

Les Éclats de la Colère

CAMPAGNE



17 MAI 1025



DUCHÉ DE BICOLLINE





Les Éclats de la Colère

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In the vast, menacing waters of the Mer des Chaînes, the Mayol family navigated the maritime territories belonging to Carcosa. Respected and feared, their ships sliced through the waves, maintaining a strict, unwavering order. But this balance proved precarious and began to falter when an unexpected silhouette appeared on the horizon.

An imposing imperial frigate, proudly flying the Hellequin flag, sailed with impunity through the sacred waters of the Mayols. Arrogant and deliberately provocative, it advanced without the slightest invitation or authorization. With a hard look in his eyes, Chico Mayol, fearless and visionary leader of the clan, observed this intrusion as a slap in the face to his authority. Images of Vasily Von Krinkov, the impertinent leader of the Hellequins, smirking as he openly defied the laws of the waves, crashed into his mind.

"It's time to crush their insufferable impertinence," muttered Chico through clenched teeth. His sentence was immediate, implacable and without appeal: with a resounding cry, he ordered his fleet to strike. Under a shower of cannonballs, the battle erupted in a chaos of fire and smoke. As cannonballs fired from a chain gun pulverized the foremast of the enemy frigate, severely weakening her structure and immobilizing her in the process, the sailor perched in the lookout shouted desperately: "Mayols to starboard!"

For his part, Vasily calmly emerged from his cabin with a cup of coffee in hand, just in time to watch his ship sink in a din of destruction. The shock of a second cannonball pierced the hull, sending several Hellequin crew members tumbling overboard, while the Mayols exulted, howling their triumph.

Chico Mayol, his eyes lit with determination, stared at Vasily Von Krinkov floating among the debris. He raised his voice, his cry vibrating with absolute authority: "No permit, no passage!"

Mer
des Chaînes



Registration for fighters

Rates

Member: C\$80.00 + taxes (C\$91.98)

Regular: C\$95.00 + taxes (C\$109.23)

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

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

- Meat or veggie sandwich (falafel) with fruit salad

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

- Mixed meat platter with salad.

Campaign registration includes access to the Ducasse that follows, as well as a Campaign population card for members and 5 solars. Registration is non-refundable but remains transferable to another person up to the day of the activity. It is not possible to register at the door.

When you register, please make sure you have the QR code you received by e-mail with your payment, or photo ID. Participants unable to present either of these two documents will not be admitted.



To register

All participants must be at least 16 years and 1 day old. Registration is via the Bicolline website, and a user account is required.

The deadline for registration with a meal package is Monday, May 12, 2025, at noon. The deadline for registration without a meal package is 5:00 p.m. on Friday, May 16, 2025.

The activity is designed for two fronts with a minimum of 250 participants each. When the fronts are full, they will be automatically increased by increments of 50 places, up to a maximum of 350 per front. If the organizers of each front agree, it will be possible to increase fronts and increments earlier than the automatic increases.

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.

For registration management, please contact the front organizers:

Hellequins (YELLOW)

- Dominic Hallé (dominic.halle@gmail.com)
- Luc Morais (Ivan.oulianov@gmail.com)
- Hugo Lavoie (hlav4158@gmail.com)



Mayols (BLUE)

- Frederic Ayala-Pereira (f.a.pereira@hotmail.ca)
- Francois Lord (francois.lord@prdistribution.ca)
- Alexandre Richard (mackenzie-rich@hotmail.com)



Registration for non-combatants

Front Blanc

It's possible to register for the campaign to come and enjoy your guild facilities during the day and attend the Ducasse in the evening. For Saturday, May 17, 2025, 100 places will be available for the Front Blanc on a first-come, first-served basis.

Rates

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

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

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

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

- Meat or veggie sandwich (falafel) with fruit salad

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

- Mixed meat platter with salad.

Registration as a non-combatant includes access to the evening Ducasse, a Ducasse population card for members and 5 solars. Registration is non-refundable but remains transferable to another person up to the day of the event. **It is not possible to register at the door.**

When you register, please make sure you have the QR code you received by e-mail with your payment, or photo ID. Participants unable to present either of these two documents will not be admitted.





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To register

All non-combatants must be at least 16 years and 1 day old. Registration is via the Bicolline website, and a user account is required.

The deadline for registration with a meal package is Monday, May 12, 2025, at noon. The deadline for registration without a meal package is 5:00 p.m. on Friday, May 16, 2025.

By joining the Front Blanc, a non-combatant agrees to abide by the following rules, on pain of expulsion:

- **Enter their building if fighting is scheduled in their area (they can watch from an upstairs balcony if necessary);**
- **Be in costume before entering;**
- **Do not light any fires unless authorized to do so;**
- **Don't get involved in any way in the fighting;**
- **Never take the place of a fighter who gives up or gets injured;**
- **Do not cross the river;**

Note that battlefield water carriers and musicians ARE COMBATANTS and must register as such.

This is a first. If the experiment goes well and non-combatants respect the instructions, the formula can be repeated. If, on the other hand, the addition of a white front is detrimental to the smooth running of the campaign, or if non-combatants fail to comply with the instructions, there will be no more white fronts in subsequent campaigns.



Schedule

Participants arrival

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.**

Latecomers must join the current event after passing through homologation. It is the responsibility of latecomers to find a marshal who can homologate their weapons before joining the fight.





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Non-Combatants (Front Blanc) arrival

Non-combatants are allowed to arrive at the landing stage of the Auberge de Bicolline **from 10:00 a.m.** on Saturday morning. Parking is requested in parking lot P1 across the street, except for owners of allotment parking lots. **No cars will be allowed on site on the day of the event.**

Once registered, non-combatants must head for their guild building. If a scenario chapter is taking place near their camp when they arrive, non-combatants must wait for hostilities to end before heading for their hut.

Arrival on Friday and departure on Sunday

Building owners (participants and non-combatants) 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 lot if applicable, before that time.

Building owners 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. Building owners must leave the site no later than **2:00 p.m.** 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.

If both fronts refuse to engage, neither front scores victory points, and all winnings from this chapter are lost.

If one of the belligerents wishes to balance the fronts, the front receiving combatants must concede victory. The conceding front will keep the victory points already accumulated, and subsequent points will be distributed in the ratio of points accumulated at the time of the concession. To avoid abuse, the concession must be approved by a member of the CTA.



Les Éclats de la Colère

Daily schedule

Start	End	Les Éclats de la Colère
8 am	9:30 am	Arrival, registration and homologation for participants
9:30am	10 am	Deployment
10 am		Beginning of registration for non-combatants
10 am	10:20 am	Prologue - The crux of the problem
10:40 am	11:10 am	Chapter 1 - Cargo on the horizon
11:30 am	12 pm	Chapter 2 - Sounding the alarm
12:20 am	12:50 am	Chapter 3 - Countdown
1:10 pm	2:10 pm	Interlude - Sandwich no crust!
2:30 pm	3:10 pm	Chapter 4 - Through the eye of a needle
3:30 pm	3:50 pm	Chapter 5 - Possum training
4:10 pm	4:40 pm	Chapter 6 - The cache
5 pm	5:15 pm	Hidden Scene - El Scorpionne Izzbak
5 pm		End of the campaign and start of Ducasse

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.

Game elements

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, at risk 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 de Bicolline.

For respect of all and to ensure fire safety, smoking and vaping are forbidden during a combat chapter.





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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.

- There are no mechanics involving headquarters in this scenario.

It's impossible to change the members of 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 their own coin 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.
- **Guild seal:** In order to recover their winnings, selected guilds must use a seal on the day of the campaign. A front must therefore keep a seal on hand if the campaign takes place after the end of the season. A seal of any sphere can be used.
- **Generals' bursaries:** Front organizers will receive a bursary equivalent to 10 solars per recruited (registered) participant, to provide a war chest to start making payment arrangements for recruitment. This bursary will be awarded during the Ducasse to one of the organizers of each front, who must present himself in person at the Banque de l'Hippocampe.
- **Recruitment bonus:** If both fronts reach 300 participants, each front receives an additional 1000 solars in the purchase table. In the event of a full campaign, i.e. 350 participants per front, the bonus increases to 1,500 solars per front.
- **Victory points:** Fronts will be able to accumulate victory points for each chapter. Reward points will be distributed in proportion to the victory points accumulated during the campaign. Winnings will be worth a total of 15 solars per campaign participant. A secret list of winnings and prizes will be revealed to headquarters during the ducasse, directly from the Banque de l'Hippocampe. The headquarters will be able to purchase the prizes of their choice using reward points. The winning front may have first choice for special prizes
- **Special earnings:** Fronts that have agreed to pledge prizes, ships, estates or other goods to the winning front may benefit from a special bonus.
- **Notoriety:** each of the guilds forming the front headquarters receives one point of notoriety, and the guild in charge of the winning front receives an additional point of notoriety.



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Rules

All the usual combat rules apply. For further details, please refer to the Combat Rules on the Duché de Bicolline website.

- Authorized weapons: All weapons are authorized.
- Protection: All armors and shields are authorized.

Death and healing

Unless otherwise specified in a chapter description, a healing well operates on a "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 dead camp). 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 the cost of 5 campaign cards.

These healing hourglasses will be given to participants who pay the fee.

There is no hourglass limit per front.

Varia

- Please return all Duché de Bicolline game material to the homologation tent at the end of the campaign. You can also give it directly to a marshal.
- Unless otherwise specified, water points on the field will be open.



Contact us

Accommodation at the Auberge

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

Other

E-mails:

For questions about the game: maitredejeu@bicolline.org

For general logistical questions (registration, welcome, access to the field, etc.):

info@bicolline.org

For questions related to the mechanics of the business or to become a farrier:

activites@bicolline.org

Telephone: (819) 532-1755

Address:

1480, ch. Principal, St-Mathieu-du-Parc, Qc, Canada, G0X 1N0

Website: bicolline.org



Les Éclats de la Colère

Prologue - *The crux of the problem*

Exhausted, but determined, the Hellequins battled against the currents to reach a nearby island, a dark silhouette looming in the distance. Each clung to what they could of the floating remains of the ship: crates of weapons, fragments of cargo or simple planks. The rest of the debris, carried by the capricious waves, gradually washed up on the rocky shore, forming a chaos of scattered resources. But the Hellequins had little time to breathe. On the horizon, the sails of the Mayols were still looming, heralding the continuation of an inexorable confrontation. Chico Mayol and his fleet approached the island with fierce determination, their desire for victory still burning after their first triumph. Under the palm trees and blazing sun, the first battle broke out. Improvised maces, blades drawn from the rubble, everything was transformed into a weapon in this wild setting. The battle, violent and chaotic, resounded to the rhythm of war cries, clashes of metal and the crashing of waves. The previously untouched island became the scene of a struggle for survival and domination. In this melee, the Hellequins displayed remarkable tenacity, while the Mayols sought to assert their authority on land as they had on sea. The first act of the war between the two clans had just been written in sand and blood.

Deployment

Anywhere on the path (dotted red line).

Field limits

The path (dotted red line).

Chapter length

20 minutes.

Healing

Healing hourglasses.

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

Objective 1

- A string is present at points I1 and I2.
- It is possible for a single participant to tie or untie knots in the rope.
 - After tying 20 knots in the rope, participants have to untie another 20 knots, and so on until the end of the chapter.

Earnings

Objective 1

- 10 victory points as a ratio of the total number of knots made and broken at points I1 and I2.



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Chapter 1 - Cargo on the horizon

After a while, the Hellequins and Mayols, exhausted and panting, had to pause their confrontation to catch their breath. Under palpable tension, their gazes turned to the debris strewn across the ground, where the scattered remains of precious cargoes lay among the splinters of wood and residues of the previous battle. Caught up in a mixture of panic and strategic calculation, both clans realized that these resources could have a major impact on the course of the war. Without hesitation, a new frantic race began. Warriors from both fronts rushed to the crates, weapons and provisions, grabbing anything that might strengthen their forces or deprive the enemy of a crucial advantage. Chaos resumed in the middle of this ruined field: shouts, jostles and brandished weapons turned the recovery into a new confrontation. Every fragment, every object snatched away became a tiny step towards victory in this battle where every second counted.

Deployment

D1 and D2.

Field limits

None.

Chapter length

30 minutes.

Healing

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

Objective 1

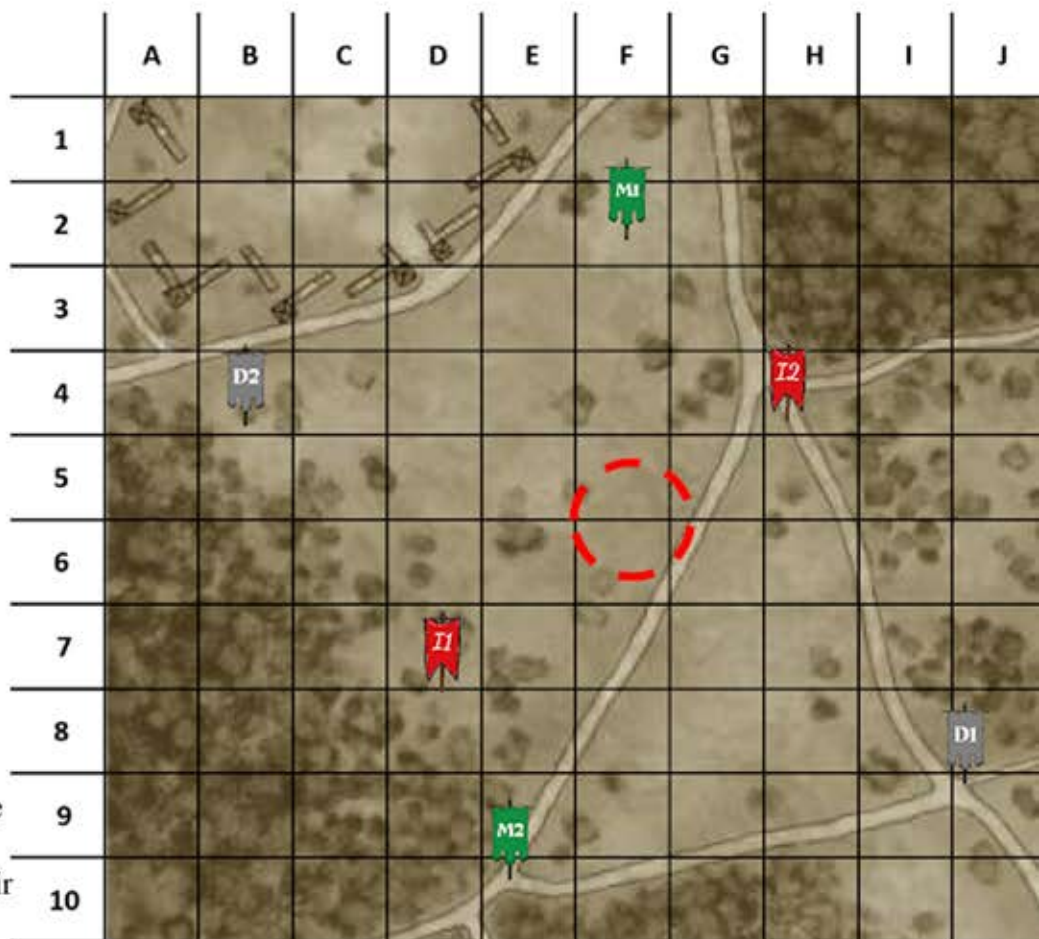
- Bags will be present in the dotted circle at the start of the chapter.

- Participants can pick up the bags outside the circle and return them to the depot associated with their healing well (I1 for D1 and I2 for D2).

- Every 3 minutes, a marshal will count the number of bags in each depot.

- All bags can be stolen, even if they're in a depot, and must be dropped when the carrier dies.

- Marshals will randomly add bags outside the circle throughout the chapter at times unknown to the players.



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Objective 2

- You can place the snap hook in the color of your forehead on the hook in the center of the masts.
- The M1 and M2 masts will be raised simultaneously every 6 minutes.

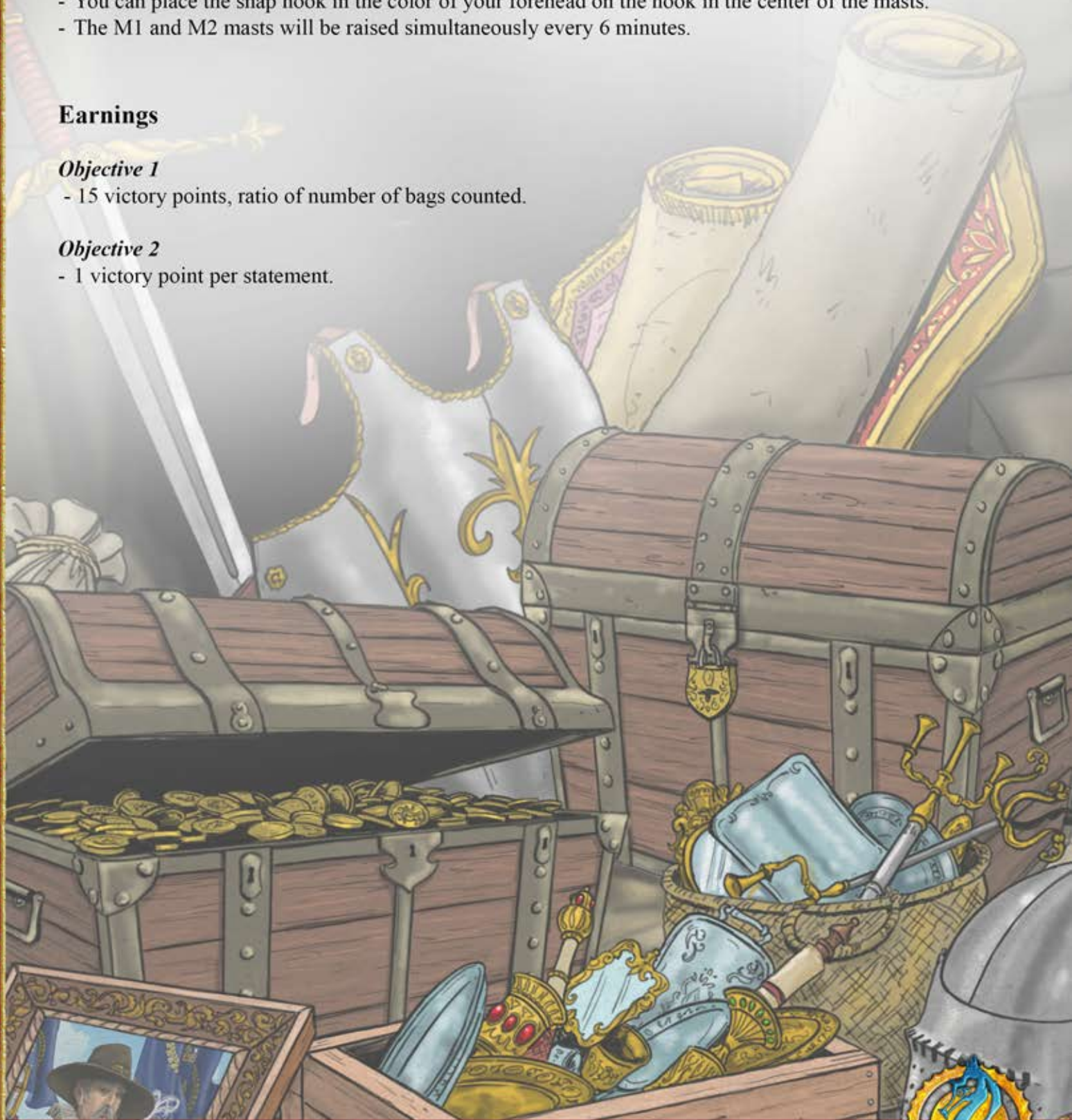
Earnings

Objective 1

- 15 victory points, ratio of number of bags counted.

Objective 2

- 1 victory point per statement.



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Chapter 2 - Sounding the alarm

The war drums had fallen silent, giving way to the metallic tinkle of bells echoing in the salty air. These shrill echoes pierced the weary hearts of the warriors, mercilessly calling them to rise again. Chico Mayol, his gaze burning with resolution, walked among his sailors. "Rise up! We will not give up this battle!" he shouted, his voice mingling with the tinkling of the bells. On the other side of the island, Vasily Von Krinkov stood tall, despite the general exhaustion of his ranks. The Hellequin chieftain held up a makeshift bell and rang it, calling on his troops to muster their last bit of strength. "This battle is not over. We must draw on our courage to fight back!" As the two exhausted clans regrouped, the bells pounded the air like a hymn of defiance and perseverance. The island trembled under the weight of hope and despair, and the promise of another bloody confrontation.

		A	B	C	D	E	F	G	H	I
Deployment D1 and D2.	1									
Field limits Non-decorum.	2			D2						
	3									
Chapter length 30 minutes.	4									
Healing Healing hourglasses and 1 healing well per front (D1 and D2).	5		I1			I2				
	6									
	7									
Objective 1 - A marshal is at the entrance to the coulée at point I1.	8									
	9					D1				
- It is possible for a participant to report to the marshal and ring the bell at the bottom of the coulée.	10									


- This participant is invincible when he leaves the marshal's position until he returns.
- This participant can't fight.
- This participant must stay on the path and return as quickly as possible. A marshal may invalidate the race if the player does not execute the route correctly.
- Only one participant can be in the coulée at a time.





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Objective 2

- A marshal is at point I2 with a flag.
 - It is possible for a participant to present himself to the marshal and take possession of the flag.
 - This participant must raise the flag for 4 minutes.
 - This participant can no longer fight while carrying the flag.
 - This participant can no longer move while holding the flag.
 - Only one participant may carry the flag at a time.
 - Time is reset to 0 if this participant dies.
- 

Objective 3

- A group of marshals are in the red square.
- 5 minutes after the start of the scenario and every 5 minutes thereafter, a "Taktika: Kill Count 5V5" style fight will take place for 3 minutes.
 - It is possible for a front to send 5 players, even dead ones, to take part in the joust.
 - If a team is not present at the start of a game, victory is automatically given to the front present.
 - When the joust is over, all 10 participants are declared dead and must return to their respective healing wells to continue the chapter.
 - It is not possible for a participant to take part in more than one joust during the chapter.

Earnings


Objective 1

- 8 victory points in proportion to the number of times the bell has been rung.

Objective 2

- 1 victory point for each successful defense.

Objective 3

- 2 victory points for each game won.
- 



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Chapter 3 - Countdown

At the end of their tether, but still resolute, Mayols and Hellequins found a clearing in the center of the island ideal for an encampment. This space, crucial for treating their wounded and reorganization, immediately became the object of a new confrontation. Too precious to share, it triggered a violent confrontation. The clash of weapons and desperate cries gave rise to an uproar in which the two clans fought ferociously, determined to appropriate this vital refuge.

Deployment

D1 and D2.

Field limits

North of D2 and south of D1.

It is only possible for a participant to change zones when leaving the pit (left zone: BT1/BT2/BT3; right zone: BT4/BT5/BT6).

No fighting in the section between the two zones, represented by the red square.

Chapter length

30 minutes

Healing

1 healing well per front (D1 and D2).

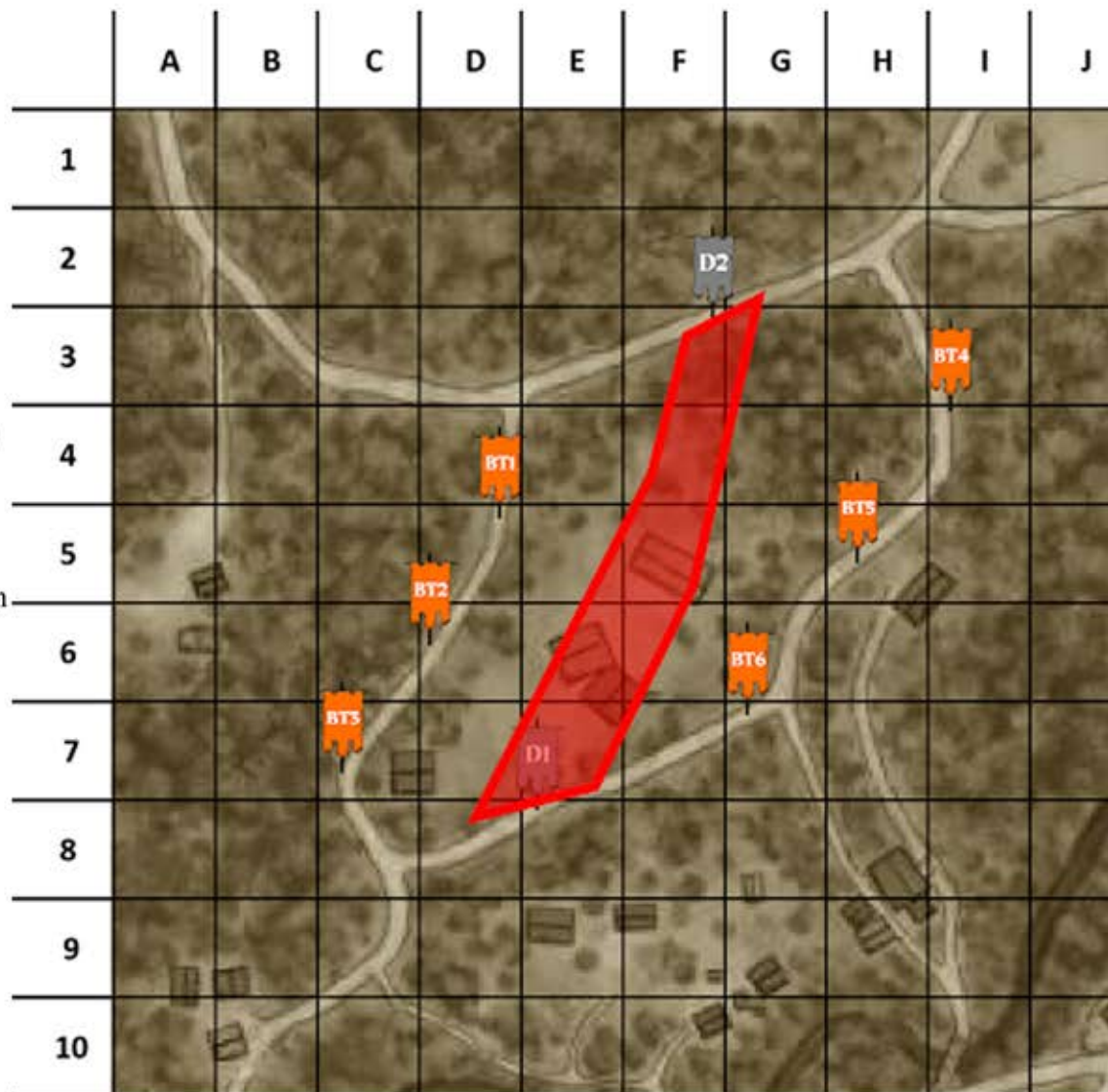
Objective 1

There will be 3 time boxes in each zone.

Earnings

Objective 1

- 24 victory points as a ratio of cumulative full time.



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Interlude - *Sandwich no crust!*

The howling of the warriors was replaced by the imperious and far more fearsome rumbling of their hungry stomachs. Even the bravest could not fight this internal threat. A truce, as unexpected as it was inescapable, was called. Two cooks, a Mayol with a stained apron and a Hellequin, visibly irritated by his own hunger, stepped forward to proclaim in a solemn voice: "It's tea time!" Immediately, the two clans, still wary, converged on their snacks, like believers at a ceremony. The Mayols inspected their cookies as if they were treasures, while the Hellequins tasted their tea with exaggerated caution, expecting a trap. As they ate, they never took their eyes off each other, their gazes tinged with a mixture of defiance and paranoia. After all, wasn't sharing a tea break with your worst enemy riskier than the fight itself?

Deployment.

- At the Vieille ville restaurant

Chapter length

- 60 minutes.
- Deployment for the next chapter will take place at 1:20 p.m. to be ready to start at 1:30 p.m.

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
- BONUS: Brotherly discussions on the meaning of life despite paranoia



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Chapter 4 - *Through the eye of a needle*

In the steep heights of the island, the Mayols spotted a narrow path winding through the mountain, a route that promised to lead them to a strategic advantage. Chico Mayol, vigilant but urged on by a sense of urgency, led his clan through the rocks, the sound of boots reverberating against the ever-closer walls. As they advanced, tension grew in the air, to the point of becoming palpable. At the bend in the narrow pass, a clearing appeared, and with it, the trap: the Hellequins emerged from the heights, armed and ready to strike. Vasily Von Krinkov, hidden behind a rocky peak, watched the chaos with calculated satisfaction. Ambushed, the Mayols tried to react, but enemy arrows were already raining down from the heights of the mousetrap.



Deployment

D1 and D2.

Field limits

It is forbidden to cross the red line outside the blue square area.

Chapter length

40 minutes.

Healing

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



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Objective 1

- 3 time boxes will be present at points BT1, BT2 and BT3.
 - The BT1 box will open from the beginning of the chapter until the 20th minute of the chapter.
 - The BT2 box will open from the 10th minute of the chapter to the 30th minute of the chapter.
 - The BT3 box will 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 will be read 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 15 players per front to cross the blue zone into the Northern Quarter. This is cumulative, giving a maximum of 120 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.

Earnings

Objective 1

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

Objective 1

- 2 victory points for every 3 readings.



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Chapter 5 - Possum training!

The clearing echoed with the insults hurled by Chico Mayol and Vasily Von Krinkov, each fueling the rivalry with a mixture of anger and exhaustion. The troops, wrestling with their last scraps of energy, listened distractedly, their bodies weighed down by fatigue. What they wouldn't give for a few minutes' respite! Then, suddenly, a dramatic turn of events: one of the warriors, his eyes closed in an exaggerated display, collapsed to the ground with a theatrical groan before beginning to snore loudly. Stunned, the two clans paused, watching the sleeper with a mixture of envy and bewilderment. The idea made its way into the exhausted minds. Despite the omnipresent paranoia, one by one, warriors from both camps lay down on the ground, imitating their daring comrade. Snoring replaced shouting, and the clearing became an improvised dormitory. Chico and Vasily, completely absorbed in their verbal joust, continued to insult each other passionately, totally indifferent to the fact that their troops had all stretched out around them.

Deployment

Healers are deployed at D1 and D2.

Non-healers must place themselves on the ground, dead, anywhere within the dotted red circle.

Field limits

None.

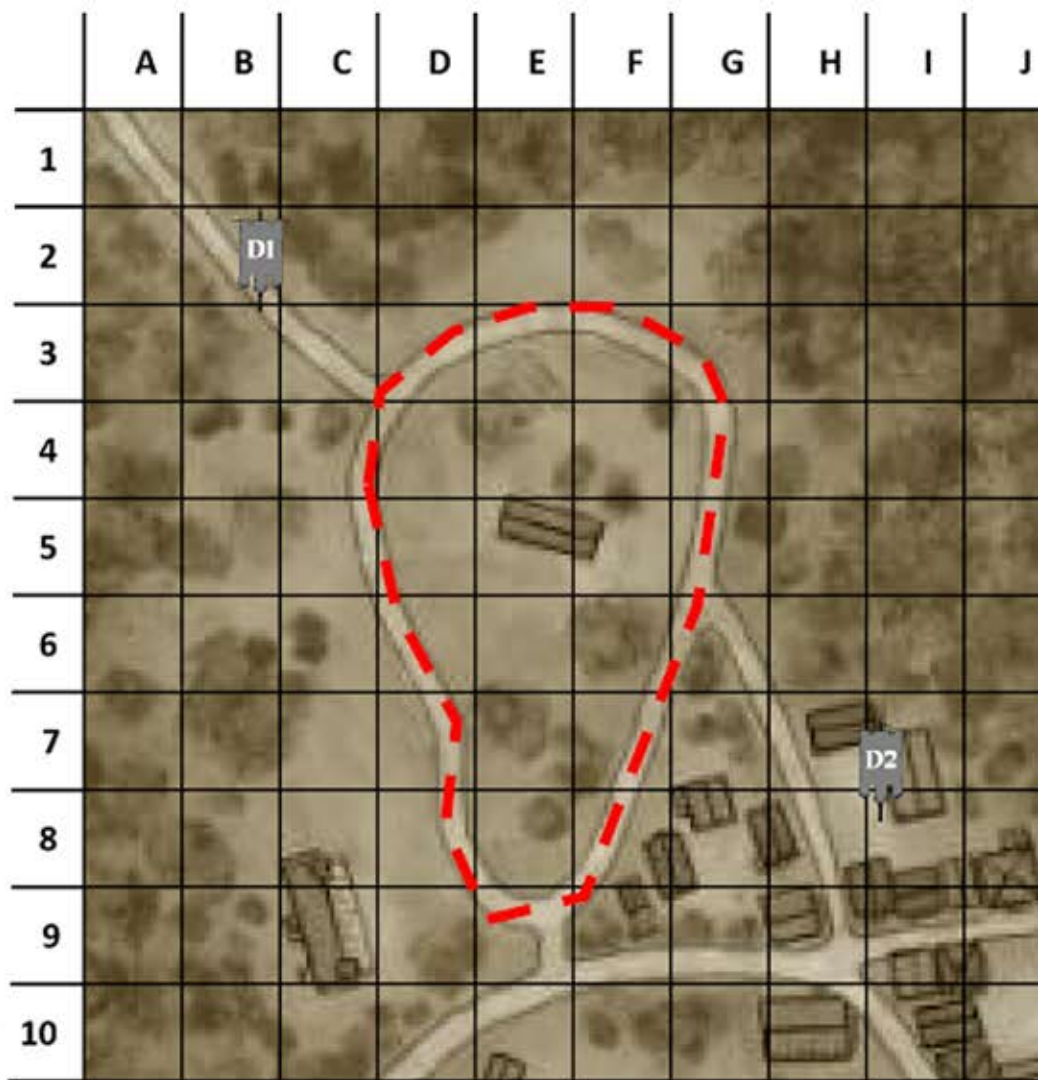
Chapter length

20 minutes.

Healing

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

The healing wells open from the 3rd minute onwards, but only for as long as it takes for those inside to be healed. Thereafter, they open punctually every 2 minutes. A dead person who reaches the closed well must wait for it to open before reviving.



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Objective 1

- 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 marshal. 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 present within 5 feet, time accumulation is stopped.

Objective 2

- Any living player can declare himself dead at his healing well during the first 3 minutes of the chapter.
- At the 3rd minute of the scenario, all participants who are still dead return to life where they are. Standard healing rules then apply.

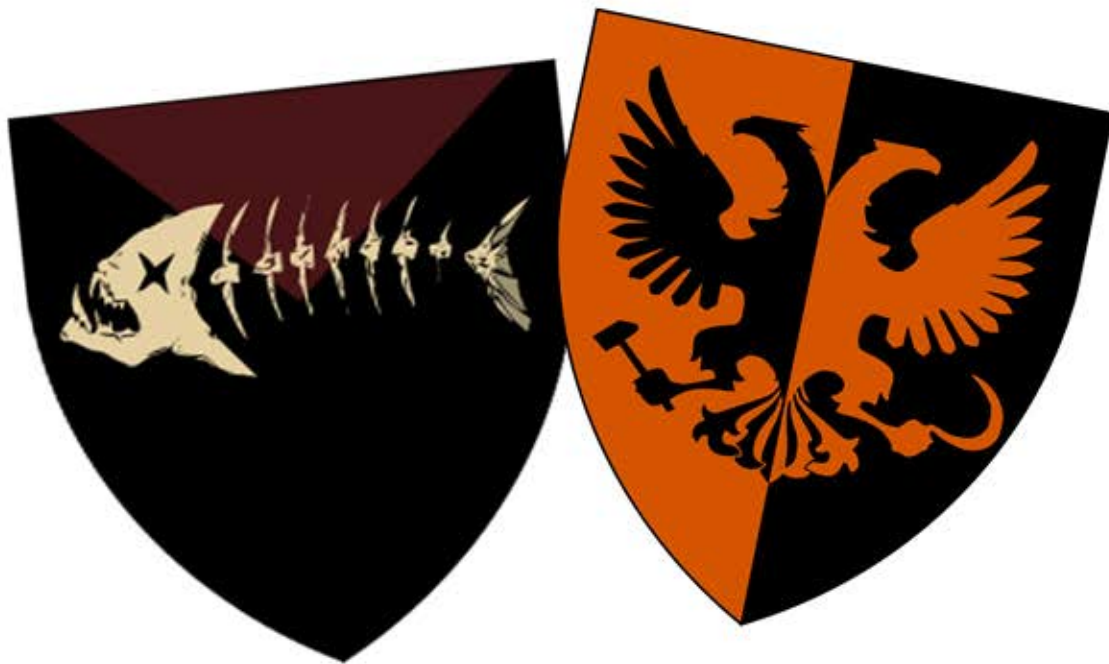
Earnings

Objective 1

- 16 victory points in cumulative time ratio.

Objective 2

- 1 victory point for every 10 players who declare themselves dead, up to a maximum of 8.

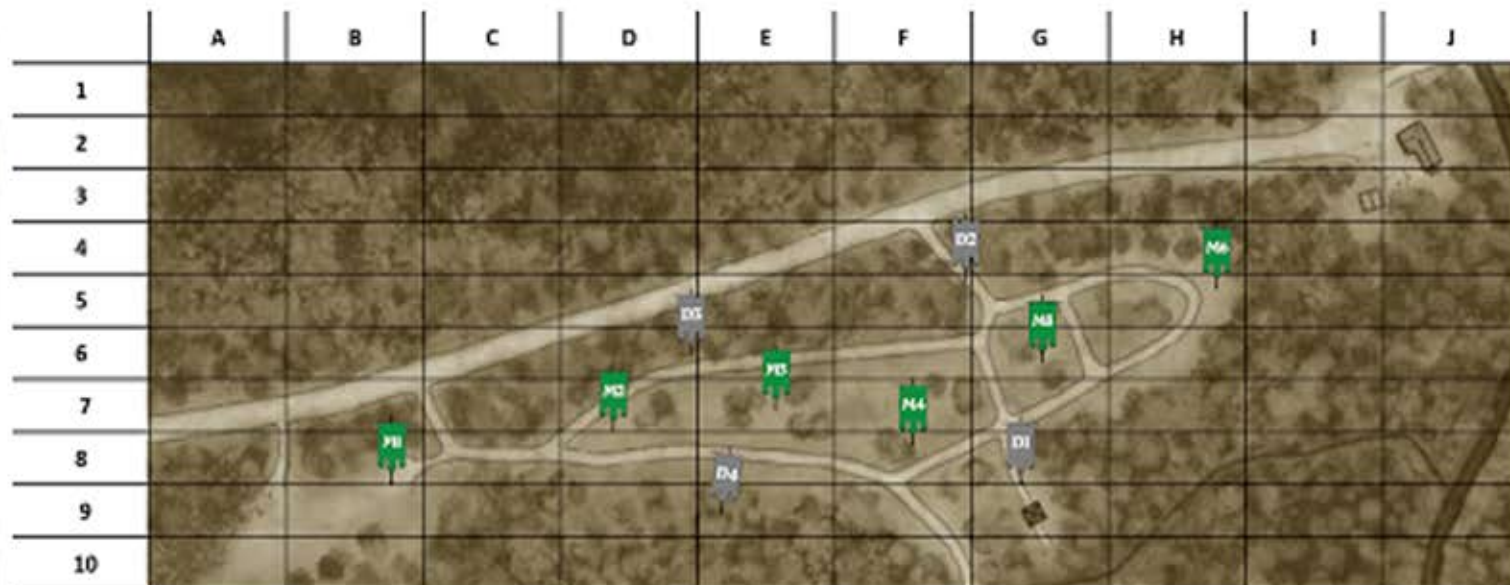


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Chapter 6 - The cache

In the darkness of a newly discovered woodland, the Mayols and Hellequins faced each other, their eyes ablaze with unwavering determination. Chico Mayol, his eyes riveted on Vasily Von Krinkov, broke the silence: "I've seen enough. The end is here and now! May the strongest prevail!" Vasily, a defiant smile on his lips, retorted: "So come on, Mayol. Let's show these trees what we're made of!"

Adrenalin surged through each warrior like an unstoppable torrent. The seemingly peaceful woodland was transformed into a brutal battlefield. Branches, stones and uneven fields became allies or obstacles, adding to the intensity of this final confrontation. In this final battle, no more strategy, no more pity: victory would be the only trophy worthy of this final duel.



Deployment

D1 and D2.

Field limits

None.

Chapter length

30 minutes.

Healing

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



Les Éclats de la Colère

Objective 1

- The 6 M masts will be read simultaneously every 2 minutes.

Objective 2

- Every 5 minutes, including at the start of the chapter, a beep will indicate the opening of a cache.
 - The cache will be indicated by a smoke bomb.
 - The cover will remain open for 5 minutes.
 - The cache can be anywhere in the city and surrounding area, including remote positions.
- The first participant alive to reach an open cache will be given an envelope.
 - The envelope indicates which of the 2 masts are valid for the 5 minutes following cache closure.
 - An invalid mast will be read but will not count towards the score.
 - The envelope cannot be stolen.

Earnings

Objective 1

- 1 victory point for each valid statement.

Objective 2

- Some additional information may be included in the envelope...



Hidden Scene - *El Scorpionne Izzbak*

Winter was particularly harsh for the populace of the known world. A perfect environment to make a little profit on the backs of the rich and other miscreants, thanks to the secret ingredient of all El Scorpionne's activities: Crime! Fortunately, El Scorpionne knows a well-placed fence in the upper echelons of the underground, by the name of Izzbak, to whom he plans to sell all the items he has collected, with varying degrees of legality. During your heroic activities of the day, you heard rumors that the fence is present in the city, presumably with pockets full of solars, just waiting for El Scorpionne to arrive. What's more, Izzbak is said to know the pirate by name only! If you had a way of proving to him that your name is indeed El Scorpionne, you could squeeze his purse without stretching the definition of heroism too far..

Deployment

Fronts will be disbanded and split into 3 new groups, which will have to deploy randomly in the red zone.

Field limits

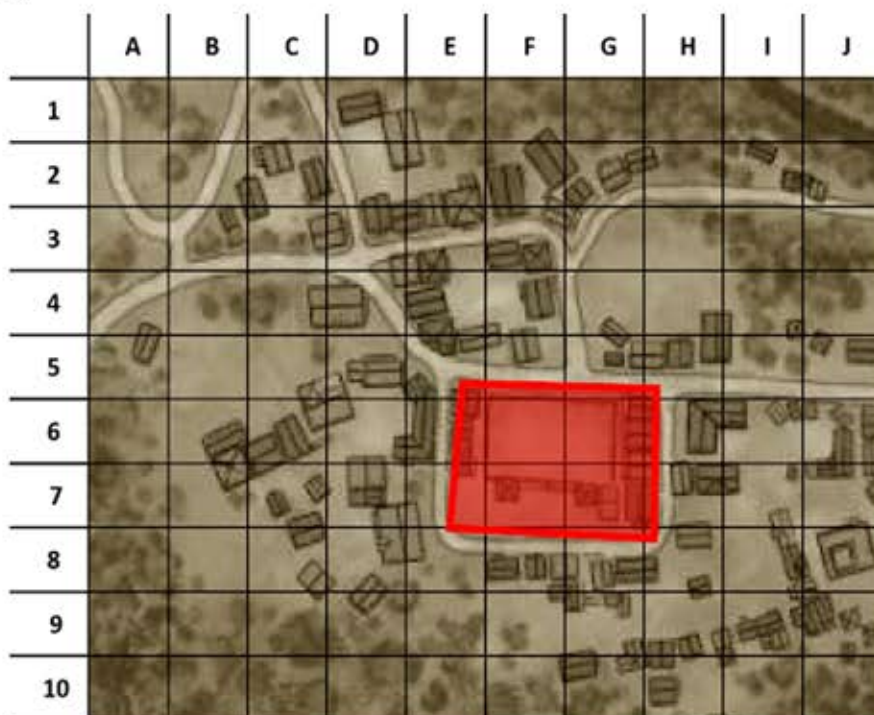
None.

Chapter length

15 minutes.

Healing

Healing hourglasses as well as the main stage and the Coque Rouge dock act as mixed healing wells.



Objective 1

- El Scorpionne's fence is hiding in the city. A group clearly identified with him will receive his trust every minute.
 - The fence is particularly frightened. He may flee at any moment.
 - The fence is said to be wearing a particularly old, soft brown hat and a yellow and blue overcoat.

Objective 1

- There are ways of convincing Izzbak that you are "El Scorpionne". Perhaps if you can convince him, you'll be able to extract more money from him.

