

# L'Été le plus court

CAMPAGNE



16 SEPTEMBRE 1023



DUCHÉ DE BICOLLINE







# L'Été le plus court

## The Shortest Summer

### Treatise on exploring the Terres des Brumes (p.24)

The Terres des Brumes is a most hostile territory. The seasons are peculiar and hellish. Winter lasts 8 months, and snow covers the landscape from October to the end of May. Summer is the shortest on the continent, from mid-July to the end of August. As feverish and uncertain as spring is here, late summer and early autumn are magical times. The heat of summer lifts the fog in the south of the territory for a few weeks. These fogs are deadly to all but the Orcs, Tawarlos and local wildlife. A most extraordinary fauna with thick, silky furs, leather that hardens like iron and rare alchemical ingredients. Early-September is the time to hunt and explore before the fog returns.



### *Hunt Diary, Vieux-Garou, September 9, 1023*

*This is our eighth year hunting in the Terres des Brumes. Trapping is going well and the territory is abundant in animals and plants...for a tundra. We've found a few berries with strange properties and already have several small game pelts.*

*We're stalking a large, hairy beast with a tentacular nose and enormous, forward-curving fangs.*

*We stay away from the Tawarlos, sometimes seeing them watching us from afar, but as long as we respect Taluskan hunting traditions, I think we'll be fine. They seem to respect Irendilian practices, or at least they tolerate us.*

*More worrying is that the scouts say they've spotted Nasgarothian military troops in the vicinity. Let's hope they're just passing through, otherwise things could get ugly.*







# L'Été le plus court

## Colonization report, September 9, 1023

My Queen,

We believe we have found an ideal territory for the establishment of the Black Knight Military Academy. The Immersed Guard is proving very useful and experienced. We only have a week before the return of the deadly fog to start civilizing these lands. There's not much forest to cut, so raising the fog wall will be quick and easy. I even think we'll be able to make it bigger than expected.

We've seen no Orcs and only a few solitary Tawarlos. Our diplomats are ready to deal with them and our soldiers are even more ready if things go wrong. We've also seen a few human hunters, but I don't think they'll be a problem - they'll be gone in a week, and what can they do against the might of Nasgaroth. This is not our first colony, nor our last.

Glory to My Queen, Glory to the Kingdom!

Explorer Navortha Do'Nefor

Serving the Garde Immergée





# L'Été le plus court

## How to register

### To register

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

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

<https://bicolline.online/public/evenement/141/>

The deadline for registration with meal package is 2023-09-11 at 12 p.m. (noon).

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

### Rates

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

Regular: \$85.00 CDN + taxes (\$97.73 CDN)

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 the Tavern Evenings). Registration is non-refundable, but can be transferred 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 C\$42.25 + taxes (C\$48.58)

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

Supper: Poutine or Poutine Taouk (chicken) or Poutine Shawarma (beef-lamb) with avocado salad

### Accommodation at the Auberge

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





# L'Été le plus court

## To contact a front

To register, please contact the organizers of the desired front:

### Garde Immergée (YELLOW)

- Mathieu Roy ([mroystage@outlook.com](mailto:mroystage@outlook.com))
- Jérémy Pellerin
- Dominic Perron

### Vieux-Garou (BLUE)

- Étienne Ouimet ([etienneouimet@hotmail.fr](mailto:etienneouimet@hotmail.fr))
- Kayvik Roy ([Kayvikroy@gmail.com](mailto:Kayvikroy@gmail.com))
- Didier Lanthier Riopel

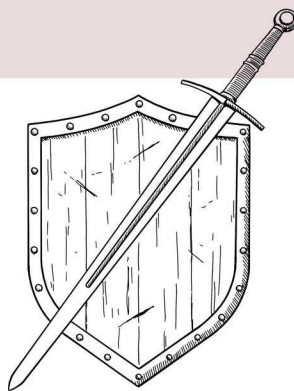


## Safety

We are all responsible for our own safety and that of others. No violent behavior (physical or psychological) nor any state of depression will be tolerated during the event, on pain of expulsion. Everyone's enjoyment depends on everyone's individual responsibility.

Eye protection is recommended for all Duché combat activities.

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







# L'Été le plus court

## Sequence of activities

The Shortest Summer is an activity designed for participants wishing to experience a military campaign-style event pitting two (2) fronts against each other. The day is divided into seven (7) chapters, with each front accumulating 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 be automatically 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 restricted 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 be followed.

## Arrival of participants

### On the day of the event

Participants are expected to arrive at the landing stage of the Auberge de Bicolline at **8 a.m.** on Saturday 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 at the blue building. **No cars will be allowed on site on the day of the event.**

There will be no general information session before the event: we invite registered participants whose weapons have been certified to proceed immediately to their deployment zone for the first chapter.

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.

### Arrival on Friday September 15 and departure on Sunday September 17

Grantees may arrive on Friday, September 15 and sleep on site. Gates and access to the site close at **8:30 p.m.**, and all vehicles must be returned to parking lot P1 across the street, or to the allotment parking lots if applicable, by this 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 possible the following morning. Grantees must leave the site no later than **2 p.m.** on Sunday, September 17.





# L'Été le plus court

## Course of the day

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

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

If both fronts refuse to engage, neither front earns victory points and the chapter's gains are lost.

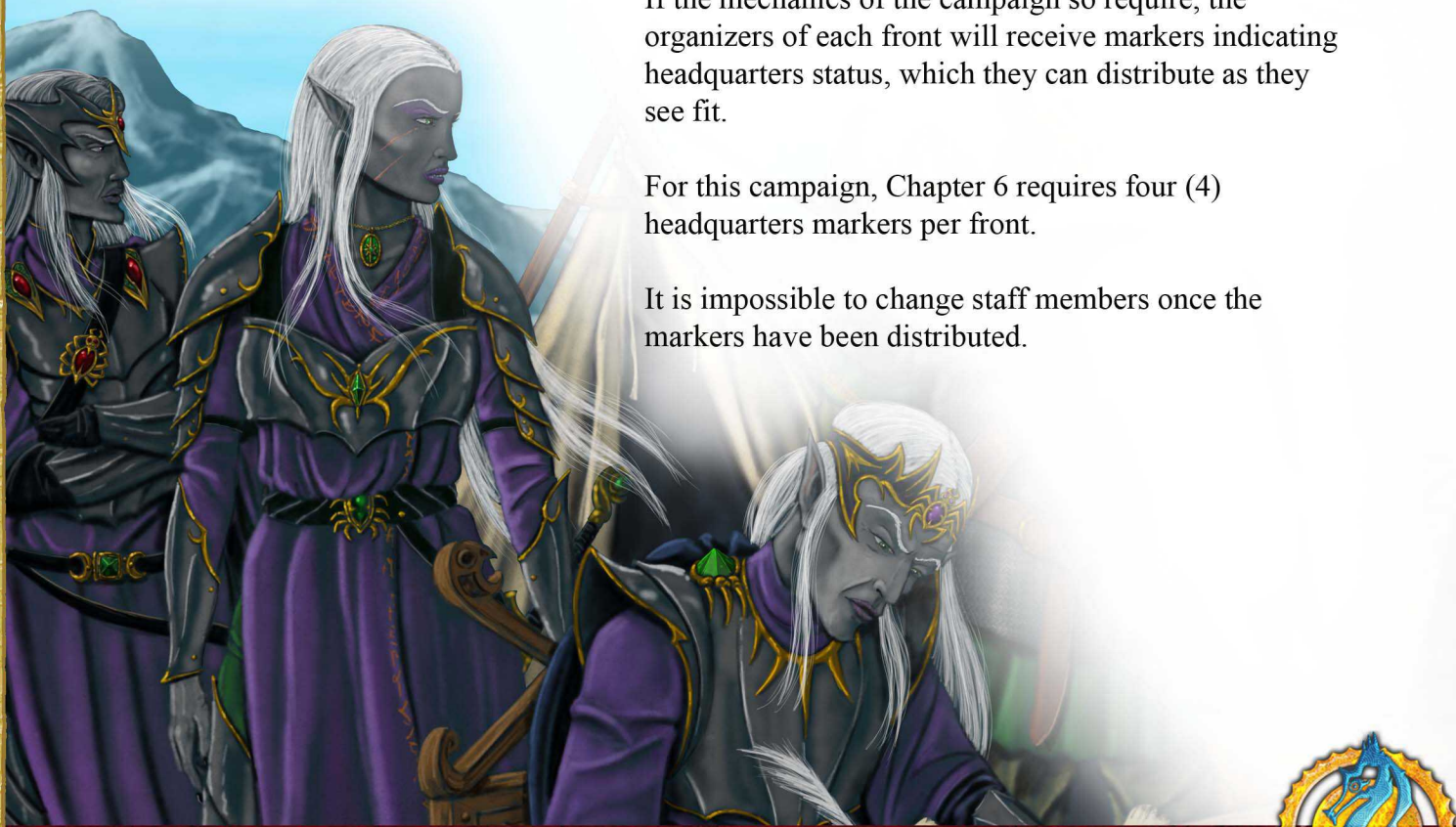
If a rebalancing of the fronts is desired by both fronts, the front receiving combatants must concede victory. The conceding front will keep the victory points already accumulated, but will make no further victory points in subsequent chapters. A different methodology may be accepted if the organizers of each front agree and the Marshal in charge of the campaign approves.

## Headquarters

If the mechanics of the campaign so require, the organizers of each front will receive markers indicating headquarters status, which they can distribute as they see fit.

For this campaign, Chapter 6 requires four (4) headquarters markers per front.

It is impossible to change staff members once the markers have been distributed.





# L'Été le plus court

## Earnings

**Pay:** Each participant in the activity will receive five (5) solars, regardless of front. A population sheet will also be given to pre-registered participants who are members of the Duché de Bicolline. Only the participant can pick up his or her own balance and population sheet at the Registration Office.

**Victory:** The cumulative victory points for 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 be able to accumulate victory points in each chapter. Purchase points will be distributed in proportion to the victory points accumulated during the campaign. Winnings will total 20 solars per campaign participant. A secret list of winnings and prizes will be revealed to headquarters during the ducasse (7:00 p.m. on the second floor of the Banque de l'Hippocampe). The headquarters will be able to purchase the winnings of their choice by paying with the purchase points, up to a maximum of one hundred (100), accumulated with the day's victory point ratios.

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

**Front bursaries:** Front organizers will also receive a bursary per front equivalent to two (2) solars per recruited (registered) participant, in recognition of their involvement in preparing the event. This bursary will be awarded during the Ducasse to one of the organizers of each front, who must present themselves in person at the Banque de l'Hippocampe.





# L'Été le plus court

## Rules

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

- **Authorized weapons:** All weapons are authorized.
- **Protection:** All armors and shields are authorized.
- **War machines:** War machines are not allowed in this campaign.
- **Death:** Unless otherwise indicated in the current chapter, once dead you simply wait for a healer or make the decision to join your healing well if there is no more combat around you or if a marshal authorizes you to do so. The dead don't speak and move by walking with their weapon upside down, avoiding combat zones as much as possible.
- **Buildings:** It's possible to fight on platforms, defined as a horizontal construction with no vertical structure resting on it. Blows delivered through the spaces of a vertical structure are valid. However, it is strictly forbidden to fight on or in a building, including balconies.

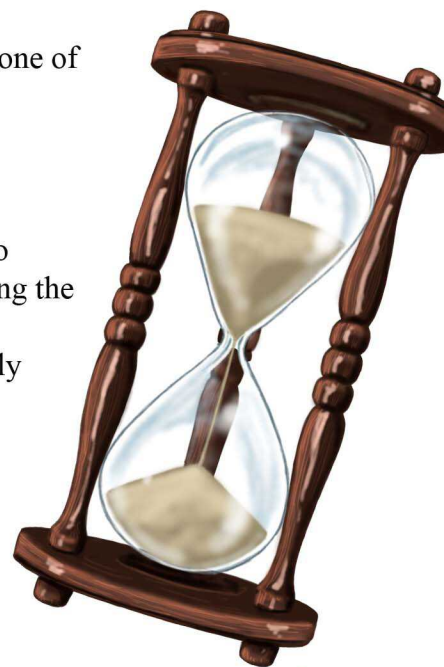
## Death and healing

Unless otherwise specified in a chapter description, a healing well operates on the "you touch it, you're alive" principle. 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 the healing well.

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

- Be a high 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 holding a guild hourglass.
  - If the guild leader is unable to attend, he/she must send an e-mail to **activites@bicolline.org** at least 48 hours before the event, indicating the name of the player who will be his/her representative.
  - The guild hourglass will only be given to the guild leader or his duly authorized representative.
- Buy one for five (5) Campaign population cards.

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





# L'Été le plus court

## Delay

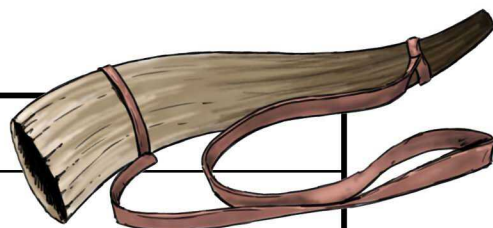
Unless otherwise specified in a chapter description, the end of the chapter will be truncated by the accumulated delay time. For example, a 40-minute chapter will be reduced to 33 minutes if there is an accumulated delay of 7 minutes, ignoring the last 7 minutes of the chapter.

## Varia

- Please return game material from the Duché de Bicolline to the homologation booths as soon as the campaign is over. You can also give it directly to a marshal.
- Water points on the grounds are open. Please bring your own water bottles.

## Schedule for the day

Time	The shortest summer
8 a.m. to 9:30 a.m.	Arrival, registration and homologation
9:30 a.m. to 10 a.m.	Deployment t
10 a.m. to 10:20 a.m.	Chapter 1 - Blessing of the land
10:40 a.m. to 11:10 a.m.	Chapter 2 - Stalking the big game
11:30 a.m. to 12:20 p.m.	Chapter 3 - The end of summer marks harvest time
12:20 pm to 1:45 pm	Chapter D - Delicious harvest
1:45 pm to 2:15 pm	Chapter 4 - The first autumn fog
2:40 pm to 3:10 pm	Chapter 5 - The land is ours
3:30 pm to 3:50 pm	Chapter 6 - The ruins of the lost
4:20 pm to 5 pm	Chapter 7 - Towards the port of escape
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





# L'Été le plus court

## How to reach us

Email us:

For questions about 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 to become 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 **<https://bicolline.org>**

Facebook: **<https://www.facebook.com/bicolline>**

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.





# L'Été le plus court

## Chapter 1 - *Blessing the land*

*Tradition demands that the hunting ground be blessed, that the gods be thanked for their gifts of wealth. We must be grateful and humble, but also powerful and deserving. It's a complex ritual for an experienced Grand Godi.*

*Of course, it's important to make sure the territory is safe before establishing a colony. The Grand Priests of Noisehoc know the ways of the water and the secrets of the land, so they can banish the demons that have settled there and find the wells of fresh water needed to sustain life.*

### Deployment

- D1: In front of the Fort.
- D2: South of the plain.

### Battlefield

The plain.

### Chapter duration

Twenty (20) minutes.

### Healing

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

Wells are dependent on mast control:

- Open without restriction if its front controls no masts.
- Open every two (2) minutes if his front controls one (1) mast.
- Closed if its front controls two (2) masts.

### Goals

*Objective 1 - HMMMMMMMMMMMM: incense and indentations, smoke and prayers, salt and prayers.*

- It is possible for a front to accumulate time by controlling one or more of the masts, located at M1 and M2.
  - Time is accumulated only if five (5) healers from the same front are present within five (5) feet of the mast with physical contact on the mast 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.
  - The five (5) healers in contact with the mast cannot fight or heal.





# L'Été le plus court

## Victory condition

The front having accumulated the most time is declared the winner.

## Winning

### Objective 1

- Ten (10) victory points proportional to the total time accumulated (rounded to the nearest whole number).



## Chapter 2 - Stalking big game

*In hostile territory, you need to know how to observe the habits of local wildlife to identify dangerous elements such as hidden scythes, coming bad weather or poisoned plants, and survival elements such as watering holes, natural shelters and edible resources. Stalking big game is a good source of information...an edible source afterwards, teeming with fur and other materials. But you have to know how to track, because big game doesn't wait.*

## Deployment

D1: North of the non-decorum.

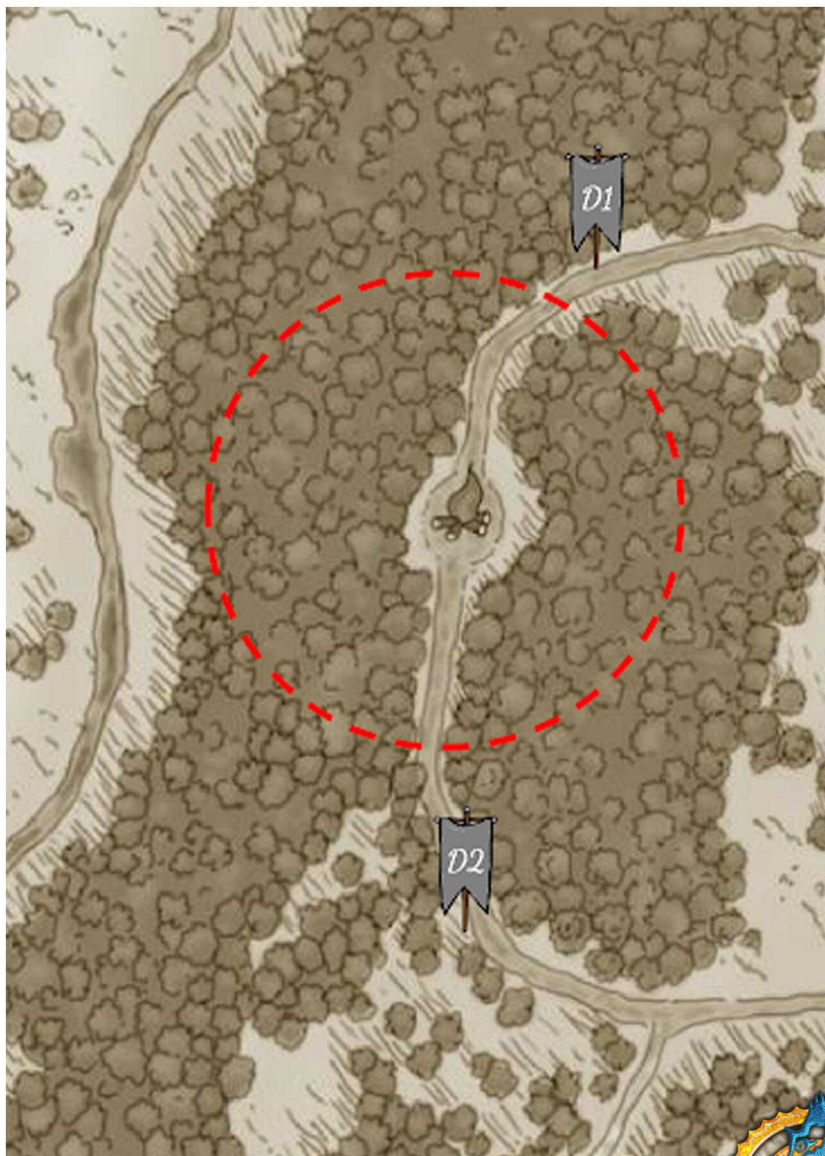
D2: South of non-decorum.

## Battlefield

Non-decorum.

## Chapter duration

Thirty (30) minutes.





# L'Été le plus court

## Healing

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

## Objectives

**Objective 1 - A huge beast with teeth as long as two people, four legs, a tail and a prehensile tentacle: like an elephant but hairy.**

- Three (3) banner bearers are present in the dotted red zone, moving on foot along a route unknown to the participants.
- It will be possible for a front to accumulate time by following a banner bearer. Time is accumulated only if a member of the front is present within 5 feet of the banner bearer marshal without the presence of a member of the opposing front. If a member of both fronts is present within 5 feet, time accumulation is stopped.
- The marshal does not wait for the players, but can stop at points unknown to the players.

**Objective 2 - Game doesn't wait: if we take too long, we'll lose its trail.**

- Each healing at the well is counted.

## Victory conditions

The front having accumulated the most time will be declared the winner.

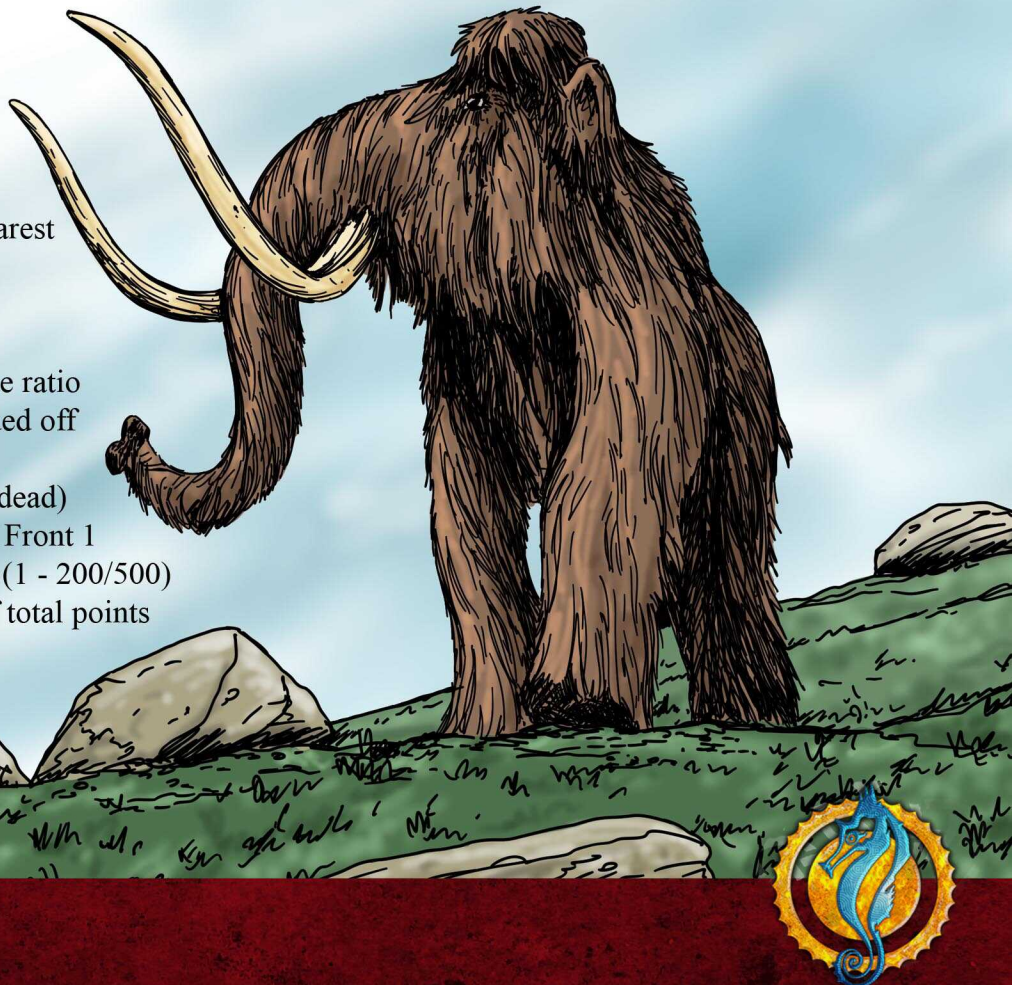
## Winning

### Objective 1

- Ten (10) victory points proportional to the total time accumulated (rounded to the nearest whole number).

### Objective 2

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





## Chapter 3 - *Late summer is harvest time*

*Who would have thought that such a hostile territory could be bursting with such riches despite such a short summer. The flora and fauna of the Terres des Brumes are so well adapted to the climate, it's as if, for 10 months, the plants were simply holding back their fruit to make them grow all at once in just a few days. It's a period of calm and abundance during which herbivores gorge and fatten on sweet fruit and oily grass. They feast and eat without fear or alarm, as predators sleep for two weeks waiting for their prey to get fat and slow. We can bend down and simply pluck a rabbit the size of a sack of potatoes, which will sleep in our arms.*

### Deployment

D1: North of the Norse camp  
D2: South of Norse camp.

### Battlefield

The Norse camp.

### Chapter length

Tenty (20) minutes.

The scenario is played twice with the fronts reversed.

### Healing

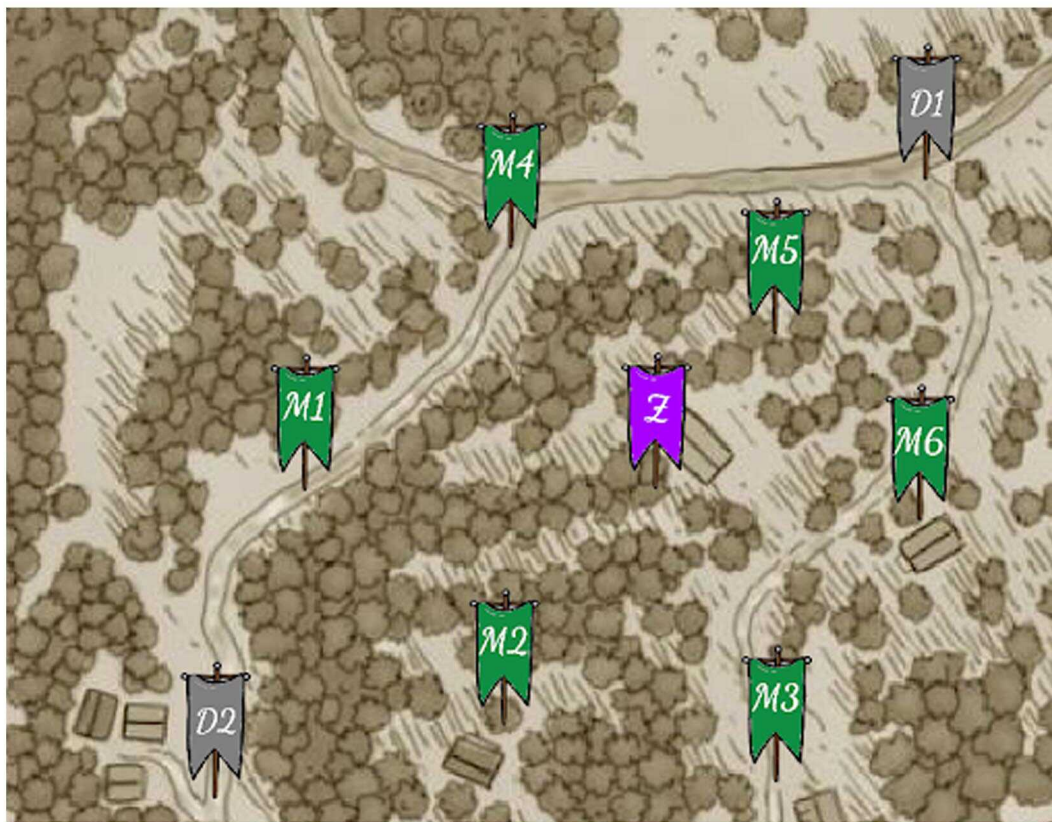
Healing hourglasses and one (1) healing well per front (deployment zones).

### Objectives

**Objective 1 - "Small" game is**

**huge and shy:** *A rabbit the size of a potato sack, a mushroom the size of a potato sack, a squash the size of a potato sack....everything is the size of a potato sack.*

- Each point M starts with one bag at the beginning of the scenario, and point Z starts with four (4) bags at the beginning of the scenario.
- After ten (10) minutes, the M points will have one (1) bag added and the Z point will have four (4) bags added.





# L'Été le plus court

- It is possible for any frontline participant deploying at D2 to pick up a bag and return it to their healing well.
  - At death, the player must leave the bag on the ground.
  - A player can only hold one bag.
  - A blow to the bag kills the holder.
- Participants on the D1 front cannot interact with the bags.

## Victory conditions

The front with the most bags will be declared the winner. In the event of a tie, a bag-throwing contest will be held to decide the winner.

## Winnings

### Goal 1

- Fifteen (15) victory points in proportion to the total number of bags brought in (rounded to the nearest whole number).



## Chapter D - *Delicious harvest*

*We've got enough for a feast! The camp cook takes care of butchering and preparing the "harvest". He hastens to make a small portion immediately so we can fill our stomachs.*

## Deployment

Near the Auberge.

## Chapter length

Seventy-five (75) minutes.

Deployment for the next chapter will take place at 1:25 p.m. to be ready to start at 1:45 p.m.

## Objectives

- Get your meal from the cook.
- Feast.
- Use garbage cans to dispose of waste.
- Fill your canteen.

## Victory conditions

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

## Winnings

- Satiety
- Potion against dehydration
- Optional: a good deep conversation about the meaning of life.





# L'Été le plus court

## Chapter 4 - *The first autumn fog*

*While elsewhere the end of summer is heralded by the resplendent change in tree foliage or the orderly flocks of migratory birds, in Terres des Brumes the end of summer is heralded by small waves of fog. These are far less deadly than the usual fog, but still enough to bring down a farmer who has given birth five times, so needless to say, a strong warrior doesn't stand a chance.*

### Deployment

D1: At the Phoenix.

I: In front of the rangers.

### Battlefield

The northern district.

### Chapter duration

Ten (10) minutes.

The scenario is played twice with the fronts reversed.

### Healing

- Healing hourglasses.
- One (1) healing well (D2) for the front deploying at I.

### Objectives

*Objective 1 - Let us in, the fog's coming: the bastards are guarding the natural shelter.*

- The front deploying at D1 must successfully cross the red line.
- When a participant from the front deploying at D1 crosses the red line, he must report his success to the marshal present at the Serpents camp (near D2) and is removed from the game.
- If a frontline participant deploying at I crosses the red line, he dies for the rest of the chapter.

### Victory conditions

The front with the most players crossing will be declared the winner. In the event of a tie, a race from D1 to D2 will be held.

### Winnings

*Objective 1*

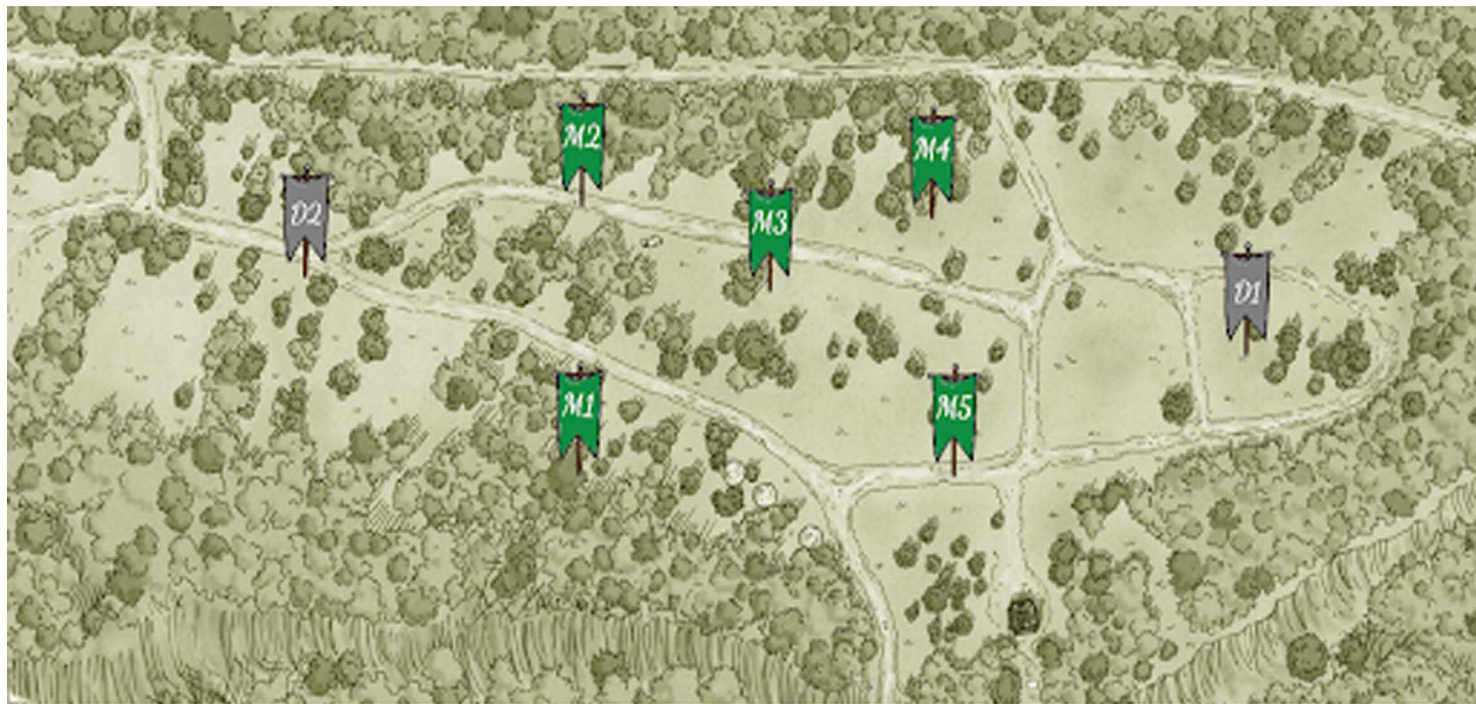
- One (1) victory point for every ten (10) people counted having crossed the red line, up to a maximum of fifteen (15) victory points.





## Chapter 5 - *The territory is ours*

*Refusing to help during the fog wave shows that the others aren't here to help. If we capitulate now, the territory will be lost forever. There's not enough time left to find another place, we have to fight. Hand-to-hand combat will only benefit the scavengers, we need more, we need cunning and finesse. The plan is to escort our specialists in traps and sabotage to make them lose enough resources and effort that they'll have to leave.*



### **Deployment**

D1: To the right of the city.  
D2: To the left of the city.

### **Battlefield**

The city

### **Chapter duration**

Thirty (30) minutes.

### **Healing**

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





# L'Été le plus court

## Goals

**Objective 1 - First we set up the sabotage:** cut a belt here, a little acid there, remove two or three screws, a little laxative tea in the water..

- A banner bearer marshal will be present at the well on each front.
- It will be possible to escort him to one of the five (5) M's of your choice and accumulate time with the marshal present there.
  - At any time, if the banner bearer marshal finds himself alone with no member of the front, the accumulation of time is stopped (but not reset to zero) and he returns by walking to the healing well of his front. He is not obliged to return to his well before being re-accompanied, and can be intercepted on the way.
  - When the accumulated time reaches five (5) minutes, the mast is defended.

**Objective 2 - One little push and it all falls apart:** "Oops, it fell all by itself!"

- When all five (5) masts have been defended, the banner bearer marshal will indicate the precise order of the masts he must be escorted to in order to hit them.
  - The marshal follows the indications of the escorting front to move, as far as possible.
- Only the next mast to be touched will be indicated verbally by the banner bearer marshal.

## Victory conditions

The front with the most victory points is declared the winner. In the event of a tie, the front that defended a mast first will be declared the winner.

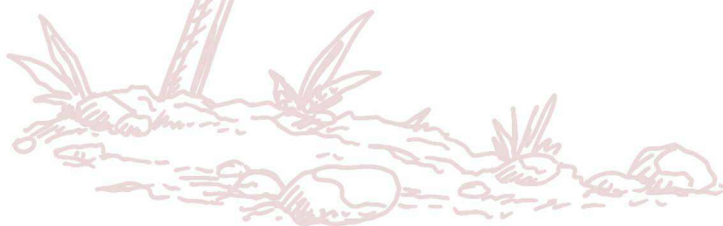
## Winnings

*Objective 1*

- Two (2) victory points per mast defended.

*Goal 2*

- One (1) victory point for each mast hit, in order, by the standard-bearer marshal.





## Chapter 6 - *The ruins of the lost*

*"They sabotaged our camp, sure, but we captured their leader. Go and give the news to our leader, I can't find him. Tell him we'll be at the ruins to the west."*

*When exploring the Terres des Brumes, it's not uncommon to come across ruins of camps, settlements or even cities. These ruins, some recent, others very old, are deserted and show the inhospitality of the Terres des Brumes. Many nations and empires have tried to conquer this territory, but to no avail. Sometimes these ruins are inhabited by ghosts warning future generations of the folly of their ambition, but most of the time, these ruins are inhabited only by the fog and the silence that remain after the death of a dream.*

### **Deployment**

D1: At the Vielle-Ville stage.

D2: At the Sanglier.

### **Battlefield**

Old Town.

### **Chapter duration**

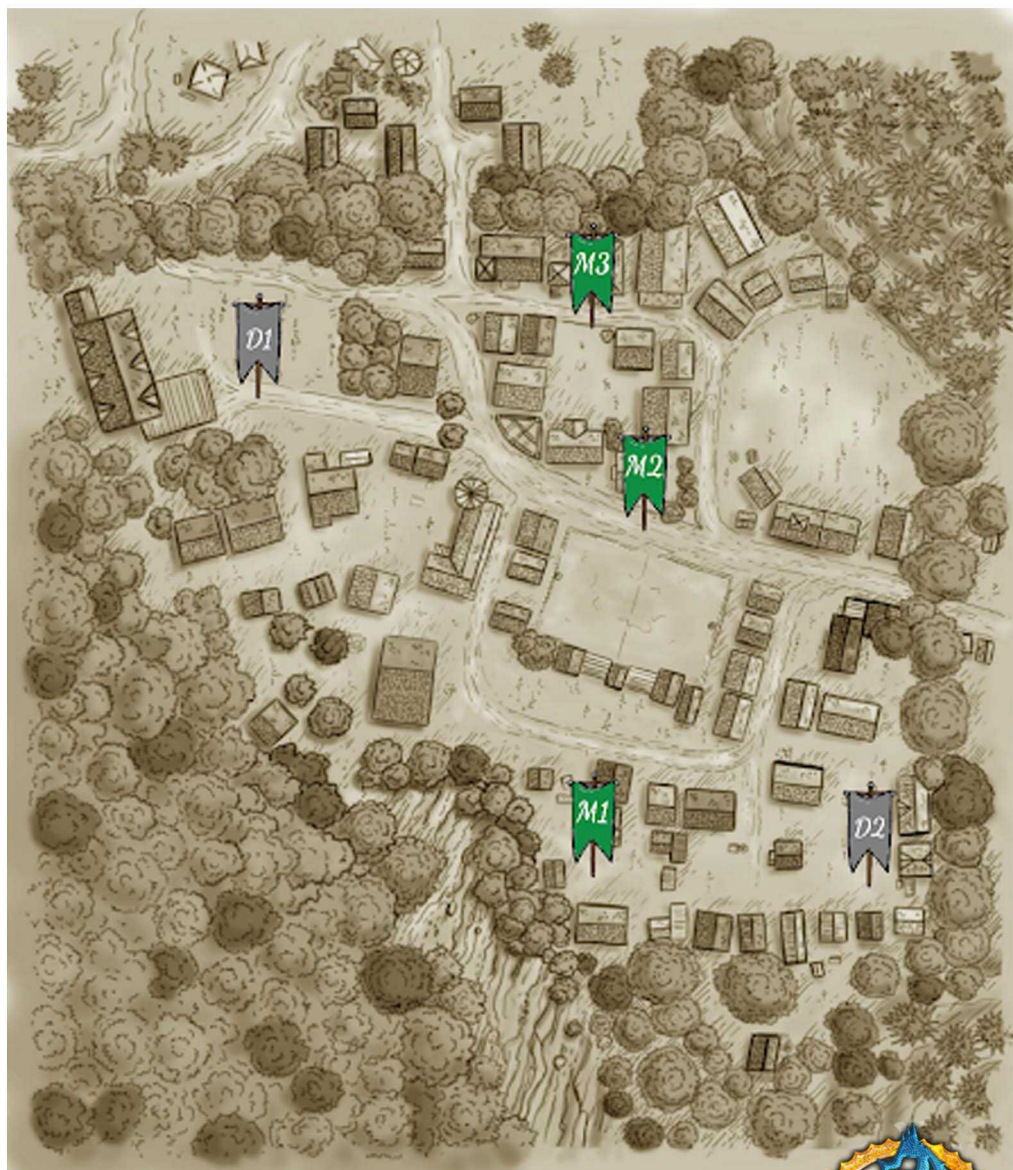
Twenty (20) minutes.

### **Healing**

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

The healing well is activated at the sound of a signal every two (2) minutes.

Dead who are still on the ground can revive at the sound of the signal. If a dead man has got up to leave for his healing well, he must go to the well even if he hears the beep on the way. He can only come back to life if he is present at the well when the signal sounds.





# L'Été le plus court

## Goals

**Objective 1 - Where's the Captain?** *He was with a shady guy over there a moment ago.*

- Four (4) generals, indicated by a marker, will be hidden in pairs with an enemy general.
- It's possible to free your general with physical contact from a member of your front line.
  - It is impossible to free an enemy general.
- After seven (7) minutes, generals still captive die of despair and return dead to their respective wells. No victory points are awarded.

**Objective 2 - These ruins can be used as a base:** *Should we be worried that they're probably ruins for a reason?*

- Three (3) masts will be present at points M1, M2 and M3. They will be raised simultaneously every two (2) minutes, at the same time as the sound signal, for a total of ten (10) times.
- Only a general can interact with a mast.

## Victory conditions

The front having accumulated the most victory points will be declared the winner. In the event of a tie, a four (4) against four (4) battle of the generals will be organized.

## Winning

**Objective 1**

- One (1) victory point for every three (3) readings.

**Objective 2**

- Two (2) victory points per general released on time.





## Chapter 7 - Towards the port of escape

Summer's over, we have to get back as soon as possible. We should have been back two days ago. If the fog hits, we're no better than dead. A boat is waiting for us at Guluntag Arson. Two troops, one boat, we've got to get there first. We'll fight to get on board, even if it ends in a duel.

### Deployment

D1: At Montfort.

D2: Southwest of Ordi Cervi.

### Battlefield

Nouvelle Ville and Plaine des Religions.

### Chapter duration

Forty (40) minutes.

### Healing

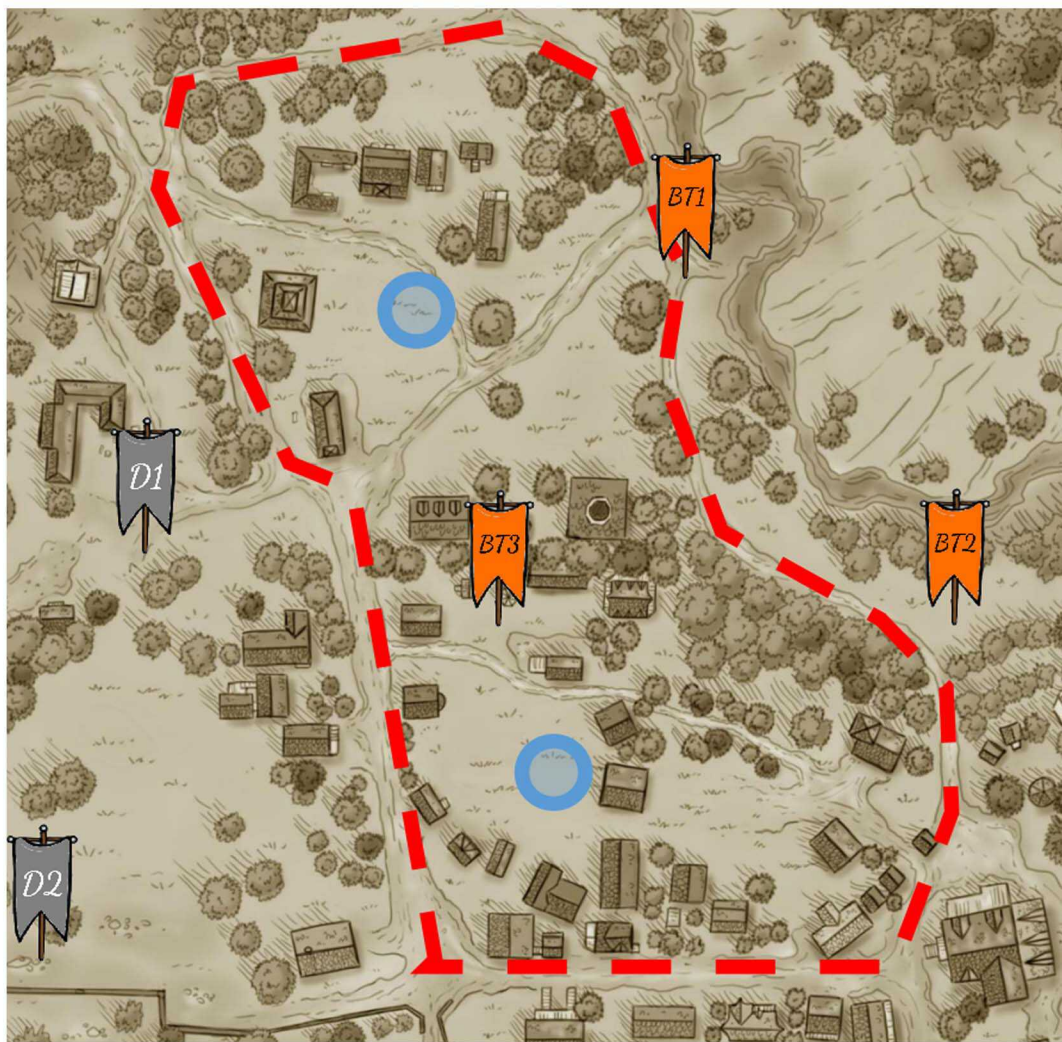
Healing hourglasses and one (1) healing well per front (deployment zones).

### Goals

**Objective 1 - Send out fast scouts to secure the ship: as fast as the wind, as armed as the wind.**

- Each front chooses two (2) players to be paired with two (2) banner bearer marshals (two (2) player-marshal pairs per front), and each pair can start anywhere on the red dotted line.
- When the paired player dies, the banner bearer lowers his flag and raises it again two (2) minutes later.
  - It is possible for the paired player to move with the marshal when dead.
  - He can only come back to life when the banner bearer raises the flag.
  - The paired player must remain within the red dotted line at all times.

- The marshal follows the player as far as he is able.







# L'Été le plus court

**Objective 2 - Stall for time by waiting for others:** "Wait for me, wait for me!!!"

- Three (3) time boxes are present on the field at points BT1, BT2 and BT3.

**Objective 3 - The boat gangway is just wide enough for one person:** "It's either you or me...it's going to be me, it's got to be me. There's no way I'm staying here."

- It is possible for one participant from each front at a time to enter each of the two blue zones at any time during the chapter.
  - It is possible for a participant to enter the zone when dead.
  - If a member comes face to face with an opposing member, a duel takes place.
  - If more than one member per front enters the zone, all front members in the zone die (if alive) and must leave the zone.
- At the end of a duel, no further duels may be fought in the zone for the next four (4) minutes.

**Objective 4 - The Tawarlos:** *There aren't just two factions here, the third is happy to see you go.*

- Tawarlos are present in the "Arduinos forest".
- One last chance to say your goodbyes. But don't feel obliged, they won't shed a tear for your departure.
- They want to make sure you're gone, and then leave the village unharmed.

## Victory conditions

The front having accumulated the most victory points will be declared the winner.

## Winning

*Objective 1*

- Eight (8) victory points based on the number of flags killed (rounded up to the nearest whole number).

*Goal 2*

- Eight (8) victory points in proportion to total time accumulated (rounded off to the nearest whole number).

*Goal 3*

- One (1) victory point for every three (3) duels won.

*Goal 4*

- Three (3) victory points for the front having escorted the most Tawarlos to their healing well. In the event of a tie, no points are awarded for this objective.





# L'Été le plus court

## Global Objective - *Tawarlos Diplomacy*

*One thing is clear: the only true inhabitants of the Terres des Brumes are the Tawarlos. We're just passing through, as settlements and hunting camps appear and disappear in this hostile territory. Without their help, survival is impossible, but it may be possible to persuade them to help us by carrot or stick, by honey or vinegar, by harp or sword. We can try to coax them, but many have failed because the Tawarlos don't need us and have no reason to trust us. We can intimidate them into fearing us, or at least tolerating us, by showing them our power, but this can backfire.*

### Goals

- Members of the local tribes, identifiable with saches, are present in every chapter.
- You can try to interact with them, either verbally or with iron.
  - Depending on your success, they will give you blue or red marks.
  - It's possible to receive nothing.
  - Once received, they cannot be stolen and must be handed in to the front marshal to be accounted for before the start of chapter 7.

### Winnings

- Each red mark counts as one (1).
- Each blue mark counts as ten (10).
- Ten (10) victory points will be awarded in proportion to the total number of marks scored.

