

Le mystère d'Antelyon

CAMPAGNE

22 JUIN 1024

DUCHÉ DE BICOLLINE



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The mystery of Antelyon

Fascinated by an "Arrow of Daë-Dolmed", a magical object as powerful as a ballista shot, the Guild of the Élus de la Flèche decided to study it very seriously. They began their search at the Great Library of Jabba-Hal. After several disappointing months, a steward presented them with an old tome from the Sultan's special collection. The book was covered in pale leather and decorated with images of tree leaves. It had been found in fairly good condition in the desert of Al-Saour-Asif, in a ruined site a few leagues north of the famous sanctuary. The script it contained was quite similar to that used by the elves of Irendille, and interpreters were able to produce a translation of the document without too much difficulty. This tome was entitled "Antelyon's Diary" and recounted the adventures of the eponymous elf many centuries ago. The document's main interest lay in its references to the Arrows of Daë-Dolmed.

Before immigrating to the vast virgin forests that would once have occupied the western part of the Pays des Sables region, Antelyon would initially have lived in the western part of Irendille. His parents are said to have been wise men living in the City of Daë-Dolmed and involved in the production of enchanted arrows. The story goes that these were designed to provide the people of Daë-Dolmed with a means of gaining superiority during a war that tore the Kingdom apart, around 3500 years after the coronation of Queen Felmethia. In fact, it was in the far west of Irendille that the main ingredient for magic arrows was harvested, specifically to produce their tips. Indeed, to the south-west of the Cavernes de la Tourbière is a cursed territory, disowned by the Irendillois because of past errors, but which once abounded in this rare ingredient, so highly prized for arrow production. The diary mentions the presence of an outpost, but also of ruins that would have been abandoned several centuries ago, when Antelyon would go there to gather the raw material for arrowheads.

Unfortunately, before the study of the tome could be completed, it suddenly disappeared. Upon investigation, the Élus de la Flèche were cleared of any wrongdoing, and the officers of the Great Library would pursue other lines of inquiry. In the meantime, the Élus decided they had enough to mount an expedition. During their stopover in Derzat, they were able to get their hands on information leading to the area alleged in Antelyon's Journal. It is said that there was a hamlet in this area some years ago, but the lumberjacks who used to come as far as Derzat to sell their wood have not been seen since the great plague of 1020.

While the Élus de la Flèche organized their excursion from Derzat, a group of elves living in the central city of Orë received a surprising visit. Daëmedil agents approached the leaders of the Cercle d'Orle guild, hoping to commission the group for a military mission. A group of mainly humans is approaching Irendille with the intention of unearthing traces of a past that it would be better not to divulge, they explain, and so it's best to prevent them from discovering anything. The Cercle d'Or guild accepted the mandate. However, they did so above all out of curiosity about the hidden mysteries, seeing an opportunity to shed light on a little-known chapter in the history of the Kingdom of Irendille.



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How to register

To register

- All participants must be at least 16 years and 1 day old.
- Registration is carried out on the website at the following address (a user account is required):
<https://bicolline.online/event/182/>
- The deadline for registration with a meal package is noon on the Monday before the event.
- The deadline for registration without a meal package is 5:00 p.m. on the Friday before the event.

Rates

Member: C\$75.00 + taxes (C\$86.23)

Regular: C\$90.00 + taxes (C\$103.48)

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.
Registration is non-refundable, but may be transferred to another person for the same activity. It is not possible to **register at the door**.

Meal package

The caterer chosen for this event is Santé Taouk.

DINNER: C\$15.85 + taxes (C\$18.22)

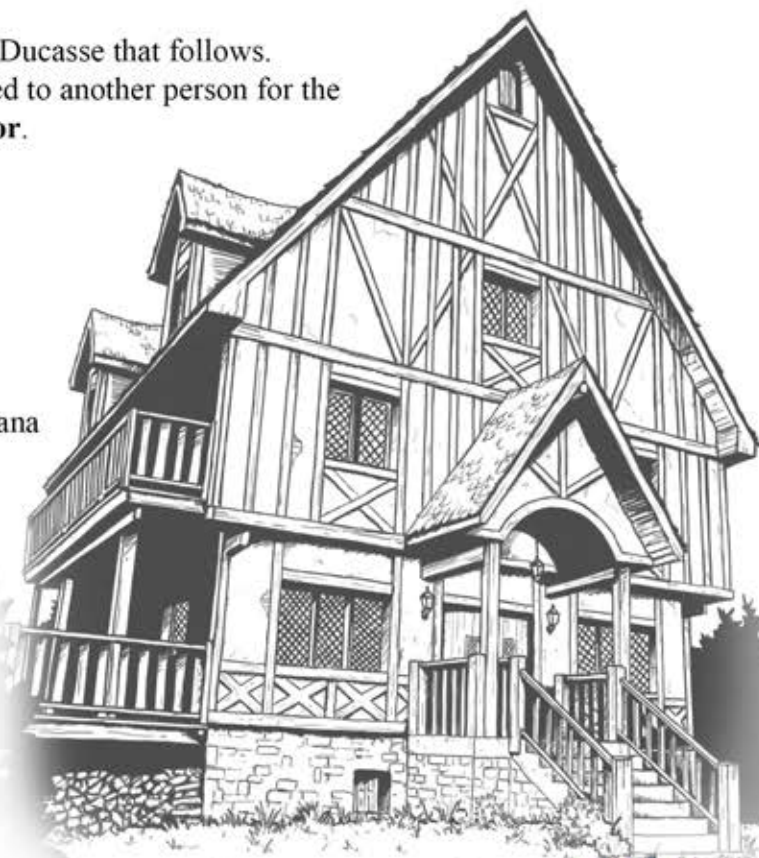
Veggie burger or regular burger with strawberry-banana juice.

DINNER: C\$26.40 + taxes (C\$30.35)

Supper: Poutine (veg) or Poutine Taouk.

Accommodation at the Auberge

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



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To contact a front

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

Cercle d'Or (JAUNE)

- Anthony Leduc (anthony.leduc@gmail.com)
- Gabriel Ghantous (gabrielghantous07@outlook.com)
- Étienne Ouimet (etienneouimet@hotmail.fr)

Elected officials of La Flèche (BLEU)

- Vincent Moureau (13880vincent@gmail.com)
- Bénédicte Robitaille (Benedicte.robitaille@hotmail.com)
- Kevin Brown (Narhaal@gmail.com)



Safety

We are all responsible for our own safety and that of others. No violent behavior (physical or psychological) or intoxicated states will be tolerated during the event, on pain of expulsion. Everyone's enjoyment depends on everyone's individual responsibility. *Players contravening these rules may be subject to expulsion.*

Appropriate protective gear is recommended for all combat activities in the Duché.

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





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Activity sequence

This activity is designed for participants wishing to experience a military campaign-style event pitting two fronts against each other. The day will be divided into six chapters, with each front accumulating victory points.

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

The day of the activity

Participants are expected to arrive at the landing stage of the Auberge de Bicolline at 8:00 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. **No cars will be allowed on site on the day of the event.**

The sound of the foghorn marks the start of the activity. 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 and departure on Sunday

Grantees may arrive on Friday and sleep on site. Gates and access to the site close at **9:00 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 **2pm** on the Sunday following the event.





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Course of the day

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

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

If both fronts refuse to engage, neither front earns a victory point and the gains of this chapter are lost.

If a rebalancing of the fronts is desired by both belligerents, 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 could 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 require it, 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 10 headquarters markers per front.

It's impossible to change the members of a headquarters once the markers have been distributed.

Earnings

The pay: Each participant in the activity will receive five solars, regardless of front. A population card 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 card at the Welcome Desk.

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 for each chapter. Reward points will be distributed in ratio to the victory points accumulated during the campaign. Winnings will total a value of twenty solars per campaign participant. A secret list of winnings and prizes will be revealed to headquarters during the ducasse (7pm on the second floor of the Banque de l'Hippocampe). The headquarters will be able to purchase any winnings they wish, paying with reward points. The winning front could have first choice on a few special lots.



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Notoriety: Each of the guilds forming the front headquarters receives one notoriety point, and the guild in charge of the winning front receives an additional notoriety point.

Front bursaries: Front organizers will also receive a bursary per front equivalent to two solars per participant recruited (registered) in recognition of their involvement in preparing the activity. 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.

Rules

All the usual combat rules apply. Please refer to **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 specified in the current chapter, once dead, you simply wait for a healer or decide to return to your healing well if there is no more fighting around you, or if a marshal authorizes you to do so. Dead men don't talk, and walk with their weapons upside down, avoiding combat zones as much as possible.
- **Buildings:** It is 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 meters of the healing well of the opposing front (no dead camp). A marshal reserves the right to determine its limits.

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

- To be the grand priest of an official faith or its cleric.
- Be a priest of an official belief and pay a believer.
- Be a delegate authorized to claim the guild hourglass
- Buy one at the cost of five Campaign population cards.

There is no limit to the number of hourglasses per front. Healing clocks 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.





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Delay

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

Varia

- Please return all Duché de Bicolline game material to the homologation marquees at the end of the campaign. You can also give it directly to a marshal.
- On-site water points are open.

Schedule for the day

Start	End	June campaign
8h00	9h30	Arrival, registration and homologation
9h30	10h00	Deployment
10h00	10h20	Chapter 1 - North of Lorraine
10h40	11h30	Chapter 2 - The transit hamlet
11h50	12h50	Chapter D - Palaver
13h20	13h40	Chapter 3 - Stopover at the traveler's hamlet
14h00	14h50	Chapter 4 - At the edge of the remains
15h10	15h50	Chapter 5 - The main path
16h15	16h45	Chapter 6 - The ruins
16h55	17h10	Chapter E - The ride of El Scorpione
16h40		End of the campaign and supper near the Auberge
19h00		Ducasse begins





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How to reach us

Email us:

For questions about the game: maitredejeu@bicolline.org

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

For questions related to the mechanics of the activity 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 - North of Lorraine

The troops of the Élus de la Flèche had left the province of Derzat, then crossed several leagues in a straight line to the north. Just as they passed the first abandoned hamlet, the vanguard of the Cercle d'Or came to block their path. Neither group was quite ready for a confrontation so soon, forcing disorganized troops to try and reform their ranks and take control of the Plaine.

Deployment

D1-D3: SE-NW of the Plaine
D2-D4: SW-NE of the Plaine

Battlefield

The Plaine.

Chapter length

20 minutes.

Healing

Healing hourglasses and 2 healing wells per front (D1-D3 and D2-D4).

Objective 1 - Take control of the central plain of the hamlet of Transit

- A marshal will be present at point I.
- It will be possible for a front to accumulate time with the marshal.
 - Time is accumulated only if a member of the front is present within 5 feet of the marshal without the presence of a member of the opposing front.
 - If a member of each front is less than 5 feet away, time accumulation is stopped.

Victory condition

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

Earnings

- Objective 1

10 victory points in ratio to accumulated time, rounded off.



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Chapter 2 - *The transit hamlet*

The hamlet of *Le Transit* lies at the crossroads of several roads (zone 26,86). Some take the river to the north, others turn east. However, the site appears to have been abandoned in recent years. A few resources of interest have been left behind.

Deployment

D1: NE of the Plaine

D2: SE of the Plaine

Battlefield

The Plaine, the non-decorum and Camp Norse.

Chapter length

50 minutes.

Healing

Healing hourglasses and 1 healing well per front (D1 and D2).

Objective 1 - *Control hamlet junctions*

- A banner bearer marshal moves non-stop clockwise along the red dotted line throughout the chapter.
- It will be possible for a front to accumulate time by following the banner bearer. Time is accumulated only if a member of the front is within 5 feet of the banner bearer without the presence of a member of the opposing front. If a member of each front is less than 5 feet away, time accumulation is stopped.

Objective 2 - *Recover abandoned resources*

- Two specific objectives will be known to the organizers of each front before the event, but unknown to the opposing front.

Victory condition

The front with the most victory points is declared the winner. In the event of a tie, the front with the most time to Objective 1 will be declared the winner.

Earnings

- *Objective 1*

10 victory points in ratio to accumulated time, rounded off.

- *Objective 2*

Winnings are written in the envelopes given to the organizers at the start of the event.



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Chapter D - Palaver

The first altercations revealed some familiar faces on the enemy front. The two fronts' headquarters agreed to a short truce, allowing the soldiers to explain themselves while paying their respects to the enemy. Nevertheless, the positions of both fronts are already well established, and neither intends to retreat. Diplomacy will at least overcome the most violent instincts and inspire the combatants to more cautious maneuvers.

Deployment

Near the Auberge.

Chapter length

60 minutes.

Deployment for the next chapter will take place at 1:20 p.m. to be ready to start at 1:40 p.m. behind the fort.

Objectives

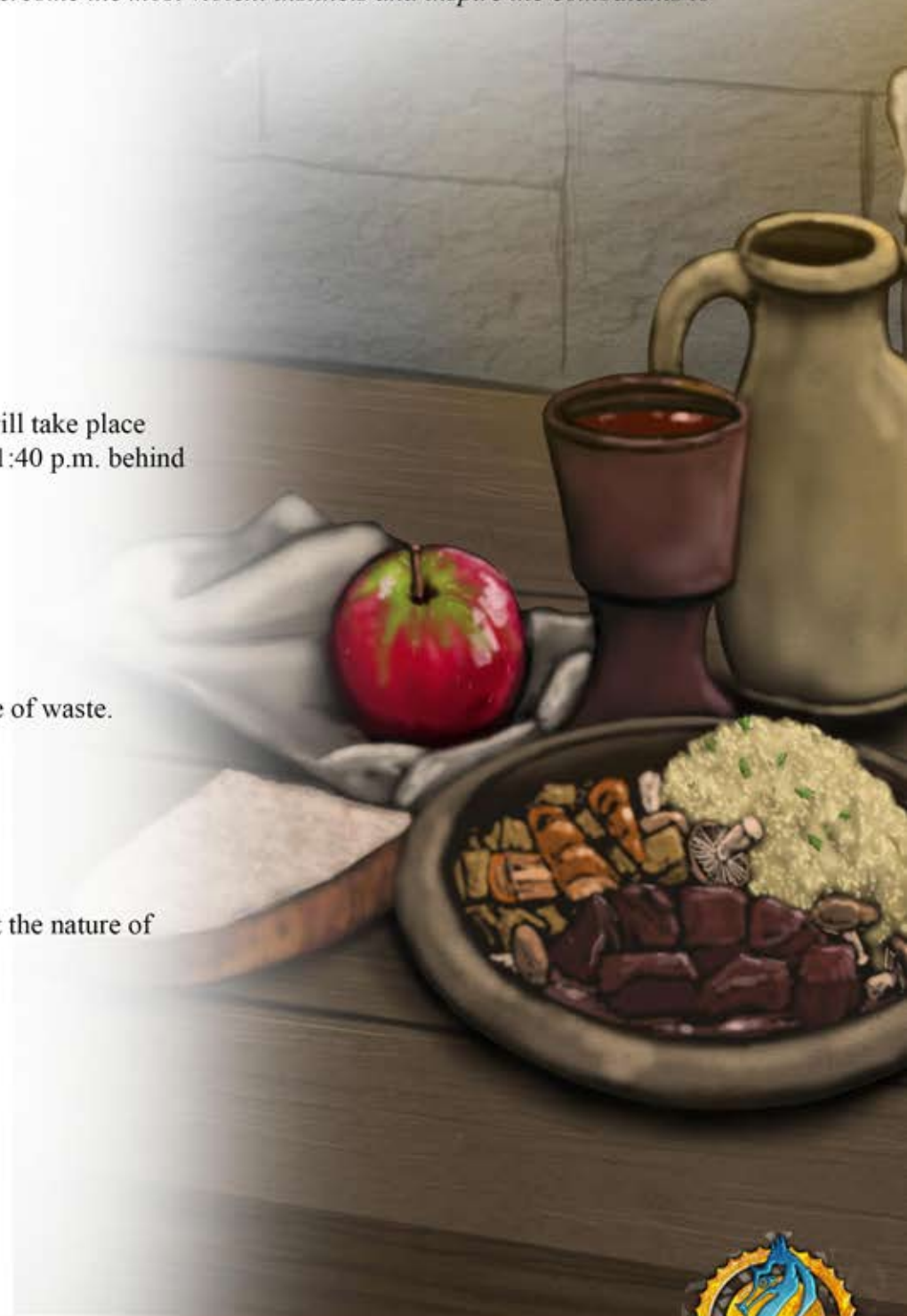
- Get your meal from the cook.
- Feast.
- Use the garbage cans to dispose of waste.
- Fill your water bottle.

Victory condition

- Having eaten and drunk.
- Hold a deep conversation about the nature of respect and friendship.

Earnings

- Satiety
- Hydration
- Happiness



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Chapter 3 - *Stopover at the traveler's hamlet*

The *Élus de la Flèche*, determined to reach their destination, managed to get closer to their goal. But the *Cercle d'Or*, determined to deter the enemy front, set up a barricade (zone 30,84). An honorable battle will take place at the foot of an old watchtower, the only vestige left by a hamlet almost entirely swept away by time.

Deployment

10 feet north of the dotted line.
10 feet south of the dotted line.

Deployment will be carried out so that the dotted line is as busy as possible.

Battlefield

The housing estate, to the left of the solid line.

Chapter length

20 minutes.

Healing

Healing hourglasses.

The dead will head for the other side of the red line. Two marshals will show them, with a yellow or blue flag, where to go to come back alive, depending on the color of their forehead.

Every 4 minutes, for 1 minute, the dead can re-enter the battle and come back to life from the doors indicated in gray. The doors to the healing wells will then reverse.

Objective 1 - *Demonstrate military superiority*

- A marshal will be present at points 11, 12 and 13.
- It will be possible for a front to accumulate time with the marshal.
 - Time is accumulated only if a member of the front is present within 5 feet of the marshal without the presence of a member of the opposing front.
 - If a member of each front is less than 5 feet away, time accumulation is stopped.

Victory condition

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

Earnings

- *Objective 1*
12 victory points in ratio to total accumulated time, rounded off.



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Chapter 4 - At the edge of the ruins

Arriving on the outskirts of the ruins (zone 34,82), both fronts quickly realized that control of the entrances would be a strategically important issue. They both engaged in a number of tactical exercises to gain a significant advantage over their opponents.

Deployment

D1: North of the Faubourgh.

D2-D3: South of the Faubourgh.

Battlefield

Le Faubourgh.

Chapter length

Twice 20 minutes.

Healing

Healing hourglasses, 1 healing well for the D1 front (D1) and 2 healing wells for the D2-D3 front (D2 and D3).

Objective 1 - Successful tactical positioning to control maximum access to the ruins

- A banner bearer will be present at points I1, I2 and I3.
- It will be possible for a front deploying to D2-D3 to escort the Marshal to D2 or D3.
 - The banner bearer marshal walks slowly.
 - The banner bearer marshal follows the front deploys in D2-D3 only if a member of the front is present within 5 feet of the marshal without the presence of a member of the opposing front.
 - In all other cases, the banner bearer returns to his original point. However, he may be intercepted by a member of the front deploying in D2-D3 before he has returned to his original point.
- If the banner bearer reaches D2 or D3, an escort is successful.
 - When an escort is successful, the banner bearer marshal can be escorted again 4 minutes later.

Victory condition

The front having accumulated the most escorts is declared the winner. In the event of a tie, the front with the fastest first escort will be declared the winner.

Earnings

- Objective 1

1 victory point per successful escort.



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Chapter 5 - *The western part of the ruins*

From now on, the fighting continues inside the ruins. Both fronts start in the western section, attempting to take control of its quarters while beginning excavations.



Deployment

D1: Brabancourt.
D2: Castenza.

The battlefield

Vielle-Ville and Quartie-Nord.

Chapter length

40 minutes.

Healing

Healing hourglasses and 1 healing well per front (D1 and D2).

The North Ward path acts as a mixed healing well. It is possible for a player in the Northern Quarter to revive by touching the path indicated by the solid grey line. Note that it is also possible to move along the path when dead without being attacked.





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Objective 1 - Control the districts west of the ruins

- 3 time boxes will be present at points BT1, BT2 and BT3.
 - The BT1 box will be open from the beginning of the chapter until the 20th minute of the chapter.
 - The BT2 box will be open from the 10th minute of the chapter to the 30th minute of the chapter.
 - The BT3 box will be open from the 20th minute of the chapter until the end of the chapter.

Objective 2 - Search the premises

- The M1, M2 and M3 masts are raised simultaneously every 4 minutes.
- It is not possible to cross red lines.
- The blue zone is a neutral, non-combat zone, accessible to all, even dead players.
 - At the start of the chapter and every 5 minutes thereafter, it will be possible for 10 players per front to cross the blue zone into the Northern Quarter. This is cumulative, giving a maximum of 80 players per front in the Northern Quarter at the very end of the chapter.
 - A player can pass through the blue zone to the North Quarter at any time, as long as there's room, even if he's dead. If he is dead, he comes back to life as soon as he leaves the main path.
 - It is never possible for a player, even a dead player, to cross in the other direction.

Victory condition

The front with the most victory points is declared the winner. In the event of a tie, a duel without armor will take place in the blue zone.

Earnings

- **Objective 1**
12 victory point in ratio to total accumulated time, rounded off.
- **Objective 2**
1 victory point for every 2 readings.



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Chapter 6 - *The eastern part of the ruins*

The final confrontation takes place in the eastern part of the ruins. Both fronts are once again attempting to take control of part of the ruins. But the excavations will have to wait this time, as an operation to eliminate the headquarters is given priority in order to interrupt the adversary's chain of command.

Deployment

D1-D3: Behind the auberge, in front of the old boat.

D2-D4: South of the Cordonnier, near the large bridge.

The battlefield

The New Town

Chapter length

30 minutes.

Healing

Healing hourglasses and 2 healing wells per front (D1-D3 and D2-D4).

Objective 1 - *Control the districts to the east of the ruins*

- A marshal will be present at points I1 and I2.
- It will be possible for a front to start accumulating time with the marshal.
 - Time is accumulated only if 4 or more players with headquarters markers from the same front are within 5 feet of the marshal.
- If one member of each front is within 5 feet, time accumulation is stopped.

Objective 2 - *Eliminate enemy headquarters*

- 10 general markers will be given to the fronts before the chapter begins.
- A player with markers cannot exchange them.
- A player with markers cannot be healed by an hourglass.
- A player with markers must remain within the area delimited by the red dotted line, except to go to the healing well of his choice and return.
- When dead, a player with markers must immediately go to one of his healing wells.
- Players with markers will be counted when they move to the healing well.

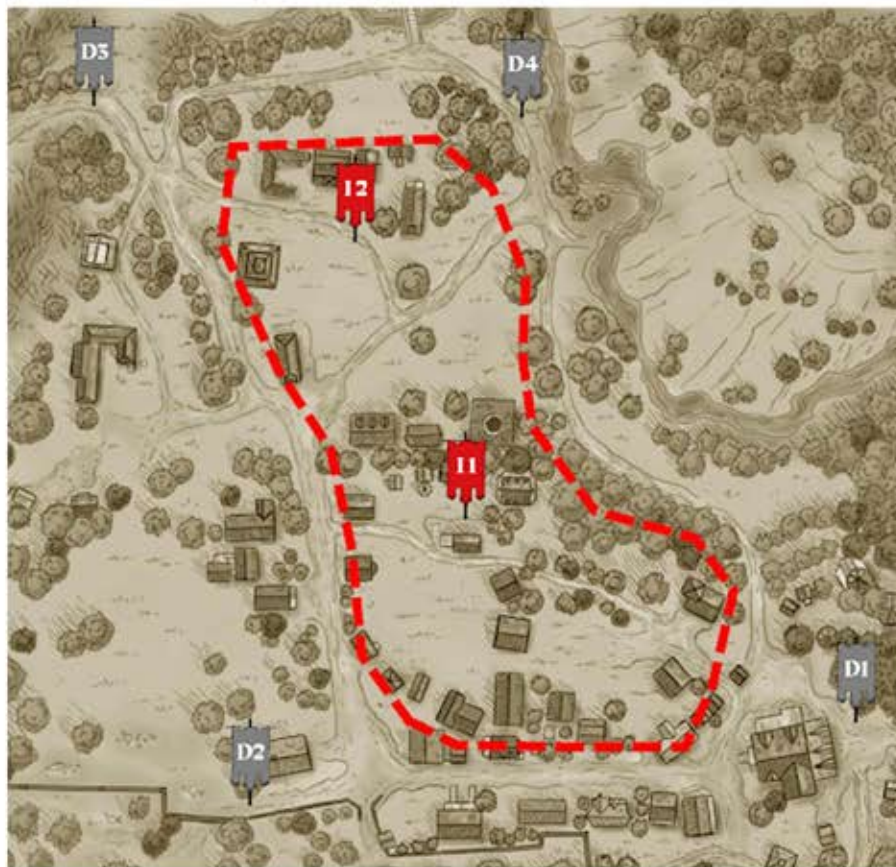
Earnings

- *Objective 1*

14 victory points as a ratio of total accumulated time, rounded off.

- *Objective 2*

1 victory point for every 3 enemy deaths counted, for a maximum of 6 victory points.



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Chapter E - *El Scorpione's curse*

The cause wasn't really one you had at heart. Fortunately, you found a bloody map on a pirate's corpse during the clashes, with a large red X marking a point on a Plaine close to the fighting. You'd need a loyal group and some time to dig up the treasure. There's no way anyone else knows about this...

Deployment

D1, D2 and D3.

Players will be split into 3 roughly equal teams. These teams do not depend on the campaign fronts.

Battlefield

Ordo. camps

Chapter length

Approximately 15 minutes

Healing

1 healing well per front (D1, D2 and D3).

Objectives

Objective 1 - *A classic treasure*

- A marshal finds himself at point I. He notes who is defending him every minute.

Earnings

Objective 1

- The cache is finally unearthed. You find gold coins with a strange scorpion symbol. They're in very good condition, as if they were brand new, but you don't recognize the country that printed them. Your right-hand man mentions that pirate treasures often come with a curse...
- 300 solars divided proportionally by the number of defenses. Unless you decide to leave some behind, to avoid El Scorpione's curse.

