

La Guerre des Bêtes

CAMPAGNE



13 SEPTEMBRE 1025



DUCHÉ DE BICOLLINE





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Clandestine rivalries are rarely apparent. They tend to be fought through internal wars, where daylight never shines, which hinders the flow of illicit business. These secret dissensions rarely have solar or commercial affairs as their point of origin. Most of the time, they arise from what is most precious to man: honor.

Such is the case in the quarrel that concerns us, triggered by a childish fishing trip! The kids of the Oiseaux du Crépuscule were having fun fishing from the deck of a ship crossing the Détroi de Damahur off the coast of Tolimarth when they made an unusual catch. One unlucky kid saw his line bend but resisted as best he could and finally pulled a huge catfish named Bernard out of the water. Of course, the catfish couldn't talk, but it proudly wore a gold ring around its neck indicating its name and that of its owner: Varka Blackwell, guild leader of the Confrérie. That was all it took for Avery Lockhart to see this as a sign of good luck and decide to lock Bernard in a jar to decorate the common room of his hideout.

But the Oiseaux du Crépuscule didn't stop there. Adding insult to injury, they told Khermit le Bourbier of the Confrérie the whole story, just to taunt the members of this guild, who until then had not really been enemies. That was all it took to set the powder keg alight! The Confrérie, taking advantage of the fact that their enemies were party animals, infiltrated the thugs' neighborhood to free Bernard the Barbotte, believing that this would settle the matter.

Outraged and deeply offended that his sanctuary had been so shamelessly invaded, Avery Lockhart assembled a squad to take revenge. The Oiseaux du Crépuscule got their own back on the Confrérie by sneakily kidnapping Francis the frog from his owner, Khermit le Bourbier.

A ransom demand for contraband alcohol was sent to the Confrérie for the return of the frog unharmed, threatening to start by tasting his legs if their demand was not met. The only communication to date has been the cries of despair from Khermit, who, backed by his entire guild, swears revenge.

There seems to be no solution to this beastly conflict other than an armed confrontation...



Registration details for combatants

Fees

- Member: \$80.00 CAD + taxes (\$91.98 CAD)
- Regular: \$95.00 CA + taxes (\$109.23 CA)

The price of the activity does not include lunch and dinner, but a meal package can be purchased.

- **LUNCH:** \$15.85 CAD + tax (\$18.22 CAD)
Burger sandwich with strawberry smoothie
- **DINNER:** CAS26.40 + tax (CAS30.35)
Choice of chicken, meat, or veggie poutine

Registration for the campaign includes access to the Ducasse that follows, as well as a Campaign population card for members and 5 solars. Registration is non-refundable, but it remains transferable to another person until 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 email when you paid or a photo ID. Participants who cannot present one of these two documents will not be admitted.

To register

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

The deadline for registration with meal package is Monday, September 8, 2025, at noon. The deadline for registration without meal package is Friday, September 12, 2025, at 5:00 p.m.

The activity is designed for two fronts with a minimum of 250 participants each. When the fronts are full, they will be increased automatically in 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 the fronts and the increments earlier than the automatic increases.

A small group of VIPs will be reserved for the organizers of each front. The campaign manager will contact the organizers of each front directly to provide details on the exact procedure to follow.



La Guerre des Bêtes

For registration management, please contact the front organizers:

Confrérie (YELLOW)

- Ludovik Letellier à ludovick_letellier@hotmail.com
- Sebastien Besner à Sebastien.besner1@gmail.com
- Frederique Roussel à frederique.rsl@gmail.com

Oiseaux du Crépuscule (BLUE)

- Samuel-Alexandre Boivin-Poirier à samuel.a.boivin@gmail.com
- Herménégilde Thiffault à flammenoir@hotmail.com
- Mike Ethier à mike.ethier82@hotmail.com



Registration details for non-combatants

Front Blanc

You can register for the campaign to enjoy the guild's facilities during the day and attend the Ducasse in the evening. For Saturday, September 13, 2025, 100 spots will be available for the Front Blanc on a first-come, first-served basis.

Prices

- Member: \$70.00 CAD + taxes (\$80.48 CAD)
- Regular: CA\$85.00 + taxes (CA\$97.73)

The price of the activity does not include lunch and dinner, but a meal package can be purchased.

- **LUNCH:** \$15.85 CAD + tax (\$18.22 CAD)
Burger sandwich with strawberry smoothie
- **DINNER:** \$26.40 CA + tax (\$30.35 CA)

Choice of chicken, meat, or veggie poutine

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 transferable to another person until the day of the activity. It is not possible to register at the door.



La Guerre des Bêtes

When you register, please make sure you have the QR code you received by email when you paid, or a photo ID. Participants who cannot present one of these two documents will not be admitted.



To register

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

The deadline for registration with meal package is Monday, September 8, 2025, at noon. The deadline for registration without meal package is Friday, September 12, 2025, at 5:00 p.m.

By registering with the Front Blanc, non-combatants agree to abide by the following rules, under penalty of expulsion:

- Enter their cabin if fighting is planned in their area (they may watch the fighting from a balcony upstairs if necessary);
- Do not light any fires without permission;
- Do not interfere in the fighting in any way;
- Do not take the place of a fighter who abandons or is injured;
- Do not cross the river;

Please note that water carriers on the battlefield and musicians ARE COMBATANTS and must register as such.

This is a privilege. If the experience goes well and non-combatants follow the rules, the formula may be repeated. If, on the other hand, the addition of a Front Blanc interferes with the smooth running of the campaign or non-combatants do not follow the rules, there will be no Front Blanc in subsequent campaigns.





La Guerre des Bêtes

Schedule

Arrival of Combatants

Day of the activity

Combatants are expected at the Auberge de Bicolline landing stage **at 8:00 a.m.** on Saturday morning. Please park in parking lot P1 across the street, except for owners of allotted parking spaces. **No cars will be allowed on the site on the day 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 battle.

Arrival of non-combatants

Non-combatants are expected at the Auberge de Bicolline landing stage **from 10:00 a.m.** on Saturday morning. Parking is available in the P1 parking lot across the street, except for owners of allotted parking spaces. **No cars will be allowed on the site on the day of the activity.**

Once registered, non-combatants should proceed to their guild building. If a scenario chapter is taking place near their camp upon arrival, non-combatants must wait until the end of hostilities before proceeding to their cabin.

Arrival on Friday and departure on Sunday

Allottees (combatants and non-combatants) may arrive on Friday and sleep on site. The gates and access to the site close at 10:00 p.m. and all vehicles must be returned to the P1 parking lot across the street, or to the allotment parking lot if applicable, before that time.

Grantees may sleep on site after the activity. No cars will be allowed on site on the day of the activity, but access will be possible the following morning. Grantees must leave the site by **2:00 p.m.** on the Sunday following the event.



La Guerre des Bêtes

How the day unfolds

The chapters follow one after the other, and the victory points accumulated will only be revealed at the end of the event during the Ducasse that follows.

If both sides refuse to engage, neither side scores any victory points and the gains from that chapter are lost.

If one of the two sides wishes to balance the fronts, the front receiving the fighters must concede victory. The front that concedes will keep the victory points already accumulated, and subsequent points will be distributed in proportion to the points accumulated at the time of the concession. To prevent abuse, the concession must be approved by a member of the Comité Terrain et Activités (CTA)

Schedule for the day

Start	End	La Guerre des Bêtes
8:00	9:30	Arrival, registration and homologation
9:30	10 :00	Deployment
10 :00	10:30	Prologue – A wolf in sheep's clothing
10:50	11:20	Chapter 1 – He who goes hunting loses his place
11:40	12:10	Chapter 2 – Convincing the rats
12:30	1:30	Interlude – Hungry as a wolf!
1:50	2:00	Chapter 3 – Access to the lair – ** No Dagger
2:20	3:20	Chapter 4 – A battering ram!
3:40	3:55	Chapter 5 – The prey's escape A
4:05	4:20	Chapter 5 – The prey's escape B
4:40	5:00	Hidden chapter – Animal trafficking
5:00		End of the campaign and dinner near the Auberge
7:00		Start of the Ducasse

Delay

Unless otherwise indicated in the description of a chapter, the end of the chapter will be truncated by the accumulated delay time. For example, a chapter lasting forty minutes 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 state will be tolerated during the event, under penalty of expulsion. Everyone's enjoyment depends on the individual responsibility of each participant. *Players who violate these rules may be subject to expulsion.*

Wearing appropriate protective gear is recommended for all combat activities in the Duché de Bicolline.

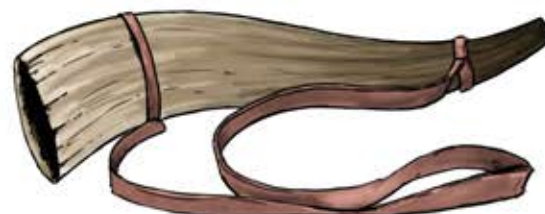
Out of respect for everyone and for fire safety, smoking and vaping are prohibited during combat chapters.

Headquarters

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

- There are no mechanics involving headquarters in this scenario.

It is not possible to change the members of a headquarters after the markers have been distributed.



Rewards

Pay: Each participant in the activity will receive five solars regardless of their front. A population card will also be given to participants who are pre-registered for the activity and are members of the Duché de Bicolline. Only the participant can collect their own pay and population card at the Welcome desk.

Victory: The cumulative victory points from this campaign determine which front will be declared the winner at the end of the day. The guild with the most victory points is declared the winner.

Guild seal: In order to collect their winnings, the chosen guilds must use a seal belonging to them 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 from any sphere may be used.



La Guerre des Bêtes

General's bounties: Front organizers will receive a bounty equivalent to 10 solars per participant recruited (registered) in order to have a war chest to start making payment agreements for recruitment. This bounty 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.

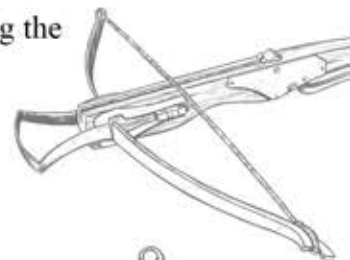
Recruitment bonus: If both fronts reach 300 participants, each front will receive an additional 1,000 solars in the purchase table. In the event of a complete campaign, i.e., 350 participants per front, the bonus increases to 1,500 solars per front.

Victory points: The fronts will have the opportunity to accumulate victory points in each chapter. Reward points will be distributed in proportion to the victory points accumulated during the campaign. The total winnings will be worth 15 solars per participant in the campaign. A secret list of winnings and prizes will be revealed to headquarters during the Ducasse directly at the Banque de l'Hippocampe. Headquarters will be able to purchase the winnings of their choice by paying with reward points. The winning front may have first choice in the event of special prizes.

Notoriety: Each of the guilds forming the headquarters of the fronts will receive one notoriety point, and the chief guild of the winning front will receive an additional notoriety point.

Withdrawal: If a front wishes to forfeit, withdraw, or concede victory, it must inform the other front and the Bicolline organization. If the Bicolline organization and the opposing front accept this decision, the opposing front will be considered the winner of the campaign and will receive the rewards assigned to it. The remaining points will be distributed according to the ratio of points already won.

Point tally: Bicolline will not disclose any point totals, scores, or time remaining during the campaign, except in the event of withdrawal.



Rules

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

- **Permitted weapons:** All weapons are permitted, but restrictions will apply in chapters 3 and 4.
- **Protection:** All armor and shields are allowed, but restrictions will be in effect in Chapter 3.
- **Chapter 3:** Only daggers and armor are allowed. No shields.
- **Chapter 4:** Certain weapons will have restricted areas (see details in the chapter description).



La Guerre des Bêtes

Death and healing

Unless otherwise specified in a chapter description, a healing well works on a "touch and live" basis. It is forbidden for a front to be within ten meters of the opposing front's healing well (no dead camp). A marshal reserves the right to determine the limits of the healing well.

Participants who are entitled to use a healing hourglass may do so.

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



Miscellaneous

- Please return the Duché de Bicolline game equipment to the homologation tent at the end of the campaign. You can also hand it directly to a marshal.
- Unless otherwise stated, water sources in 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



La Guerre des Bêtes

Prologue – *A wolf in sheep's clothing*

The Oiseaux du Crépuscule and the Confrérie are playing cat and mouse. They leave their respective camps to spy on the enemy and find out when to strike. Discord breaks out and chaos ensues when they realize they are using the same strategy...

Deployment

Go to your respective healing wells (D1 & D2).

Latecomers arrive in the game dead.

Field limits

Inside the red line

Chapter duration

30 minutes.

Healing

1x healing well per front (D1 & D2).



Objective 1

- Two timers (BT1 & BT2) will be present in the field. Each front can accumulate time independently.

Objective 2

- Each time a fighter touches a healing well, they will be counted in the death toll.

Rewards

- *Objective 1*

- 60 victory points in ratio to the total time of the time boxes.

- *Objective 2*

- 40 victory points in inverse ratio to the number of deaths.



La Guerre des Bêtes

Chapter 1 – *He who goes hunting loses his place*

More concerned with attacking each other than with their day-to-day business, both the Confrérie and the Oiseaux du Crépuscule neglect their usual routine. The losses of one become the gains of the other, and each takes advantage of the situation to enrich themselves by extorting the enemy's territory.

Deployment

To your respective healing wells (D1 & D2).

Field limits

Inside the red line.

Chapter duration

30 minutes.

Healing

- Healing hourglasses
- 1x healing well per front (D1 & D2).



Objective

- Bags will be present inside the area marked by the red line at the start of the chapter.
- Participants can pick up one bag at a time and return it to their storage area associated with their healing well.
- All bags are stealable unless they are at a healing well and must be dropped on the ground when their carrier dies.
- The marshals will add bags randomly to the area during the chapter at times unknown to the players. To place bags, the marshal will raise their hand and wait approximately 30 seconds before dropping the bags.
- A player can only carry one bag at a time.

Rewards

- 100 victory points, ratio of the number of bags counted.



La Guerre des Bêtes

Chapter 2 – Convince the Rats

The best spy is always our enemy's friend: the informer! Once the vermin has been found, you also need to have a silver tongue so that the rat will listen to you long enough for you to pour vinegar into their ears. When you succeed, they will sing like a canary.

Deployment

To your respective healing wells (D1 & D2).

Field limits

Inside the red line.

Chapter duration

30 minutes.

Healing

- Healing hourglasses
- 2 x healing wells per front (D1 & D2).

Objective

- At the start of the scenario, there will be a marshal (banner bearer) at banner A and another at banner B.
- When a player is next to a banner bearer, the banner bearer will move in a straight line toward his objective.
- If there are no players next to the banner bearer, he remains stationary.
- When the banner bearer reaches his objective, the front with the player closest to him takes a roll.
- If the closest player is not obvious to the banner bearer, the banner bearer will wait until he can clearly identify one.
- Once the objective has been reached and the roll call determined, the banner bearer returns to his starting point using the same movement principle.
- When the banner bearer reaches his starting point, the front with the player closest to him scores a roll.
- The banner bearers repeat the steps until the end of the scenario.

Rewards

- 150 victory points in proportion to the number of raises completed.



Interlude – *Hungry wolves!*

Scraps of information. Neglected contract remnants. None of this fills the bellies of hungry wolves. It's time to gather the pack and pool the fruits of the morning's hunt.

Deployment.

At the restaurant in the old town

Chapter duration

- 60 minutes.
- The rollout for the next chapter will take place at 1:30 p.m. so that we are ready to start at 1:50 p.m.

Objectives

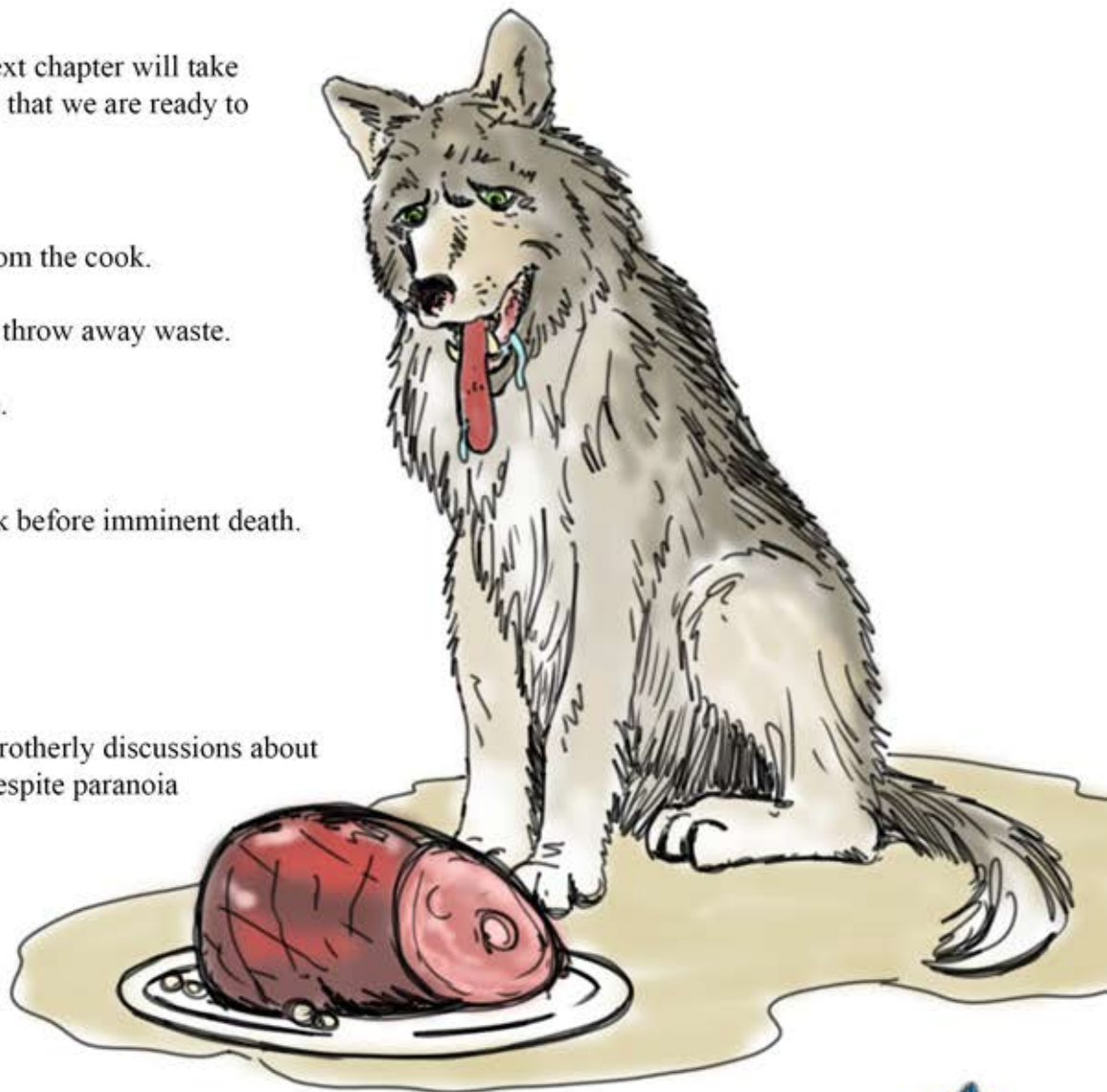
- Pick up your meal from the cook.
- Eat your meal.
- Use the trash cans to throw away waste.
- Catch any stragglers.
- Fill your water bottle.

Victory conditions

- Have eaten and drunk before imminent death.
- Do not desert

Rewards

- Satiety
- Hydration
- BONUS: Beautiful brotherly discussions about the meaning of life despite paranoia



La Guerre des Bêtes

Chapter 3 – Access to the lair

Now that we know almost everything about where the enemy is hiding, it's time to control access. All this must be done discreetly, on tiptoe, in close combat. We certainly don't want to wake the beast before it's time. It's time to be sneaky!

Deployment

To your respective healing wells (D1 & D2).

Field limits

None.

Chapter duration

10 minutes.

Restriction

- Only daggers (weapons less than 40 cm) are allowed – nothing else.
- Armor counts.

Healing

- Healing hourglasses
- 2 x healing wells per front (D1 & D2).

Objective

- There are four position masts (M1, M2, M3 & M4). Each front can take control of them by placing the snap hook of its front's color in the center of the mast.
- Every minute (bell), control of the position masts will be simultaneously checked by marshals.

Rewards

- 100 victory points in proportion to the cumulative readings.



Chapter 4 – *A bull's front!*

No more subtlety, it's time to let your opponent know that you're no wimp! While maintaining control of the access points, you must now penetrate the heart of enemy territory, which is teeming with enemies. Your objective: a complete raid.

Deployment

At your respective healing points (D1 & D2). SOUTH of the river.

Field boundaries

None.

Chapter duration

60 minutes.

Restrictions

- Only one-handed weapons (less than 112 cm), bows, and shields are allowed NORTH of the river.
- No fighting is allowed on bridges or within 3 meters of them. You may not obstruct the passage of others. You may cross paths on bridges.

Healing

- 2 x healing wells per front (D1 & D2).
- Healing hourglasses

Objective 1

- Five time boxes (BT1, BT2, BT3, BT4 & BT5) will be present in the field. Each front can accumulate time independently...

Objective 2 – Collecting Bags

- Bags will be available at point R.
 - Participants may pick up one bag at a time and return it to their healing well SOUTH of the river.
 - All bags are stealable unless they are at a healing well and must be dropped on the ground when their carrier dies.
 - Marshals will add bags randomly to point R during the chapter at times unknown to players.
 - A player can only carry one bag at a time.



La Guerre des Bêtes



Rewards

- *Objective 1*
 - 175 victory points in ratio to total time accumulated.
- *Objective 2*
 - 175 victory points in ratio to bags accumulated.



La Guerre des Bêtes

Chapter 5 – *The Escape of the Prey*

It appears that the enemy has managed to escape with the most valuable item in their lair: their animal mascot! They are transporting it by palanquin, guarding it like the apple of their eye. You have very little time to thwart their plans. If you fail, your target will disappear into the wild forever, like a chameleon.

Deployment

- At your respective healing wells when you have the palanquin.
- Between the starting line of the palanquin and the finish line if you are on defense.
- For the second deployment, the roles are reversed.

Field limits

None.

Chapter duration

2x 15 minutes maximum.

Healing

- For the forehead with the palanquin
 - Healing hourglass
 - 1x healing well per front (D1 & D2).
- For the front without a palanquin
 - No healing

Objective

- A palanquin must be transported to the finish area.
- It can only be carried by the 4 members, identified by a sash provided by the organization.
- The four members must carry the palanquin in unison.
- The palanquin must follow the predetermined route.
- The dead must move aside to allow the palanquin to pass.

Winnings

- 200 victory points in ratio to the defense time cumulated.



La Guerre des Bêtes

Hidden chapter – *Animal trafficking*

Enlist, re-enlist, they said... As soon as you enlist, you find yourself in a war where everyone is fighting for a frog and possibly a tadpole? Personally, you've already had enough...

You've heard that a certain El Scorpionne, a notorious pirate with an evil twin, is paying well for animals that have sentimental value for the world's top leaders. You gather a handful of your closest brothers, who seem to be as fed up with this conflict as you are, and decide to find an animal that you can pass off as important to El Scorpionne. After all, rumor has it that he's particularly blind, so any amphibian will do. And even if he discovers your subterfuge after the fact, it's not like pirates are known for holding grudges.

Deployment

- On the way, marked in purple.
- Front lines no longer matter.
- Form teams of up to 10 people.

Field limits

Inside the purple line.

Chapter duration

3x 7 minutes

Restrictions

- Weapons longer than 6 feet and projectiles are prohibited.
- Armor points do not count.
- Fronts no longer count, and teams of more than 10 people and/or teams that cooperate will be eliminated without warning.

Healing

None.

Objective

- Be the last one at point A after 7 minutes.

Rewards

- 3x 100 Solars (100 Solars per scenario).

