

Terres Inconnues

CAMPAGNE



1 NOVEMBRE 1025



DUCHÉ DE BICOLLINE





Terres Inconnues

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Each guild has its own ambitions and dreams of conquest.

"We will hold the line with honor!" shout the Mek Dyude as they raise their banner in October 1025. Enclosed on the islands of Tara and Dalryada, Ainmeil Mek Dyude's troops feel the call of the open sea. They will let no one and nothing stand in the way of their destiny to conquer new territories, and perhaps even set foot on the mythical soil of Tir na nÓg, the Land of Eternal Youth, cradle of the Celtic peoples.

As its name suggests, the Mistral guild sweeps across Mundus like a dry, cold wind. Under the leadership of Ildir, they search for fragments of the past, forgotten relics, and anything else that might deepen their knowledge. Masters in the art of speech, they also know how to wield a blade when words are no longer enough. Firmly rooted in Irendille, they nevertheless seek to extend their branches across the Terres du Centre.

Gunthar Ashendorf's rise to the throne of Andore du Nord was an adventure that proved costly, to say the least. And while the coffers of the Brabancourt guild are not yet empty, they are beginning to show signs of depletion. The coming years will be lean if Morenzee and his entourage do not discover new sources of income. It is a matter of survival: the guild's coffers must be replenished, by hook or by crook.

Well known for their impetuous nature, the Gaurydrim never go unnoticed. Their latest festivities during the great summer gathering left them penniless! Running out of everything, from solars to cervoise, they accepted without hesitation the mission of a patron as rich as he was anonymous: to travel the wild lands of the Hippocampe to establish an outpost worthy of their name.

But when so many warriors tread the same wild lands, regardless of their motivations, they inevitably end up crossing swords. Whether it's because they believed they were the first to arrive or because they felt they had been stepped on, the result is the same: blood will be shed on these still Terres Inconnues.



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)

- Lentil soup with a meat or veggie sandwich

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

- Meat or vegetarian couscous

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 27, 2025, at noon. The deadline for registration without meal package is Friday, October 31, 2025, at 5:00 p.m.

The activity is designed for four fronts with a minimum of 125 participants each. When the fronts are full, they will be increased automatically in increments of 25 places up to a maximum of 175 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 detail the exact procedure to follow.

For registration management, please contact the front organizers:

Gaurydrim (BLEU)

- Jessen Gillis (azalis1984@gmail.com)
- Elie Perreault-Labbe (Perreault12@gmail.com)

Brabancourt (ROUGE)

- Ézéchiél Martin (ezechiel.m10@gmail.com)
- Marc-Antoine Lemay (marcantoinelou@hotmail.com)

Mek Dyude (JAUNE)

- Patrick Gagnon (patrick_gagnon@hotmail.com)
- Daniel Gagnon (teth.iaran@gmail.com)

Mistral (VERT)

- François Noël (seikidokan7@gmail.com)
- Émile Grondin (grondiemile@gmail.com)



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

Grantees registered for the event may arrive on Friday and sleep on site. Please note that the Welcome desk opens at **5:00 p.m.**, participant registration must be completed before **9:00 p.m.**, and access to the site closes shortly before **10:00 p.m.** Therefore, all vehicles must be returned to the P1 parking lot across the street or to the allotment parking lot, if applicable, before **10:00 p.m.** No parking is allowed on the landing stage.

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.

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 four-front turntables, no concessions will be accepted for this campaign.





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Schedule for the day

Time	Unknown Lands
8:00 a.m. to 9:30 a.m.	Arrival, registration, and homologation
9:30 a.m. to 10 a.m.	Deployment
10:00 a.m. to 10:10 a.m.	General melee - Introduction chapter
10:30 a.m. to 11:00 a.m.	First confrontation – Plaine du Fort and Non-Dec chapters
11:20 a.m. to 11:50 a.m.	Second battle – Plaine du Fort and Non-Dec chapters
12:10 p.m. to 12:40 p.m.	Third battle – Vieille-Ville and Faubourg chapters
1:00 p.m. to 2:00 p.m.	Lunch in Vieille-Ville
2:20 p.m. to 2:50 p.m.	Fourth confrontation – Vieille-Ville and Faubourg chapters
3:10 p.m. to 3:40 p.m.	Fifth battle – Plaine des Tournois and Nouvelle-Ville chapters
4:00 p.m. to 4:30 p.m.	Sixth battle – Plaine des Tournois and Nouvelle-Ville chapters
4:50 p.m. to 5:00 p.m.	Optional battle – Extra chapter
5:00 p.m.	End of campaign and dinner in Vieille-Ville
6:00	Start of the Ducasse
7 p.m	Unveiling of the prize list

Apart from the Introduction chapter and the Extra chapter, all battles will take place simultaneously on two sets to accommodate four fronts. Here is the rotation schedule:

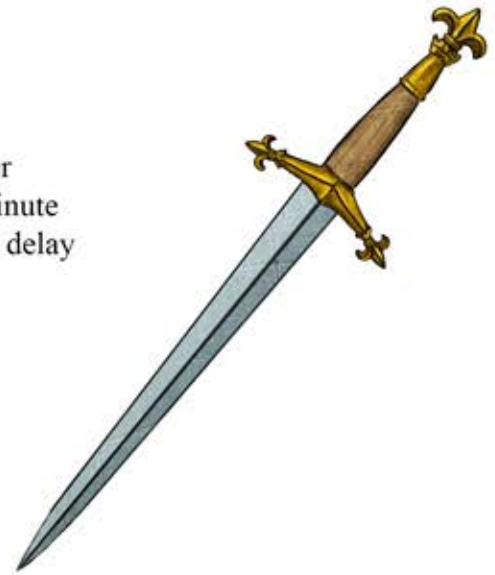
	D1	D2		D1	D2
	Plaine du Fort Chapter			Non-Dec Chapter	
10:30 a.m.	Red	Blue		Green	Yellow
11:20 a.m.	Green	Yellow		Red	Blue
	Vieille-Ville Chapter			Faubourg Chapter	
12:10 p.m.	Green	Red		Yellow	Blue
2:20 p.m.	Yellow	Blue		Green	Red
	Plaine des Tournois Chapter			Haute-Ville Chapter	
3:10 p.m.	Blue	Green		Red	Yellow
4:00 p.m.	Red	Yellow		Blue	Green



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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 **two 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 375 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.



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

Phone: (819) 532-1755

Address:

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

Website: **bicolline.org**



Terres Inconnues

Chapter Intro – A Person of Interest

Every conquest brings its share of trials. Wild lands are never without guardians. One must impose one's strength on enemies while earning the respect of the peoples who inhabit them. For only those who triumph through the sword and loyalty deserve to fly their flag there.

Deployment

In the Plaine

- D1: Green
- D2: Yellow
- D3: Red
- D4: Blue

Battlefield

Plaine du Fort.

Chapter duration

10 minutes.

Healing

Healing hourglasses.

1 healing well per front represented (D1 to D4).

Objectives

Objective 1

- Each front has a banner bearer marshal who starts at their deployment point and can only walk.
- It will be possible to escort him to point I and, once there, to accumulate time.
- At any time, if the banner bearer marshal finds himself alone with no members of the front, the accumulation of time is interrupted, and he walks back to his front's healing well. He is not obliged to return to his well before being escorted back and can be intercepted on the way.

Rewards

Objective 1

- 10 victory points based on the total accumulated time ratio.





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Plaine du Fort Chapter– *Tumultuous exchanges*

Once you have won over the local chief, you still need to have enough time to rally him to your cause before enemy troops disrupt the meeting. Too many voices around the table quickly render the talks meaningless. And if the natives persist in refusing to agree... there is always the use of force to make them see reason.

Deployment

D1, D2, D3, and D4.

Field Limits

The Non-Decorum is not accessible.

Chapter duration

30 minutes.

Healing

Healing hourglasses.

1 healing well per front (D1 and D2) that opens every 2 minutes.

Objectives

Objective 1

- 2 masts will be present at points M1 and M2. Readings will be taken simultaneously every 2 minutes.

Objective 2

- A banner bearer marshal moves on foot along the red dotted line, back and forth.
- It will be possible for a front to accumulate time by following the banner bearer. Time is only accumulated if a member of the front is present 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, the accumulation of time is stopped.

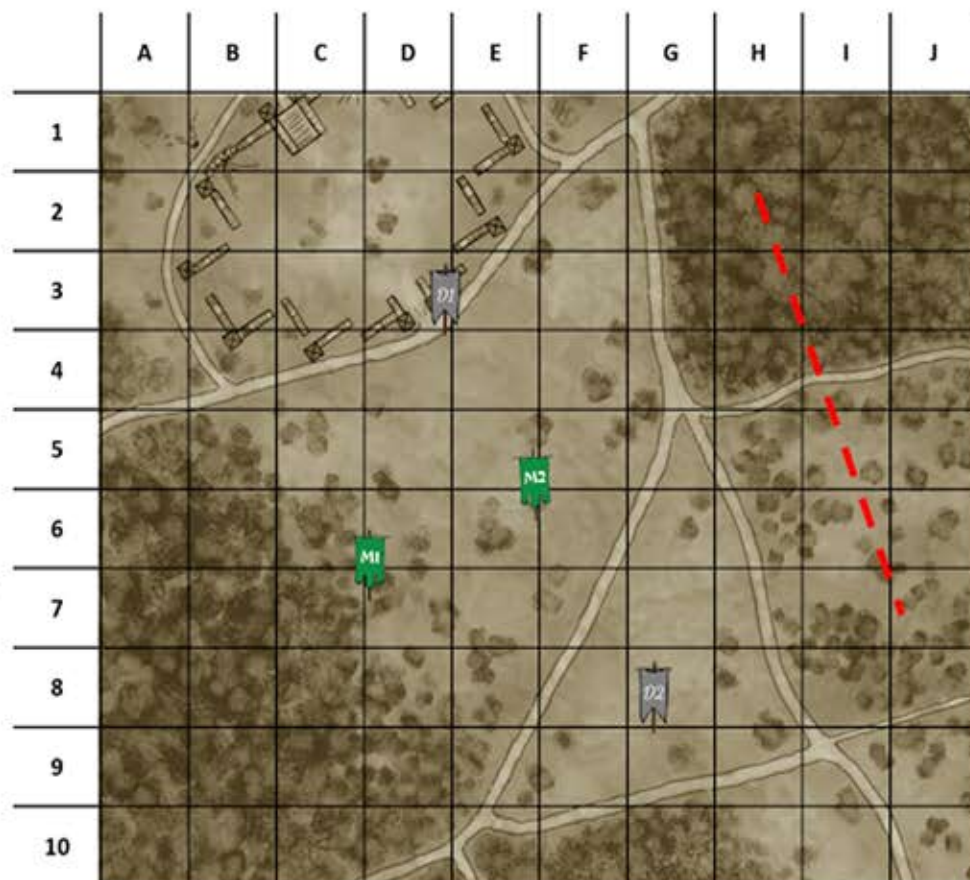
Rewards

Objective 1

- 1 victory point for every 2 readings.

Objective 2

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





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Non-Dec Chapter– *The Multiplication of Leaders*

Some territories prove more difficult to subdue, as several factions are already vying for power there. To hope to rule this forest, guilds will have to split up and maneuver wisely. Victory will go to generals capable of deploying their forces at key points without exposing themselves to losing everything at once.

Deployment

D1 and D2.

Field boundaries

The non-decorum camp.

Chapter duration

30 minutes.

Healing

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



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Objectives

Objective 1

- A marshal is located at the entrance to the flow at point I1.
- It is possible for a participant to report to the marshal and touch the bridge at the bottom of the chute.
 - This participant is invincible from the moment they leave the marshal's position until they return.
 - This participant cannot 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 complete the route correctly within the allotted time.
 - There can only be one participant in the chute at a time.

Objective 2

- A marshal is located at point Z.
- It will be possible for a front to accumulate time with the marshal. Time is only accumulated if a member of the front is within 5 feet of the 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.
- Two banner bearer marshals are located at points Z1 and Z4 at the start of 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 present within 5 feet of the banner bearer marshal 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.
 - Every 5 minutes, the marshal at Z1 moves to Z2 and the marshal at Z4 moves to Z3, and vice versa, until the end of the chapter.

Rewards

Objective 1

- 7 victory points in ratio to the number of times the round trips have been made.

Objective 2

- 21 victory points based on the total cumulative time, rounded up.





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Vieille-Ville Chapter – *Location, location, location!*

When the land is arid and devoid of souls, it is its very terrain that makes it rich. The larger the domain, the more strategic points there are to conquer. It is therefore necessary to establish a base from which to deploy scouts and battalions, while maintaining the balance of the lines. For a single misstep by the generals at the front can turn a carefully calculated plan into a crushing defeat.

Deployment

D1 and D2.

Field limits

The Faubourg is not accessible.

Chapter duration

30 minutes

Healing

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



Objectives

Objective 1

- 2 time boxes will be present at points BT1 and BT2.

Objective 2

- Masts M1, M2, and M3 readings will be taken simultaneously every 3 minutes.
- It is not possible to cross the solid red lines.
- The blue zone is a neutral zone where no combat is allowed, accessible to everyone, even dead players.
 - At the beginning of the chapter and every 5 minutes, 15 players per side will be able to cross the blue zone to the Quartier Nord. This is cumulative, allowing a maximum of 90 players per side in the Quartier Nord at the very end of the chapter.
 - A player can pass through the blue zone to the Quartier Nord at any time, as long as there is room, even if they are dead. If they are dead, they come back to life as soon as they leave the main path.
 - It is never possible for a player, even if dead, to cross in the other direction.

Rewards

Objective 1

- 15 victory points based on the total time accumulated, rounded up.

Objective 1

- 1 victory point for every 2 readings.



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Faubourg Chapter – *Plunder*

When diplomacy weighs less than loot, the blade speaks louder than words. One of the coveted Unknown Lands is home to a tribe of only a few individuals. Their resources alone are worth more than the time that could be spent negotiating. The decision is therefore made: the place must be plundered while diverting the attention of the clan chief.

Deployment

D1 and D2.

Field limits

Faubourg

Chapter duration

30 minutes.

Healing

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

Objectives

Objective 1

- A banner bearer marshal moves without stopping along the red dotted line in a clockwise direction throughout the chapter.
 - It will be possible for a front to accumulate time by following the banner bearer marshal. Time is only accumulated if a member of the front is within 5 feet of the banner 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.

Objective 2

- Marshals will leave the fireplace with a bag in their hands and stop at their discretion somewhere on the field.
- After stopping for 1 minute, the marshals will release their bags, which can then be retrieved by the players.
 - Participants may bring the bags back to their healing wells (D1 and D2).
 - All bags are stealable as long as they are not at the well and must be dropped on the ground when their carrier dies.

Rewards

Objective 1

- 20 victory points based on the total cumulative time, rounded up.

Objective 2

- 10 victory points based on the ratio of the total number of bags brought to the well, rounded.





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Plaine des Tournois Chapter– *Proving Your Worth*

A chaotic tribal chief seems to want to entertain himself at the expense of the newcomers to his lands. While he conducts meaningless negotiations, he dispatches his followers to gauge the worth of the would-be conquerors. For before granting his respect, he wants to see if their blades are equal to their ambitions.

Deployment

D1 and D2.

Field Limits

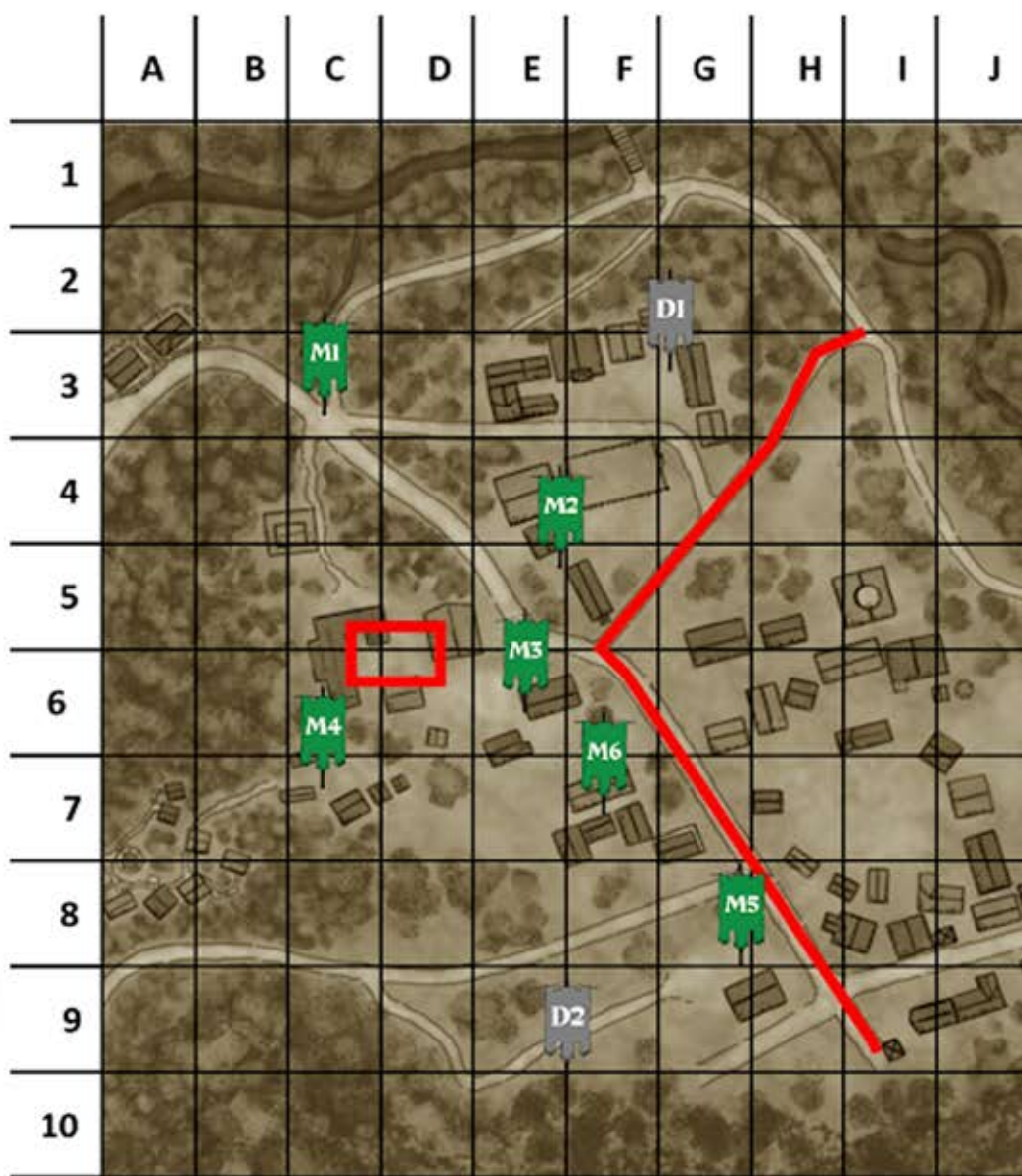
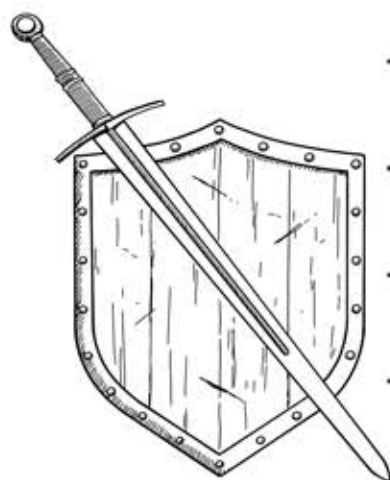
The section to the right of the solid red line is inaccessible.

Chapter duration

30 minutes.

Healing

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



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Objectives

Objective 1

- A marshal with a runic sash is hidden somewhere on the field.
- It is possible for a front to find him and protect him so that he can reach one of the 6 M.
 - The marshal will remain at his point for 1 minute.
 - When the point is reached, the time continues to run even if the marshal is no longer protected.
 - The marshal will note which faction is by his side at the end of the minute.
- The marshal only indicates the next point he wishes to go to.
- If the marshal finds himself in danger, he freezes in place until he is protected again.
- The marshal must complete all 6 M's before making a new M, but may choose them randomly.

Objective 2

- A group of marshals is located at the red square.
- Five minutes after the start of the scenario and every five minutes thereafter, a "Taktika: Kill Count (20) 3V3" style battle will take place for three minutes.
 - It is possible for a front to send 3 players, even if they are dead, to participate in the battle.
 - If a team is not present at the start of a joust, victory is automatically awarded to the front that is present.
 - When the battle is over, the 6 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.

Rewards

Objective 1

- 24 victory points based on the number of protections the marshal has, rounded up.

Objective 2

- 1 victory point per joust won.





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Haute-Ville Chapter – *Forging Alliances*

Some indigenous leaders are here to stay. It is therefore important to forge lasting alliances with them. However, enemy factions have come to the same conclusion as you. You must therefore fight your enemies while negotiating a lasting alliance. Will you be able to fight on two fronts simultaneously to achieve your goal of conquest?

Deployment

D1 and D2.

Field Limits

The section to the left of the solid red line is inaccessible.

Chapter duration

30 minutes.

Healing

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

Objectives

Objective 1

- A marshal is present at points I1 and I2.

- It will be possible for a front to accumulate time with the marshal in the appropriate area. Time is only accumulated if a member of the front is present within 5 feet of the marshal without the presence of a member of the opposing front. If a member of each front is present within 5 feet, time accumulation is stopped.

- The appropriate zone for front D1 is I1 and for D2 and I2.

Objective 2

- Each front receives 3 padlocks at the beginning of the chapter.

- It is possible to place the padlock on points Z1 and Z2.

- The front must padlock the eyelet if no other padlock is present or padlock the last padlock present otherwise.

- Every 10 minutes, a marshal will note which padlock is the last in the chain at each of the Z points.

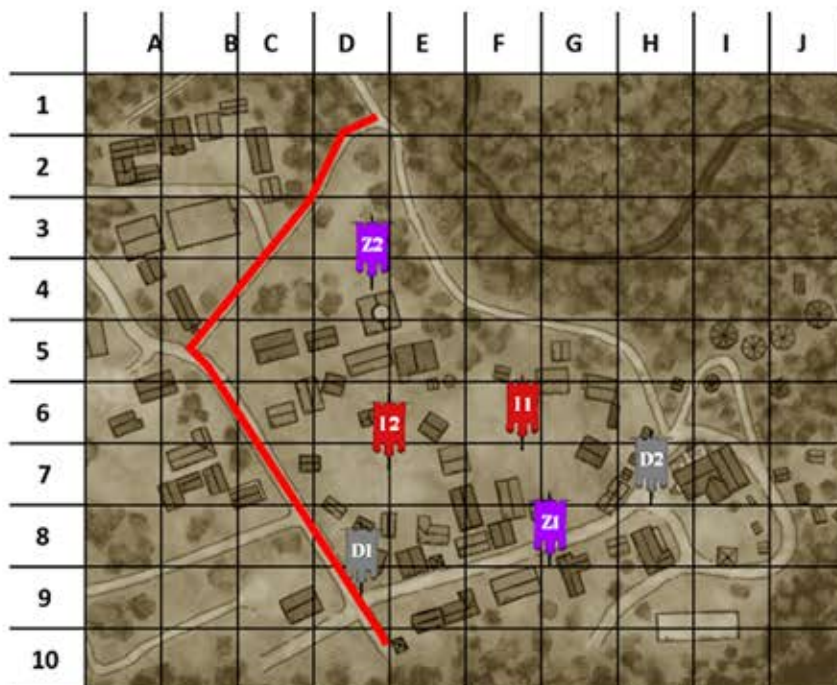
Rewards

Objective 1

- 18 victory points in ratio to the total cumulative time, rounded.

Objective 2

- 2 victory points for each Z point recorded.





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Extra Chapter – The Tragedy of Mr. Scorpion

During your many deployments, you had the chance to meet a wide variety of characters. One of them caught your curiosity: an honest merchant named El Scorpionne. A widower and the last of a broken family, he is searching for family heirlooms, treasures with only sentimental value, and promises a small reward if you find one.

During the chaos of battle, you decide to take a look, quite legally, at your general's chest of conquests, but without success. Nothing. Perhaps it would be possible to take a look, also quite legally, at the enemy's chest by pretending to be one of them? Just to do a favor for a poor, lonely merchant...

Deployment

- D1: The team with the lowest score.
- D2: The team with the second lowest score.

Field limit

None.

Chapter duration

5 to 15 minutes. Repeat if desired.

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Healing

- Healing hourglasses and 1 healing well per front (D1 and D2).
- If you decide to return to the healing well, you must return to the well of the team you were fighting against when you died. You will therefore respawn as a player on the other team until the next time you decide to return to a healing well. Only the representative of each front remains on their original team.



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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 other two teams, starting with the team with the lowest score.
 - This creates a 2-on-2 matchup.
- Elimination of the opposing front.
- 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 from 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. Divisible if the scenario is repeated.

