



COMBAT

Grande Bataille de Bicolline – 1025 Edition
Version 2, August 2025



Duché de
BICOLLINE





Changes in version 2:

- Addition of a map of restricted areas at the Fort (for security reasons) on page 4.
- Modification of the map for the Tuesday grande bataille on page 13.
- Modification of the objectives and map for the Saturday grande bataille (Chapter 2) on pages 26 and 27.



TABLE OF CONTENTS

FORGE OR FAITH	1
TEAM.....	2
STATE OF CONSCIOUSNESS	2
COMBAT RULES	2
COMBAT ZONES	3
Security considerations for the Fort.....	4
HOMOLOGATION.....	5
Homologation Rules and Standards.....	5
Homologation Counter Schedule	5
Healing Hourglass.....	6
Monster Homologation	6
War Machine Homologation.....	6
SKIRMISHES.....	7
Merchant's Caravan	9
Skirmishes in the Boisé	10
Archer Reinforcements.....	10
Mercenary Support	10
Skirmishes at the Fort.....	11
Settling the Score!.....	11
Let the Show Begin!	11
TUESDAY GRANDE BATAILLE – <i>PRÈS DU NEXUS DE L'OUBLI</i>	12
Schedule and Deployment	12
Map	12
Objectives and Mechanics	14
Main Objective: Activating Control Points.....	14
Secondary Objective: Padlock Plates.....	14
Authorized Healing	15
Monsters and War Machines	15
Victory Conditions for Tuesday's Grande Bataille.....	15
Earnings	15



THURSDAY GRANDE BATAILLE – <i>RETOUR AU BERCAIL</i>	16
Schedule and Deployment	16
Map	16
Objectives and Mechanics	18
Main Objective: Escort Mission	18
Secondary Objectives: Time Boxes and Padlock Boxes	19
Authorized Healing	19
Monsters and War Machines	20
Victory Conditions for Thursday's Grande Bataille	20
Earnings	20
SATURDAY GRANDE BATAILLE – <i>CHAPTER 1 : LA CHAMBRE SECRÈTE</i>	21
Schedule and Deployment	21
Map	21
Objectives and Mechanics	23
Main Objective: Capture the Fort	23
Special Mechanics.....	23
Authorized Healing	23
Monsters and War Machines	23
Victory Conditions for Chapter 1.....	24
SATURDAY GRANDE BATAILLE – <i>CHAPTER 2 : MAIN BASSE SUR LA SYTASE</i>	25
Schedule and Deployment	25
Map	25
Objectives and Mechanics	27
Main Objective: Position Mast Surveys.....	27
Secondary Objectives: Position Boxes and Padlock Plates	27
Authorized Healing	28
Monsters and War Machines	28
Victory Conditions for Chapter 2	28
Victory Conditions for Saturday's Grande Bataille	28
Earnings	29



LIST OF FIGURES

Figure 1: Map of the Different Combat Zones.....	3
Figure 2: Restricted Areas at the Fort	4
Figure 3: Location of the Merchant Caravans in the Vallon.....	9
Figure 4: Location of Skirmishes in the Northeastern Section of the Boisé.....	10
Figure 5: Location of Skirmishes at the Fort	11
Figure 6: Map for Tuesday's Grande Bataille	13
Figure 7: Map for Thursday's Grande Bataille.....	17
Figure 8: Map for Saturday's Grande Bataille (Chapter 1).....	22
Figure 9: Map for Saturday's Grande Bataille (Chapter 2)	26

LIST OF TABLES

Table 1: Homologation Counter Schedule	5
Table 2: Skirmish Schedule.....	8



FORGE OR FAITH

Since the first tremors of the Primordial Dawn, Sytase and Life have influenced each other, two intertwined forces whose origin remains a mystery. The only evidence of this alliance comes from the First Ones, who, in their wisdom, forged perfect orbs of Sytase and sought to seal them at the four nexuses of the world. But after a third unsuccessful attempt, they set sail for Terra'Kana, leaving their work unfinished.

A little over a year ago, the Concordat d'Outre-Mer armed its legions to face the Fédération argannaise. While the war raged, a Molorog literally fed on the Sytase nexus nestled in the Territoire de l'Oubli, sowing chaos in the bowels of the world and reshaping the underground into a maze of collapsed tunnels and bottomless crevasses.

It was amid this telluric upheaval that two forgotten beings were freed: Dabore and Ankor. Married for over 150 years, these dwarves had set out in search of the resting place of the last Dwarf King more than three millennia ago. But instead of a tomb, they discovered a deposit of Sytase of unparalleled purity. Fascinated by its power, their visions were distinctive and somewhat at odds with each other: Dabore saw it as a weapon, Ankor as a relic. Their philosophical debate was so intense that it caused a temporal stasis, freezing them in time until their recent liberation.

Finally emerging to the surface, haggard and unaware of the millennia that had passed, the dwarves believed they had only been gone for a few months. But the world had changed. Humans, innumerable and invasive, now dominated the surface. The heritage of the Dwarves, meanwhile, had faded beneath the dust of the ages.

***"I will be back, declared Dabore. With adventurers, merchants, even kings!
They will understand the value of Sytase weapons."***

***"I will return, replied Ankor, with clerics, philosophers, emperors! They will
see the sacred potential of Sytase."***

And so off they went, hand in hand, still united, but deeply at odds, each in search of those who could lead them to triumph, but above all, bring them fortune and glory!



TEAM

Organizing an event of this magnitude is only possible thanks to the dedication of a team whose primary concern is the success of the event. The Combat coordination team for the 1025 edition of the Grande Bataille de Bicolline is made up of a coordinator supported by an assistant, a manager, team leaders and, of course, a dedicated team of volunteers.

combatGB@bicolline.org



Yanick Robert
Combat Coordinator



Eric D'Anjou
Combat Assistant
Manager, Batailles



Simon Daoust
Team Leader,
Skirmishes



François Héroux
Team Leader,
Homologation

STATE OF CONSCIOUSNESS

Please note that all combat activities must be played in full possession of one's means. **No state of intoxication will be tolerated.**

COMBAT RULES

Combat rules are available here: <https://bicolline.org/wp-content/uploads/2025/04/Regles-de-combat-de-Bicolline-ANGLAIS-V1.0-Avril-2025.pdf>

REMINDERS :

It is strictly forbidden to betray one's faction.

Shields need to be homologated once again since the start of the 1025 season.



COMBAT ZONES

Figure 1: Map of the Different Combat Zones

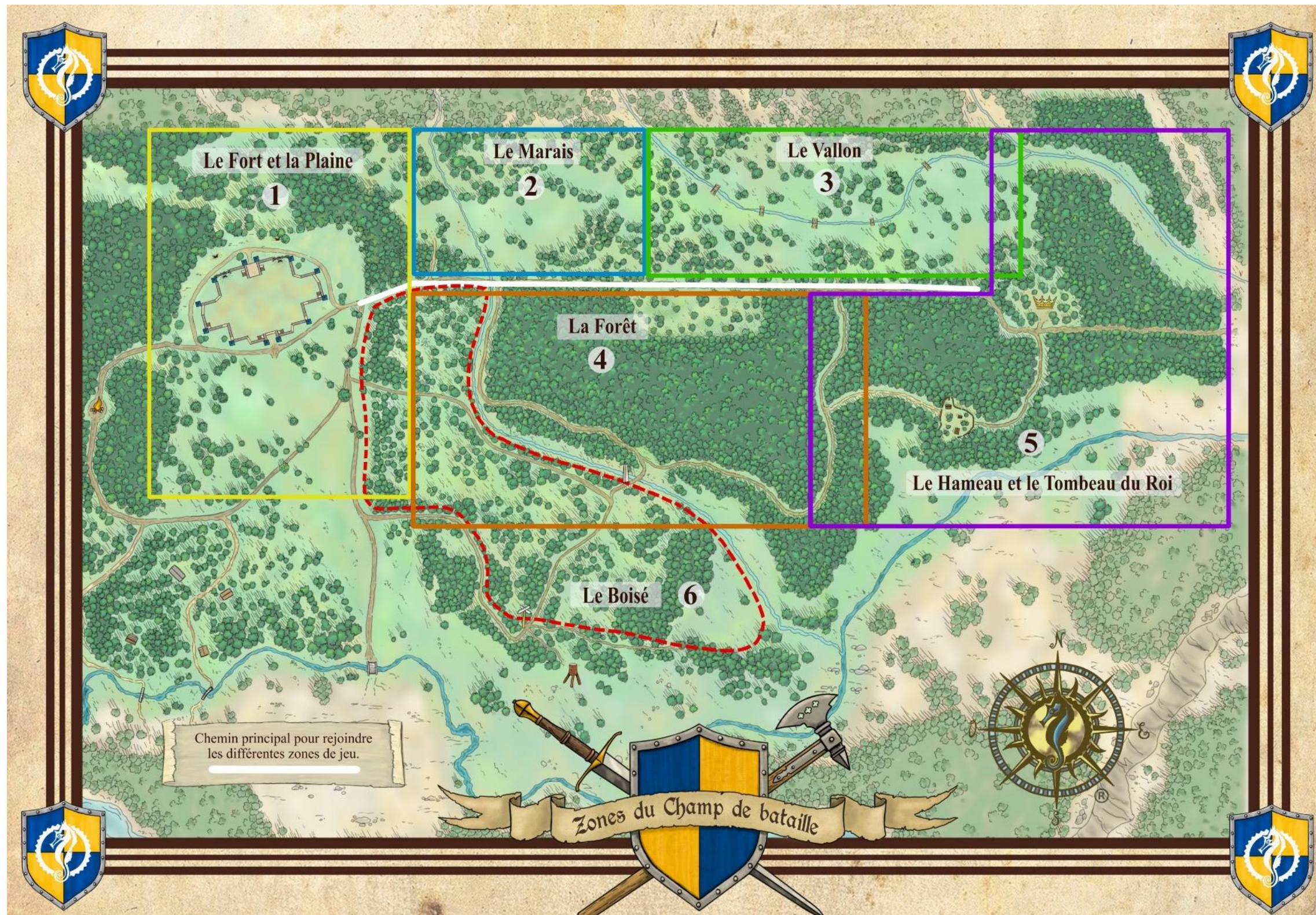
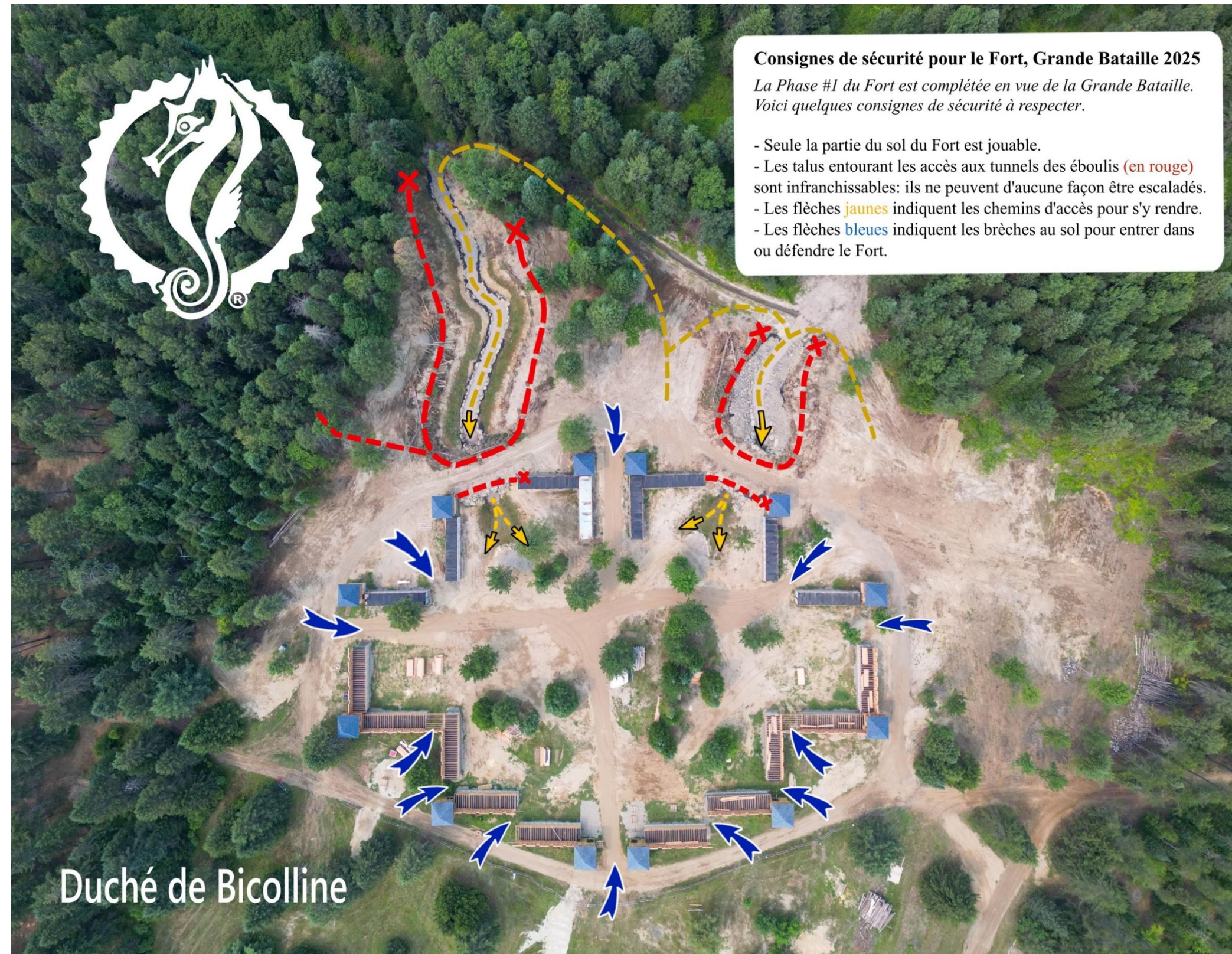




Figure 2: Restricted Areas at the Fort

**Consignes de sécurité pour le Fort, Grande Bataille 2025**

La Phase #1 du Fort est complétée en vue de la Grande Bataille. Voici quelques consignes de sécurité à respecter.

- Seule la partie du sol du Fort est jouable.
- Les talus entourant les accès aux tunnels des éboulis (**en rouge**) sont infranchissables: ils ne peuvent d'aucune façon être escaladés.
- Les flèches **jaunes** indiquent les chemins d'accès pour s'y rendre.
- Les flèches **bleues** indiquent les brèches au sol pour entrer dans ou défendre le Fort.

SECURITY CONSIDERATIONS FOR THE FORT

Phase 1 of the Fort is now completed. Please respect the following:

No fighting is allowed in the tunnels and near the access points.

The areas in red in Figure 2 are restricted for security reasons. Do not walk, run or climb on these areas.

Only the ground and base of the Fort are accessible and can be used.

The embankments surrounding the access points to the rockfall tunnels (**in red**) are impassable: they cannot be climbed in any way.

Yellow arrows indicate the access routes to get there.

Blue arrows indicate breaches on the ground to enter or defend the Fort.



HOMOLOGATION

HOMOLOGATION RULES AND STANDARDS

The homologation rules and standards are available here: <https://bicolline.org/wp-content/uploads/2025/04/Standards-dhomologation-ANGLAIS-v1.0-Avril-2025-1.pdf>.

HOMOLOGATION COUNTER SCHEDULE

The Homologation Counter is located in Haute Ville near the Auberge.

Table 1: Homologation Counter Schedule

Day	Time	Type of Homologation
Sunday August 10 th	1:00 p.m. to 5:00 p.m.	Mobile homologation Regular homologation at the Counter
Monday August 11 th	9:00 a.m. to 10:00 a.m. 9:00 a.m. to 5:00 p.m.	War machines at the Counter Mobile homologation Regular homologation at the Counter
Tuesday August 12 th	9:00 a.m. to 10:00 a.m. 9:00 a.m. to 1:00 p.m.	War machines at the Counter Regular homologation at the Counter
Wednesday August 13 th	9:00 a.m. to 1:00 p.m. 10:00 a.m. to 11:30 a.m.	Regular homologation at the Counter War machines at the Counter
Thursday August 14 th	9:00 a.m. to 1:00 p.m.	Regular homologation at the Counter
Friday August 15 th	9:00 a.m. to 5:00 p.m.	Regular homologation at the Counter
Saturday August 16 th	9:00 a.m. to 1:00 p.m.	Regular homologation at the Counter



HEALING HOURGLASS

Participants seeking a healing hourglass for the duration of the Grande Bataille de Bicolline must meet the following criteria:

1. Be a High Priest of an official belief or its Cleric.
2. Be a Priest of a belief.
3. Be a delegated representative authorized to claim the guild hourglass. Upkeep cost is one (1) "Point de pouvoir" or five (5) "Énergie magique" of the same type.

To retrieve your hourglass, if applicable, you can go to the Banque de l'Hippocampe during the opening hours listed in the Grande Bataille de Bicolline Game document (https://bicolline.org/wp-content/uploads/2025/07/GB2025_DocJeu-en_FINAL.pdf).

An ID card could be requested.

MONSTER HOMOLOGATION

All monsters must be registered at the Homologation Counter for the sum of 300 solars to be eligible to take part in Saturday's grande bataille.

If a monster wants to participate in Thursday's grande bataille, the faction which the monster fights for must invest a seal of any sphere for it to gain access to the battlefield. The seal must be delivered directly to the Banque de l'Hippocampe no later than 12:00 p.m. (noon) on the day of the grande bataille. The Banque de l'Hippocampe will then refund the 300 solars paid to the Homologation Counter.

Limit of four (4) monsters per faction.

WAR MACHINE HOMOLOGATION

War machine homologation takes place at the Homologation Counter according to the schedule in Table 1.

All war machines must be registered at the Homologation Counter for the sum of 300 solars to be eligible to fight in Saturday's grande bataille.

If a war machine wants to participate in Thursday's grande bataille, the faction which the war machine fights for must invest a seal of any sphere for it to gain access to the battlefield. The seal must be delivered directly to the Banque de l'Hippocampe no later than 12:00 p.m. (noon)



on the day of the grande bataille. The Banque de l'Hippocampe will then refund the 300 solars paid to the Homologation Counter.

Limit of four (4) war machines per faction.

SKIRMISHES

Skirmishes are short-lived, limited-scale military confrontations between two or more small factions of combatants at the forefront of major battles. Often characterized by rapid, sporadic fighting, skirmishes represent random confrontations unrelated to the thematic of the Grande Bataille de Bicolline, or conflicts involving the advanced elements of the armies of major battles (scouts, patrols, etc.).

Registration for skirmishes is by e-mail to combatGB@bicolline.org on a "first come, first served" basis. If a faction or guild fails to show up for its skirmish, it loses the right to request a skirmish for a period of two years.

Skirmishes for the Grande Bataille de Bicolline 1025 are already full.



Table 2: Skirmish Schedule

Schedule	Scenario	Location	Maximum	Restrictions	Factions
Monday Aug. 11 th 1:00 to 2:00 p.m.	Merchant's Caravan	Vallon	75 caravanners vs. 200 brigands	Brigands : No armor, no polearms	
Monday Aug. 11 th 2:30 to 4:00 p.m.	Archer Reinforcements	Boisé (northeastern section)	50 vs. 50	110 cm weapons or less	Two factions of two guilds (four guilds in total)
Wednesday Aug. 13 th 1:00 to 2:00 p.m.	Merchant's Caravan	Vallon	75 caravanners vs. 200 brigands	Brigands : No armor, no polearms	
Wednesday Aug. 13 th 2:30 to 4:00 p.m.	Mercenary Support	Boisé (northeastern section)	50 vs. 50	Mercenaries can't wield polearms	Two factions of two guilds (four guilds in total)
Friday Aug. 15 th 1:00 to 2:30 p.m.	Settling the Score!	Fort	60 vs. 60 Spectators allowed	1 war machine per faction 1 monster per faction	Empire vs. Terres d'Auquesse
Friday Aug. 15 th 2:30 to 4:00 p.m.	Let the Show Begin!	Fort	60 vs. 60 Spectators allowed	1 war machine per faction 1 monster per faction	Ragnarok vs. Gaïa



MERCHANT'S CARAVAN

Monday and Wednesday at 1:00 p.m. in the Vallon.

Caravanners must escort their precious convoy and survive attacks by brigands. If they succeed, they'll be rewarded for their merchandise!

The brigands' faction is open to all ("first come, first served" basis), up to a maximum of 200 combatants. All you need to do is show up with your homologated weapon.

Armor does not count for brigands and they can't wield polearms.

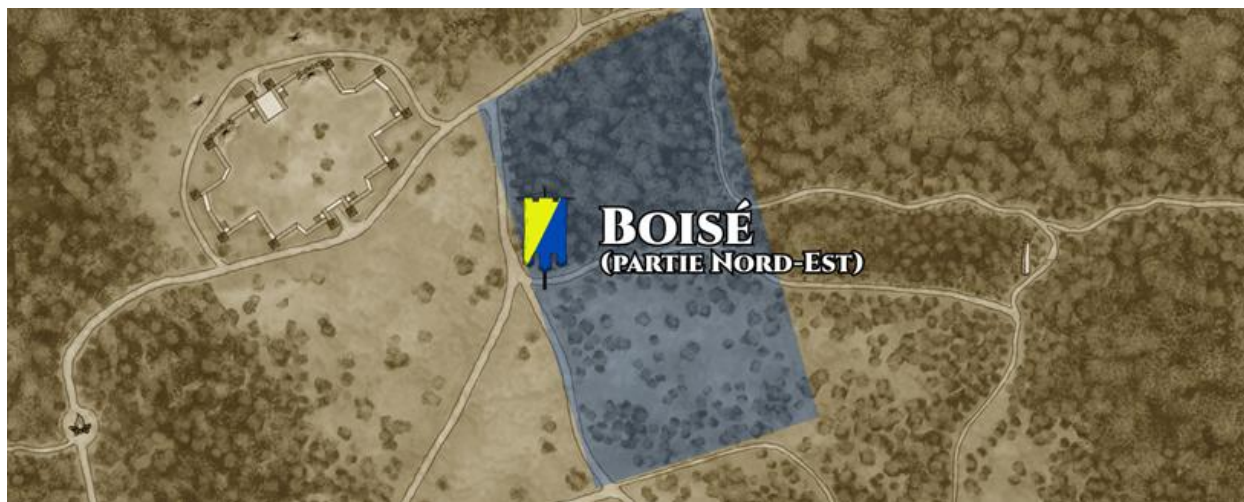
Figure 3: Location of the Merchant Caravans in the Vallon





SKIRMISHES IN THE BOISÉ

Figure 4: Location of Skirmishes in the Northeastern Section of the Boisé



ARCHER REINFORCEMENTS

Monday at 2:30 p.m. in the Boisé.

Each faction consists of two (2) guilds of 50 combatants (including ten [10] archers). The objective is to control four (4) position masts. As soon as a faction controls two (2) position masts, the ten (10) archers arrive as reinforcements. The faction that controls all the position masts is declared the winner.

Weapons 110 cm and under only (except for archers).

MERCENARY SUPPORT

Wednesday at 2.30pm in the Boisé.

Each faction consists of two (2) guilds of 50 combatants (including ten [10] mercenaries). The aim is to control four (4) position masts. As soon as a faction controls two (2) position masts, the ten (10) mercenaries arrive as reinforcements. The faction that controls all the position masts is declared the winner.

Mercenaries can't wield polearms.



SKIRMISHES AT THE FORT

Figure 5: Location of Skirmishes at the Fort



SETTLING THE SCORE!

Friday, 1:00 p.m. at the Fort.

The Empire and the Terres d'Auquesse finally settle an old dispute. The two (2) factions of 60 combatants each will clash inside the Fort. To help them, each faction can count on the support of one (1) homologated war machine and one (1) homologated monster.

It's the perfect time to discover skirmishes: spectators are welcome! (Spectators cannot take part in this skirmish).

LET THE SHOW BEGIN!

Friday at 2.30 p.m. at the Fort.

The two belligerents of the 1025 edition of the Grande Bataille de Bicolline, Ragnarok and Gaïa, will face off in a skirmish that's a bit special... Spectators can choose their faction after a fiery speech by each leader. Join the battle and discover the Duché de Bicolline's combat experience. May the strongest faction win!

Spectators that want to join the skirmish must be aged 16 or over and in possession of a homologated weapon.



TUESDAY GRANDE BATAILLE – *PRÈS DU NEXUS DE L'OUBLI*

The Molorog, devourer of energy and Sytase, engulfed the Nexus of the Territoire de l'Oubli more than a year ago. But in the bowels of the world, a forgotten chamber has survived, not far from here. There, a pair of dwarves quarreled for three thousand years, outside Time itself. Now, the stasis has been broken and a frantic race is on to control the access to a place capable of changing the fate of the world. Two forces. Two ideals. The Way of the Sword, carried by Dabore the blacksmith and the terrifying Ragnarok generals, confronts the Voices of Faith, led by the monk Ankor and the believers of Gaïa.

When war becomes inevitable and faith clashes against the forge, only one question remains: who will survive to write the rest of history?

SCHEDULE AND DEPLOYMENT

Deployment at 1:00 p.m. at the Fort
Clashes from 2:00 to 3:30 p.m.

When arriving at the deployment zone, combatants will receive a **cloth armband**. All members of a faction must wear this armband visibly on one arm, between the elbow and the shoulder. At the end of the conflict, the armbands must be handed back to the marshals.

■■ Blue faction: Ragnarok (Way of the Sword)■■

■■ Yellow faction: Gaïa (Voices of Faith) ■■

MAP

Legend

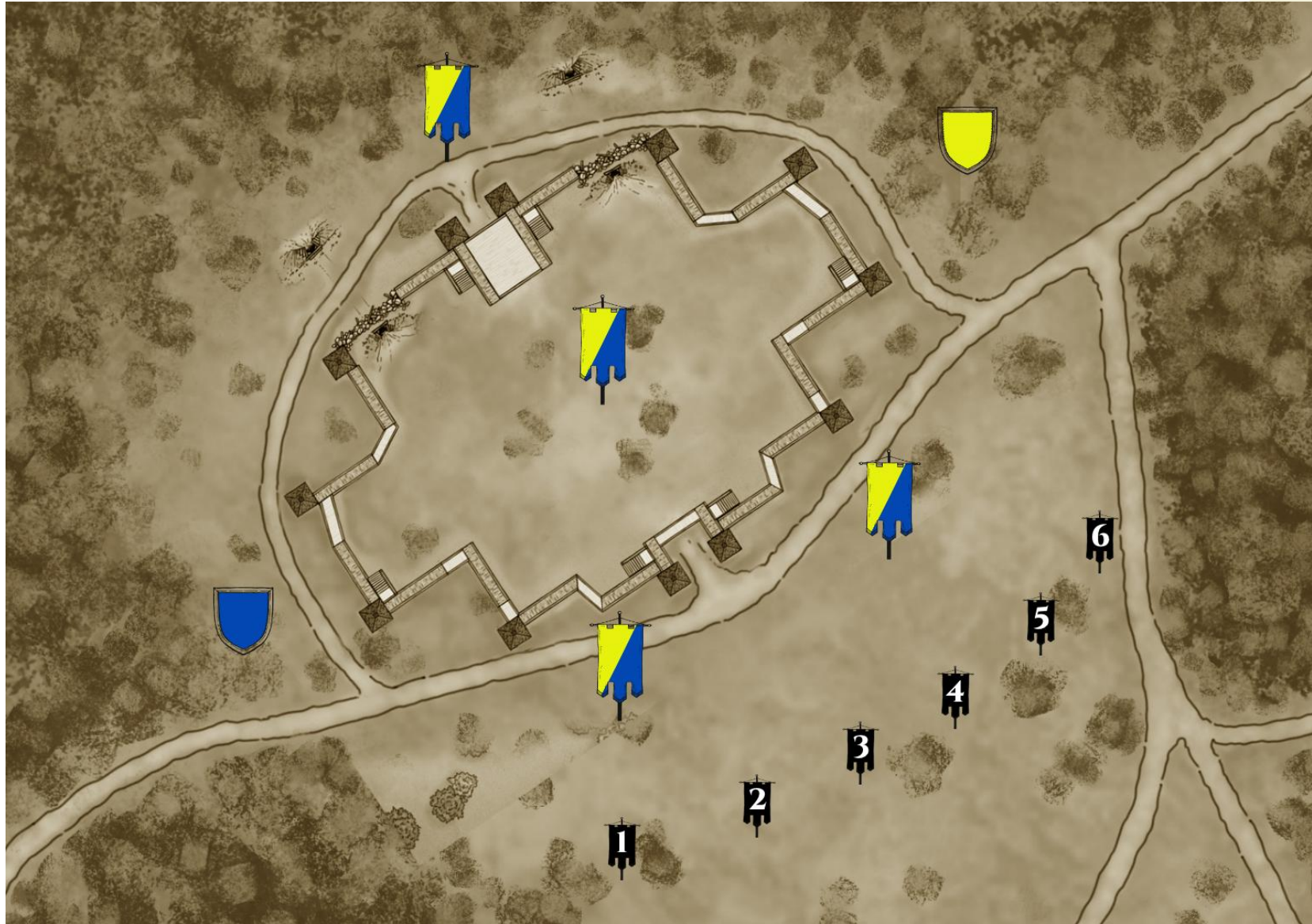
Yellow shield / Blue shield : Deployment points that also act as respawn points for each faction

Yellow and blue standards: Control points (marshal)

Black standards: Padlock plates



Figure 6: Map for Tuesday's Grande Bataille





OBJECTIVES AND MECHANICS

Dabore (Ragnarok) and Ankor (Gaïa), non-playing characters (NPCs), cannot be the target of attacks

MAIN OBJECTIVE: ACTIVATING CONTROL POINTS

There are four (4) control points: (one [1] mobile and three [3] fixed) represented by the blue and yellow standards on the map and a marshal holding a standard in the field. When a standard is raised, this means that the control point is open.

- To activate it, a combatant must escort Dabore (Ragnarok) or Ankor (Gaïa) to the marshal holding the standard. The marshal will then activate the control point and start the timer. If the point is contested, no time will be recorded.
- At the beginning of the scenario, only the mobile checkpoint inside the Fort is open. This point will be closed after twenty (20) minutes of cumulative time by a faction or thirty (30) minutes of play, whichever comes first.
- The three (3) control points outside the Fort will then open for a set, but secret duration.
- After this time, all checkpoints will be open until the end of the scenario.
- A control point remains open and active as long as it is not contested by an NPC. It is therefore possible to activate and maintain several control points simultaneously.
- Victory points for Tuesday's grande bataille will be awarded according to the total number of minutes accumulated on the control points.

SECONDARY OBJECTIVE: PADLOCK PLATES

- Six (6) **padlock plates** are installed outside the Fort.
 - Padlocks can be earned during the Tournoi des nations, during the July campaign, and are deposited directly in the guild's coffer at the Banque de l'Hippocampe at the start of the Grande Bataille de Bicolline.
 - Padlock plates are counted at ten (10) minute intervals.
 - A combatant may lock a padlock that is the color of his or her faction.



- Multiple padlocks may be affixed to the same plate.
- The value associated with each padlock is not revealed prior to confrontations.

AUTHORIZED HEALING

- "Touch and go" type respawn points :
 - Each faction has its own respawn point.
 - Each respawn point is surrounded by a non-aggression aura with a radius of ten (10) meters: it is forbidden to combat in this area or to wait there for combatants from the opposing faction (camping the dead).
- Healing hourglasses.

MONSTERS AND WAR MACHINES

- Monsters are not allowed.
- War machines are not allowed.

VICTORY CONDITIONS FOR TUESDAY'S GRANDE BATAILLE

- To win, a faction must accumulate the most time on all control points.
- In the event of a tie, the faction with the smallest number of combatants (in absolute terms) will be awarded an additional victory point.

EARNINGS

Earnings for the grandes batailles can be chosen from purchase lists specific to each grande bataille (Tuesday, Thursday and Saturday) and can be claimed during the September 13th Ducasse. Victory points will be converted into purchasing power, which factions can spend as they wish on whatever is available. Purchase lists for each faction will be related to the game sphere they have defended and will consist of existing game resources and unique items.



THURSDAY GRANDE BATAILLE –

RETOUR AU BERCAIL

The armies of Gaïa and Ragnarok face each other on the cursed path leading to Ankor and Dabore's secret chamber. The tension is palpable. Every glance, every step, every breath could trigger the inevitable. A colossal clash of wills is underway, with each faction trying to break through the opposing frontlines to offer its champion the coveted access. Speed is of the essence; you have to move forward, whatever the cost. But the slightest misstep, the slightest loss of field, could turn momentum into collapse and retreat into disaster. For this is not just a battle for territory, but the victory of a world vision.

To believe in one's own light... or to strike fast and mercilessly? Tirelessly, to the point of exhaustion, the struggle continues, fiercer and more decisive.

SCHEDULE AND DEPLOYMENT

Deployment at 1:00 p.m. at the Vallon

Clashes from 2:00 to 3:30 p.m.

When arriving at the deployment zone, combatants will receive a **cloth armband**. All members of a faction must wear this armband visibly on one arm, between the elbow and the shoulder. At the end of the conflict, the armbands must be handed back to the marshals.

■ ■ Blue faction: Ragnarok (Way of the Sword) ■ ■

■ ■ Yellow faction: Gaïa (Voices of Faith) ■ ■

MAP

Legend

Yellow shield / Blue shield : Deployment points that also act as respawn points for each faction

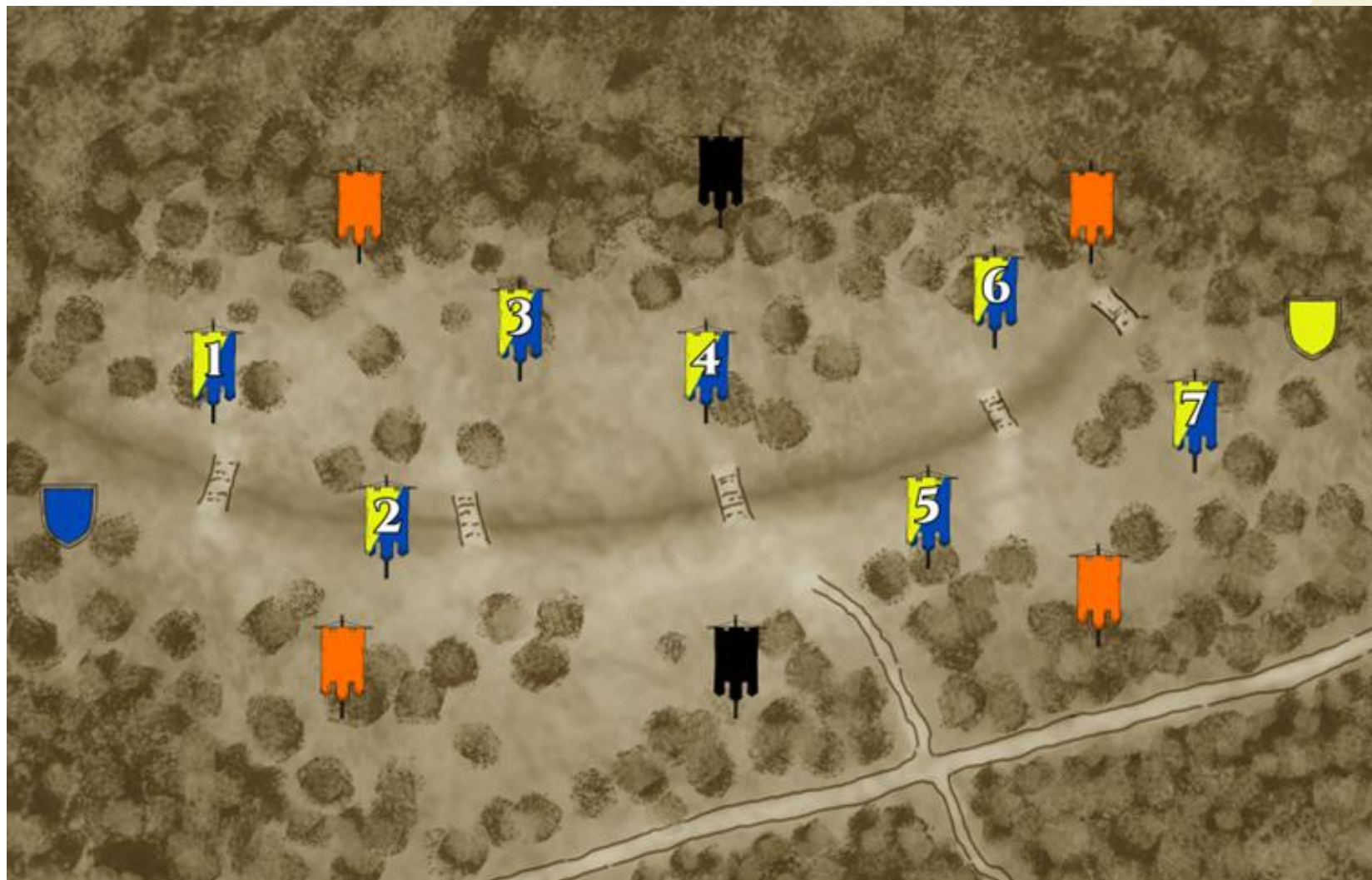
Yellow and blue standards: Control points (wooden bases)

Orange standards: Time boxes

Black standards: Padlock boxes



Figure 7: Map for Thursday's Grande Bataille





OBJECTIVES AND MECHANICS

Dabore (Ragnarok) and Ankor (Gaïa), non-playing characters (NPCs), cannot be the target of attacks

MAIN OBJECTIVE: ESCORT MISSION

This scenario features an escort mission: Dabore (Ragnarok) or Ankor (Gaïa) must be protected in order to take control of the Cursed Path.

- At the beginning of the scenario, each faction must join its non-playing character:
 - Dabore (Ragnarok) at Base #3; or
 - Ankor (Gaïa) at Base #5.
- Dabore (Ragnarok) or Ankor (Gaïa) must be escorted to the respawn point of their respective faction.
 - The NPCs can only move when accompanied by an escort of seven (7) combatants.
 - The NPCs only move by walking.
 - If the NPCs are not picked up by their respective faction within the first ten (10) minutes of the scenario, they will automatically start moving in the direction of their faction's respawn point.
 - Once at the respawn point, the NPCs pick up a standard and move to the next available base, in numerical order.
 - There, the NPCs place their standard.
 - The NPCs then return to the respawn point to pick up a new standard.
 - This sequence is repeated for as long as a base remains available.
- A combatant can remove the other faction's standard from its base.
 - The enemy faction standard can only be removed from the base and placed on the ground. This is the only action a combatant can perform with an enemy standard.
 - It is forbidden to transport or hide an enemy's standard.



- If a previously conquered base (control point) no longer has a standard, the NPC must place their own, retrieve the fallen standard from the ground, return to their respawn point to reactivate it, then move on to the next free base.
- A base with a standard is worth three (3) points and points are counted every ten (10) minutes.

SECONDARY OBJECTIVES: TIME BOXES AND PADLOCK BOXES

- Four (4) **time boxes** are placed on the battlefield.
 - The time of each faction will be accumulated at the end of the scenario only.
 - One (1) point will be awarded for every five (5) minutes on each time box.
- Two (2) **padlock boxes** with three (3) eyelets inside are placed on the battlefield.
 - Padlocks can be earned during the Tournoi des nations, during the July campaign, and are deposited directly in the guild's coffer at the Banque de l'Hippocampe at the start of the Grande Bataille de Bicolline.
 - Combatants must lock their factions' padlock on one of the eyelets.
 - Padlock boxes can have a maximum of three (3) padlocks per box, and both factions can put their padlocks to collect points.
 - 1 padlock = 10 victory points
 - 2 padlocks = 4 victory points each
 - 3 padlocks = 2 victory points each

AUTHORIZED HEALING

- "Touch and go" type respawn points :
 - Each faction has its own respawn point.
 - Each respawn point is surrounded by a non-aggression aura with a radius of ten (10) meters: it is forbidden to combat in this area or to wait there for combatants from the opposing faction (camping the dead).
- Healing hourglasses.



MONSTERS AND WAR MACHINES

- Four (4) monsters are allowed per faction.
 - The military council (état-major) for each faction must have paid one (1) seal of any sphere at the Banque de l'Hippocampe before noon on the day of the grande bataille.
 - Monsters must be homologated.
- Four (4) war machines are allowed per faction.
 - The military council (état-major) for each faction must have paid one (1) seal of any sphere at the Banque de l'Hippocampe before noon on the day of the grande bataille.
 - War machines must be homologated.

VICTORY CONDITIONS FOR THURSDAY'S GRANDE BATAILLE

- To win, a faction must score the most victory points.
- In the event of a tie, the faction with the smallest number of combatants (in absolute terms) will be awarded an additional victory point.

EARNINGS

Earnings for the grandes batailles can be chosen from purchase lists specific to each grande bataille (Tuesday, Thursday and Saturday) and can be claimed during the September 13th Ducasse. Victory points will be converted into purchasing power, which factions can spend as they wish on whatever is available. Purchase lists for each faction will be related to the game sphere they have defended and will consist of existing game resources and unique items.



SATURDAY GRANDE BATAILLE – *CHAPTER 1 : LA CHAMBRE SECRÈTE*

The objective has been reached. The chamber is open. The goals of the armies are no longer a mystery. They want to get their hands on Sytase; that rare, pure, unstable material capable of bending fate to the will of its master. Scattered in a narrow, almost suffocating space, the precious information that could lead to the Sytase deposits is hidden. Both sides, caught up in a maelstrom of strategies, must identify and gather this information before it's too late and the enemy is upon them. Because on this sacred battlefield, every second counts. Every mistake can cost a victory. This is more than a confrontation. It's a quest for the very essence of power.

SCHEDULE AND DEPLOYMENT

Deployment at 12:30 p.m. at the Fort

Clashes from 1:30 to 2:20 p.m.

When arriving at the deployment zone, combatants will receive a **cloth armband**. All members of a faction must wear this armband visibly on one arm, between the elbow and the shoulder. At the end of the conflict, the armbands must be handed back to the marshals.

■ ■ Blue faction: Ragnarok (Way of the Sword) ■ ■

■ ■ Yellow faction: Gaïa (Voices of Faith) ■ ■

MAP

Legend

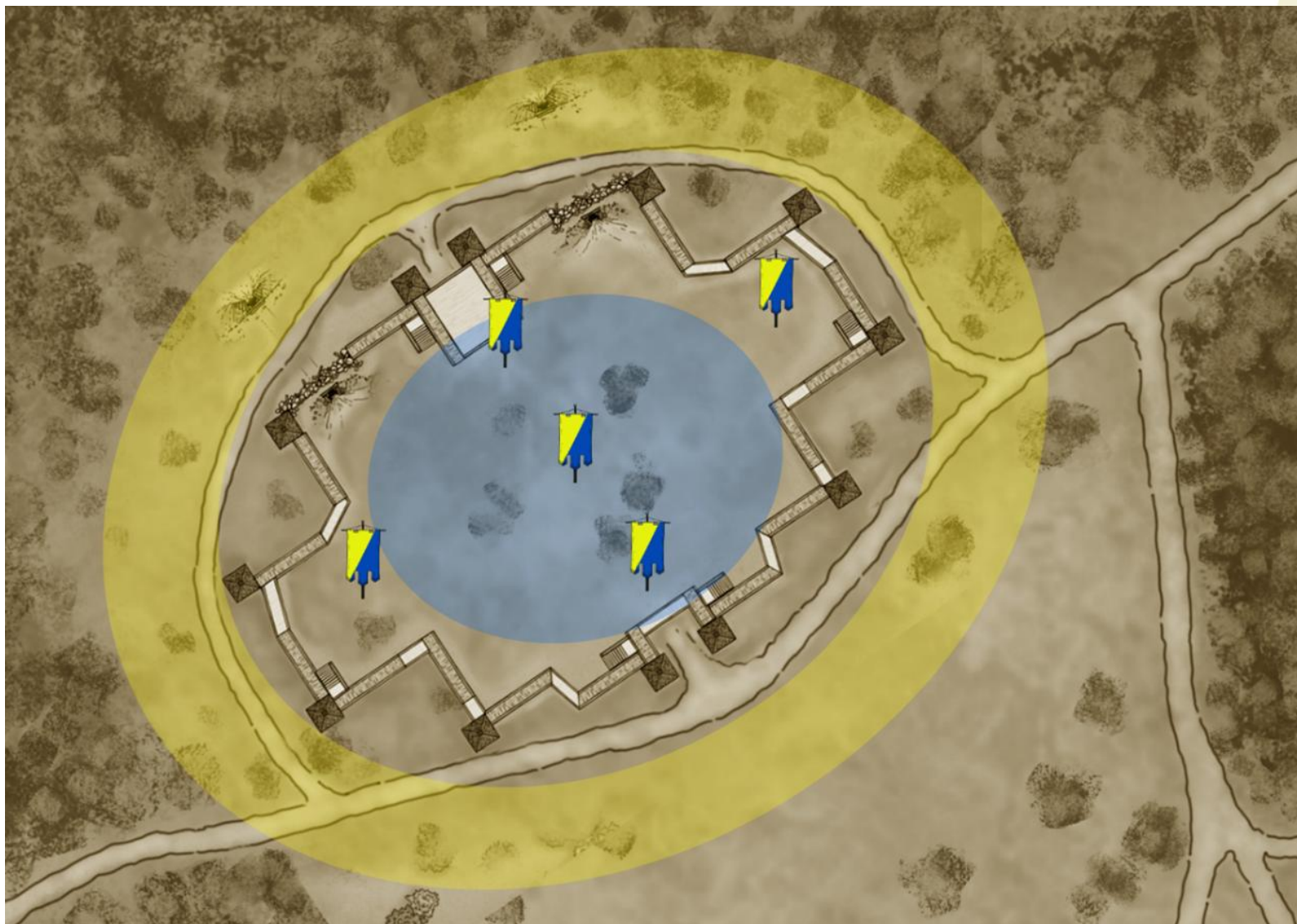
Blue zone: Deployment zone for the faction defending the Fort

Yellow zone: Deployment zone for the faction attacking the Fort

Yellow and blue standards: Standards to be captured by laying them on the ground



Figure 8: Map for Saturday's Grande Bataille (Chapter 1)





OBJECTIVES AND MECHANICS

MAIN OBJECTIVE: CAPTURE THE FORT

This scenario is played out in two confrontations, with faction deployment zones reversed between the two.

- Combatants from the faction attacking the Fort must capture all five (5) standards inside the Fort.
- To capture a standard, a combatant must place it on the ground.
- The confrontation ends when all the standards have been placed on the ground, or after ten (10) minutes.

SPECIAL MECHANICS

- A “dead” attacker can be healed by a healing hourglass.
- A “dead” defender may not be healed and must leave the Fort without interfering with ongoing combat (no dead defender may remain on the frontline).

AUTHORIZED HEALING

- Healing hourglasses only for the faction attacking the Fort.
- No healing for the faction defending the Fort.
- No respawn points.

MONSTERS AND WAR MACHINES

- Monsters are allowed (no limit).
 - Monsters that took part in Thursday's grande bataille are automatically authorized.
 - Additional monsters must pay 300 solars at Homologation Counter to access the battlefield.



- War machines are authorized (no limit).
 - War machines that took part in Thursday's grande bataille are automatically authorized.
 - Additional war machines must pay 300 solars at Homologation Counter to access the battlefield.

VICTORY CONDITIONS FOR CHAPTER 1

- Each captured standard grants one (1) or more victory points to the faction attacking the Fort.
- If both factions capture all five (5) standards, an additional five (5) victory points will be awarded to the faction that captures them the fastest.
- Victory points from Chapter 1 will be added to those from Chapter 2 to determine the winning faction for Saturday's grande bataille.



SATURDAY GRANDE BATAILLE – *CHAPTER 2 : MAIN BASSE SUR LA SYTASE*

The final battle is about to begin. Here, chance has no place, it is no longer enough to simply be in the right place at the right time. You have to resist, hold out and dominate in order to wrest from the secret chamber all it has to offer: Sytase, relics and artifacts forgotten by time.

But at the heart of this tumult, the feud between Dabore and Ankor shines with a singular brilliance. Their aims go beyond the frontlines. Each pursues their own agenda, hidden behind apparent strategies. The factions are thus simultaneously confronted with their own survival, the mysterious will of their champion and the insatiable race for wealth and power.

But in the shadow of this last confrontation, perhaps the greatest battle is not against the enemy, but against one's own self...

SCHEDULE AND DEPLOYMENT

Deployment at 2:20 p.m. at the Fort

Clashes from 2:40 to 4:00 p.m.

Combatants will already have received their cloth armbands at the beginning of Chapter 1.

■ ■ Blue faction: Ragnarok (Way of the Sword) ■ ■

■ ■ Yellow faction: Gaïa (Voices of Faith) ■ ■

MAP

Legend

Yellow shield / Blue shield : Deployment points that also act as respawn points for each faction

Yellow and blue standards: Position boxes with eight (8) choices

Orange standards: Position masts

Black standards: Padlock boxes



Figure 9: Map for Saturday's Grande Bataille (Chapter 2)





OBJECTIVES AND MECHANICS

MAIN OBJECTIVE: POSITION MAST SURVEYS

Eleven (11) T-shaped **position masts** are placed on the battlefield.

- Two snap hooks (one blue, one yellow) are hooked onto the top of the position mast.
- A player must unhook the snap hook of the color of their faction from the top of the position mast and hang it on the central eyelet in the middle of the position mast.
 - If the snap hook of the enemy faction is already on the central eyelet, the combatant must unhook it from the central eyelet and hang it up on the top of the position mast before unhooking their own.
 - It is forbidden to break, hide or keep in one's possession an enemy faction snap hook.
- Position masts are surveyed at predetermined times, unknown to the factions and combatants.
 - A survey is counted for the faction that has its snap hook on the central eyelet.
 - For a survey to be valid, there must be a snap hook on the top of the position mast and another on the eyelet.

SECONDARY OBJECTIVES: POSITION BOXES AND PADLOCK PLATES

- Two (2) **position boxes** with eight (8) choices each are placed on the battlefield.
 - Each position box is counted every ten (10) minutes (reading of the selected choice).
 - Each reading has a different effect described on the position box. For example:
 - ♦ Six (6) padlock plates are installed outside the Fort. The padlock plates may be read according to the readings on the position boxes.
 - ♦ Quests could be unlocked by position box choices.
 - ♦ Additional position mast surveys could be taken.



AUTHORIZED HEALING

- “Touch and go” type respawn points :
 - Each faction has its own respawn point.
 - Each respawn point is surrounded by a non-aggression aura with a radius of ten (10) meters: it is forbidden to combat in this area or to wait there for combatants from the opposing faction (camping the dead).
- Healing hourglasses.

MONSTERS AND WAR MACHINES

- Monsters from Chapter 1 are allowed.
- War machines from Chapter 1 are allowed.

VICTORY CONDITIONS FOR CHAPTER 2

- Each position mast survey grants one or more victory points.
- Each padlock plate survey awards one or more victory points.
- Victory points from Chapter 2 will be added to those from Chapter 1 to determine the winning faction for Saturday’s grande bataille.

VICTORY CONDITIONS FOR SATURDAY’S GRANDE BATAILLE

- To win, a faction must collect as many victory points as possible from Chapters 1 and 2 (cumulative points).
- In the event of a tie, the faction with the smallest number of combatants (in absolute terms) is awarded an additional victory point.



EARNINGS

Earnings for the grandes batailles can be chosen from purchase lists specific to each grande bataille (Tuesday, Thursday and Saturday) and can be claimed during the September 13th Ducasse. Victory points will be converted into purchasing power, which factions can spend as they wish on whatever is available. Purchase lists for each faction will be related to the game sphere they have defended and will consist of existing game resources and unique items.