La Marche de la Vengeance

CAMPAGNE

7 SEPTEMBRE 1024

DUCHÉ DE BICOLLINE

The Walk of Vengeance

Memoirs of Commander-Dragonier Picolli august 17 1024

This return to Trois-Moine is both sweet and bitter. It's been eleven months since that fateful day when I survived. I'll never forget how the army of the Routine Military Maneuver was cowardly destroyed.

The army's name was just a decoy, there was nothing routine about it: all of them were highly-trained elite soldiers and knights. Without daring to compare it with the legends of dragon-riding days, this army was nevertheless magnificently impressive at the height of its power: a perfectly synchronized march of 30 elite knights that shook the earth with every step of our heavy steeds, a war drum that made our enemies tremble.

Alas, after long months of war, in the autumn of 1023, we were down to 8 knights, all my brothers and sisters in arms for whom I would have given my life without hesitation. We had just received mercenaries, but they could not replace those we had lost. What's more, we'd been drugged...it was carnage. The Golden Army of the Lys Noir arrived. Despite their weakness and lack of organization, they wiped us out, but we killed 13 of their knights single-handed, despite our condition.

Crushed by my own horse, my late Carnal, I was left for dead beneath him. My armor protected me. I survived and healed from my wounds, cursing the gods for letting me survive as a coward. But I no longer weep. I know now that the gods have given me the gift of a year's life so that I can raise an army to avenge my brothers and sisters in arms, fathers and mothers of families, sons and daughters of our community, descendants of the Dragon people (except Jacques), men and women of goodness and virtue who have killed more than 10 times their number, heroes.

We'll have our revenge! Soon we'll reach Trois-Moines, then head west to attack the Black Lily military camp in Écrins, the point of origin of the Golden Army.
I'm thirsty for blood! Justice will be done!

On September 7, 1024, the March of Vengeance begins!

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/189/

- 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 is transferable 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.

To contact a front

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

Lys noir (JAUNE)
Caleb Hand (**calebhand2014@gmail.com**)
Ben Becker (**b3foam@gmail.com**)

Dragoniers (BLEU)
Vincent Vaudry (**Vaudryv@hotmail.com**)
Steven Boyer (**Boyer.steven1985@gmail.com**)
Michel Lessard (**michel_lessard@hotmail.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 respect of all and to ensure fire safety, smoking and vaping are forbidden during a combat chapter.

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.

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 so require, the organizers of each front will receive markers indicating headquarters status, which they can distribute as they see fit.
- There are no mechanics involving headquarters in this scenario.

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 of their choice using reward points. The winning front could have first choice on a few special lots.

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:** One war machine per front is allowed in chapter 4.
- **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 “touch and you're alive” principle. It is forbidden for a front to be within ten meters of the healing well of the opposing front (no encampment of the dead). A marshal reserves the right to determine its limits.

- Participants entitled to use a healing hourglass may do so.
- Hourglasses can be purchased for the duration of the campaign at a cost of 5 campaign cards. These healing hourglasses will be given to participants who pay the fee.
- There is no limit to the number of hourglasses per front.

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.
- Water points in the field are open.

Daily schedule

Start	End	The Walk of Vengeance
8h00	9h30	Arrival, registration and homologation
9h30	10h00	Deployment
10h00	10h20	Chapter 1 - Rue de Trois-Moines
10h40	11h10	Chapter 2 - Ambush in Danitant
11h30	12h00	Chapter 3 - Approaching Écrins
12h20	13h20	Chapter D - Dinner at the auberge
13h40	14h50	Chapter 4 - Revenge is at hand
15h10	15h40	Chapter 5 - Defending the fortified camp
16h00	16h20	Chapter 6 - A time of heroes...and plunderers
16h30	16h45	Chapter E - The ride of El Scorpione
16h45		End of the campaign and supper near the Auberge
19h00		Ducasse begins

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**

Chapter 1 - *Rue de Trois-Moines*

The Dragoniers' continge is finally ready. They can't retake Trois-Moines without damaging their allies' plans, but they can certainly cross the hamlet with their heads held high. "Whose street?" they shout. The peasants themselves, having lost track of who owns the land, find the question pertinent. Rumor has it it's the king of the Terres du Sud...in Mariembourg...that's highly unlikely. So, whose street is it? Without an answer, the local peasants are ready to recognize whoever shows the most strength.

Deployment
Fronts must be deployed in a continuous line, so each player must be adjacent to their allies.
Dragoniers: north of the path from the library.
Lys Noir: South of the path from the library.

Battlefield
North district
Chapter length
3 times 6 minutes
maximum per bout

Healing
Healing hourglasses

Objective 1 - *Take to the streets!*
The chapter is played 3 times.
- Occupying the northern quarter road and repelling the enemy.
    - As soon as one of the two fronts no longer has any players standing in the way (this excludes players who have been eliminated, players who have lost the use of a leg), the other front wins a round.
- If time runs out without a front being the only one on the path: the front with a clear majority in front of the library will win the battle.
    - If the 2 fronts have a line present on the path, they will receive the equivalent of a half-victory when the points are shared.

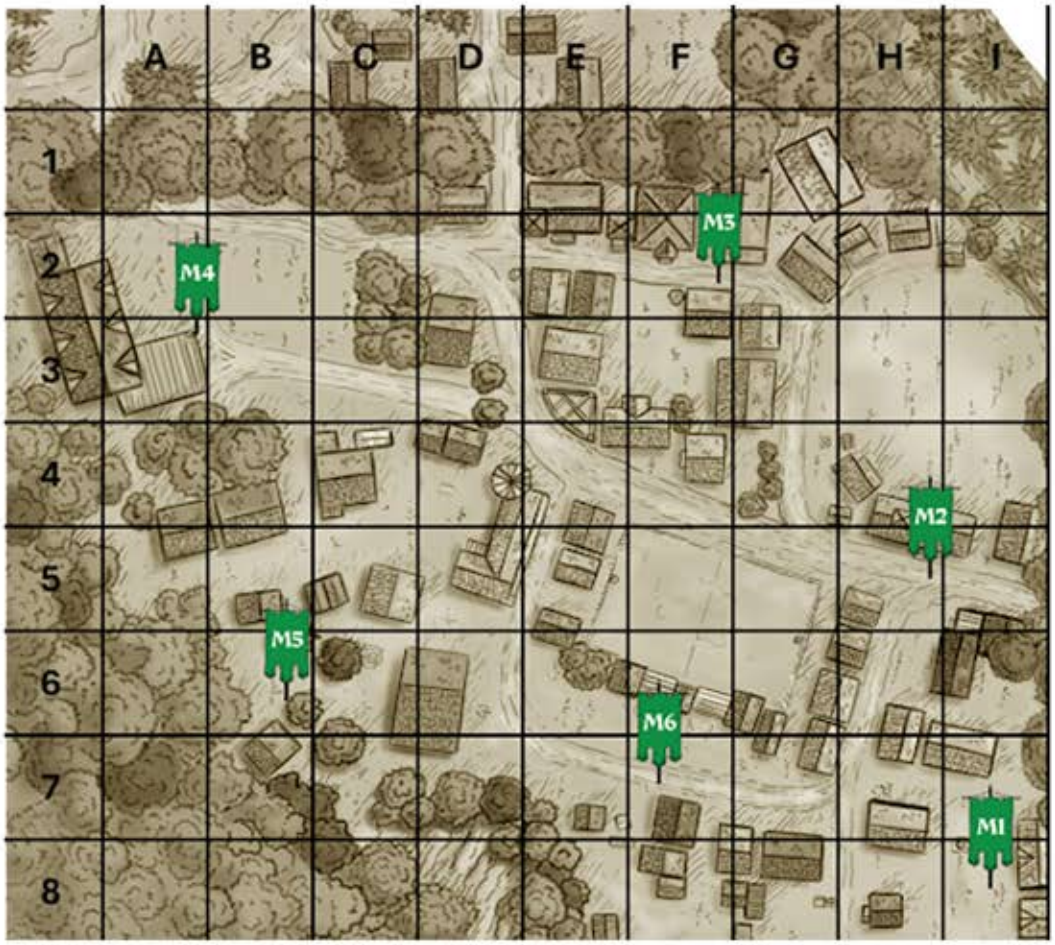
Victory condition
The front with the most victories is declared the winner. In the event of a tie, the front that won first will be declared the winner.

Earnings

Objective 1
3 victory points per battle, a half-victory earns 1 victory point.

Chapter 2 - *Ambush in Danitant*

The Lys Noir's plan to spread the rumor that armies were patrolling the border between Danitant and Neurendelle paid off. The Marche de la Vengeance decided to pass through the hamlet of Danitant and spend the night with the locals. The location is less than perfect for an ambush, but it will do, and by infiltrating the houses before the others, the march can be greatly weakened before it even gets to Écrins.



Deployment

Lys Noir: M1 attacker, in front of the Boar Clan hut

Dragoniers: defender: M3, in front of the Nemesis

Battlefield
VIEILLE-VILLE

Chapter length
30 minutes.

Healing
Healing hourglasses and 1 healing well per front, 2 masts apart.

At the start of the chapter, the healing well for the fronts is where they are deployed (M1 and M3).

As soon as the attacking front (M1) captures M2, this point becomes its only healing well, and the healing well of the defending front (M3) becomes M4.

And so on for the following captures.

Objective 1 - ***Proverb: "Sleeping in a local's house is less pleasant for the local in question."***

The front deploying at **M1** is considered to be the **attacking** front for this chapter.

- A banner bearer marshal will be present at M1, and the front deploying there can escort him to the next mast (in ascending order) and defend it for 5 minutes.
- At any time, if the banner bearer marshal finds himself without at least one member of the front he's associated with within 5 feet of him, he cancels any capture time and walks back in the direction of his front's healing point. He is not obliged to return to his well before being escorted, and can therefore be intercepted on the way.
- If the capture is successful, the marshal will install a document and an armband of the attacker's color on the mast indicating that it is the new healing well from the front that is accompanying him. See specific rules in this chapter for details.
    - At most, the attacking front must capture points M2 to M5, in ascending order.

The deploying front at **M3** is considered the **defending** front for this chapter.

- The defending front must prevent the attacking front from capturing the masts.
- Once a mast has been captured by the attacking front, the defending front must retreat , it is not possible for the attacking front to recover captured masts and its healing well retreats. See the specific healing well rules in this chapter for details.

Victory condition

If the attacking front succeeds in capturing point M4, it is declared the winner. Otherwise, the defenders' front will win.

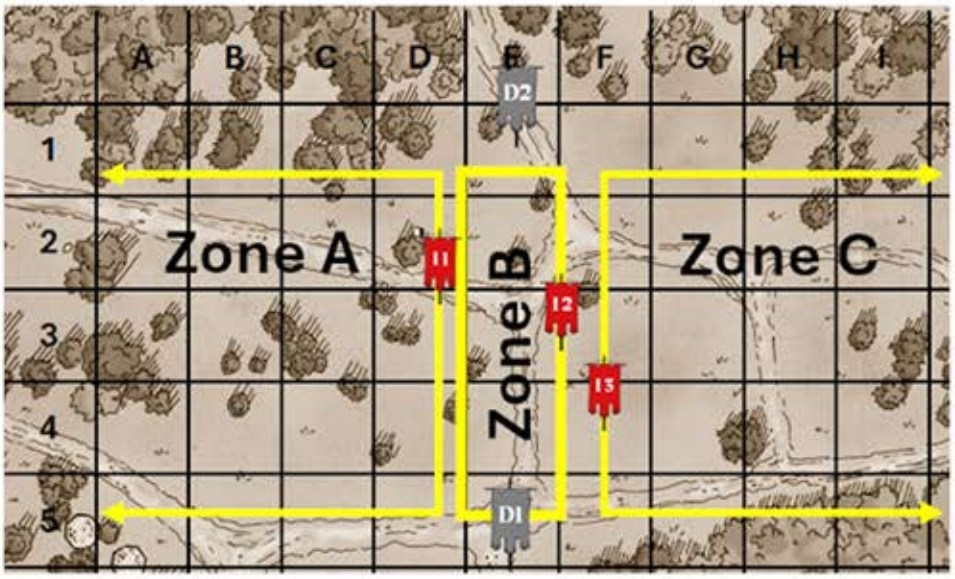
Earnings

Objective 1

- Attacker: 3 victory points per mast captured (M2 to M5), maximum 12 points.
- Defender: 3 victory points per mast not captured (M2 to M5), maximum 12 points

Chapter 3 - *Approaching Écrins*

As they approach the Écrins military encampment, the Dragonriders march with anticipation to one final challenge: they need to find and secure a strategic and advantageous location to set up camp and prepare their attack. For the Black Lily, the best thing to do is to force them to retreat and set up camp in the marshes downstream.



Deployment
Dragoniers in the south : D1
Lys Noir to the north: D2

Battlefield
The city

Chapter length
30 minutes.

Special rule
It is impossible for players in different zones to interact with each other. The 3 zones are considered independent and it is forbidden to attempt to hit or shoot players in another zone.

The corridors between zones are reserved for marshals and the dead leaving the zones. A living player moving through these corridors is automatically considered dead and must return to his healing well.

To change zones, players must return to their healing well before entering a new zone.

Healing
Once dead, players should immediately head for one of the healing wells on their front line and, where appropriate, use the corridors between areas if this will avoid slowing down the fighting.

Objective 1 - *"Wetlands protection my ass!" - Art of War, Ch. 9 [paraphrased]*
- Marshals will be present at points I1, I2 and I3.
- It will be possible for a front to accumulate time with each 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
- 15 victory points as a ratio of total accumulated time, rounded off.

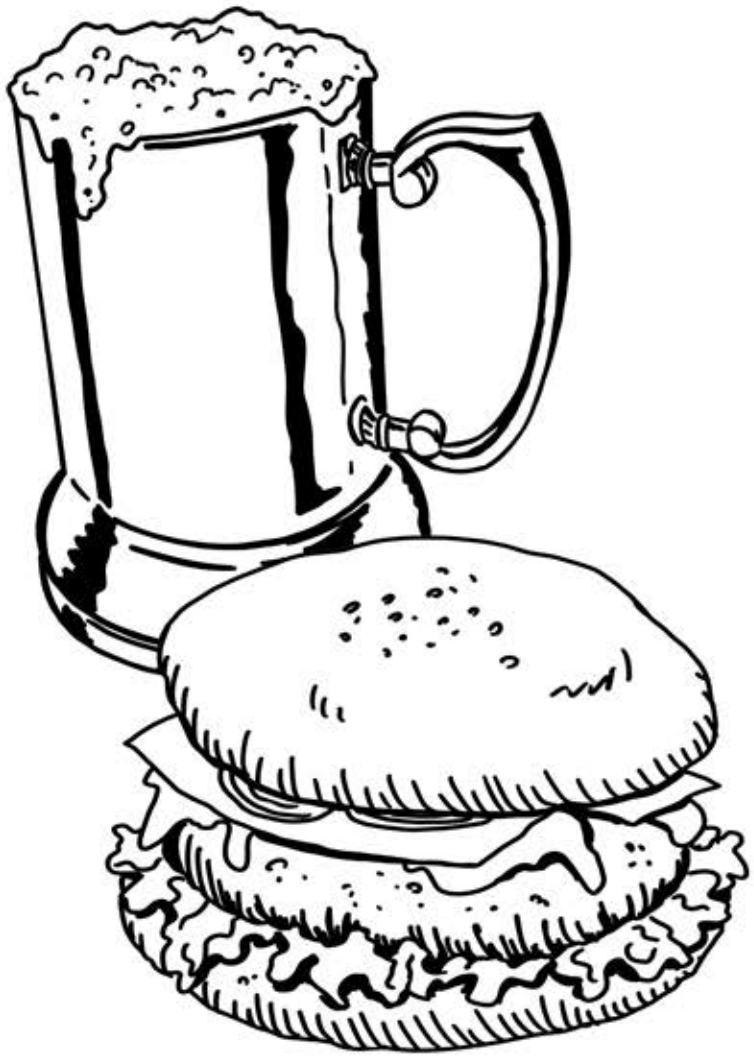
Chapter D - *Appetite comes with the walk*

Preparations are underway on both sides. It's time for battle. Each side is getting ready while keeping a feverish eye on the other. It's the last moment to build up your strength, as everything could explode at any moment. Each bite could be the last for so many of you.

Deployment
At 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.
- Catching deserters
- Fill your water bottle.

Victory condition
- Eating and drinking before imminent death.
- Don't desert

Earnings
- Satiety
- Hydration
- The agonizing anguish of the coming end, and all for whom? All for what?
- BONUS: Great discussions and a sense of brotherhood

Chapter 4 - *Revenge is at hand*

The horn sounds. The last bite has been taken. The long-awaited confrontation begins. At the gates of the military camp, the two factions battle for control.

Deployment of the first confrontation:
Dragoniers: Defender, D1-D4: North of the Plaine.
Lys Noir, attacker, D5-D6: South of the Plaine.

Deployment of the second confrontation:
Lys Noir: Defender, D1-D4: North of the Plaine.
Dragoniers, attacker, D5-D6: South of the Plaine.
Fronts can use 1 approved war machine during this chapter.

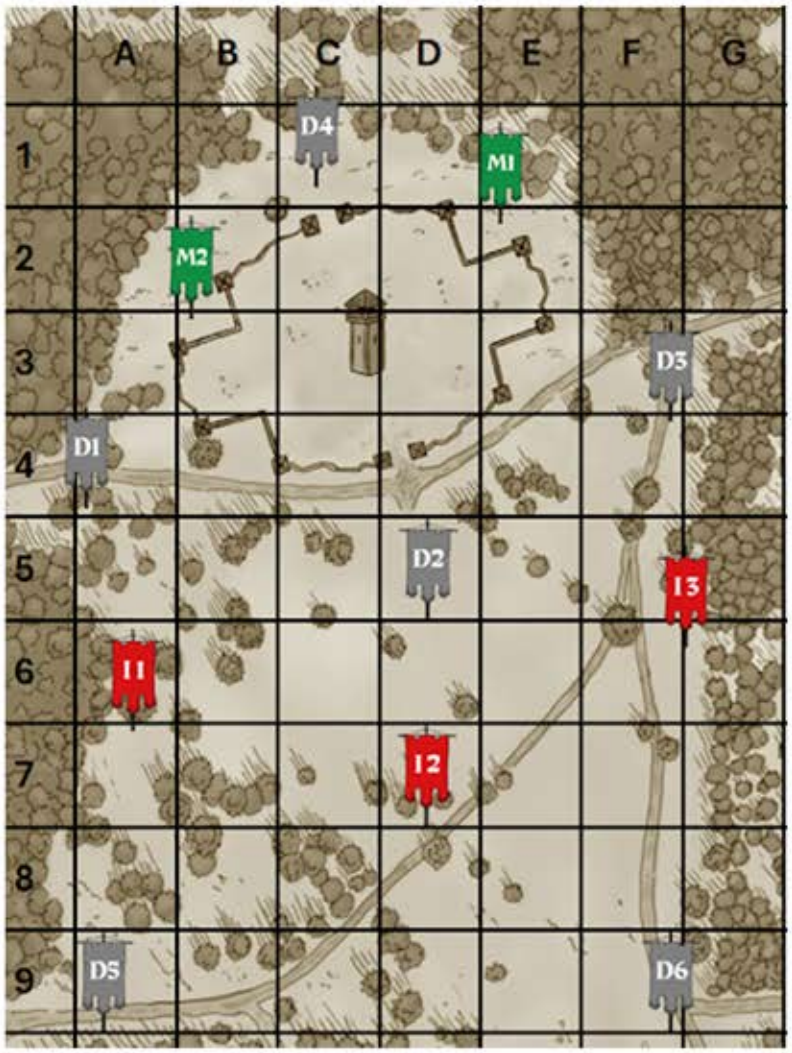
The battlefield
The plain and the fort

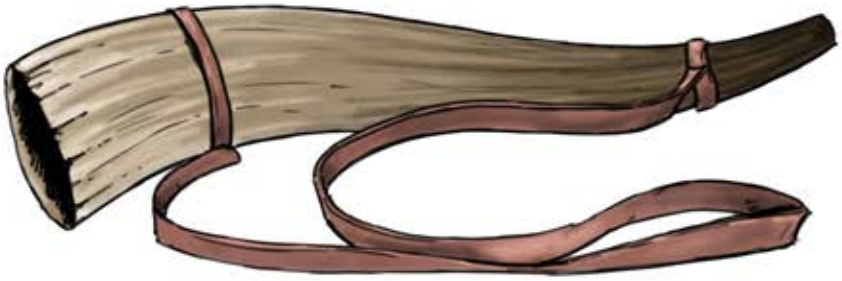
Chapter length
2 x 30 minutes, with a 10-minute break in between.

Healing

Healing hourglasses, 2 healing wells for the attacking front (D5-D6) and 4 healing wells for the defending front (D1, D2, D3 and D4).

Healing wells D1, D2 and D3 can be lost by the defender during the chapter and cannot be recovered. See Objective 1 for how to capture healing wells.





Objective 1 - *To the sound of the drums, forward...WALK!*

- 2 banner bearers will be present in pits D5 and D6.
- The attacking front can escort banner bearers close to points I1, I2 and I3 and defend them for 5 minutes.
- Only one banner bearer marshal is needed to capture a point; the presence of both marshals does not reduce the defense time.
- At any time, if the banner bearer marshal finds himself without at least one member of the front he is associated with within 5 feet of him, or if one member of each front is present within 5 feet of him, he cancels any capture time and walks back in the direction of his front's healing point. He is not obliged to return to his well before being escorted, and can therefore be intercepted on the way.
- Once the capture time has been completed, the healing well corresponding to the POI number it represents will be transferred to the attacking front, and the banner bearer marshal can no longer be defended during this chapter.
    - I1 captures the healing well in D1.
    - I2 captures the healing well in D2.
    - I3 captures the healing well in D3.

Objective 2 - *DEFENSE! DEFENSE!*

- 2 masts will be present at points M1 and M2. They will be raised simultaneously every 5 minutes.

Victory condition

After the two clashes, the front that has accumulated the most points wins. In the event of a tie, the front that manages to capture its first healing well wins .

Earnings

Objective 1

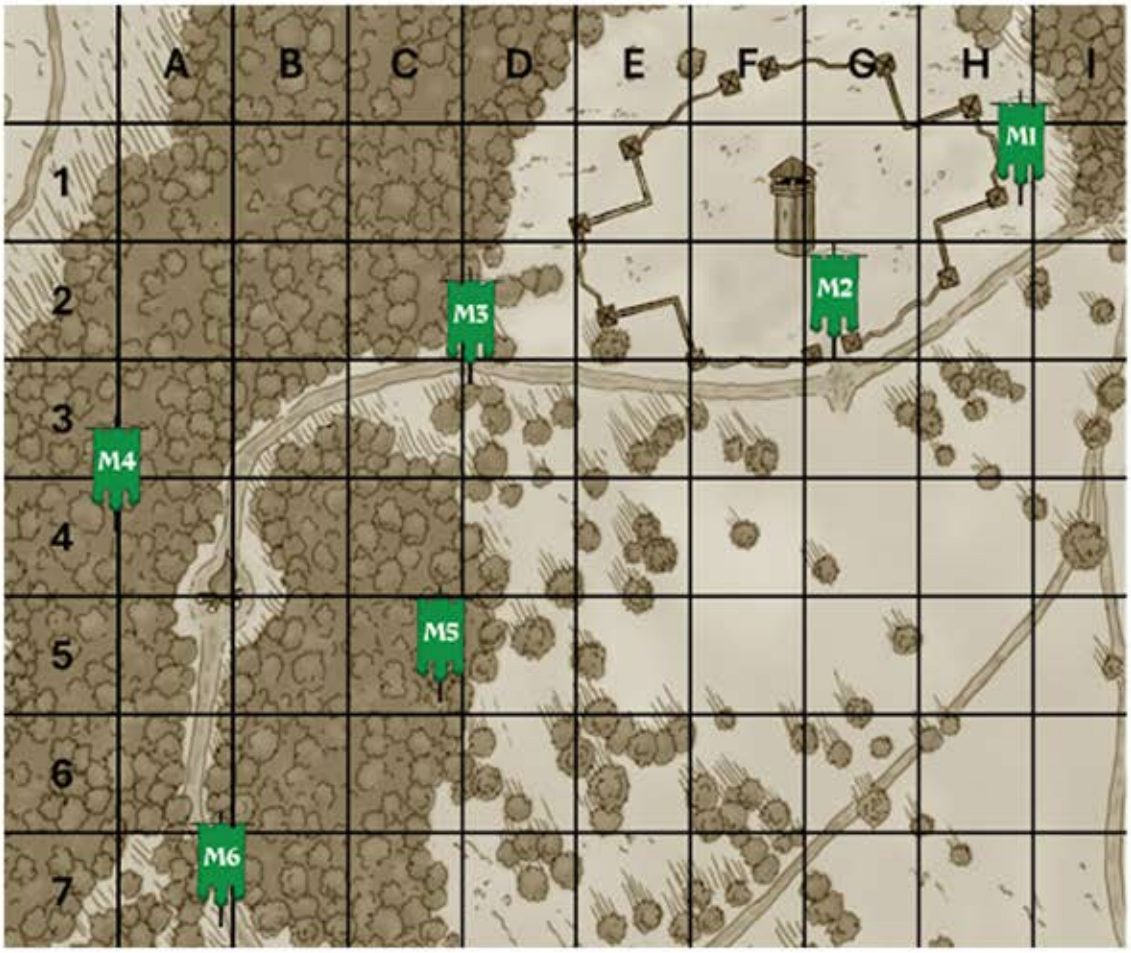
- 30 points for the ratio of the number of wells captured during the two times the chapter is played.

Objective 2

- 1 victory point per statement.

Chapter 5 - *Defending the fortified camp*

The fortifications have been breached. Revenge is almost upon them, but the cradle of the Golden Army has not said its last word.



Deployment

Dragoniers, attacker :
M1, East of the fort

Lys Noir, defender:
M3, southeast of the fort

Battlefield
Fort and non-decorum

Chapter length
30 minutes.

Healing
Healing hourglasses and 1 healing well per front, 2 masts apart.

- At the start of the chapter, the healing well for the fronts is where they are deployed (M1 and M3).
- As soon as the front deploying at M1 captures M2, this point becomes its only healing well, and the healing well of the defending front (those deploying at M3) becomes M4.
- And so on for the following captures.

Objective 1 - *Taking/defending the fort.*

The front deploying at **M1** is considered to be the **attacking** front for this chapter.

- A banner bearer marshal will be present at M1, and the front deploying there can escort him to the next mast (in ascending order) and defend it for 4 minutes.
- At any time, if the banner bearer marshal finds himself without at least one member of the front he is associated with within 5 feet of him, he cancels any capture time and walks back in the direction of his front's healing point. He is not obliged to return to his well before being escorted, and can therefore be intercepted on the way.
- If the capture is successful, the marshal will install a document on the mast indicating that this is the new healing well from the front that accompanies it. See specific rules in this chapter for details.
    - At most, the attacking front can capture points M2 to M5, in ascending order.

The front deploying at **M3** is considered the **defending** front for this chapter.

- The defending front must prevent the attacking front from capturing the masts.
- Once a mast has been captured by the attacking front, the defending front must retreat, and it is not possible for it to recover captured masts, and its healing well retreats. See specific rules in this chapter for details.

Victory condition

If the attacking front has succeeded in capturing point M4, it will be declared the winner. Otherwise, the defenders' front will win.

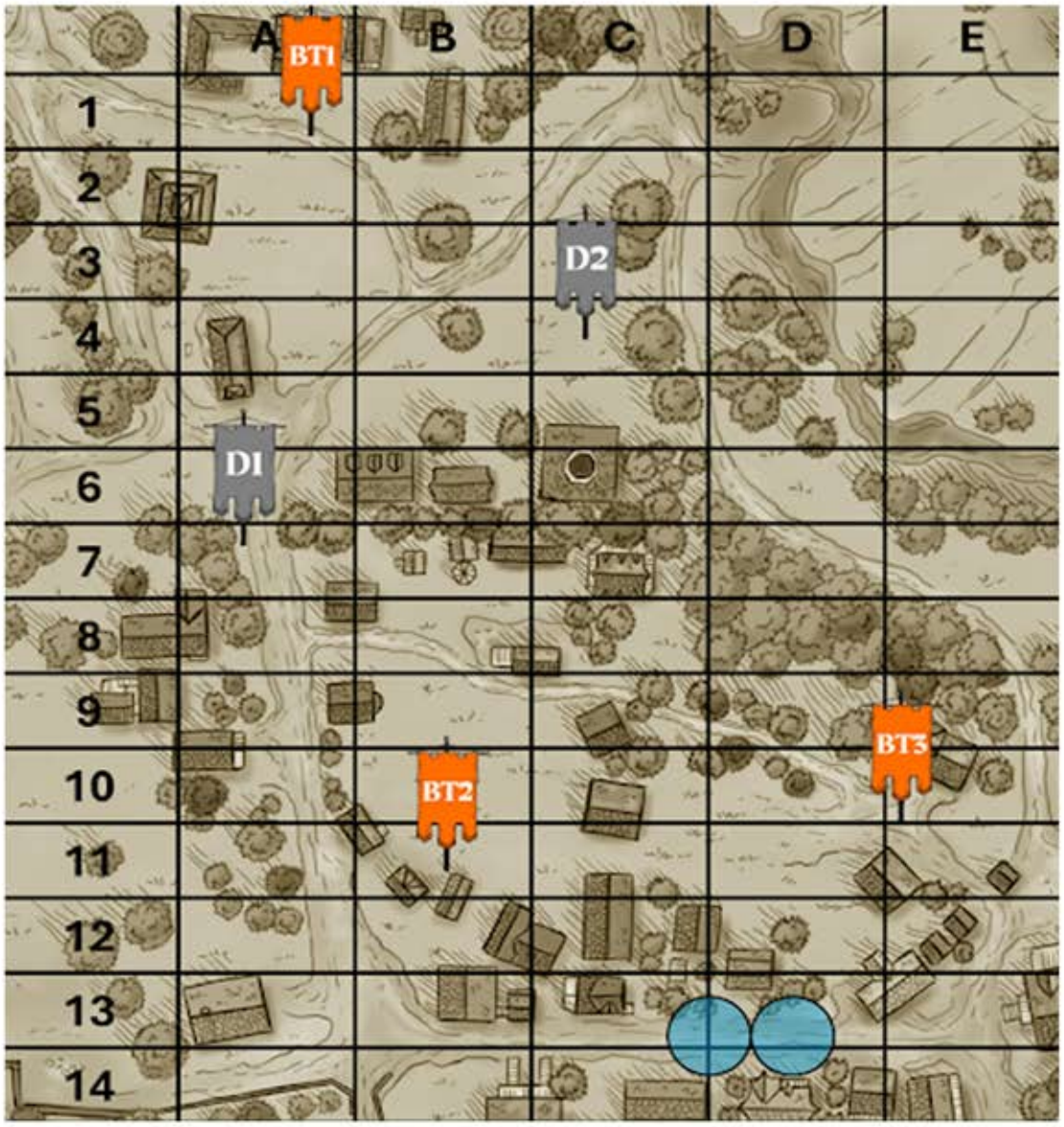
Earnings

Objective 1

- Attacker: 3 victory points per mast captured (M2 to M5), maximum 12 points.
- Defender: 3 victory points per mast not captured (M2 to M5), maximum 12 points.

Chapter 6 - *A time of heroes... and plunderers*

The deaths on both sides calm the ardor. The fortified camp no longer seems so important: on the one hand, revenge has been tasted and it has a bitter taste, on the other, what's the point of defending a fortification instead of Écrins' families and friends. The battle is over in the hamlet, but the end is in sight. The end of a battle is also the consecration of new heroes: the bravest elite fighters on both sides push their luck to perform one last feat that will earn them prestige and renown. Meanwhile, mourning soldiers are busy reclaiming the prized possessions taken from the corpses of the now avenged army, although the greediest and wiliest take advantage of the opportunity to pillage all wealth indiscriminately.



Deployment

Dragoniers at D1: South of the watering hole in front of the Black Lily building.

Lys Noir at D2 : North of the map.

Battlefield
Haute Ville

Chapter length
20 minutes.

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

La Marche de la Vengeance

Objective 1 - *Restitution and looting*

- Three (3) time boxes are present in the field at points BT1, BT2 and BT3.
- Time boxes are open throughout the scenario.

Objective 2 - *I, hero of a battle*

- Every 4 minutes , only one participant from each front at a time can enter each of the two blue zones.
  - It is possible for a participant to enter the zone when dead.
  - A participant who has already duelled in this chapter may not enter the dueling zone a second time. If he does, he dies, must leave the duel zone and return to his healing well.
  - If a participant comes face to face with an opposing participant, 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.
  - If the duel is not over after 4 minutes, the 2 participants lose the duel, die and must leave the duel site to make room for other participants.

Earnings

Objective 1

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

Objective 2

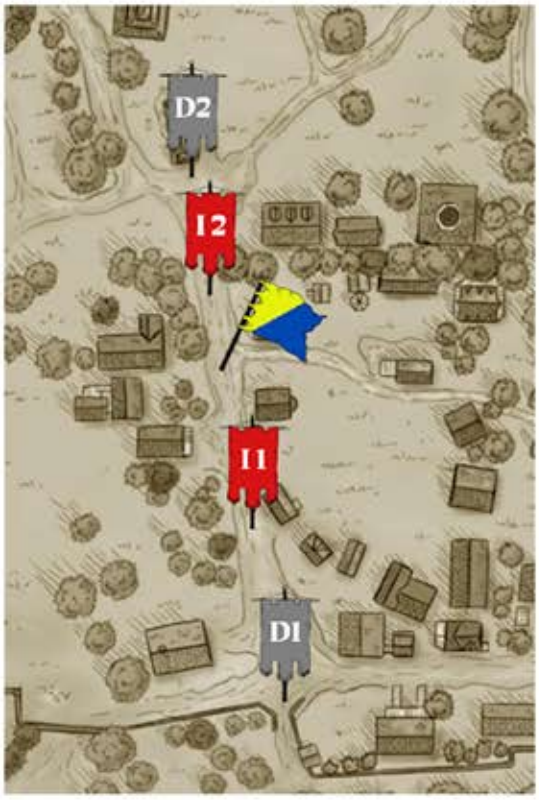
- 1 victory point for every 2 duels won (maximum 4 points).

Chapter E - *El Scorpione's debt*

War is all well and good, but you're racking up gambling debts thanks to your legendary luck. Fortunately, you have a patron who lends you money, no questions asked. In return, he asks only for a small act of cowardice. Doubloons with a scorpion stamped on one side have apparently been lost on a beach not far from the main battle. All you have to do is pick up a troop with questionable ethics to comb the sand. At least you're the only one, so you shouldn't encounter any resistance.

Deployment
D1 and D2.

Players will be split into 2 roughly equal teams. These teams are not dependent on the campaign fronts.



Battlefield
Main path.

Chapter length
Approximately 15 minutes

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

Objectives
Objective 1 - Rake the beach
- A marshal ends up with the flag.
- It's possible to escort the marshal to point I2 if you start at D1, or I1 if you start at D2.
    - The marshal moves if a front is present within a 5-foot radius of him. If no front is present, he returns to the center.
    - When he reaches I1 (if escorted by front D2) or I2 (if escorted by front D1), he will start counting time for the front he has escorted to this point. The countdown only stops when he reaches the other point I, at which point he will now count time for the opposing team.
    - Time is cumulative and is not lost between round trips.
- When the marshal is actively accounting for time on your front, your healing well is deactivated.

Earnings
Objective 1

You find an array of artifacts in the sand. Ancient scrolls vibrating with energy, maps of criminal lairs, cubes made of a dubious metal, the shroud of an angel, but only a few gold coins. Being a person of clear focus and direction, you put the emphasis on bringing home the coins to the detriment of other odds and ends. Gold is king, after all!

- 300 solars divided proportionally into cumulative time. Unless you leave some to save room for other odds and ends.