered) participant in recognition of their involvement in the preparation of the activity. This reward will be given during the Ducasse to one of the organizers of each front who will have to present themselves in person at the Seahorse Bank.

Rules

All the usual combat rules apply. Please refer to the Rules of Combat, Special Roles and the Frequently Asked Questions (FAQ).

- **Authorized Weapons:** All weapons are authorized.
- **Protection:** All armor and shields are allowed.
- **War Machines:** War machines are not allowed in this campaign.
- **Death:** Once dead, you can simply wait for a healer or make the decision to go to your healing well if there is no more combat around you or if a marshal allows it. The dead do not speak and move by walking with their weapon upside down, avoiding combat zones as much as possible.
- **Buildings:** It is possible to fight on platforms, defined as a horizontal construction that has no vertical structure bearing on it. Blows made through the spaces of a vertical structure are valid. However, it is strictly forbidden to fight on or in a building, including balconies.

Death and healing

Unless otherwise stated in a chapter description, a healing well operates on a "you touch it, you're alive" basis. It is forbidden for a front to be within ten (10) meters of the healing well of the opposing front (no dead camp). A marshal reserves the right to determine the limits of this one.

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

- Be a grand priest of an official faith or its cleric.
- Be a priest of an official faith 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 at least 48 hours before the event with the name of the player who will be their representative.**



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- **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 before receiving the healing hourglass.

Delay

Unless otherwise specified in a chapter description, the end of the chapter will be shortened by the accumulated delay time. For example, a 40 minute chapter will be reduced to 33 minutes if there is a 7 minute accumulated delay, ignoring the last 7 minutes of the chapter.

Varia

- For this campaign, the colors associated with each front are **BLUE** for The Black Wing and **YELLOW** for Confusion.
- Please return the Duché de Bicolline game material to the blue homologation hut at the end of the campaign. You can also give it directly to a marshal.
- The water points on the field are closed but the Duché de Bicolline will provide gallons of water when needed. Please bring your own water bottles accordingly.

Schedule of the day

| Time | The Scepter of Strife |
|--------------------------|---|
| 8:00 to 9:30 a.m. | Arrival, registration and homologation |
| 9:30 a.m. to 10 a.m. | Deployment |
| 10:00 a.m. to 10:15 a.m. | Chapter 1 - The Scepter Rush |
| 10:35 to 10:50 a.m. | Chapter 2 - The Clash of the Reargard |
| 11:20 to 11:50 a.m. | Chapter 3 - The Forgotten Shrine |
| 12:10 to 12:30 p.m. | Chapter 4 - The Black Confusion |
| 12:30 to 1:40 pm | Chapter D – Feast of the ferrailleurs |
| 2:00 to 2:50 p.m. | Chapter 5 – The Great Strategy |
| 3:10 to 4:10 pm | Chapter 6 - Le malheur des uns |
| 4:30 to 5:00 p.m. | Chapter 7 - The Rat Race |
| 5:20 to 5:50 p.m. | Chapter Extra - Aren't you entertained enough? |
| 17 h | End of the campaign and supper near the Auberge |
| 18 h | Start of the Ducasse |
| 19 h | Unveiling of the winnings shopping list |



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Contact us

E-mails:

For questions related to the game: maitredejeu@bicolline.org

For general logistical questions (registration, reception, access to the site, etc.):
info@bicolline.org

For questions related to the mechanics of the business or to become a marshal:
activites@bicolline.org

Telephone: (819) 532-1755

Address: 1480, ch. Principal, St-Mathieu-du-Parc, Qc, Canada, G0X 1N0
Website: bicolline.org



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Chapter 1 - The Sceptre Rush

The mysterious staff of Garon-Ga was found near a path, stuck in the ground. As the soldiers rushed to grab it, the magical scepter revealed its fierce nature, spontaneously rising upright and emanating a small force field and refusing to move no matter how much physical power was used against it. This protective charm, imbued with the very essence of manthoric magic, was undoubtedly the work of its previous owners, Maes Benoit de Mitendre and Clars F. Lester... Faced with the inflexibility of the bewitched staff, the fighters stood up to try to keep control of the place. Their brute force was useless against the enchantment, which resisted without fail. The only way out was to wait for the spell to wear off, eyes locked on the stick, like a forgotten sentry, standing in the middle of nowhere.

Deployment

D1: West of the Upper Town.

D2: East of the Upper Town.

Battlefield

The Upper Town, within the dotted red line.

Chapter length

Fifteen (15) minutes.

Healing

Healing hourglasses.

It is possible for any player to revive by touching the path indicated by the dotted red line.

Objectives

Objective 1 - The Canopy of the Staff: *The force field will lose its energy one day, and then it will be possible to take it...*

- It is possible for a front to accumulate time by controlling the marshal located at M1. Time is accumulated only if a member of the front is present within five (5) feet of the marshal without the presence of a member of the opposing front. If a member of each front is present within five (5) feet, the accumulation of time is stopped.

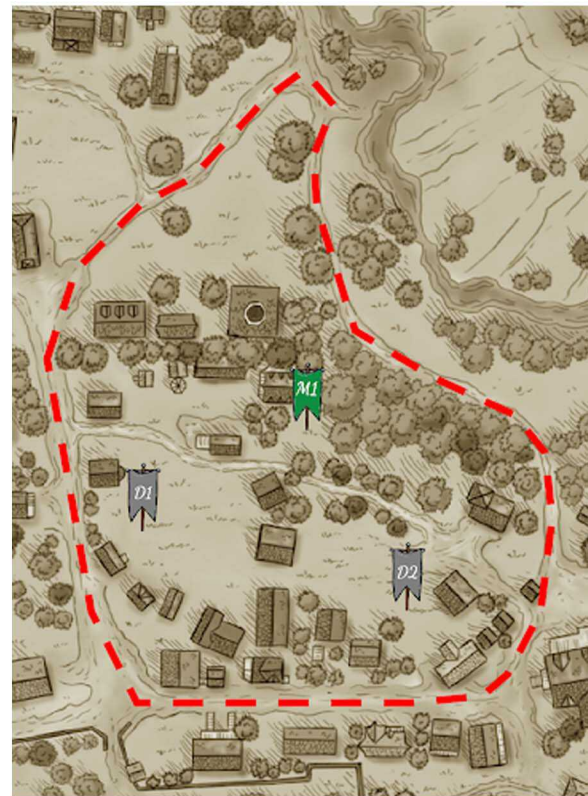
Victory condition

The front with the most accumulated time at goal 1 will be declared the winner.

Earnings

The canopy of the staff

- Five (5) victory points proportional to the time accumulated (rounded down).



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Chapter 2 - The Clash of the Rearguard

As the front ranks of the coalition armies exhaust themselves in a fierce struggle to seize the bewitched staff, the stragglers just leaving their camp collide violently on a nearby plain. The front line takes form, revealing the stark opposition between the esprit de corps of the Aile Noire and the individualistic fighting style of the Confusion mercenaries. But in the end, it is the mountains of corpses that will testify to the martial supremacy of one over the other.

Deployment

No more than 9 feet on either side of the red dotted line .

Battlefield

Plain of the deer.

Chapter length

Fifteen (15) minutes.

Healing

Healing hourglasses and one (1) healing well per front (deployment areas).

Objectives

Objective 1 - Weaken reinforcements

- The two fronts confront each other in the Ordo Cervi camp.
- A marshal present at each healing well will count the number of times the well has been used.

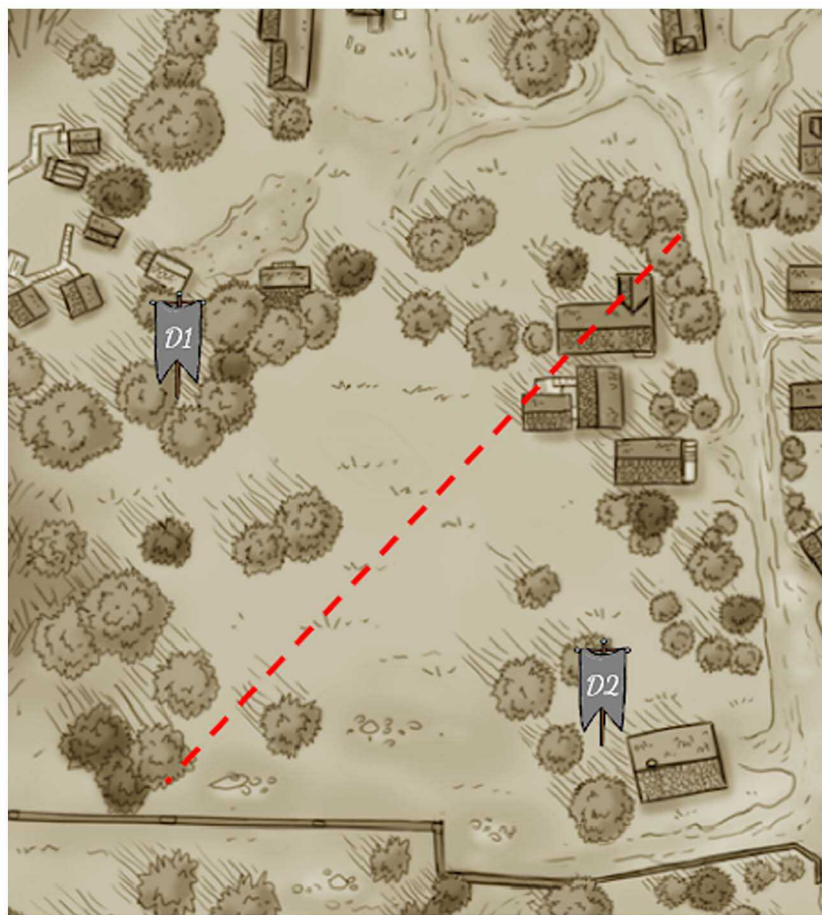
Victory condition

The front with the fewest deaths will be declared the winner.

Earnings

Objective 1 - Weaken reinforcements

- Five (5) victory points in inverse ratio of the total number of deaths, rounded to the nearest whole number.
- Example: front 1 (200 dead) and front 2 (300 dead). Front 1 makes $\frac{3}{5}$ of the total points (1 - $200/500$) and Front 2 makes $\frac{2}{5}$ of the total points (1 - $300/500$).



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Chapter 3 - The Forgotten Shrine

The force field surrounding the staff eventually faded, but the first unlucky person to grab it was immediately overwhelmed by Chthonian energy. His eyes rolling back in his head, he began to move slowly forward without saying a word. The other soldiers could only follow him, their gaze transfixed on his silhouette as it appeared on the dirt road, as if guided by an invisible force. And so, they arrived to an enigmatic place, a long-forgotten sanctuary. Then the poor man began to speak in tongues that seemed to share some intonations with the dwarf language and modern Dulgare, as he circled the focal point of the place. A telluric energy seems to flow slowly from three nearby burial mounds, towards the central shrine. The assembled armies fail to understand the meaning of this rite, yet the objective is clear...

Deployment

In the Faubourg, inside the red dotted line.

There is no assigned area per front for deployment: both fronts can deploy as they wish.

Battlefield

Le Faubourg.

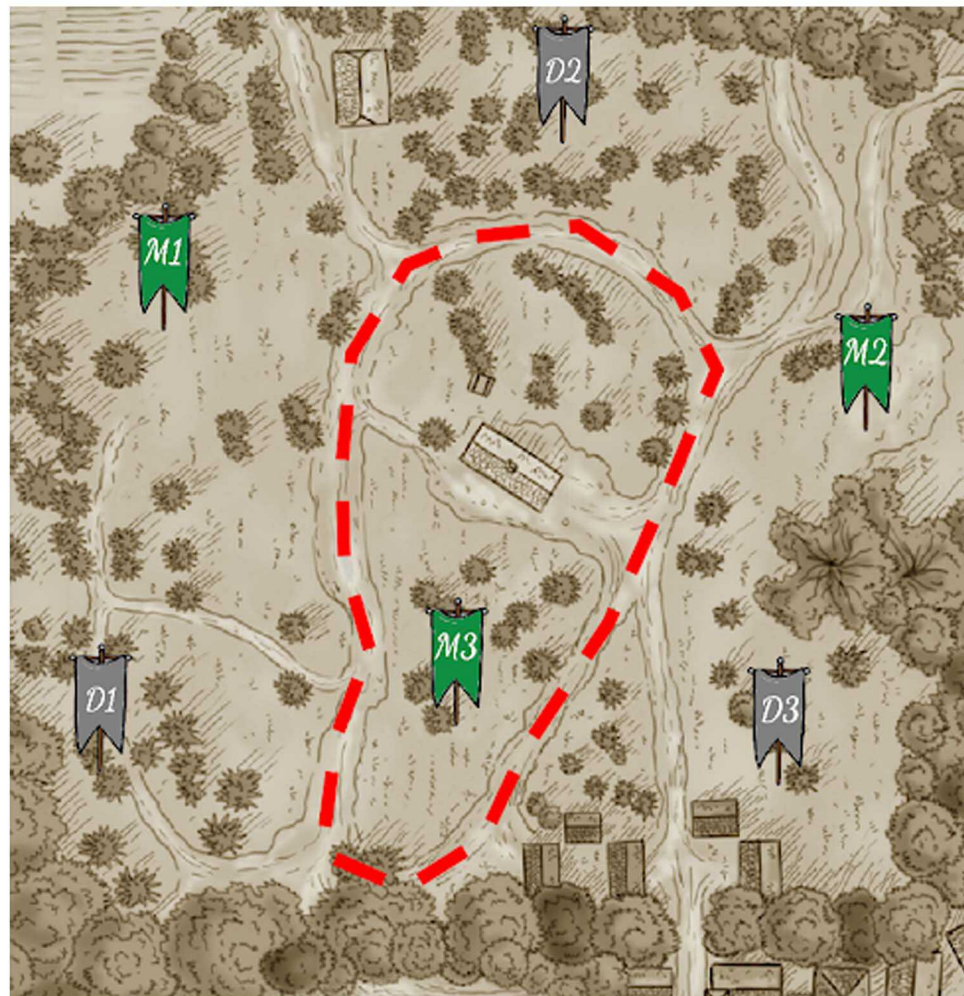
Chapter length

Thirty (30) minutes.

Healing

Hourglasses of healings and three (3) wells of healings (D1, D2 and D3) which can all be used by the two (2) fronts without distinction.

The three (3) healing wells will simultaneously revive the dead of each front present at these wells every two (2) minutes, alternating by one (1) minute.



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Objectives

Objective 1 - The Pilgrim's Inexorable Walk: *The poor stick bearer walks in a trance around the abandoned shrine, ignoring anyone who would block his path.*

- A banner bearing marshal moves on foot along the red dotted line in a clockwise direction.
- It will be possible for a front to accumulate time by following the banner bearing marshal. Time is accumulated only if a member of the front is present within 5 feet of the standard bearer marshal without the presence of a member of the opposing front. If a member of each front is present within 5 feet, the accumulation of time is stopped.
- The marshal does not stop.

Objective 2 - The century-old mounds

- Three (3) masts will be present at point M1, M2 and M3. They will be raised simultaneously every five (5) minutes, for a total of six (6) times.

Victory condition

The front with the most victory points will be declared the winner. In the event of a tie, the front with the most cumulative time on objective 1 will be declared the winner.

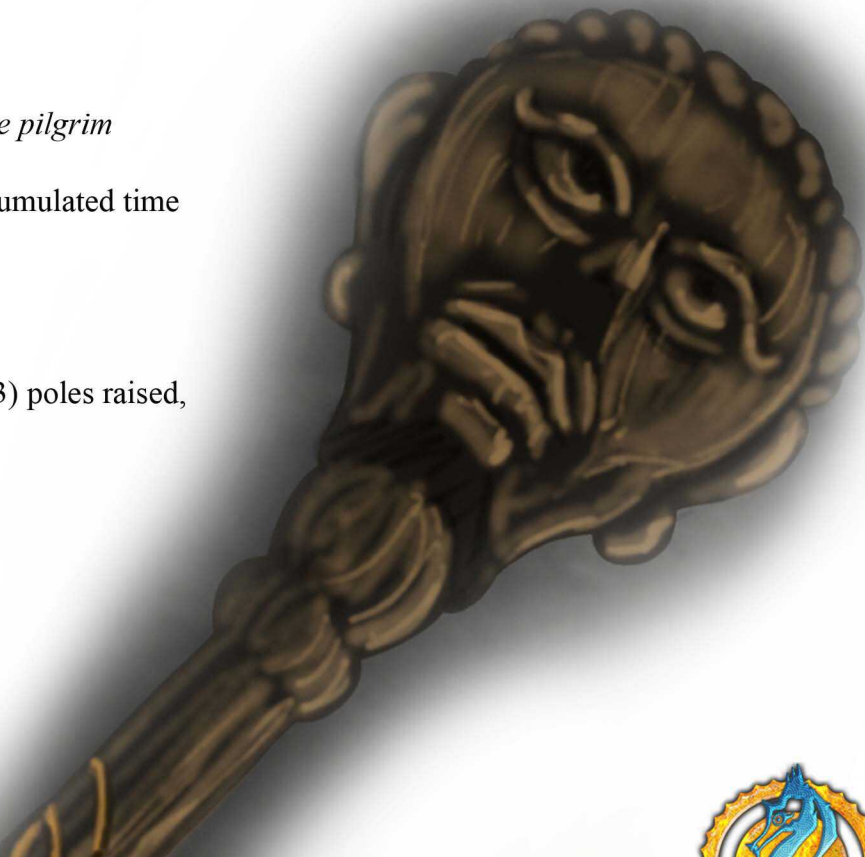
Earnings

Objective 1 - The inexorable march of the pilgrim

- Nine (9) victory points in ratio of accumulated time (rounded down).

Objective 2 - The century-old mounds

- One (1) victory point for each three (3) poles raised, for a total of six (6) victory points.



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Chapter 4 - The Black Confusion (eponymous chapter)

The recollection of the battle is fading, with only the images of the conclusion remaining, as the pilgrim reached the forgotten shrine. He held up the scepter to the heavens and brought it down with might. Then, nothing else... The fighters woke up dazed, in the middle of a desolate field, losing the stream of their memory. Moreover, an uneasiness sets in, because the adversaries are now confused, trapped back-to-back. A mysterious magic seems to have mismatched them, causing the soldiers to be confused beyond description. After a strategic repositioning, the armies launch themselves again in a murderous slaughter.

Deployment

D1: In the trollball field.

This deployment is applicable for both fronts simultaneously. See the Objectives section for more details.

Battlefield

La vieille ville.

Chapter length

Approximately twenty (20) minutes.

Healing

Healing hourglasses.

Objectives

Objective 1 - Stealth, backstabbing, poison

- The chapter is played in three (3) rounds.
- A round consists of two (2) distinct moments separated by two (2) blasts of the foghorn.
 - At the first blow of the foghorns, the players can move wherever they want, without fighting.
 - At the second blow of the foghorns, the players can fight.
 - The two shots will be separated by approximately thirty (30) to sixty (60) seconds.
- A round is played until a front poses no visible resistance. In case of doubt, the marshals on the field will make the decision to avoid time-outs.
- The deployment is done in the same way at the beginning of the chapter as between each round.

Victory condition

The front having won the most rounds will be declared the winner.

Earnings

Objective 1 - Stealth, backstabbing, poison

- Three (3) victory points for each winning run.



Chapter D – Feast of the Ferrailleurs

No one can deny the importance of a good meal for a warrior's stamina, for how can you handle a sword with strength and determination without a full belly? The feast of the Ferrailleurs is a sacred moment, where warriors sit together around a massive table, sharing their provisions and sharing tales of past battles.

But make no mistake, the feast is not just about food and drink. It is a rite of fellowship and brotherhood, a moment when rivalries and discord are set aside to celebrate the art of war.

Deployment

Near the Auberge

Chapter length

Seventy (70) minutes.

Deployment for the next chapter will be at 1:40 pm
to be ready to start at 2:00 pm.

Objectives

- Get your meal.
- Eat
- Use the garbage cans to dispose of waste.
- Fill your water bottle.

Victory condition

Finish your plate and fill your gourd. Desserts are worth double.

Earnings

- Satiety
- Non-magical energy, respecting all the laws of thermodynamics.



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Chapter 5 - The Great Strategy

After the disturbing mysteries of the morning, the Staff of Garon-Ga vanished with its bearer, and memories of that moment slip away. Theoretically, the disappearance of the central point of disagreement could prompt a suspension of hostilities, but the Confusion and the Aile Noire are guilds with a deep militaristic nature. They put occult issues aside and give in to sheer rancor.

The Staff will reappear in its own time, and only the living will have the opportunity to seize it. The lines reform around their charismatic officers, and the battle comes alive within a forest, near an abandoned lumber camp. Everyone maneuvers skillfully to try to gain an advantage over their opponent, deploying cleverly devised strategies of containment. Within this bloody symphony, the magnificence of strategy will be revealed, where every move, every tactical choice can tip the scales of victory. The souls of the combatants are driven by a fierce resolve, willing to sacrifice everything to triumph on this battlefield.

Deployment

D1 : North of the Lotus.

D2: At the border of the Plaine des Mages and Camp Norse.

Battlefield

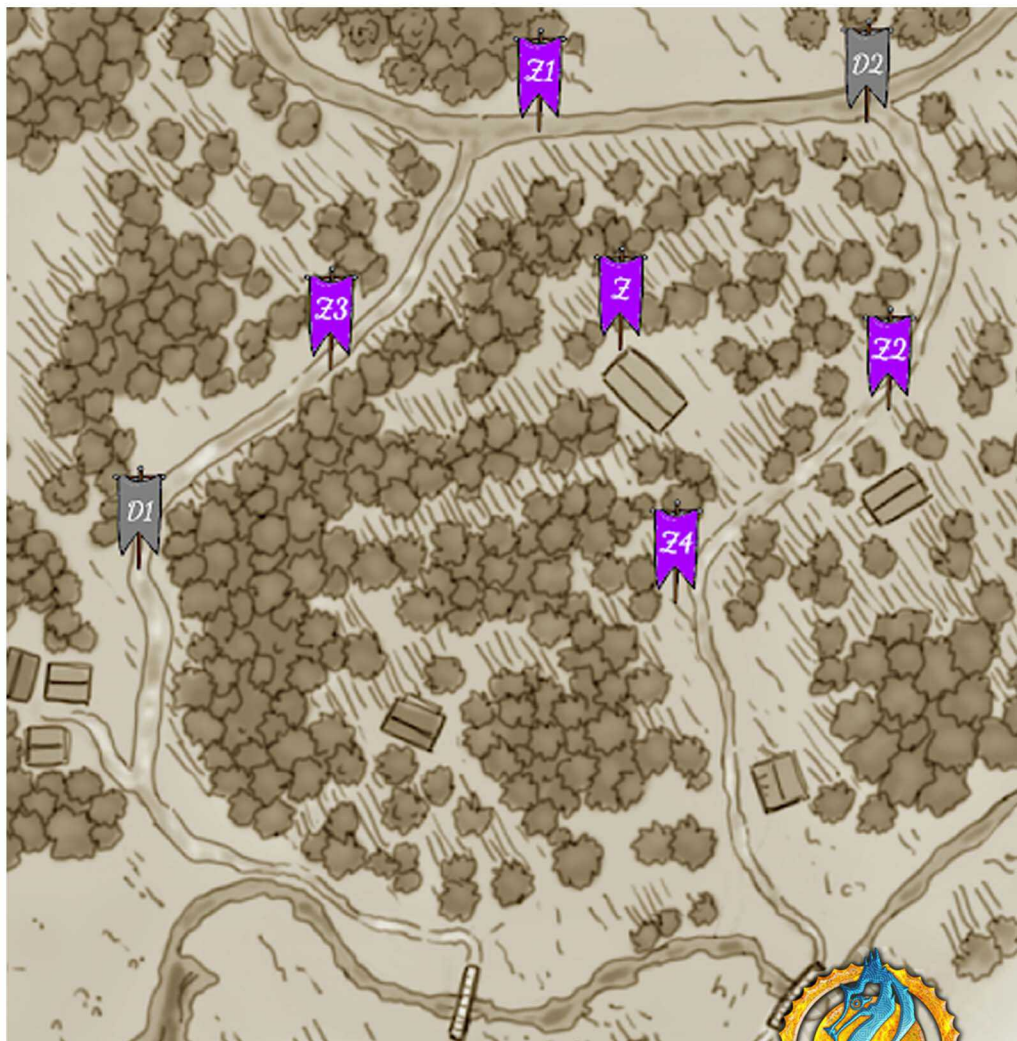
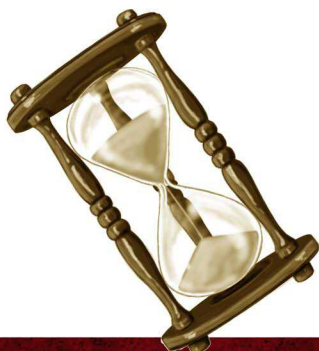
Camp Norse

Chapter length

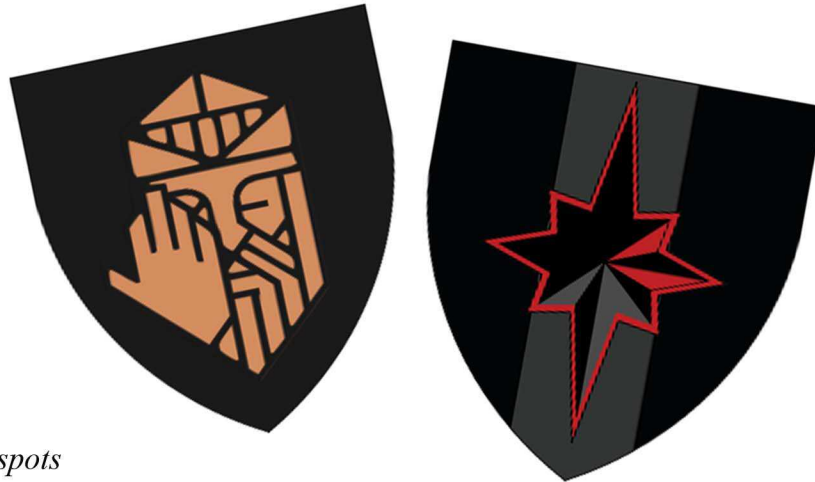
Two (2) times twenty (20) minutes.

Healing

Healing hourglasses and one (1) healing well per front (deployment areas).



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Objectives

Objective 1 - Hot spots

- Each front will be given three (3) general staff sashes which they must distribute as they wish within their front. Once the players are chosen, they cannot be changed.
- A staff player deploying to D1 can accumulate time in Z1, Z2 and Z zones.
- A staff player deploying to D2 can accumulate time in Z3, Z4 and Z zones.
 - To accumulate time, the staff player must control the marshal located at the zone. Time is accumulated only if the staff player is present within five (5) feet of the marshal without a member of the opposing front present. If a member of each front is present within five (5) feet, the accumulation of time is stopped.

Objective 2 - Officer's Offense

- If a staff player dies, he must return to his healing well and is not eligible for a healing hourglass.
- A marshal present at each of the healing wells will count the number of times the well has been used by the players on the staff.

Victory condition

The front with the most victory points will be declared the winner. In the event of a tie, the front with the most cumulative time on objective 1 will be declared the winner.

Earnings

Objective 1 - Hot spots

- Twelve (12) victory points in ratio of the total accumulated time on all zones (rounded down).

Objective 2 - Officer's Offense

- One (1) victory point for each staff killed, up to a maximum of eight (8).



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Chapter 6 - The misfortune of some

From the Marchwardens to the Garde Rouge by way of the Ordo Cervi, several guilds have left the Terres du Sud in the last twelve moons, some on good terms, others under the veil of night. The rat-men who inhabit the wild underground steppes between Kazarun and Dulgaron have looted and devastated the caravans' rearguard, as well as the abandoned dwellings, like a plague of locusts. During the winter, the Skaven clans hoard wealth, but mostly garbage, in their underground lairs. With the melting snow and the heavy rains of spring, their galleries are flooded, causing their accumulated bags of plunder to float to the surface! The opportunity is too good to ignore.

Deployment

D1: In the center of the Plaine des Mages.

D2: At each of the 4 corners of the Plainedes Mages. (no restriction on the separation of the front).

Battlefield

The Plaine des Mages.

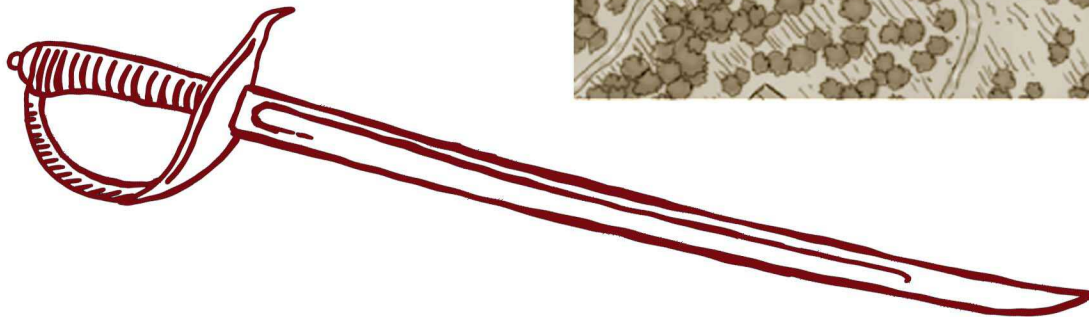
Chapter length

Two (2) times twenty-five (25) minutes.

Healing

Healing hourglasses and

- One (1) healing well for defense (D1 deployment area).
- Four (4) healing wells for the attack (D2 deployment zone).





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Objectives

Objective 1 - Murid Burrows

- Each I, identified by a reflector on the field, starts with a bag at the beginning of the scenario.
- Every three (3) minutes, two (2) I's 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 frontline participant deploying at D2 to pick up a bag and return it to one of their healing wells.
 - When taken, the bags are not stealable, and death does not prevent the player from taking the bag back to the healing well.
- Participants on the D1 front may not interact with the bags.

Objective 2 - Undermine the galleries

- It is possible for the front deploying in D1 to destroy "I" points to harm the opposing front.
- To do this, the front that deploys in D1 must escort a standard bearer marshal present at his well to one of the I's and defend it for five (5) minutes.
 - At any time, if the standard bearer marshal finds himself alone with no members of the front deploying to D1, time is reset and he marches back to D1. He does not have to return to his well before being reaccompanied and may 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.

Victory condition

The front having accumulated the most victory points will be declared the winner. In the event of a tie, the front that is attacking in the second round will be declared the winner.

Earnings

Objective 1 - Murid burrows

- One (1) victory point per bag brought back for the front deploying at D1, for a total of sixteen (16) victory points.

Objective 2 - Undermine the galleries

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



Le Sceptre de la Discorde

Chapter 7 – The Rat Race

It was not with a roar, but with a sigh, that the scouts found the bearer of Garon-Ga's staff in trance in the middle of the road. The generals, still puzzled by the mysterious events of the morning, tried to summon their soldiers, restless and burdened with the spoils of the rat men, to settle the feud once and for all.

However, crucial choices must be made. The soldiers must decide between escorting the pilgrim or evacuating the booty. Two diametrically opposed paths, where financial interests clash with duty and loyalty to one's side.

Duty or gold?

Deployment

D1 : At the beginning of the highway.

D2: At the end of the highway.

Battlefield

The Highway.

Chapter length

Thirty (30) minutes.

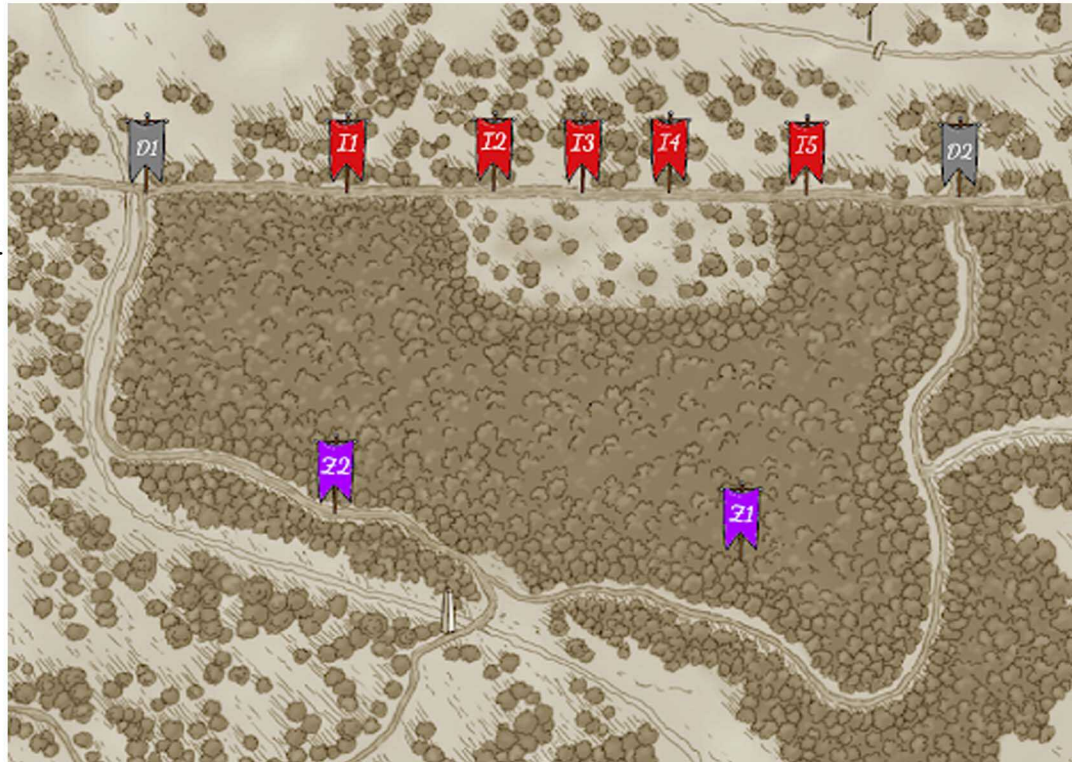
Healing

Healing hourglasses and one (1) healing well per front (deployment areas).

Objectives

Objective 1 - The Garon-Ga souque

- A banner bearer marshal will be present at point I3.
- If a member of a front is five (5) feet away, the marshal will move by marching to the escorting member's enemy deployment area.
 - If two members of opposite fronts are within five (5) feet of the marshal or the marshal is alone, he will stop.



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- **To avoid fighting too close to healing wells:** When the marshal reaches I1 when under the control of the front deploying in D2 or I5 when under the control of the front deploying in D1, he will no longer advance. If the front loses control, it will nevertheless move normally in the opposite direction.
- Each I will be represented by a reflector.

Objective 2 - Bring back the loot: *It's one thing to loot ratmen, but you have to carry your winnings*

- A cart for the front deploying at D1 will be present at Z1 and a cart for the front deploying at D2 will be present at Z2.
- It is forbidden to touch the cart from the enemy front.
- Each front has the right to make as many trips back and forth between their Z-zone and their assigned D.
 - The players handling the cart must announce their arrival clearly to the marshal at the well/area each time to make sure that the journey is properly recorded.

Victory condition

The front having accumulated the most victory points will be declared the winner. In case of a tie, a cart race without combat will be organized between the two deployment points.

Earnings

Objective 1 - The Garon-Ga tug-of-war

- One (1) victory point if the Marshal is between I2 and I3 (for the front deploying to D2) or I3 and I4 (for the front deploying to D1) at the end of the scenario.
- Four (4) victory points if the Marshal is between I1 and I2 (for the front deploying to D2) or I4 and I5 (for the front deploying to D1) at the end of the scenario.
- Ten (10) victory points if the Marshal is at I1 (for the front deploying to D2) or I5 (for the front deploying to D1) at the end of the scenario.

Objective 2 - Bring back the loot

- Two (2) victory points for each return trip of the cart, for a maximum of twelve (12) victory points



Le Sceptre de la Discorde

Chapter Extra - Aren't you entertained enough?

After a fierce battle to retrieve the Staff of Garon-Ga, the brave warriors of the l'Aile Noire and the Confusion show remarkable stamina, proof of their great physical condition. Although the quarrel has been resolved, some of the soldiers are still thirsty for battle and glory. Fortunately for them, the entrance to one last Skaven burrow is discovered, camouflaged under the previous central deployment point on the plain. Thus, the youngest and boldest will be able to enjoy their passion one last time, under the amused eyes of the veterans who, out of breath, have nothing left to prove.

Like a war ballet, this extra confrontation will offer a show worthy of an epic tragedy, where the fighters' ardor will resound in the air until their last drop of energy.

Deployment

D1-D4 : In the plain of the magi

Battlefield

The plain of the magi.

Chapter length

Approximately thirty (30) minutes. The marshal in charge of the chapter reserves the right to stop or continue the chapter depending on the energy of the players.

Healing

Hourglasses of healing and one (1) uniform healing well I for all four (4) teams.



Le Sceptre de la Discorde

Restrictions

The four (4) teams must be approximately equal in number for the chapter to begin.

Armbands representing the color of the forehead must be given to the marshal in charge of the chapter before starting.

Objectives

Objective 1 - The Last Burrow

- Bags will be randomly thrown in the center of the plain before the chapter begins.
- Any player may pick up a bag and return it to their respective D-pole.
 - A blow to a bag kills instantly.
 - A player who does not have a valid arm cannot pick up a bag.
- If a player dies while in possession of a bag, he must leave it where he died.

Objective 2 - Place your bets

- Players who do not wish to fight are encouraged to come and watch the battle from the top of the fort's towers.
- La Banque de l'Hippocampe is committed to respecting the bets of the observing players, up to a maximum of 20 solars per player and a total maximum of 1000 solars, all bets included.
 - An observant player can only bet on a winning team. If they win, he doubles his bet. If they lose, he loses his bet.

Victory condition

The team with the most bags will be declared the winner. In case of a tie, a bag toss will be held at the end of the chapter to determine the winning team. Tied teams will throw one (1) bag and the bag that travels the greatest distance will indicate the winning team.

Earnings

Objective 1 - The Last Burrow

- A mystery prize pool, estimated by the Banque de L'Hippocampe to be between 200 and 500 solars, will be divided proportionally between the teams according to the number of bags present at their respective D-poles at the end of the chapter.
- No victory points related to the rest of the campaign will be given in this chapter.

Objective 2 - Place your bets

- When the Banque de L'Hippocampe has recovered its losses, the remaining money will be added to the pool during the distribution.

