

La Fureur des Six

CAMPAGNE



11 OCTOBRE 1025



DUCHÉ DE BICOLLINE



La Fureur des Six

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The shadow of the Army of the Dead still looms over Terra'Kana. Although driven back into the swamps and ruins of l'Empire d'Or, its threat persists, fueled by rumors of dark rituals. Disturbing rumors are circulating that fleeing necromancers are preparing new rituals, and some villages on the outskirts of Rougecogne swear they have heard the funeral drums of the revenants at dusk. Fear is spreading, silent and creeping, and everyone knows that a single mistake could reopen the gates of hell.

It is in this climate of uncertainty that an extraordinary initiative arises. Édouard d'Orléans, Lord of Méridia, a shrewd patron and visionary strategist, convenes large-scale military maneuvers in Aquitaine. Eager to increase trade with Rougecogne and Bragance, he remains nonetheless concerned about the future: rumors of a massive arrival of the dead prompt him to test the continent's forces before it is too late.

Six of the most famous and feared guilds respond to his call. Each proudly displays its colors and motto, but behind the banners lie divergent ambitions: prestige, money, military glory, or a fierce desire to gain the advantage that neither diplomacy nor treaties can provide. The rivalry is palpable, for the patron has promised that only the most worthy will be called to his side.

The trials announced are distinguished by their relentless harshness. The pitched battles will see the rise of a monstrous re-enactment of the l'Armée des Morts, where only discipline can overcome fear. Tactical deployments will lead the combatants through woods, ruins, and swamps, terrain designed to engulf the hesitant and magnify the audacity of the most resolute. Next come the tests of command, where the foresight of a leader can save an entire army or plunge it into annihilation. Finally, there will be skirmishes, brutal and unpredictable, striking like lightning to expose the cohesion of the troops in the turmoil of chaos.

These maneuvers are not mere entertainment. They prepare for the wars of tomorrow. The victorious guilds will receive colossal rewards, but above all, exclusive contracts: securing roads, escorting caravans through haunted lands, defending frontline villages against the undead. For Édouard d'Orléans, this is not just a spectacle, but a way of preparing the living world for the inevitable assault of the dead.



Registration details

Fees

Member: CA\$80.00 + tax (CA\$91.98)

Regular: CA\$95.00 + tax (CA\$109.23)

The price of the activity does not include lunch and dinner, but a meal package is available for purchase.

LUNCH: CA\$15.85 + tax (CA\$18.22)

Burger with strawberry smoothie

DINNER: CA\$26.40 + tax (CA\$30.35)

Kafta plate

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 upon payment or a photo ID. Participants who cannot present one of these two documents will not be admitted.



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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, October 6, 2025, at noon. The deadline for registration without meal package is Friday, October 10, 2025, at 5:00 p.m.

The activity is designed for six fronts with a minimum of 80 participants each. When the fronts are full, they will be increased automatically in increments of 20 places up to a maximum of 120 per front. If the organizers of each front agree, it will be possible to increase the fronts and 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 explain the exact procedure to follow.

For registration management, you must contact the front organizers:

Compagnie des Huit voiles (Purple)

Philippe B. Côté (yamel.pbc@gmail.com)

St-Sépulcre (Blue)

Yanick Bouchard (Lancelot.31@hotmail.com)

Flamants (Red)

Benoit St-Hilaire (benoitsthilaire1@gmail.com)

Legio Mortem (White)

Patrick Simard (psimardx6@gmail.com)

Hyperion (Yellow)

Pierre-Olivier Gamache (p-olivier.gamache@hotmail.com)

Association du Libre Condor (Green)

Jérémie Lahaie (lahaiejeremie@gmail.com)



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Schedule

Arrival

On the day of the activity

Participants 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 those who have reserved parking spaces. **No cars will be allowed on site on the day of the activity.**

Latecomers must join the activity in progress after passing homologation. It is the responsibility of latecomers to find a marshal who can certify their weapons before joining the battle.



Arrival on Friday and departure on Sunday

Assignees 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 assigned parking lot, if applicable, before that time.

Assignees 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. Assignees must leave the site by **2:00 p.m.** on the Sunday following the event.

Schedule for the day

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

If both sides refuse to engage, neither side will score victory points and the gains from that chapter will be lost.

Due to the nature of the six-front turntables, no concessions will be accepted for this campaign.





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Schedule for the day

Time	La Fureur des Six
8:00 a.m. to 9:30 a.m.	Arrival, registration, and certification
9:30 a.m. to 10 :00 a.m.	Deployment
10:00 a.m. to 10:10 a.m.	Intro Chapter – The Meeting of the Six
10:30 a.m. to 11:00 a.m.	Plain Chapter – The Duel of the Banners
11:20 a.m. to 11:50 a.m.	Non-Dec Chapter– The March of the Banners
12:10 p.m. to 12:40 p.m.	Viking Chapter – The Forest of Aquitaine
1:00 p.m. to 2:00 p.m.	Interlude – The Table of Orléans
2:20 p.m. to 2:50 p.m.	North Quarter Chapter– The Parade
3:10 p.m. to 3:40 p.m.	Old Town Chapter – Barns of Aquitaine
4:00 p.m. to 4:30 p.m.	Faubourg Chapter – The Gate of Aquitaine
4:50 p.m. to 5:00 p.m.	Hidden Chapter – The Ordeal of Aquitaine
5:00 p.m.	End of campaign
6:00 p.m.	Start of the Ducasse
7:00 p.m.	Unveiling of the prize list

In addition to Chapter 1 and the hidden chapter, the chapters will be conducted in parallel in pairs of three, morning vs. afternoon. Here is the rotation schedule:

AM	Chap. Plain		Chap. Non-Dec		Chap. Norse	
Start	D1	D2	D1	D2	D1	D2
10:30 a.m.	White	Blue	Green	Yellow	Red	Purple
11:20 a.m.	Green	Purple	White	Red	Blue	Yellow
12:10 p.m.	Yellow	Red	Purple	Blue	White	Green
PM	Chap. North District		Chap. Old Town		Chap. Suburb	
Departure	D1	D2	D1	D2	D1	D2
2:20 p.m.	White	Purple	Blue	Green	Red	Yellow
3:10 p.m.	Blue	Red	White	Yellow	Green	Purple
4:00 p.m.	Green	Yellow	Red	Purple	White	Blue



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Delay

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



Game elements

Safety

We are all responsible for our own safety and that of others. No violent behavior (physical or psychological) or altered states of consciousness will be tolerated during the event, under penalty of expulsion. Everyone's enjoyment depends on each individual's personal responsibility. *Players who violate these rules may be subject to expulsion.*

Wearing appropriate protective gear is recommended for all combat activities in the Duchy of 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 fringes indicating their headquarter status, which they can distribute as they see fit.

- There are no mechanics involving headquarters in this scenario.

It is impossible to change the members of a headquarter after the fringes have been distributed.





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Gains

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

Victory: The cumulative victory points from this campaign will determine which side will be declared the winner at the end of the day. The **three guilds** with the most victory points will be declared the winners.

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.

General's grants: Front organizers will receive a grant equivalent to 10 solars per confirmed participant present at the campaign by the reception desk in order to have a war chest to start making payment agreements for recruitment. This grant will be awarded during the Ducasse to one of the organizers of each front, who must appear in person at the Bank.

Recruitment bonus: If the six fronts reach 100 registered participants, each front will receive an additional 350 solars in the purchase table. In the event of a full campaign, i.e., 120 registered participants per front, the bonus increases to 500 solars per front.

Armband bonus: Armbands of each color will be counted on the Sunday following the activity. A bonus of 250 solars will be paid into the virtual chests of guilds that have collected 95% or more of the armbands distributed to their participants. Armbands can be handed in to the marshals at the end of the campaign or deposited in the box provided for this purpose at the exit near the Welcome Desk.

Victory points: 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. Winnings will total 15 solars per confirmed participant present at the campaign by the reception desk. A secret list of winnings and prizes will be revealed to the headquarters during the fair directly at the Bank. Organizers will be able to purchase the winnings of their choice by paying with reward points.

Notoriety: Each of the guilds forming the frontline command will receive one notoriety point, and the victorious guilds will receive an additional notoriety point.

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



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Rules

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

- **Permitted weapons:** All weapons are permitted.
- **Protection:** All armor and shields are permitted.
- **Armbands:** Armbands must be attached so that they are visible either on the arm or near the shoulder on the torso.



Death and healing

Unless otherwise specified in a chapter description, a healing well works on the principle of "you touch it, you come back to life." It is forbidden for a front to be less than ten meters from the opposing front's healing well (no camp of the dead). 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 side.



Miscellaneous

Please return the Duchy of Bicolline game equipment to the certification tent at the end of the campaign. You can also hand it directly to a marshal.

A specially designed bin will be located at the exit near the Welcome Desk to collect participants' armbands from the start of the campaign until Sunday at 2:00 p.m.

Unless otherwise noted, water stations 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**



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Intro Chapter – The Meeting of the Six

It is said that the plain north of Aquitaine, on the border of the Wild Lands of the Pays de Kafe, vast and bare under the sky, once witnessed the clash of forgotten kings whose banners were consumed by the wind. Even today, the ground retains the memory of the blood spilled there and echoes with the sounds of past battles. It is there that the six fronts line up, each bearing its color as a challenge to the others. No care will come to save the wounded, for the Plain demands that combatants stand or fall. Only the army that holds the marshal's mast at the end of the trial can claim victory and inscribe its name in the memory of the barren fields where the living measures their worth against oblivion.

Deployment

On the Plain

- D1: Green
- D2: Yellow
- D3: White
- D4: Red
- D5: Blue
- D6: Purple

Battlefield

The Plain

Chapter duration

10 minutes

Healing

No healing

Objectives

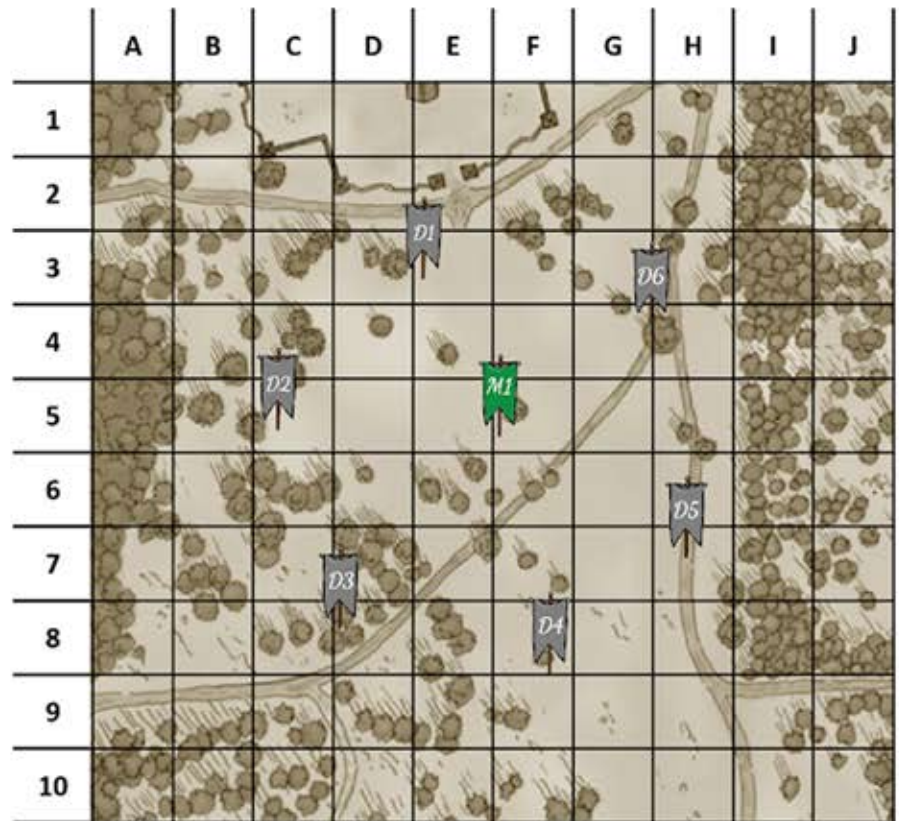
Objective 1

- Eliminate the 5 enemy fronts
 - If there are no obvious movements by the fronts in the central area of the plain, the foghorn will sound. Please note that participants who are too discreet may not be spotted by the marshals.
- The army that has control of the marshal at mast M1 at the end of the allotted time will be declared the winner.

Winnings

Objective 1

- 10 victory points for the victorious front



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Plain Chapter – *The Duel of the Banners*

When the tumult of the Meeting of Six subsides, the Plain is left with only two armies facing each other. Here, there is no longer any question of crowds or confusion, but of a pure, clear, and sharp confrontation. Each front carries its banner like an oath, and each step echoes in the heavy dust of history. The Plain, indifferent, watches mercilessly as these rivals advance toward each other, determined to mark their colors on the soil of ancient kings.

Deployment

- D1: North of the Plain
- D2: South of the Plain

Battlefield

The Plain

Chapter duration

30 minutes

Healing

- Healing hourglasses.
- 1 healing well per front represented by the entire path where the red dotted line is located.

Objectives

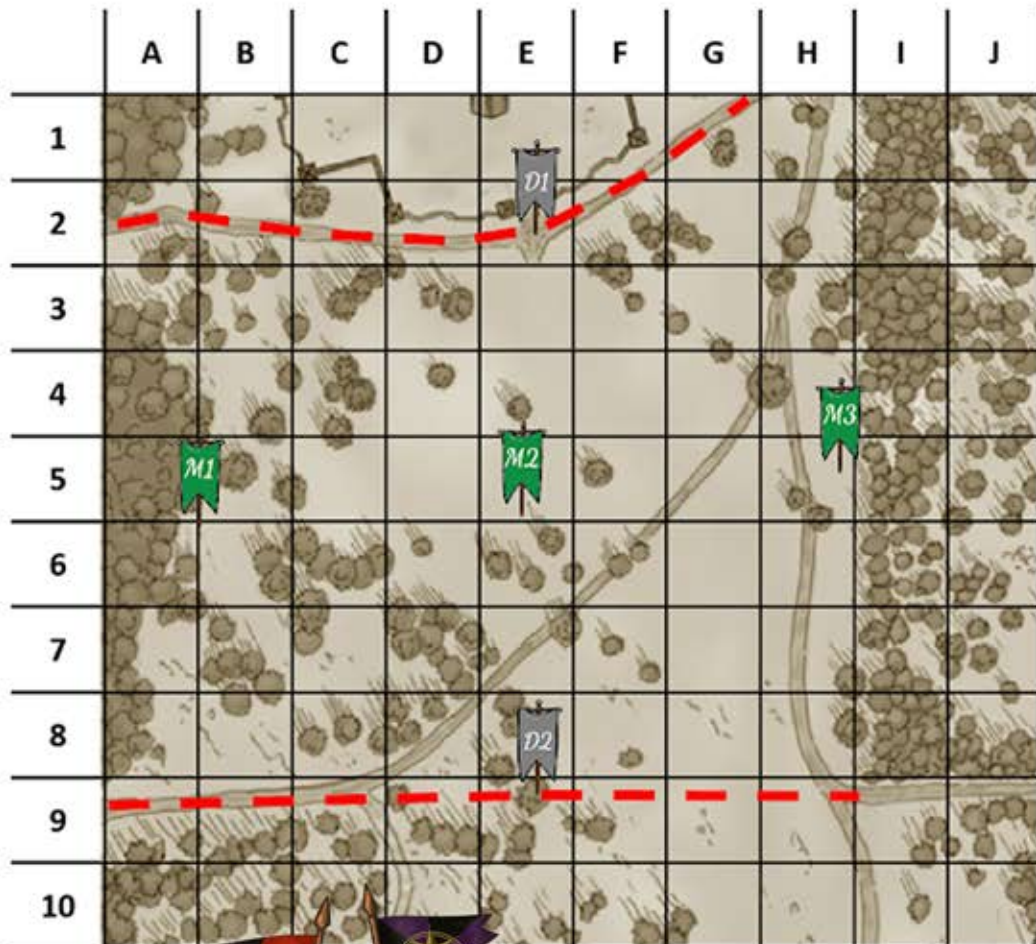
Objective 1

- 3 masts will be present at points M1, M2, and M3. They will be raised simultaneously every 3 minutes.

Gains

Objective 1

- 1 victory point per reading.



Non-Dec Chapter– *The March of the Banners*

The hunting camp, set up on the edge of the wilderness, has always been a place of passage, a crossroads where caravans, soldiers, and nomads meet. Its fragile palisades are only a facade, for beneath the tents and flickering fires, this ground has seen more intrigue and betrayal than any fortress. Today, it becomes a battlefield.

Two fronts clash here, each carrying a standard-bearer in its heart. These men and women, chosen from among the most loyal, carry much more than an emblem: they embody the memory of their banner. Escorted through the storm, they advance step by step, for each mast conquered engraves a new oath in the dust of centuries.

Deployment

- D1: North of the non-decorum camp
- D2: South of the non-decorum camp

Battlefield

The non-decorum camp

Chapter duration

30 minutes

Healing

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

Objectives

Objective 1

- A standard-bearer marshal will be present at the well on each front.
- It will be possible to escort him to one of six (6) masts (M1 to M6) of your choice and, once there, accumulate time.
 - At any time, if the standard-bearer marshal finds himself alone with no members of the front, the accumulated time is reset to zero and he walks back to his front's healing well. He is not obliged to return to his well before being accompanied again and can be intercepted on the way.
- When the accumulated time reaches four (4) minutes, the flagpole is defended.

Gains

Objective 1

- Five (5) victory points per defended flagpole.

	A	B	C	D	E	F	G	H	I	J
1										
2								D1		
3										
4				M5		M4			M6	
5				M1						
6						M3		M2		
7										
8							D2			
9										
10										





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Viking Chapter – The Forest of Aquitaine

In the Forest of Aquitaine, just a stone's throw from the sea, stands an ancient Norse camp, which becomes the scene of new maneuvers. Two sides clash there, not to conquer territory, but to prove their worth.

In the center, the great mast raises its branches like a challenge. Each carabiner seized, each step gained, becomes a sign of discipline and courage. These catches are not mere trophies, they are proof that the living are learning, that they are forging themselves in preparation for the coming assault.

Deployment

- D1: East of the Norse camp
- D2: West of the Norse camp

Battlefield

The Norse camp.

Chapter duration

30 minutes

Healing

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

Objectives

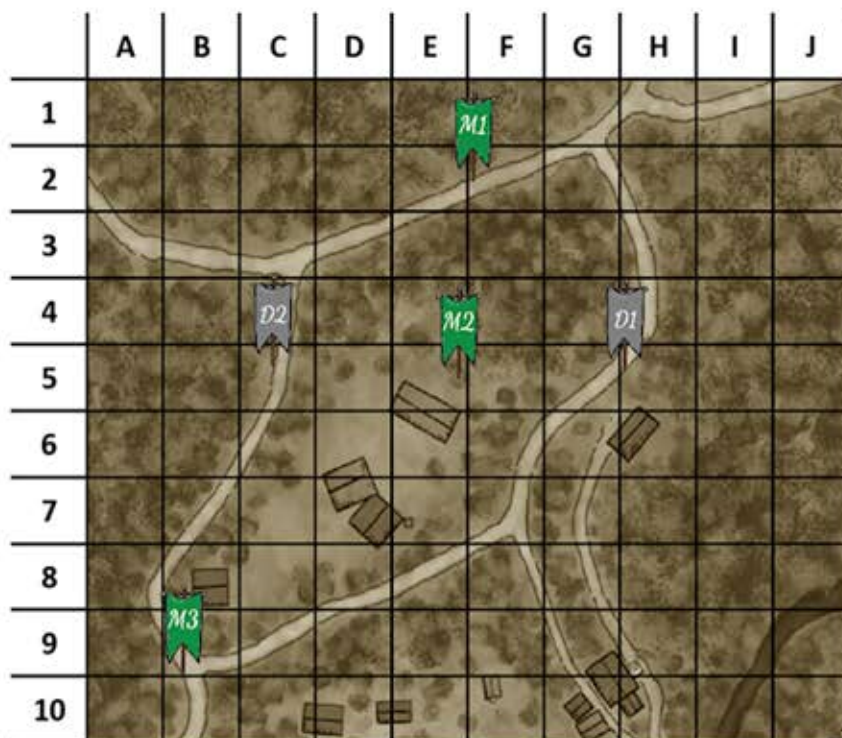
Objective 1

- At the start of the chapter, and every 3 minutes thereafter, a carabiner will be placed on each branch of the mast (for each front) if a carabiner is not already there.
- Each mast will have a branch associated with your color.
- It is possible for a player to take a carabiner from a branch of their color as long as they are still alive and have at least one arm.
- You cannot interact with the branch (and carabiner) of your opponent's color.
- Carabiners cannot be stolen.
- Carabiners cannot be transferred to another player.
- A player must return it to their healing well and give it to their front marshal while still alive.
- If a player dies while in possession of a carabiner, they must be healed; they cannot return to their well to revive.

Winnings

Objective 1

- 1 victory point for each carabiner brought back to the marshal before the end of the scenario.



Interlude – *The Table of Orléans*

When the bells ring at noon, the weapons fall silent and tempers calm. In the great courtyard, Édouard d'Orléans invites warriors and companions to his lavishly set table. Wine flows, bread is broken, and the colors of the guilds mingle like a cloak of fleeting peace. It is a time of respite, a pause for the living, before the tumult of maneuvers and the long road to the war of the Dead resume.

Deployment

- At the restaurant in the old town

Chapter duration

- 60 minutes.
- Deployment for the next chapter will take place at 2:00 p.m. so that we are ready to start at 2:20 p.m.

Objectives

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

Victory condition

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

Gains

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





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North Quarter Chapter– *The Parade*

Across the domain of Aquitaine, from north to south, a long procession advances. It is not a real war, but a solemn maneuver, a test where the fronts parade before the lords and witnesses to demonstrate their discipline and steadfastness before the inevitable confrontation with l'Empire des Morts.

Everyone knows that in this parade, time itself is the real weapon. Every minute gained along the way resonates like an oath: to hold on, to advance despite fatigue and loss. And when the hour of the revenants strikes, only the banners that have proven their endurance here will be able to claim to lead the war of the living.

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Deployment

- D1: At the Phoenix
- D2: At the Gypsies

Battlefield

- The northern district.
- It is possible to stray from the path.

Chapter duration

- 30 minutes

Healing

- 1 healing well per front (D1 and D2)



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Objectives

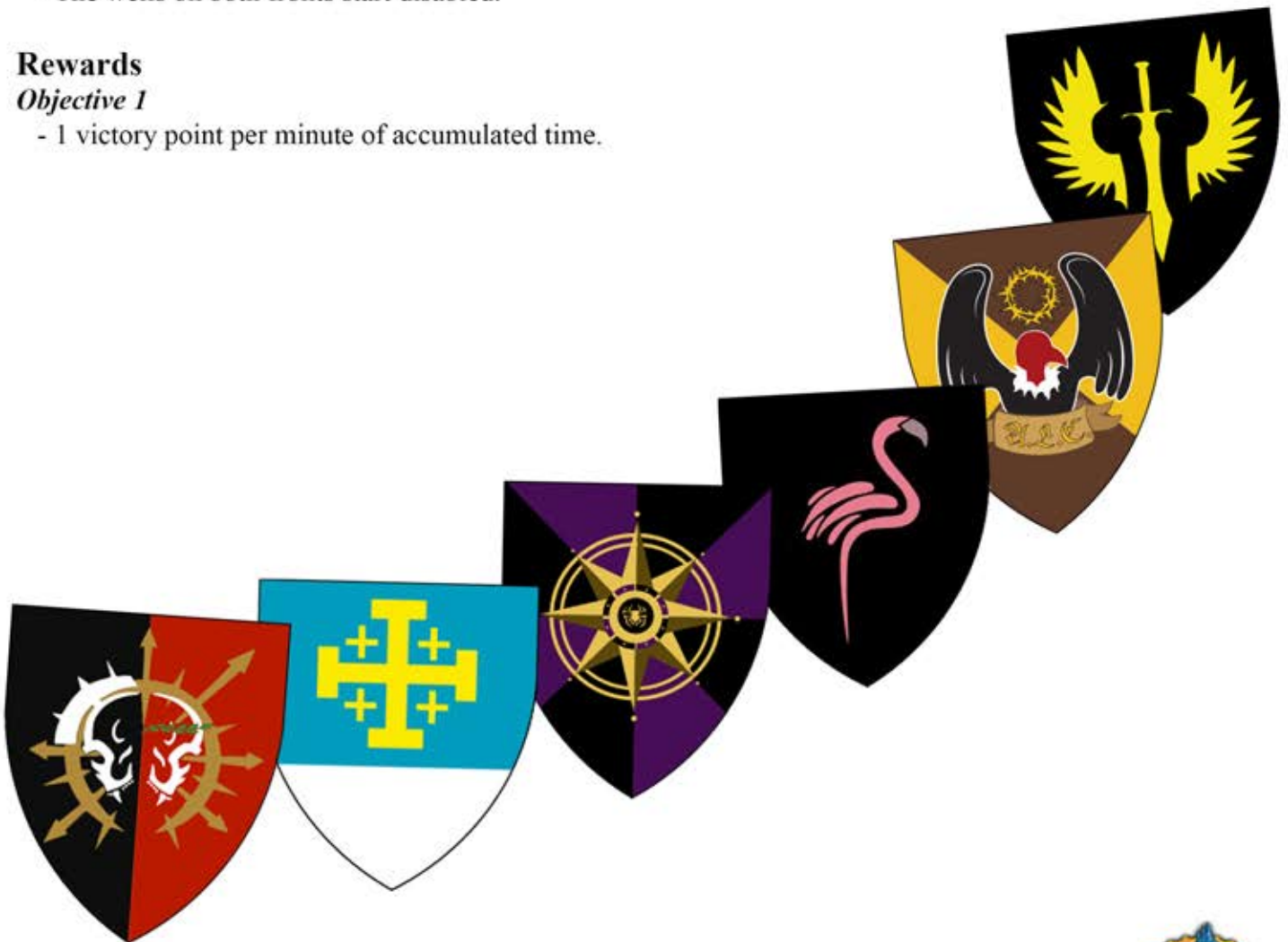
Objective 1

- A marshal is found at the flag and moves only along the path between I1 and I2.
- It is possible to escort the marshal to point I2 if you start at D2, or I1 if you start at D1.
 - The marshal moves if a front is present exclusively around him within a 5-foot radius. If no one is present, he returns to the center.
 - When he reaches I1 (if escorted by the D1 front) or I2 (if escorted by the D2 front), he will begin counting time for the front that escorted him to that point. The count only stops when he reaches the other I point, at which point he will now count time for the opposing team.
 - Time is cumulative and is not lost between round trips.
- When the marshal is actively counting time for your front, your healing well is disabled and the enemy's is open.
- The wells on both fronts start disabled.

Rewards

Objective 1

- 1 victory point per minute of accumulated time.





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Old Town Chapter– *Barns of Aquitaine*

Beneath the worn stones of Aquitaine, the centuries still weigh heavily. Normally a hub for fairs and festivals, today it is given over to military maneuvers. The fronts clash around the hamlet, where residences and barns intermingle, each seeking to plant their banner in the memory-laden alleyways.

The hamlet watches in silence. It has seen kings reign and kingdoms fall and knows that these maneuvers are only a prelude. But every second defended, every breath wrested from time, prepares the living for the ultimate war, the one they will soon wage against l'Empire des Morts.

Deployment

- D1: The Old Town scene
- D2: At the Boar Camp

Battlefield

Old Town

Chapter duration

30 minutes

Healing

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

Objectives

Objective 1

- 3 time boxes are present at points BT1, BT2, and BT3.

Rewards

Objective 1

- 30 victory points based on the total accumulated time (rounded to the nearest whole number).

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										



Faubourg Chapter – The Gate of Aquitaine

At the gates of Aquitaine, behind the protection of its fort, the streets that once welcomed markets and merchants are now opening up to a decisive maneuver. From north to south, the fronts are deploying, ready to clash in the maze of alleys and scattered houses.

At the center of the contest, a standard-bearer advances at a measured pace along the marked route. His march commands silence and tension, for it is neither brutality nor numbers that will seal the outcome, but the patient discipline of those who remain at his side. Every breath gained beside him becomes a victory, every lapse an irretrievable surrender.

Deployment

- D1: North of the Faubourg
- D2: South of the Faubourg

Battlefield

Faubourg.

Chapter duration

30 minutes

Healing

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

Objectives

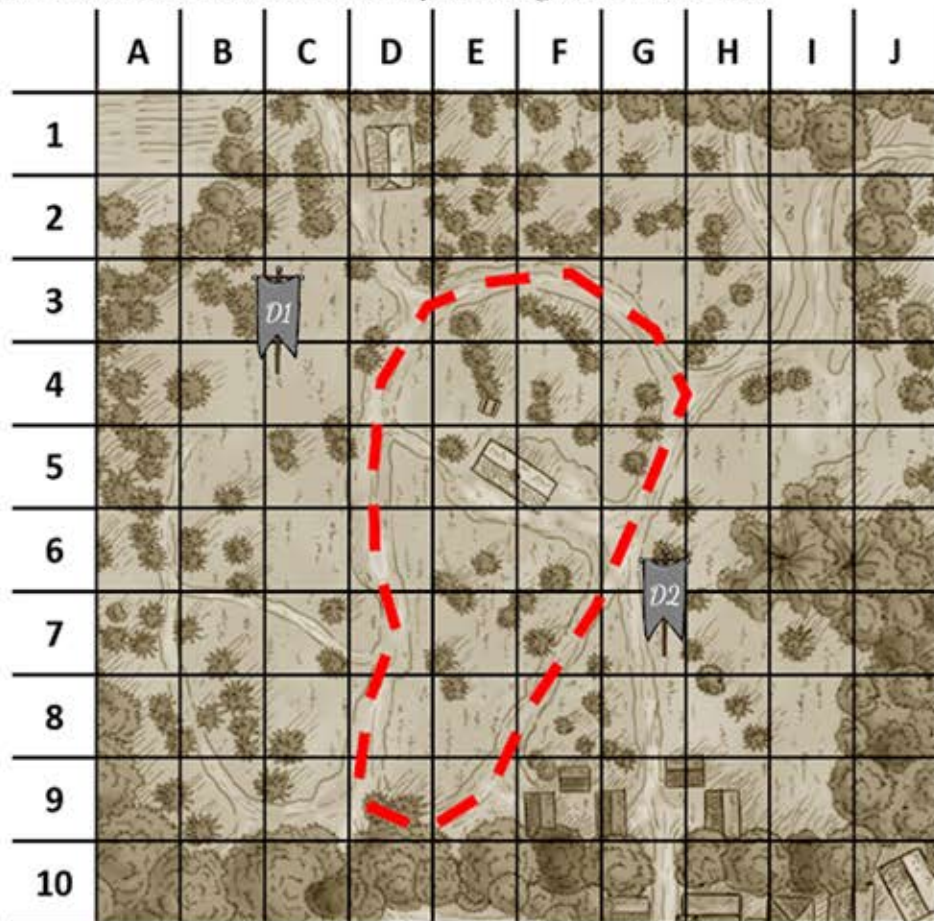
Objective 1

- A standard-bearer marshal moves clockwise along the red dotted line on foot.
- It will be possible for a front to accumulate time by following the standard-bearer marshal. Time is only accumulated if a member of the front is within 5 feet of the standard-bearer marshal without the presence of a member of the opposing front. If a member of each front is within 5 feet, time accumulation is stopped.

Gains

Objective 1

- 30 victory points based on the total time accumulated (rounded to the nearest whole number).





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Hidden Chapter – *The Ordeal of Aquitaine*

Beneath the arches and worn cobblestones of Aquitaine, the centuries seem to weigh like a silent judge. Once a place of festivals and fairs, it has now become the arena for a cruel trial by ordeal, where the weakest must prove that they still deserve to walk among the living.

Deployment

- To the left of the Red line:
The team with the lowest score.
- To the right of the Blue line: The team with the second lowest score.

Battlefield

The Old Town

Chapter duration

10 minutes

Healing

Healing hourglasses

Objectives

Objective 1

- The organizers of each of the two teams that are approximately at the bottom of the scoreboard take turns choosing one of the four (4) other teams, starting with the team with the lowest score.
 - This creates a 3-on-3 matchup.
- Elimination of the opposing side.
- The army with the most combatants alive and still standing at the end of the allotted time will be declared the winner. Kneeling combatants will not be counted.
 - If there are no more obvious movements on the fronts, the foghorn will sound. Please note that participants who are too discreet may not be spotted by the marshals.

Winnings

Objective 1

- 300 solars for the winning team, to be distributed as they see fit.

