

Les Légions Démoniaques

CAMPAGNE

23 MAI 1026



DUCHÉ DE BICOLLINE



Les Légions Démoniaques

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Endless wars and assaults have left deep scars on the Empire, which is currently going through a dark period. The Von Shlaffenmarks, who once welcomed foreign delegations with open arms, now scrutinize every visitor with a suspicious eye.

It is in this heavy atmosphere that Kronin Sargasse Aemili, accompanied by his Legio Praetoria, arrives in Mariembourg on a diplomatic mission aimed at strengthening his ties with Emperor Karl Ier.

The two factions share a long history forged by campaigns fought side by side and treaties sealed in blood. Yet this diplomatic visit, which was originally intended to be a courteous one, is on the verge of turning into discord, as the emperor is convinced that Kronin has brought hordes of demons with him in addition to his legions.

Is his mind playing tricks on him? It doesn't matter, since the emperor believes it! For the Von Shlaffenmarks, the threat is therefore very real and must be eradicated without further delay. The imperial jewel that is Mariembourg has already suffered too much from the cultist cells proliferating on the Empire's fringes. And the aftertaste left by the recent passage of a demon sowing chaos in the ranks of the imperial armies has not yet had time to fade.

The soldiers of Bryas, for their part, face a very different reality. The Tenamuahc, a guardian power deeply rooted in the traditions of the Terres d'Auquesse, imposes its will with an iron fist. For the legionnaires of Kronin, attacking the cultists who serve the Great Khan and the Tenamuahc means risking the wrath of both. The Auquessian chancellor thus finds himself in a bind, torn between the honor of an existing pact and the beliefs that bind his own men.

Will diplomacy hold up if it must withstand a demonic onslaught?



Registration details for combatants

Prices

- Member: CA\$85.00 + tax (CA\$97.73)
- General admission: CA\$100.00 + tax (CA\$114.98)

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

- **LUNCH:** CA\$ 22.00 + taxes (CA\$ 25.29)
 - Grilled cheese with ham / Grilled Cheese
 - Lentil soup
- **DINNER:** CA\$ 24.00 + tax (CA\$ 27.59)
 - Poutine with chicken or meat / 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 remains transferable to another person until the day of the event. On-site registration is not available.

When you register, please make sure you have the QR code you received via email upon payment or a valid 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 a meal package is Monday, May 18, 2026, at noon. The deadline for registration without a meal package is Friday, May 22, 2026, at 5:00 PM.

The event is designed for two groups of 350 participants each.

A limited number of VIP spots 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.



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To manage registrations, please contact the front organizers:

- Von Shlaffenmark (**YELLOW**)
 - Simon Daoust à simon_daoust@hotmail.com
 - Didier Berard à didierberard@gmail.com
 - Dominic Hallé à dominic.halle@gmail.com
- Legio Prétorie (**BLUE**)
 - Loïc Piché à loicpiche@gmail.com
 - Audrey Dufour à akiyomiwaka@gmail.com
 - François Magny à francoismagny381@hotmail.com



Registration Details for Non-Participants

You can register for the event to enjoy your guild facilities during the day and attend the Ducasse in the evening. 100 spots will be available for non-participants on a first-come, first-served basis.

Prices

- Member: CA\$70.00 + tax (CA\$80.48)
- General admission: CA\$85.00 + tax (CA\$97.73)

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

- **LUNCH:** CA\$ 22.00 + taxes (CA\$ 25.29)
 - Grilled cheese with ham / Grilled Cheese
 - Lentil soup
- **DINNER:** CA\$ 24.00 + tax (CA\$ 27.59)
 - Poutine with chicken or meat / Poutine

Registration as a non-participant 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 event. On-site registration is not available.

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



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To register

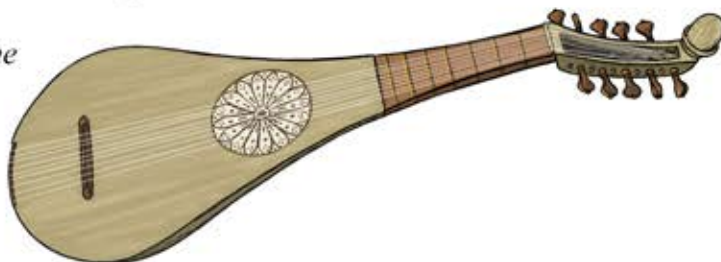
All participants must be at least 16 years and 1 day old. Registration is done on the Bicolline website, and a user account is required.

The deadline for registration with a meal package is Monday, May 18, 2026, at noon. The deadline for registration without a meal package is Friday, May 22, 2026, at 5:00 PM.

By registering, a non-participant agrees to abide by the following rules, failure to do so may result in expulsion:

- **Go inside their cabin if fights are scheduled in the area (it is permitted to watch the fight from an upstairs balcony if applicable);**
- **Do not light any fires without prior authorization;**
- **Do not interfere in any way with the fights;**
- **Do not take the place of a fighter who withdraws or is injured.**

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



Schedule

Arrival of participants

On the day of the event

Participants are expected at the Auberge de Bicolline drop-off **starting at 8:00 AM** on Saturday morning. Please park in Lot P1 across the street, except for those with assigned parking spots. **No vehicles will be allowed on the site on the day of the event.**

Latecomers must join the ongoing activity after passing inspection. It is the responsibility of a latecomer to find a marshal who can homologate their weapons before joining the combat.





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Arrival of Non-Participants

Non-participants are expected at the Auberge de Bicolline drop-off area starting at 10:00 AM on Saturday morning. Please park in the P1 parking lot across the street, with the exception of those with assigned parking spaces. **No vehicles will be allowed on the premises on the day of the event.**

Once registration is complete, non-participants should proceed to their guild building. If a scenario chapter is taking place near their camp upon arrival, non-participants must wait until hostilities have ended before heading to their cabin.

Arrival on Friday and departure on Sunday

Assignee (participants and non-participants) may arrive on Friday and sleep on-site. The gates and access to the site close at **10:00 PM**, and all vehicles must be moved to Parking Lot P1 across the street or to the designated parking area, if applicable, before that time.

Permit holders may also stay overnight on the site after the event. No vehicles will be allowed on the site on the day of the event, but access will be permitted the following morning. Permit holders must leave the site no later than **2:00 PM** on the Sunday following the event.

Schedule for the Day

The chapters follow one after another, and the accumulation of victory points will not be revealed until the end of the event during the subsequent Ducasse.

If both sides refuse to engage, neither side earns victory points, and the gains from that chapter are forfeited.

If one of the two warring sides requests a stalemate, the side receiving the combatants must concede victory. The conceding side will retain 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 representative of the Bicolline campaign team.



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Schedule for the Day

Start	End	Les Légions Démoniaques
8:00 AM	9:30 AM	Arrival, registration, and verification
9:30 AM	10:00 AM	Deployment
10:00 AM	10:20 AM	Prologue – The Arrival of the Legions
10:40 AM	10:50 AM	Briefing at the Front Lines
10:50 AM	11:30 AM	Chapter 1 – The First Confrontation
11:50 AM	12:50 PM	Chapter 2 – Hunting Down the Cultists
1:10 PM	2:10 PM	Interlude – Soup Time
2:30 PM	3:15 PM	Chapter 3 – The Two Faces of a Conflict (Act 1)
3:35 PM	4:20 PM	Chapter 3 – The Two Faces of a Conflict (Act 2)
4:40 PM	4:55 PM	Chapter 4 – The Shadow of Defeat
4:55 PM	5:00 PM	Return of the Armbands
5:00 PM		End of the campaign
7:00 PM		Start of the Ducasse



Delay

Unless otherwise specified in a chapter's 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 a seven-minute delay, thereby skipping 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 mind will be tolerated during the event. Everyone's enjoyment depends on each person's individual responsibility. *Players who violate these rules may be subject to expulsion.*

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

Out of respect for everyone and for fire safety, smoking or vaping is prohibited during a combat chapter.





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Staff

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

- There are no mechanics involving a staff in this scenario.

It is not possible to change the members of a staff after the tabs have been distributed.

Rewards

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

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

Guild Seal: To claim their winnings, the selected 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.

Generals' Grants: Front organizers will receive a grant equivalent to 10 solars per recruited (registered) participant to establish a war chest for making payment arrangements 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 Banque de l'Hippocampe.

Recruitment Bonus: If both sides reach 300 participants, each side will receive an additional 1,000 solars in the purchase table. If the campaign is fully subscribed—that is, 350 participants per side—the bonus increases to 1,500 solars per side.

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. Prizes will total 15 Solars per campaign participant. A secret list of prizes and rewards will be revealed to the front commanders during the fair directly at the Hippocampus Bank. Commanders will be able to purchase the prizes of their choice by paying with reward points. The winning front may have first choice for special prizes.



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Notoriety: Each guild forming the front's command staff will receive one notoriety point, and the lead 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 opposing front as well as 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 for that title. As for the distribution of remaining points, it will be based on the ratio of points already earned.

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

Rules

All standard combat rules apply. For further details, please refer to the Combat Rules available on the Duchy of Bicolline's website.

- **Permitted Weapons:** All weapons are permitted.
- **Protection:** All armor and shields are permitted.
- **War machines:** For Chapters 2 and 3, two war machines per front.

Death and Healing

Unless otherwise specified in a chapter's description, a healing well operates on the "touch it, come back to life" principle. A front may not be within ten meters of the opposing front's healing well (no camp of the dead). A marshal reserves the right to determine the boundaries of the healing well.

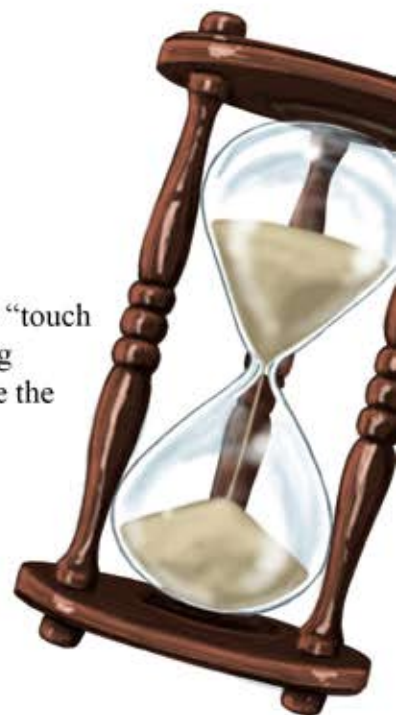
Participants who are entitled to use a healing hourglass may do so.

Reminder: Self-healing is prohibited.

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

Miscellaneous

- Please return the Duché de Bicolline game equipment to the registration tent as soon as the campaign ends. You may also hand it directly to a marshal.
- Unless otherwise noted, water stations on the field will be open.



Contact Us

Accommodations at the Auberge

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

Other

Emails:

- For questions related to the game: maitredejeu@bicolline.org
- For general logistical questions (registration, check-in, access to the grounds, etc.): info@bicolline.org
- For questions regarding the mechanics of the activity or to become a marshal: activites@bicolline.org

Phone : (819) 532-1755

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

Website : bicolline.org



The masculine gender is used in this document as a neutral gender. The use of the masculine gender is intended solely to simplify the text and make it easier to read.



Les Légions Démoniaques

Prologue – *The Arrival of the Legions*

The roads of Mariembourg echo with the clang of armor and the heavy footsteps of Bryas's legions. Under their banners, the legionnaires march in tight formation. No one has come as a conqueror. Nor has anyone come in peace. The men eye one another warily, aware of the fragility of the oaths they have exchanged. The pact still holds, but tensions are beginning to erode it.

Deployment

- To your respective healing wells (D1 & D2).
- Latecomers enter the game dead.

Terrain Limits

- Inside the red line.

Chapter Duration

- 20 minutes.

Healing

- One healing well per front (D1 & D2).



Objective 1

- Three time boxes (TB1, TB2, & TB3) will be present on the field.
- Each front can accumulate time there independently.

Objective 1 Rewards

- 100 victory points (10%) based on the ratio of total time accumulated in the time boxes.



Chapter 1 – *The First Confrontation*

In the center of the plain, tensions are rising. Emperor Karl Von Shlaffenmark openly accuses Kronin Sargasse Aemili of having brought demons with him that are hiding among his men. Kronin defends himself, invoking the honor bound by the pact and attempting to calm the situation, but every word only fuels the emperor's already deep-seated mistrust.

Then, without warning, a Redemption purgator steps forward, driven by unshakable faith. Before everyone's eyes, he strikes down a man he claims is a demonic creature. The act stuns the assembly. After a brief moment of silent shock, shouts erupt, weapons are raised, and blood begins to flow. The first challenge has just been issued

Deployment

Behind your deployment lines, represented by the dotted lines in your faction's colors. The yellow faction to the northwest of the yellow dotted line and the blue faction to the southeast of the blue dotted line.

Terrain Limits

- None.

Chapter Duration

- Play the scenario **twice**, switching starting zones.
- Each scenario continues until one of the two fronts is **eliminated**.

Healing

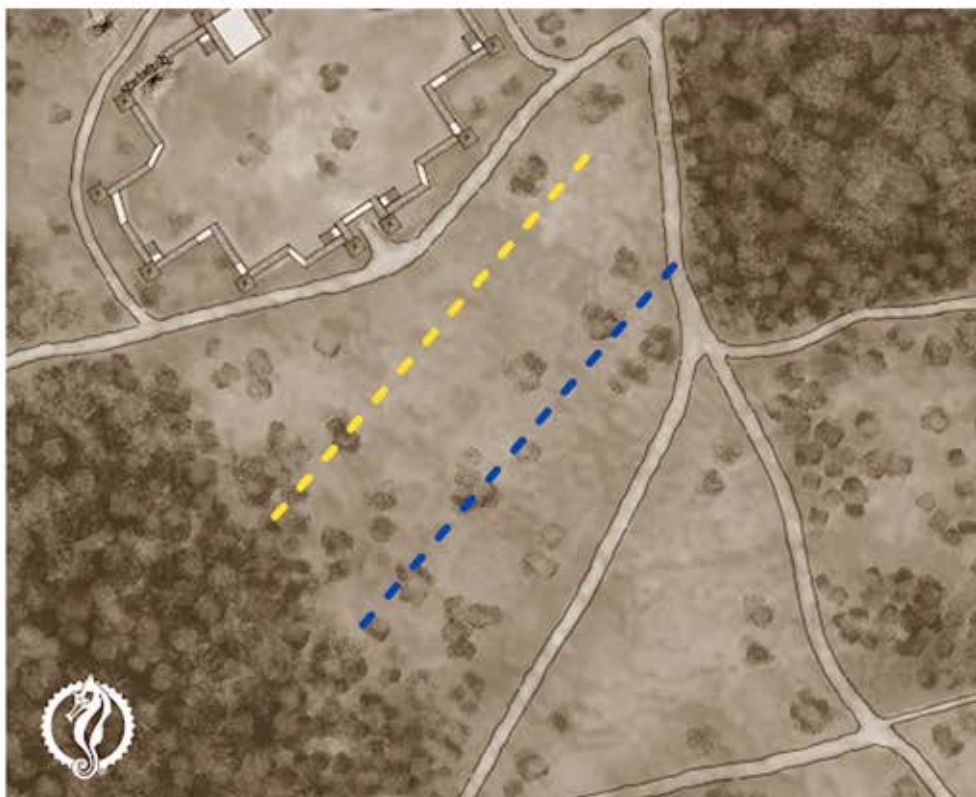
- None.

Objective 1

- Eliminate the enemy front.

Gains Objective 1

- 50 victory points (5%) per victory.



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Chapter 2 – *Hunt Down the Cultists*

Cultist hideouts are said to be concealed throughout the ruins and forgotten corners of Mariembourg. For the Empire, heresy must be hunted down and eradicated without delay. Conversely, the Auquesse legions fear that stirring up trouble might be seen as an offense.

The adversaries deploy nonetheless, scouring the surroundings for the slightest clue. But as the hideouts are uncovered, doubt sets in; the threat is very real... and perhaps closer than they thought.



Deployment

- To your respective healing wells (D1 & D2).

Terrain Limits

- None.

Chapter Duration

- 60 minutes.

Healing

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

Restriction

- 2 war machines per front.



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Objective -1

- Three (3) time boxes (BT1, BT2, & BT3) will be present on the field.
- Each front may accumulate time independently.

Objective -2

- **Eight (8) missions** during the scenario (see: How Missions Work).
- Two (2) missions (1 for each front) will be distributed **after 10, 20, 30, and 40 minutes** into the scenario.

How Missions Work

- There will be **ten (10) envelopes**, each containing the same missions for each front.
- The envelopes will be hand-delivered to the headquarters at their respective healing pits (D1 & D2).
- Each envelope is **sealed**. It is therefore impossible to know the mission before opening it.
- When a mission becomes available, the command staff must select **one envelope from among the remaining ones** and open it.
- To complete a mission, the player must have **the mission description** and fulfill **all the specified criteria**.

Mission Example:

- Bring a war machine to M1.
- To complete this mission, the player must:
 - go to the marshal at M1,
 - bring a war machine,
 - hand the mission letter to the marshal.
- The Marshal will then hand over the mission reward or the next step, as applicable.

Objective Rewards -1

- 175 victory points (17.5%) based on the ratio of time accumulated across all time boxes.

Objective Rewards -2

- 175 victory points (17.5%) based on completed missions.



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Interlude – *Let's eat!*

A misplaced affront. Scraps of hidden cultists. None of this fills the bellies of hungry legionnaires. It's time to regroup the troops and sit down to eat to avoid getting beaten up.

Deployment.

To be determined.

Chapter duration

60 minutes.

Deployment for the next chapter will take place at 2:10 PM so we're ready to start at 2:30 PM.

Objectives

- Pick up your meal from the cook.
- Eat.
- Use the trash cans to dispose of waste.
- Catch the deserters.
- Fill your water bottle.

Victory Condition

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

Rewards

- Satiety.
- Hydration.
- BONUS: Meaningful, brotherly discussions about the meaning of life despite the paranoia.

Bonus points

- The person who completes the secret licorice quest will be awarded a "Fait d'armes" card.



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Chapter 3 – The Two Faces of a Conflict

Act 1 - The Von Shlaffenmarks march without hesitation toward the revealed lairs. Their objective is clear: to destroy every hideout, purge every demonic trace, and leave nothing standing of the threat that plagues the Empire.

Act 2 - The Legio Praetoria attacks with determination. Rather than defending the lairs, it chooses to strike at the Imperial forces by attacking their barracks, seeking to break their momentum and prevent the destruction of the targeted positions

Deployment

Act 1: The attacking front deploys at point D1.

Act 2: The attacking front deploys at point D2.

The defensive line deploys at point B and/or at a time box.

Field Limits

None.

Chapter Duration

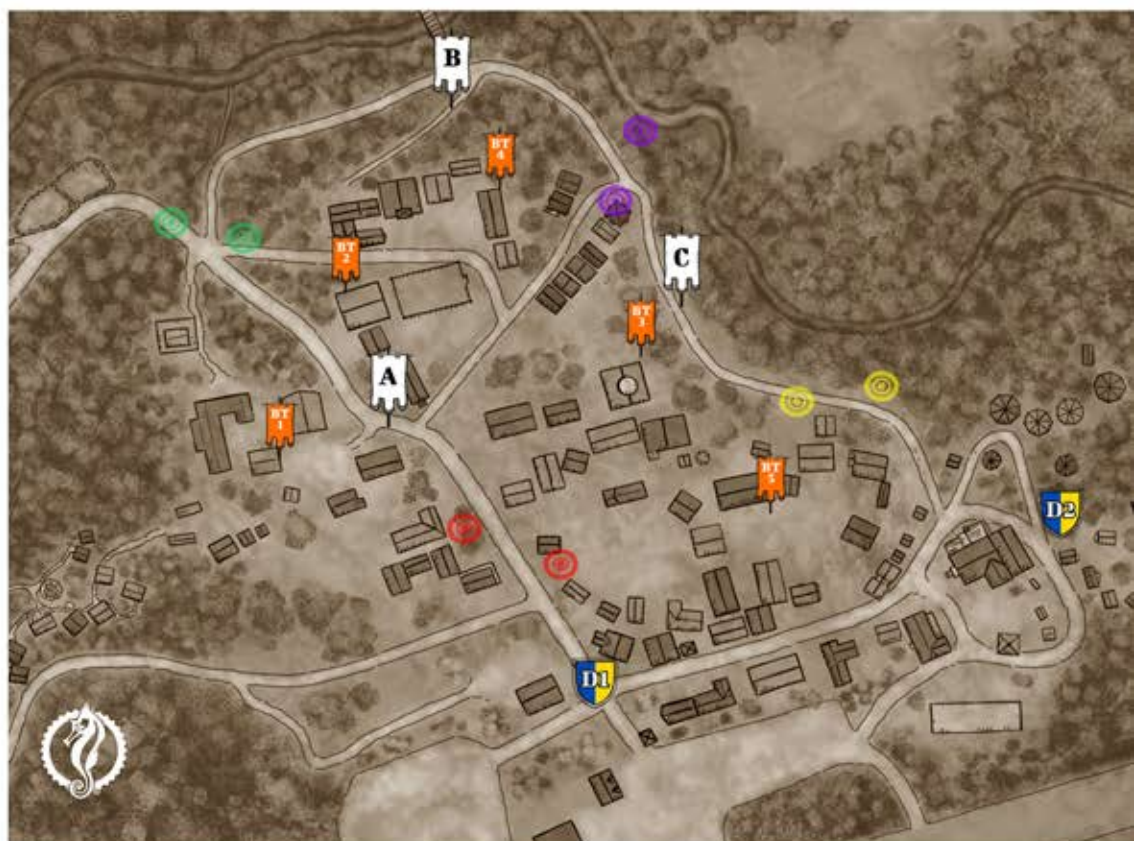
- This scenario takes place in two acts (Act 1 & Act 2).
- Maximum 45 minutes per act.
- Ends when all targets are destroyed or 45 minutes have elapsed.

Restriction

- 2 war machines for the attacking side.

Healing

- Healing hourglasses.
- Healing Wells.





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Healing Well Management

Act 1

- The attacking front starts at healing well D1.
- The defending front starts at healing well B (or at the various time boxes).
- When the targets marked in red are destroyed, the defending front's well moves from point B to point A.
- When a war machine reaches point C, the attacking front's well moves from point D1 to point C.
- When the targets marked in green are destroyed, the defending front's well moves from point A to point D2.
- When a war machine reaches point B, the attacking front's well moves from point C to point B.

Act 2

- The attacking front starts at healing well D2.
- The defending front starts at healing well B (or at the various time boxes).
- When the targets marked in yellow are destroyed, the defender's front well moves from point B to point C.
- When a war machine reaches point A, the attacking front's well moves from point D2 to point A.
- When the targets marked in purple are destroyed, the defending front's well moves from point C to point D1.
- When a war machine reaches point B, the attacking front's well moves from point A to point B.

Objective 1

Five time boxes (BT1, BT2, BT3, BT4 & BT5) will be present on the field.
Only the defending side can accumulate time.

Objective 1 Rewards

- 350 victory points (35%) based on the accumulated time ratio.

Objective 2

- Destroy the designated targets
 - To do so, the targets must be hit by 5 projectiles from war machines.
- When all targets in an area are destroyed, the healing wells advance (see healing well management mechanics).
- **Reminder: War machines must fire directly.**

Objective 2 Rewards

- X victory points based on the ratio of buildings destroyed.



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Chapter 4 – *The Shadow of Defeat*

The latest clashes have sown panic. The line is breaking.

Under the pressure of the assaults and the clatter of war machines, an army wavers, then breaks. In the distance, it is still impossible to tell which of the two forces is retreating. Is it the imperial troops of the Von Shlaffenmarks attempting to reach the fortifications for a final stand? Or are the legionnaires of the Legio Praetoria heading toward the Auquesse galleons moored in the harbor? It is time to flee...

Regardless of who emerges victorious, this final clash will leave a deep mark on any future diplomatic efforts.

Deployment

- The attacking line deploys at well D1.
- The defending front deploys at point #1.

The losing side from Chapter 3 will be designated as the attacking side for this chapter.

Terrain Limits

- None.

Chapter Duration

- 15 minutes maximum.

Restriction

- The defending front cannot heal itself.





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Healing

- 1 healing well for the attacking front.
- Healing hourglasses for the attacking front.

Objectifve 1

The attacking front must escort the general to point #1 in less than 15 minutes.
If the general dies, he can be healed.

Rewards

If the escort is successful in less than 10 minutes:

- 100 (10%) victory points for the attacking front.
- 0 victory points for the defending front.

If the escort is successful between 10 and 15 minutes:

- 75 (7.5%) victory points for the attacking side.
- 25 (2.5%) victory points for the defending side.

If the escort fails:

- 0 victory points for the attacking side.
- 100 (10%) victory points for the defending side.